

Any% Glitchless Double Mage Route

Final Fantasy 1 Pixel Remastered

Organized By: CaptotheDorks

Source Material: IceBlue, Leonis

Observations from Watching: Thunderclaude

Run Timing: Timing starts on character confirmation. Splits are usually done on the start of the death animation of the boss. Final split is on the death animation of Chaos.

Party: (1)Warrior (W), (2)Monk (M), (3)Black Mage (BM1), (4)Black Mage (BM2)



Risk: The double mage party has high damage output with AoE spells that hit all enemies. The mages have low health and low defense up until Astos. After Astos, potions should keep them alive in between battles. Resets are likely in the beginning 20 minutes of the game if your Black Mages can't stay alive.

Encounters: Taking encounters is important but some can be skipped due to low EXP yield later in the game or risky fights that could wipe the squishy mages. After HP goal is reach, Fleeing is faster for time.

Leveling Objectives:

1. **Mages to 30 INT.** At 30 INT their spells do roughly 50% more damage. This should happen LV15-20 and is luck based on how the game rolls leveling.
2. **Health:** Monk-300+, Mages 240+. This is so the mages can survive a few Chaos AoE's & Monk can get to max Health from Giant Tonics during the Chaos fight.
3. **Monk Scaling Levels:** At 4, 12, 21, 32, the monk gets significant boosts to his fight capabilities. It's not necessary to track this.

Step Count: Steps count will determine how many fights you get. Encounters can be skipped if you get through areas with the least amount of steps, so be wary of not taking a direct route.

Movement: Make sure you are running instead of walking for most of the game. In the Pixel Remastered, you can walk diagonally which can eliminate 100's of steps across the run.

Black Mage Spell Charges: In the Pixel Remastered version, instead of MP, you have a certain number of spell charges per spell level slot per level. Here are the spells used in this route:

- Level 1: Thunder
- Level 2: Temper
- Level 3: Thundara, Fira
- Level 4: Haste
- Level 5: Firaga
- Level 6: Thundaga
- Level 7: Blizzaga

Ether/Potion Conservation: In the early game before you can buy 99 of items, potion & ether use should be considered carefully as to not waste when these items can't be used for their full potential.

Potion: 50 HP

Hi-Potion: 150 HP

Ether: 1 Spell Charge per spell level slot

Spell Charge Quantity: As you level your black mages, so does their spell charges until you have 9 charges per slot at character level 50. By Chaos, expect to be no higher than Lv.32.

| Spell | Cost | 1st | 2nd | 3rd | 4th | 5th | 6th | 7th | 8th | 9th |
|----------------------|--------|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| Lv.1 - Thunder | 50 | (-) | 1 | 2 | 4 | 7 | 10 | 14 | 19 | 24 |
| Lv.2 - Temper | 250 | 2 | 3 | 5 | 9 | 13 | 17 | 24 | 28 | |
| Lv.3 - Thundara/Fira | 1,000 | 5 | 6 | 8 | 11 | 15 | 20 | 27 | 31 | |
| Lv.4 - Haste | 2,500 | 8 | 9 | 11 | 14 | 18 | 23 | 29 | | |
| Lv.5 - Firaga | 4,000 | 12 | 13 | 15 | 18 | 22 | 27 | 32 | | |
| Lv.6 - Thundaga | 13,000 | 16 | 17 | 19 | 22 | 25 | 30 | | | |
| Lv.7 - Blizzaga | 30,000 | 20 | 21 | 23 | 26 | 29 | | | | |

Preservation of Life: Conserve HP as much as possible, this converts to defending when the character isn't an asset to the fight. Black mages should only melee early game. When using AoE spells that 1 turn clear, defend on fighters. If any character is low HP, consider defending to prevent needing a church or a Phoenix Down.

Table of Contents

| | |
|-----------------------------------|-------------------------------------|
| <i>Game Start</i> | 4 |
| <i>Cornelia</i> | 4 |
| <i>Walk to Chaos Shrine</i> | 5 |
| <i>Cornelia - 2</i> | 6 |
| <i>Walk to Pravoka</i> | 6 |
| <i>Pravoka</i> | 7 |
| <i>Ship to Elfheim</i> | 8 |
| <i>Elfheim</i> | 9 |
| <i>Walk to Marsh Cave</i> | 10 |
| <i>Marsh Cave</i> | 11 |
| <i>Walk to Western Keep</i> | 12 |
| <i>Maltoya's Cave</i> | 13 |
| <i>Mystic Key</i> | 14 |
| <i>Nitro Powder</i> | 15 |
| <i>Dwarf Cave</i> | 16 |
| <i>Melmond</i> | 17 |
| <i>Earth Cave</i> | 18 |
| <i>Earth Rod</i> | 19 |
| <i>Return to Earth Cave</i> | 20 |
| <i>Crescent Lake</i> | 22 |
| <i>Ice Cavern</i> | 23 |
| <i>Supply Run</i> | 26 |
| <i>Waterfall Cave</i> | 27 |
| <i>Oxyale</i> | 28 |
| <i>Sea Shrine</i> | Error! Bookmark not defined. |
| <i>Lufenia</i> | 32 |
| <i>Flying Fortress</i> | 33 |
| <i>Mount Gulug</i> | 35 |
| <i>Temple of Fiends</i> | 37 |
| <i>CHAOS!!!</i> | 44 |

Game Start

Start Credits: 1:55

The game opens on you on the world map. Enter Cornelia left or right.



Cornelia



Starting Gil: 500

Weapon Shop

- 1x Rapier

Armor Shop

- 1x Chain Mail

Black Magic

- 2x Thunder

Remaining Gil: 327

Equip

- Warrior: Optimize
- Monk: Remove All

Talk to Guard at North Exit, he will teleport you to the King in the Castle.

Once text is done, **exit castle south & head to the Chaos Shrine to the North.**

Walk to Chaos Shrine



World Map & Dungeon encounters happen randomly based on steps. Usually happening between 26-35 steps.

Expected Encounters: 1-2

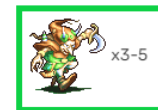
If you get through the lone forest before your first encounter, you should only get 1 total before Garland. Otherwise, there will be one in the chaos Shrine.

Preserve Thunders on BM's for Garland.
Take any encounter except 9 Goblins, flee.

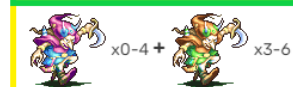
Ideal: Reset if anyone dies.

Otherwise: Time loss during Garland, 40 gil per revive in Cornelia & Time loss. 30sec – 1min.

South of Cornelia



North of Cornelia



Once in Shrine, **run north and speak to Garland to start fight.**

Garland

HP: 212
Turns to clear: 2-3

Moves:
Attack 100%

Warrior/Monk: **Attack**
Black Mages: Cast **Thunder**

Ideal: Reset if anyone dies.
Otherwise: Time loss during Garland, 40 gil per revive in Cornelia & Time loss. 30sec – 1min.

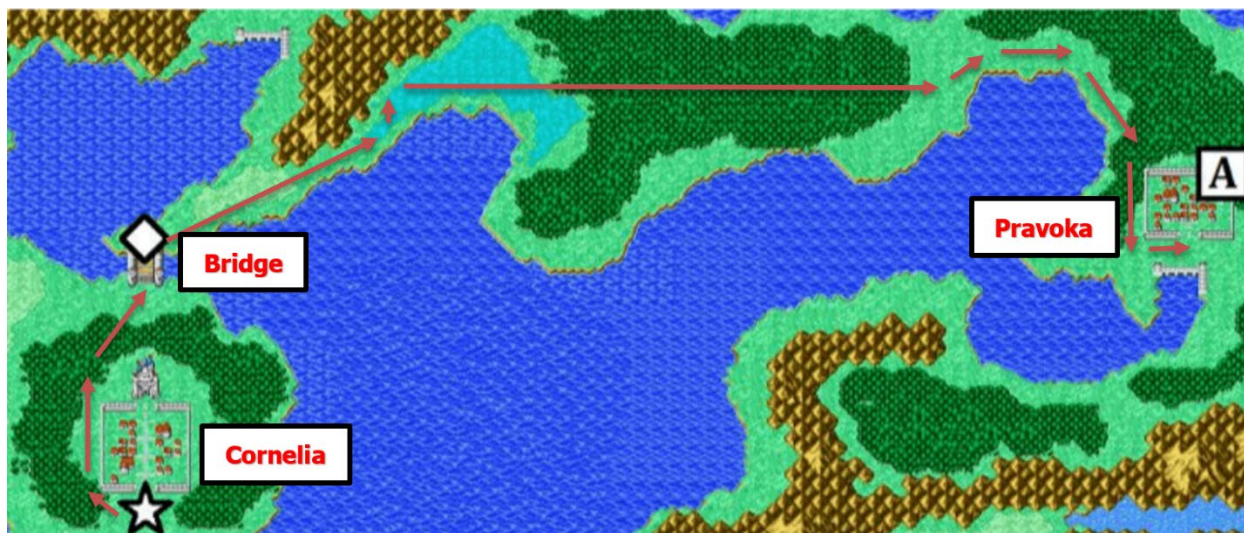
Talk to Princess Sarah(Garnet) to be teleported to castle.

Cornelia - 2

After text, talk to Sarah to get the **Lute**, and leave the castle.
There will be the Bridge Cutscene.

After Bridge Cutscene, head into town and **rest at the Inn**, then exit to World Map.
Head to Bridge for Bridge Credits, then head east to **Pravoka**.

Walk to Pravoka



**Preserve Thunders on BM's for
Ogres/Worms/Horses/Lizards.**

**Take any encounter except 9 Goblins or
Wolves, flee.**

Ideal: Level 4. Reset if anyone dies.

Otherwise: 100 gil per revive in Pravoka &
Time loss. 15sec. Hobbles Gil route & levels.

Expected Encounters: 2-3

First encounter will happen almost
immediately. Second is in forest middle.
Third will happen right before entering
Pravoka.

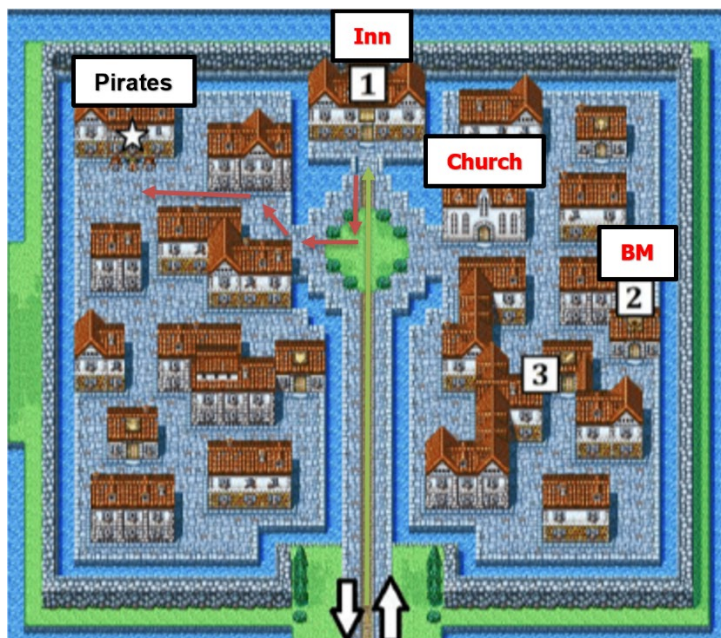
Ideal Encounters:

- Ogres (EXP/Gil)
- Worms (EXP)
- Crazy Horse (Can kill BM easy)(EXP)

Outside Pravoka



Pravoka



Revive or use Inn if needed.

If you didn't use any Thunders on the way and HP is good, you can go straight to the Pirates.

Advanced Option: Before fight, buy Tempers on Black Mages. (250 Gil x 2)

Risk: Gil routing will be tighter. 2x Thundaras will be unlikely.

Gil Note: Pirate fight yields 250 Gil, Inn is 50 Gil. Depending if you Inn once or twice, you should net 150-200 Gil.

9x Pirates

HP: 24 each

Turns to clear: 3

Moves:

Attack 100%

Warrior/Monk: **Attack**
Black Mages: Cast **Thunder**

Ideal: Reset if anyone dies.

Otherwise: Time loss during fight & revive, 100 gil per revive in Pravoka & Time loss. 30sec – 1min.

Use Inn.

Exit Pravoka, grab the ship and head to **Cornelia to rest** & then **south to Elfheim**.

Take every encounter unless you run out of Thunders.

Advanced Option: If you bought Temper, first 2 sea fights were good Gil & you have Thunder charges & HP, **you can skip Cornelia for time.**

Ship to Elfheim



Advanced Option: If you bought Temper & encounter 5 Buccaneers, you can Temper the fighters and then Defend with the BM's. The fighters will do over 50 HP to clear each in one hit.

Advanced Option: If you get enough high Gil encounters, you can flee the only green Sahagin & Eyes fights for time as they yield low EXP & Gil.

Ideal Encounters for Gil & EXP

- 3 or 5 Buccaneers (Best Gil)
- 3x Sahagin Chief 2x Shark (Can be deadly)
- 2x Sahagin Chief 7x Sahagin

Note:

This is where the route can diverge into 2 paths depending on preference.

1. (Safe) Double Thundara (Need to grind for Gil)
2. (Risky) Single Thundara

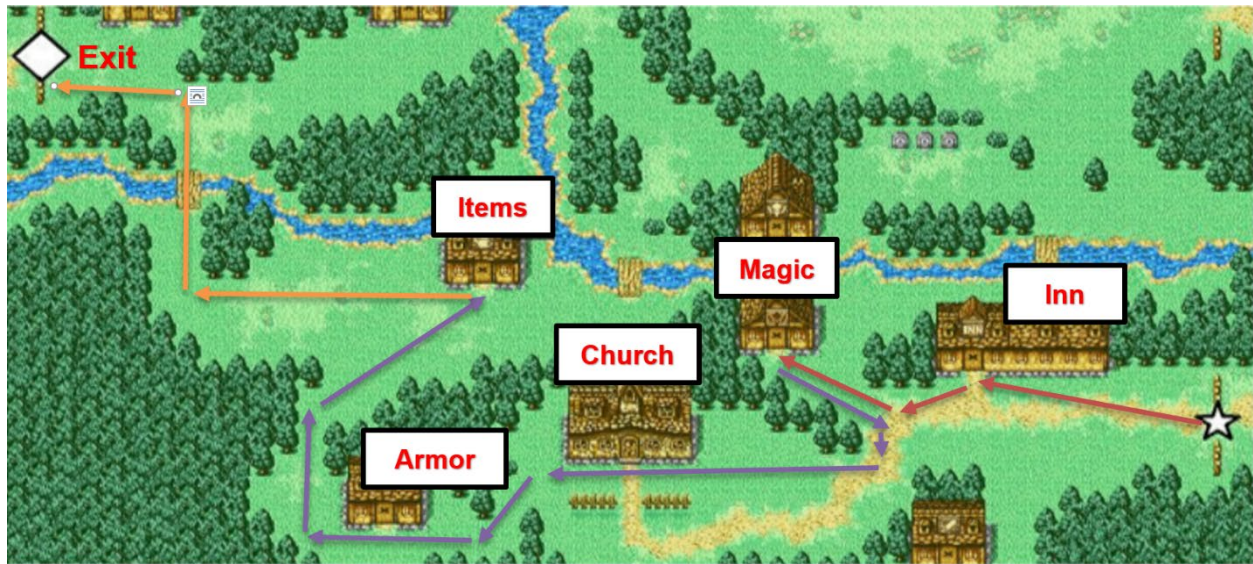
If you need more Gil, try and buy 1 Thundara first, rest & clear encounters with Thundara for time save while grinding.

Ideal encounters are:

- Buccaneers on sea (360 or 600 Gil)
- 2 Ogres & Ogre Chief on land (690 Gil)

Encounters on the sea will generally clear faster and provide better EXP & Gil growth.

Elfheim



Rest at the Inn

Depending on path, you will need at least 1600 Gil or 2600 Gil.

Black Magic Shop

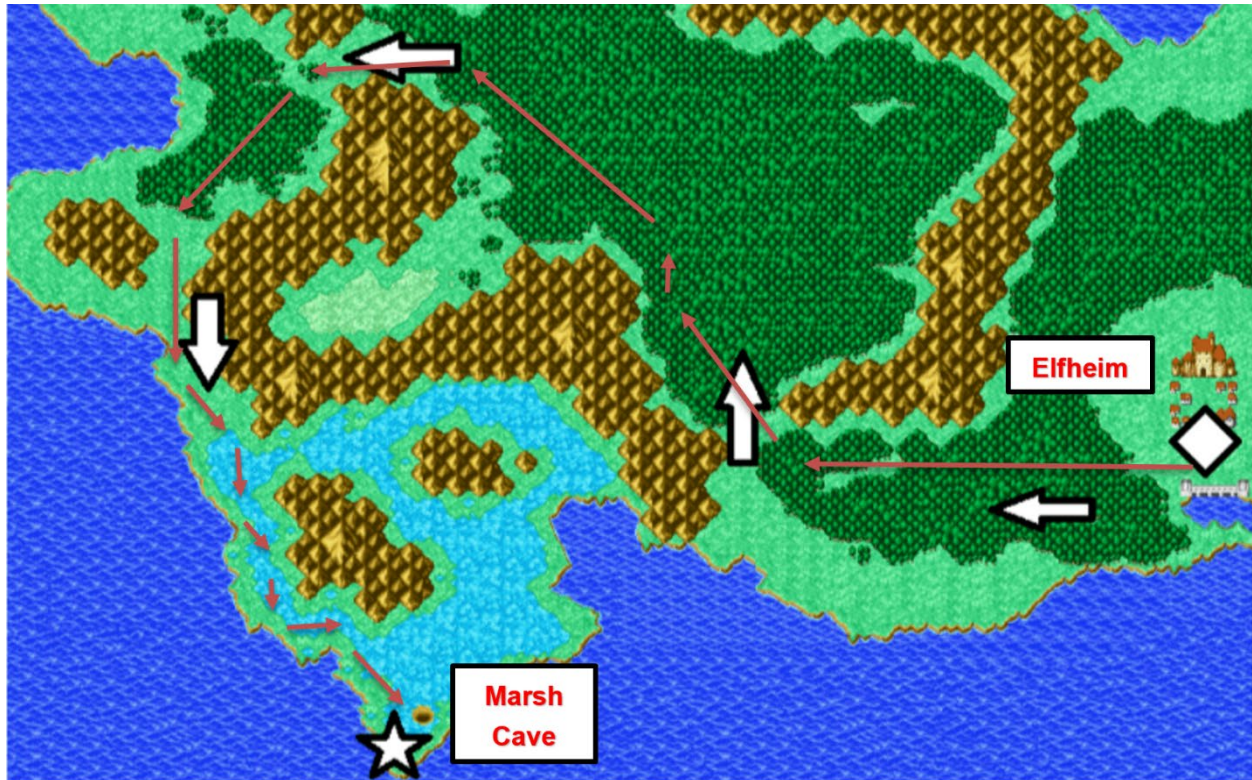
- 1 or 2 Thundara (1k each)
(If 1, put on BM with more health)

Item shop

- Sell unused armor
- 3 Antidotes (150 Gil)
- 11 potions (440 Gil)
- (If you have extra money, choice of more Antidotes, Potions, 1 Ether, 1 Tent)

Head west to **Marsh Cave**

Walk to Marsh Cave



Quick saves will allow you to reload game and try again if any members die.

World Map Encounters:

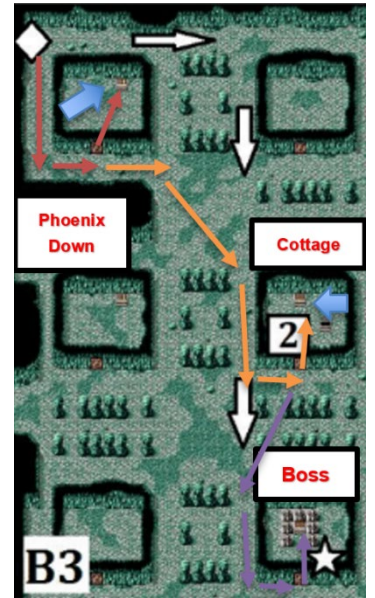
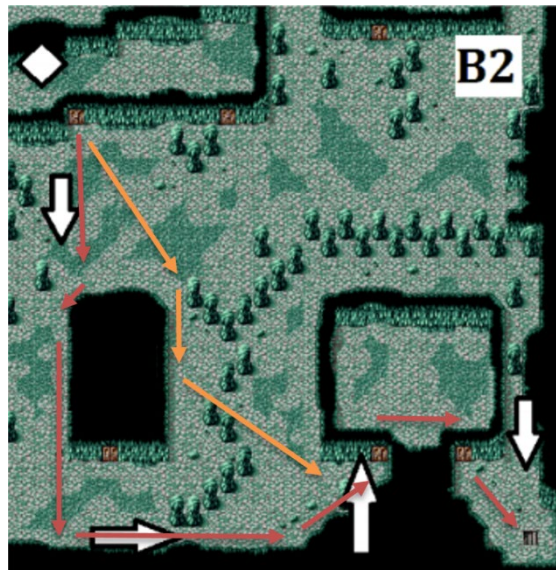
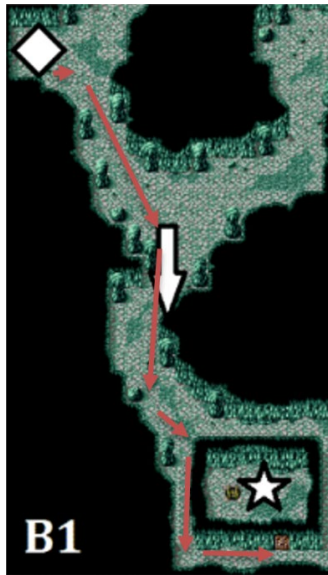
(If you have a tent), clear fights with Thundaras while fleeing.

Else

- Ogres (Thunder & Attack)
- Attack Spiders
- Flee else

Tent outside Marsh Cave if needed, else save tent for walk to Western Keep.

Marsh Cave



Piscodemons (Marsh Boss)

Save Ether for this Thundara.

(Risky) Conserve at least 1 Thundara cast for Piscodemons.

(Safe) Save 1 Thundara per mage for safest 1st round clear.

Open Chest to start fight.

Use Antidotes as needed, and keep your mages fully healed at all times. Mobs here are dangerous, and have the potential to wipe your mages in 1-2 hits.

On B3, grab the Phoenix Down, Cottage, and Potion. Head to Crown chest, and get ready for a tough fight. **Make a quick save.**

4x Piscodemons

HP: 84 x 4

Turns to clear: 1-2

Moves:

Attack 100%

Black Mages: Cast **Thundara**
Warrior/Monk/Black Mage: **Defend**

If more than 1 character dies, best to reset or reload.

In the rare instance you get a pre-emptive, attack one Piscodemon each with fighter attacks, Thunder & use Thundara. This will make sure at least $\frac{3}{4}$ of the Piscodemons die Turn 0. If double Thundara, you can pick between double or single strategy.

Walk to Western Keep

Upon exiting Marsh, use Tent or Cottage if needed or before entering Western Keep.

Head up to Western Keep.

Tent/Cottage up before entering, and make your way over to Astos. **Quick Save.**

Astos

HP: 420

Turns to clear: At least 3

Moves:

*Attack/ Sleep/ Dark/ Slow/ Fira
Thundara/ Haste/ Slowra/ Death
11.1% chance*

Black Mages: Cast **Temper Monk/Thundara/Thunder**

Warrior/Monk: **Attack**

Once Double Temper on Monk, Defend with BM

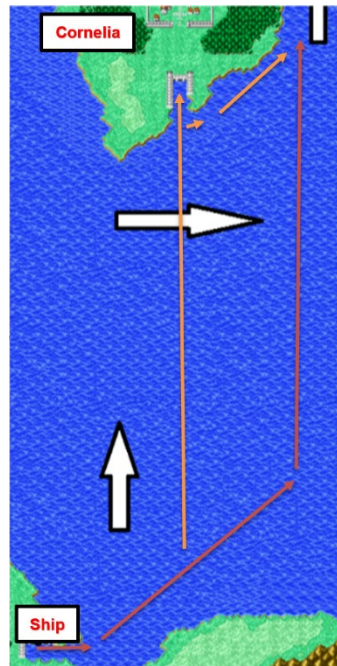
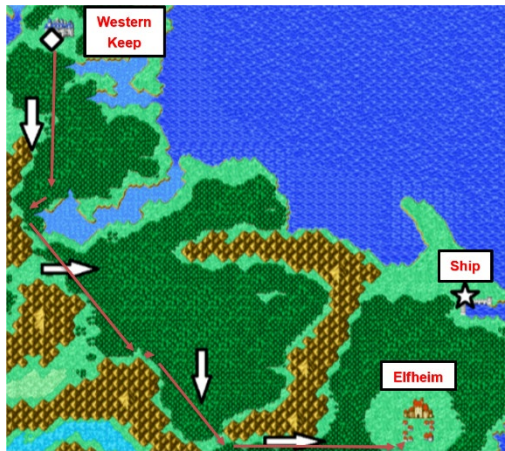
Astos can troll so reload may be needed.

If anyone dies, you can revive in Elfheim after.

Leave Western Keep, and make your way back to Elfheim.



Matoya's Cave



Elfheim

Rest at the Inn.

Get Thundara for second BM if not bought before.

(This is where Risky versus Safe meet back up.)

Exit to the ship and sail north to Cornelia & then onto Matoya's Cave.

Encounters

Take every fight, clear with Thundara or lesser fights with Thunder.

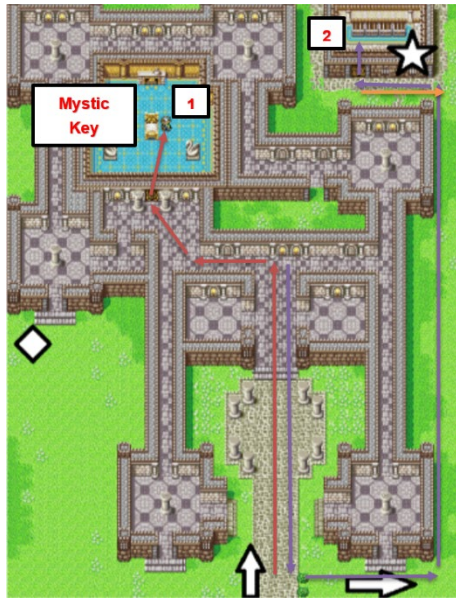
You can avoid resting if you flee lesser fights but may need to rest at Cornelia on the way up or on the way back to replenish spell charges.

If you only get good fights, it may be worth replenishing charges.

Head North to Matoya get **Jolt Tonic**, grab the 2 Potions and 1 Antidote from chests.

Head South to Elfheim Castle to wake the prince.

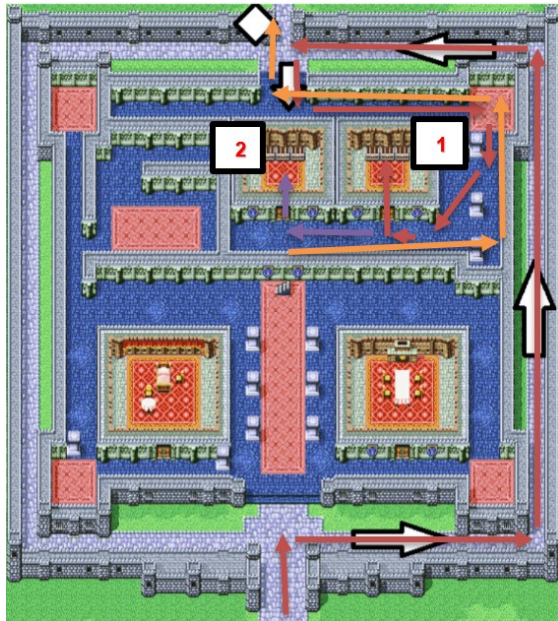
Mystic Key



Talk to the man at his bed and get **Mystic Key**, grab the 4 key locked chests in Elfheim Castle, rest at Inn in Elfheim if needed.

Sail north to Cornelia Castle.

Nitro Powder



Grab 6 key locked chests for **Nitro Powder**.

Optimize WAR equipment for Saber, Bronze Gloves and Iron Armor

Head to Cornelia city item shop

You should roughly have around 8,000-9,000 gil

Cornelia

Item Shop

Sell

- Mythril Knife
- Mythril Hammer
- Old Equipment
- Cottages (1-2)

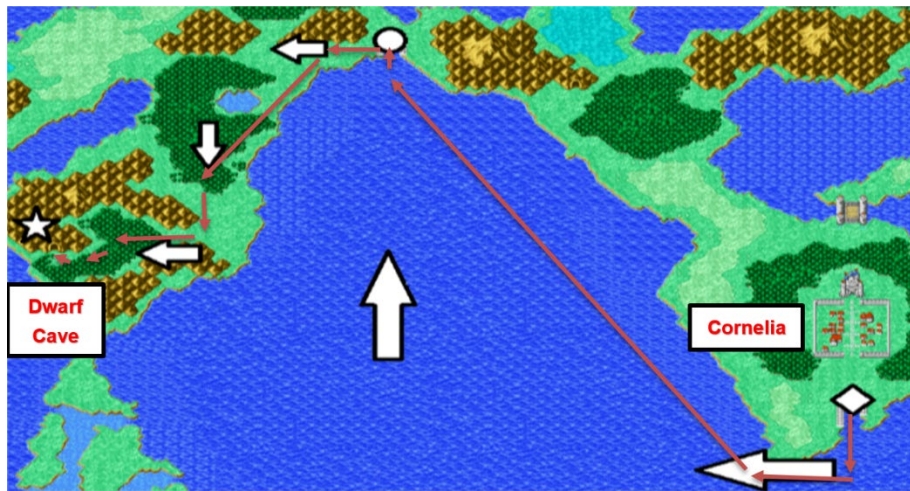
Buy (Have your inventory reflect these numbers)

- 35x Potions
- 20-24 Ethers
- 5x Antidotes
- 2x Golden Needles
- 2x Phoenix Down

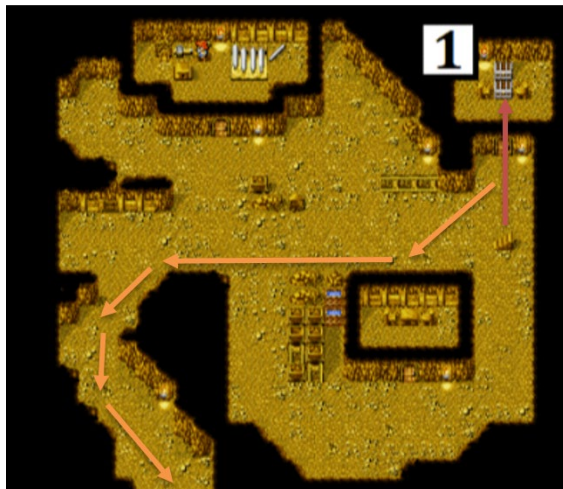
Save the rest of the Gil for Melmond.

Exit Cornelia and head to Dwarf Cave to talk to the Dwarf to use the Nitro Power.

Dwarf Cave



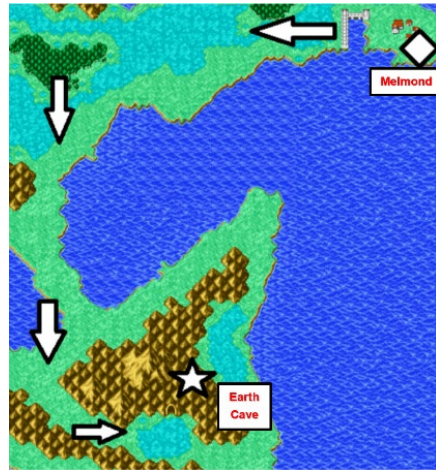
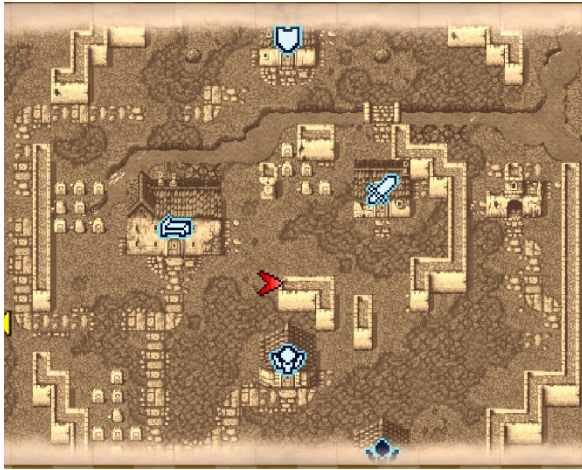
Turn in Nitro Powder, watch cutscene, then loot all the key locked chests and gil chests.



Exit Dwarf Cave and make your way to Melmond thru the opened western passage.



Melmond



Rest at Inn

Armor Shop

- Sell Mythril Mail and Wyrmkiller
- Silver Armlet x1 (Equip on weaker BM) (Costs 4k, only buy if you have 12k or more)

Black Magic

- 2x Firaga (8k) (Make sure you enough for have this)

Exit Melmond from the south, and make your way to Earth Cave.

Encounters

It's essential to take as many fights as you can to level up.

Black Mage spell charges are tied into their LV & damage is tied into their INT.

Limitation on charges will be Ethers until we fight Lich.

Thundara & Firaga fill different spell slots so an Ether can replenish one to each spell slot.

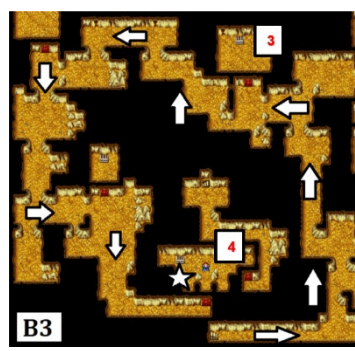
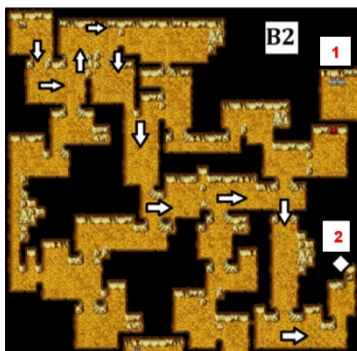
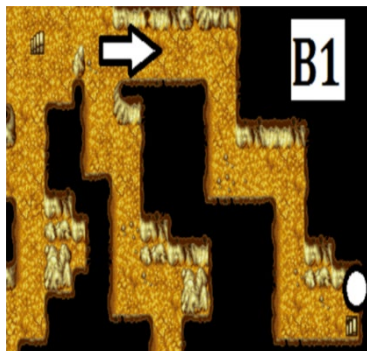
Make sure to maximize Ether replenish on spell slots.

You will enter Earth Cave twice, the second visit you will need ~10-12 Ethers when you enter.

By the time you reach Lich, you will need 3-4 Firaga charges per BM. Ration Ethers and spell charges to reach this goal.

Thundara's can make up for Firagas at a 2/3rds ratio.

Earth Cave



Head straight to B2.

On B2, (1)grab Coral Sword, Tent, and 330 Gil.

Equip Coral Sword on Warrior until petrified. Remove All once petrified.

(2)Head to B3. Make a quick save here.

Floor 3-4 you can be attacked by Cockatrices that can petrify.

You want to get the Warrior & Monk petrified before vampire or at least before Lich.

Getting your WAR/Monk petrified is ideal. They can draw attacks, and it'll result in a Miss, saving you potions in the long run! They still get EXP while petrified!

Head North, (3)grab 3400 Gil chest, then (4)head South to Vampire.

Vampire

HP: 280

Turns to clear: At least 1

Moves:

Attack 64.1% | Gaze (paralysis)

32.05% | Flee 3.85%

Black Mages: Cast **Firaga**

Warrior/Monk: **Defend** (If not petrified)

Grab the Star Ruby & retrace steps back to world map.

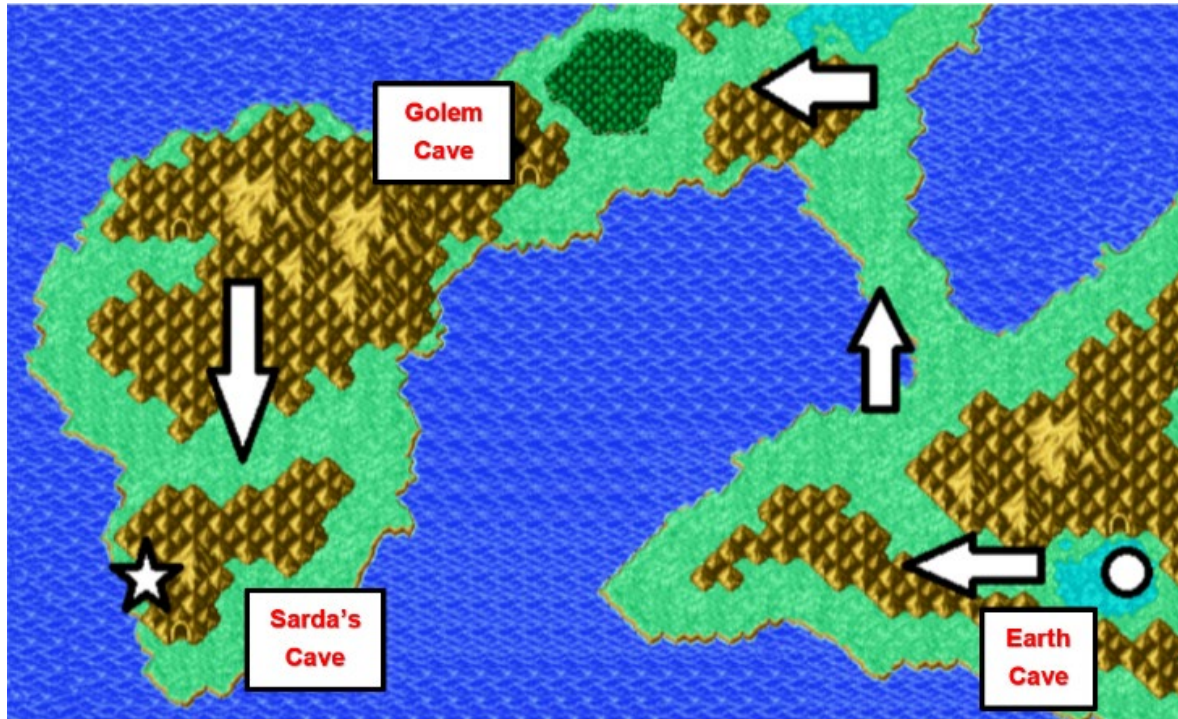
On World Map, Tent up when needed for HP or spell charges

If you face any Lesser Tigers, note if you get an X-Potion.

Head west to **Sarda's Cave** to get the **Earth Rod**.

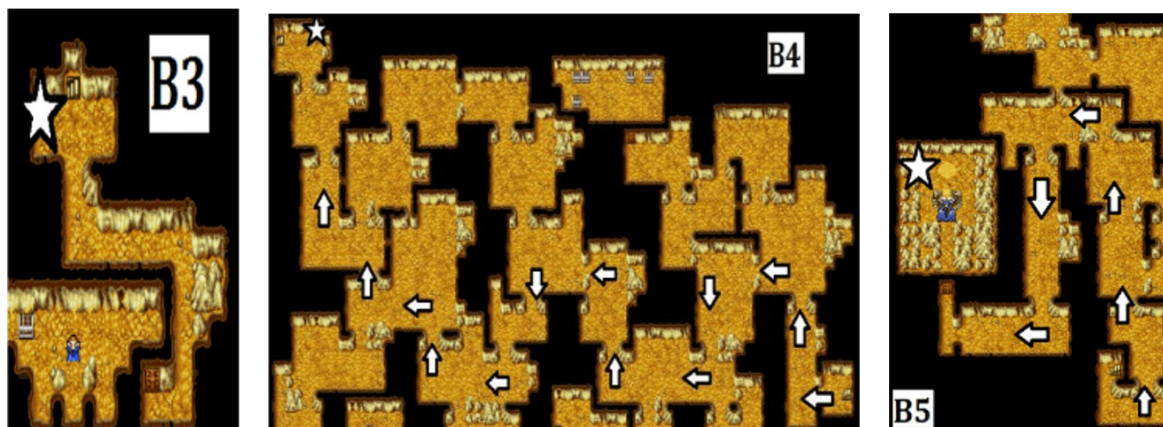
Earth Rod

Feed the Star Ruby to the Golem in Golem's Cave to get past to Sarda's Cave.



Grab the Earth Rod from Sarda & return to Earth Cave for the 2nd dive.
Cottage up before entering.

Return to Earth Cave



At Lv17, the BM's can have 4 Firaga charges.

Remember to have 3-4 Firaga charges per mage by the time you reach Lich.

Make sure to keep track of your Firaga charges and ethers so you can have 6 total charges or more for Lich.

Cottage up before re-entering Earth Cave and prepare for the 2nd dive.

Head back to the Vampire's room, and interact with the panel to open it up.

On B4, go through the maze and head North West to the stairs.

On B5, make your way over to Lich.

Heal, Ether, Quick Save.

Lich 1

HP: 1200

Turns to clear: 3-4

Moves:

Attack 23.81% | Hold Slow 14.29% |

Sleep Fira Blizzara Thundara 9.52% |

Haste Sleepra 4.76%

Black Mages: Cast **Firaga/Fira/Thundara/Thunder**

Exit Earth Cave, Cottage, and make your way back to **Melmond**.

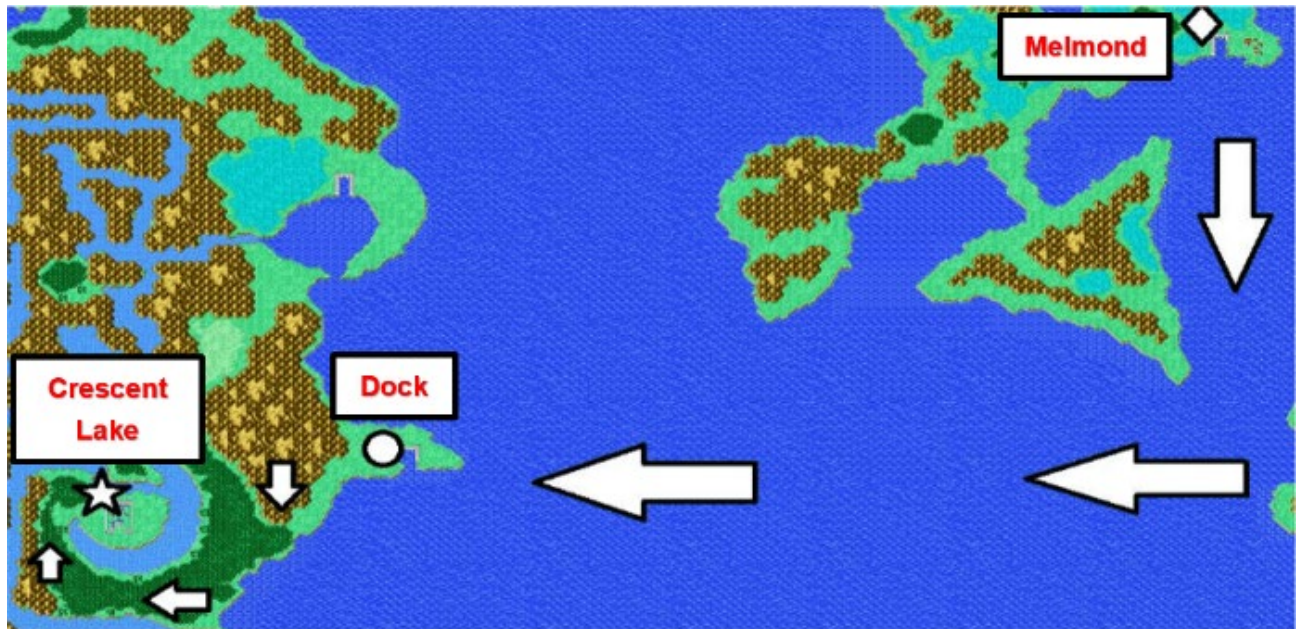
Melmond

Armor Shop

- (1-2*)x Silver Armlets (Equip on remaining BM)

Exit Melmond, board your ship sail **west to Crescent Lake**.

You can World Map wrap.



Crescent Lake



Rest at Inn

Item Shop

Sell

- Unused Armor

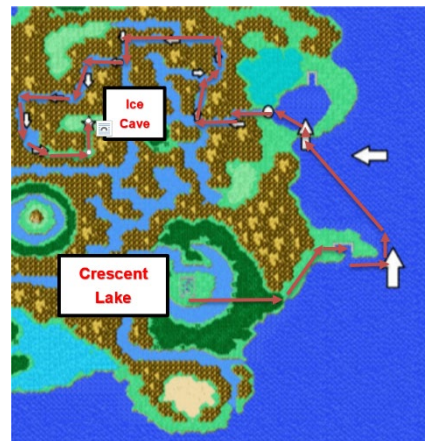
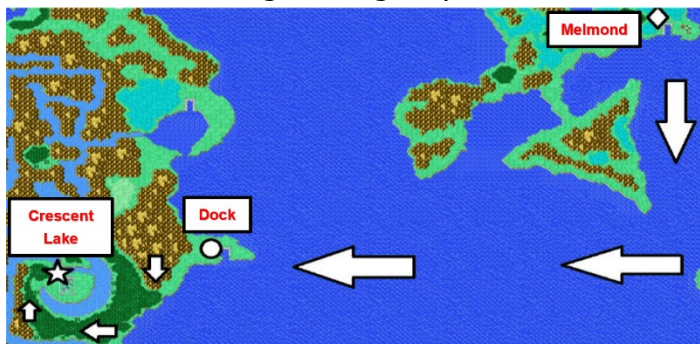
Buy

- 40x Hi-Potions
- 25x Ethers
- 5x Antidotes
- 2-3x Phoenix Downs
- 1x Tent

Black Magic

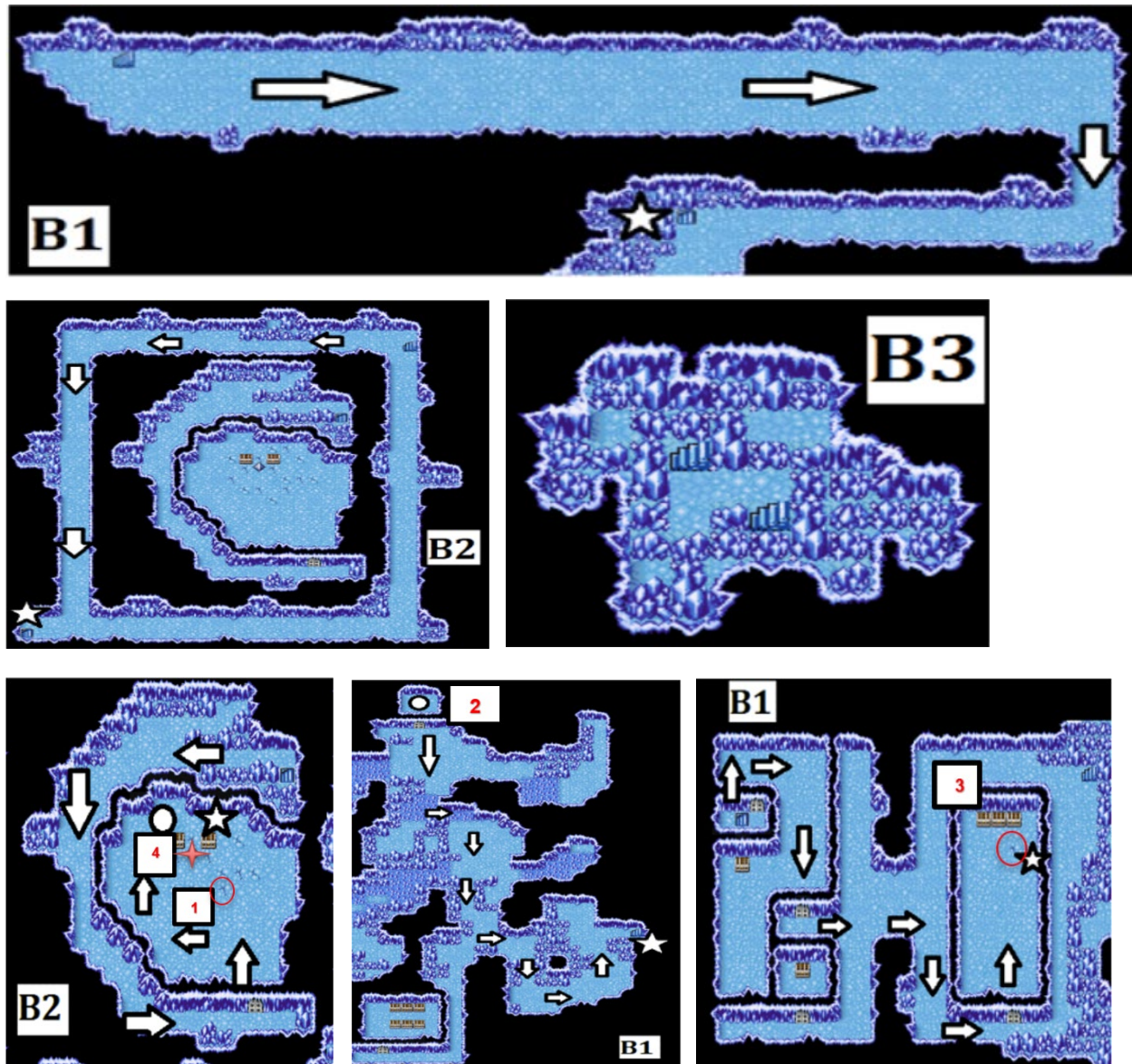
- 2x Thundaga (26k) (Make sure you enough for have this)

Head to Circle of Sages and grab your **Canoe**.



Tent up before entering Ice Cave.

Ice Cavern



(1) Head downward into the cave, and fall in the first cracked hole you see.
Quick save.

(2) Forced encounter -

9x Random

HP: -

Turns to clear: 1

Moves:

*Attack 64.1% | Gaze (paralysis)
32.05% | Flee 3.85%*

Black Mages: Cast **Firaga**

(3) Grab 9k gil from left chest, Fall down the hole and prepare for Evil Eye.

(4)

Evil Eye

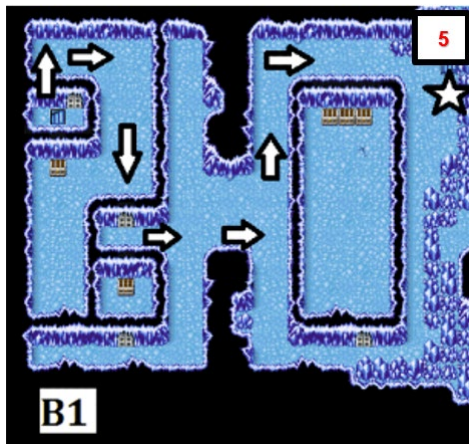
HP: 162

Turns to clear: 1

***Attack 40% | Silence Slow Thundara
8% | Sleep 6% | Hold Flee 5% |
Death Break Kill Gaze 2%***

Black Mages: Cast **Firaga**

Fall down the pit and prepare for the same forced encounter as before with 9 undead. Make your way to the staircase, head upwards, then exit the (5)Ice Cave.

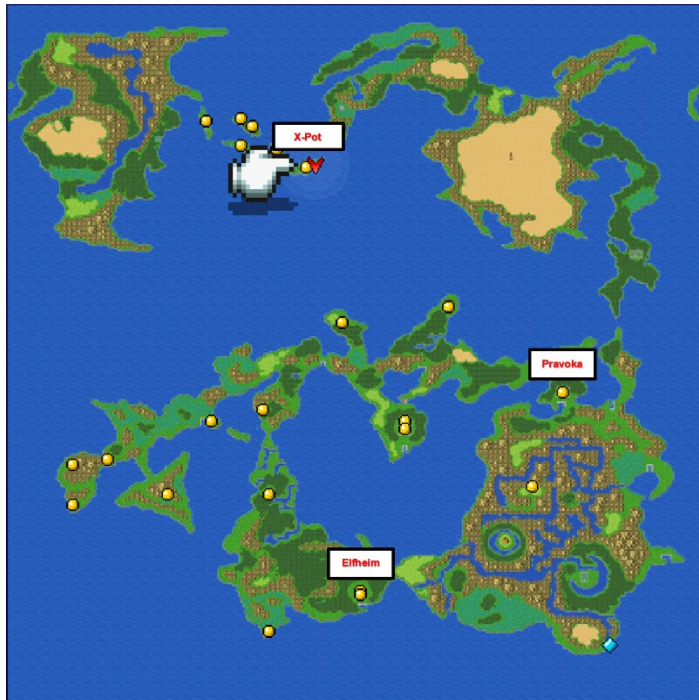


After Ice Cave, you can tent up. Head south to the patch of desert to get an airship.



Once you get the **Airship**, make your way to Pravoka & Elfheim to get Status Boost Spells.

Supply Run



Pravoka

Black Magic

- Temper BM

Elfheim

Black Magic (Northwest)

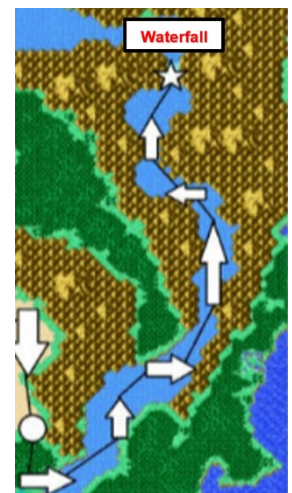
- Haste BM

Exit Elfheim and head northwest and head to Waterfall.

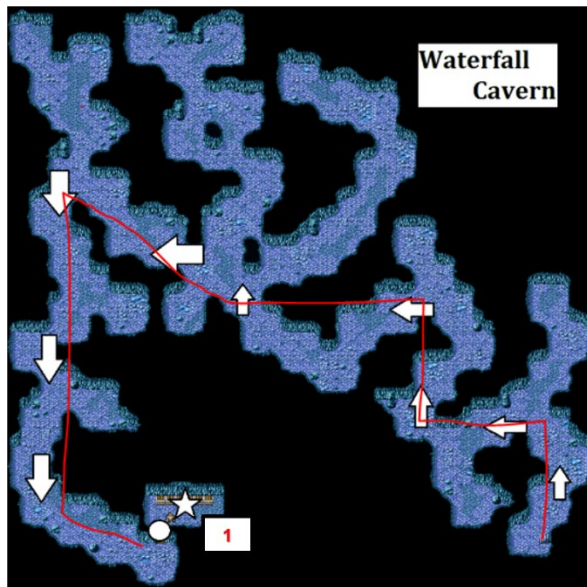
Land on the tile right southeast of the desert, and canoe up to Waterfall.

If you didn't get an X-Potion drop, head to the islands to get one as well as Gil pickups.

Go to the most southeast island and head in to pickup all western chests.



Waterfall Cave



(1) Forced Encounter -
3 Cocktrices, 3 Pyrolisks, 2 Mummies, 1 King Mummy

3 Cocktrices, 3 Pyrolisks, 2 Mummies, 1 King Mummy

HP: -

Turns to clear: 1

Moves:

**Attack 64.1% | Gaze (paralysis) 32.05%
| Flee 3.85%**

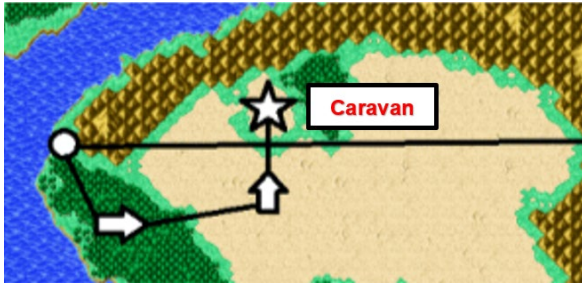
Black Mages: Cast **Firaga/Thundaga**

Grab all the chests, talk to the robot and get your **Cube**.

Optimize the ribbon on your low HP BM, and exit the cave.

Head to western edge of desert and land & enter Caravan.

Oxyale



Purchase the Bottled Faerie then re-enter buy menu.

Sell

- Unused Armor

Buy

- 3 Giant Tonics
- 3 Speed Tonics

Exit Caravan and head to Gaia via Airship



Black Magic

- Blizzaga (60k)

Armor Shop

Sell

- Defender Sword
- Wizard Staff
- Unused Equipment

Buy

- 1-2 Protect Rings (16k each)

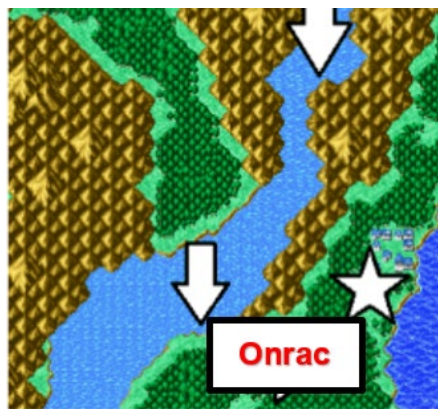
Item Shop

Buy

- Reup items if needed (Make sure you enough for have this)

Optimize Protect rings onto BM. Head up and get Oxyale, and exit Gaia.

Onrac

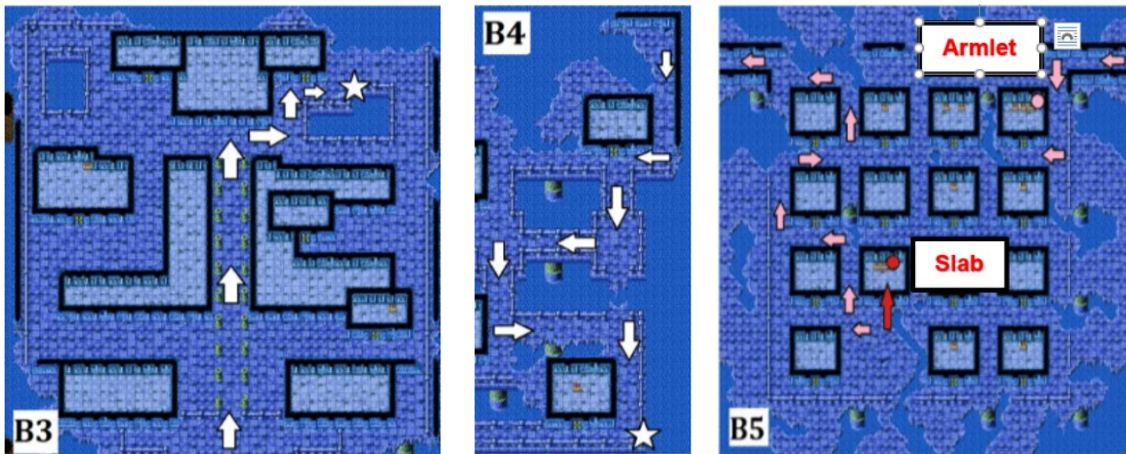


Next, head to Onrac to challenge Kraken.
Fly back to the southeast part of the desert and head toward Onrac.

Cottage outside Onrac, and enter Sea Shrine.

Option of resting & maxing out Hi-Pots/Ethers/PD's before heading to Shrine.
From now on, heal and Ether as needed as you should have plenty until the end.

Sea Shrine



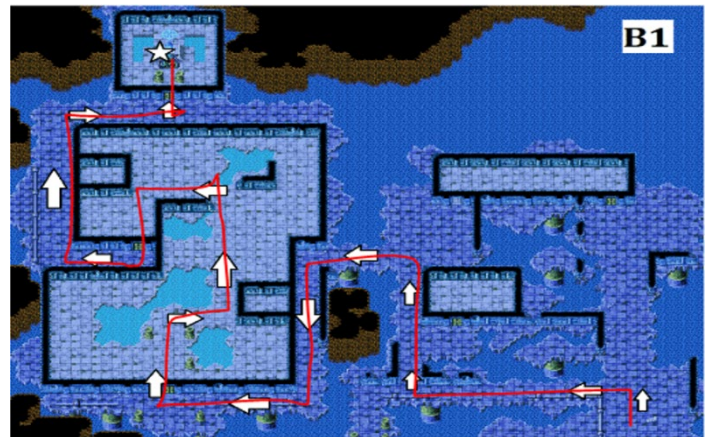
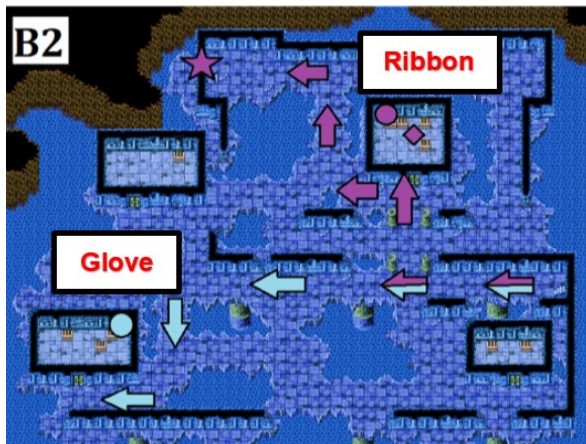
Thundaga & Blizzaga will 1-2 spell end the fights.

Head to B5 to get Diamond Armlet and the Rosetta Stone.

Optimize the Diamond Armlet to the Monk.

After Rosetta Stone, head back down to the main floor, and head northwest. Head downstairs and make your way to Kraken.





Only grab Giant's Glove and Ribbon Optimize the Ribbon to the other BM.
Make your way to Kraken's floor.

Right before you encounter Kraken, Quick Save.

Kraken 1

HP: 1800

Turns to clear: 3

Moves:

Attack 50% | Ink 50%

Black Mages: Cast **Thundaga**

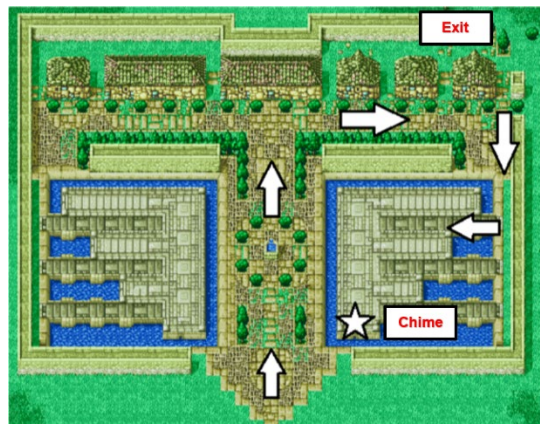
Exit the Sea Shrine.

Head to Melmond to get the Rosetta Stone translated to learn Lufenish.

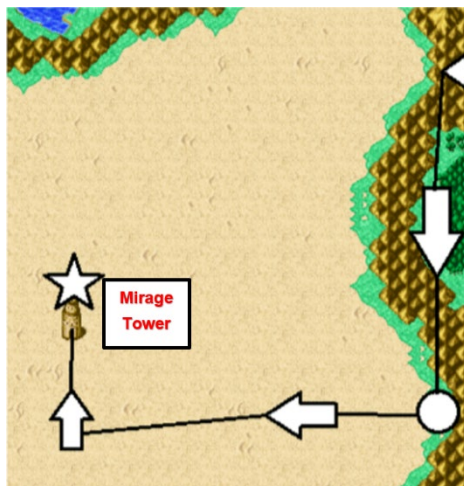
Lufenia



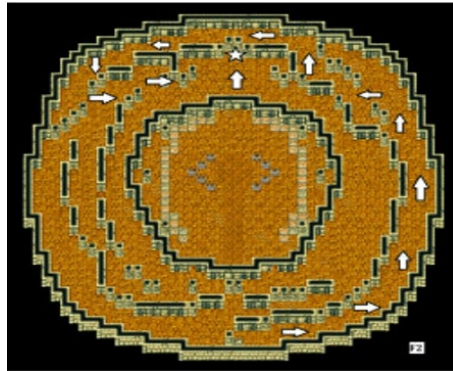
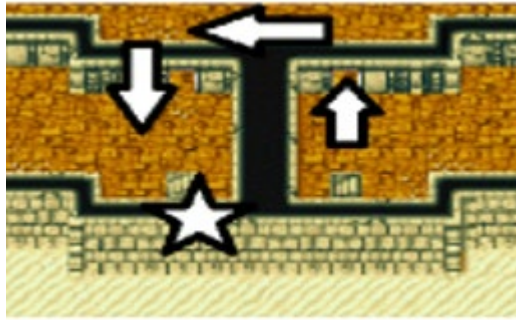
After learning Lufenish head to Lufenia to get the Chime.
Park the airship by the lake and walk southeast to



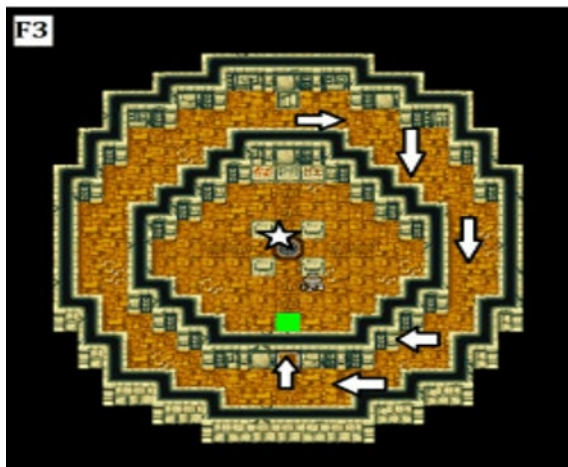
Head back to the desert and park lower right side. Head to Mirage Tower.



Flying Fortress



Head to the 3rd floor to face the forced encounter.



Blue Dragon

HP: 454

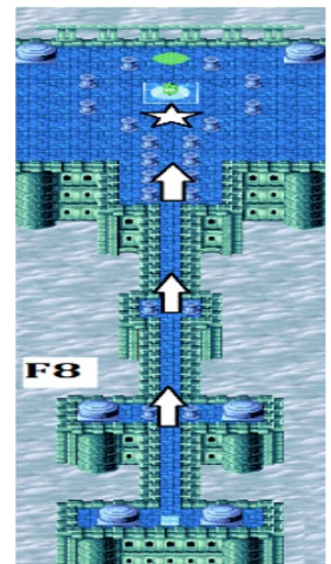
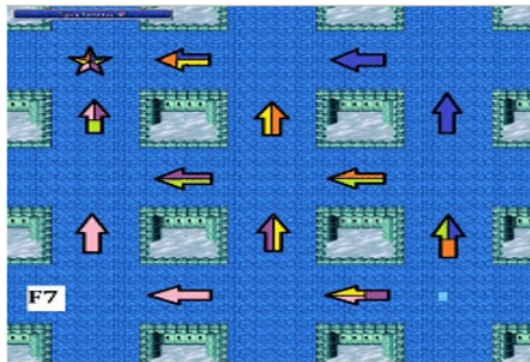
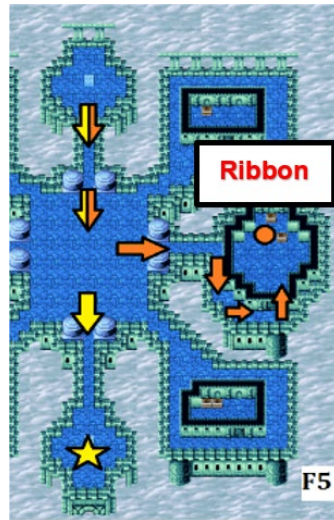
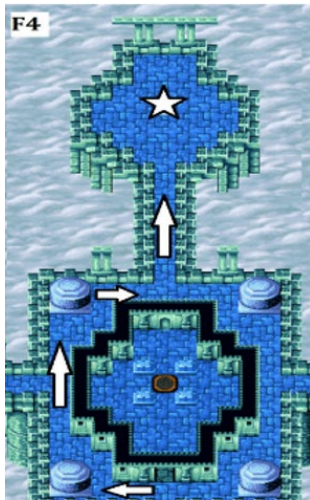
Turns to clear: 1

Moves:

Attack 65% | Thunderbolt 30% | Flee 5%

Black Mages: Cast **Blizaga**

On the 5th floor, the middle right room, has our 3rd and final Ribbon. Optimize your Monk.



Gold Needle Monk and heal up.

Tiamat starts the Monk Boss strats of buffing the Monk and punching.

Tiamat 1

HP: 2400

Turns to clear: 5

Moves:

**Attack 42.86% | Icestorm Blaze Poison
Gas Thunderbolt 14.29%**

T1: Black Mage1: Cast **Haste**
Black Mage2: Cast **Temper**
Monk: **Giant's Glove**

T2: Black Mage1: Cast **Hi-Potion Monk/Temper**
Black Mage2: Cast **Temper**
Monk: **Giant's Glove**

T3: Black Mage1: Cast **Hi-Potion Monk/Defend**
Black Mage2: Cast **Hi-Potion Monk/Defend**
Monk: **Attack**

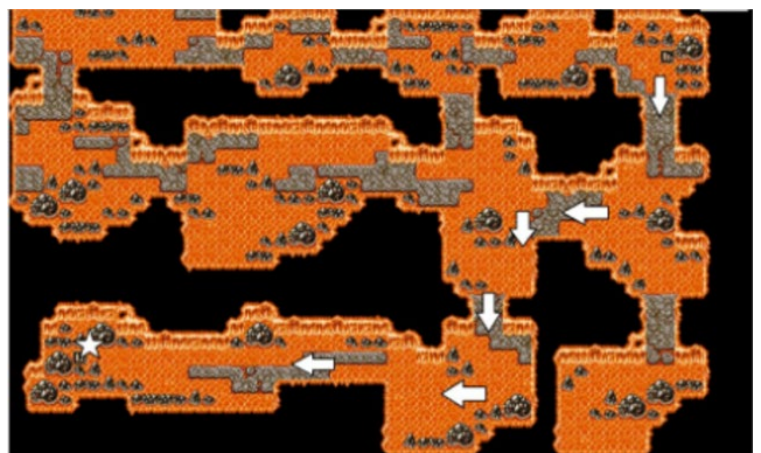
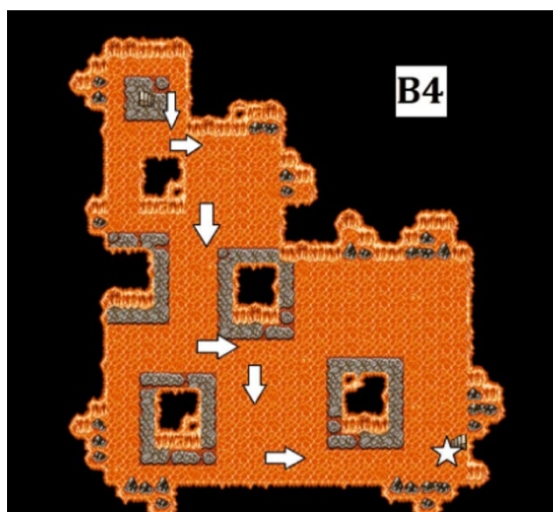
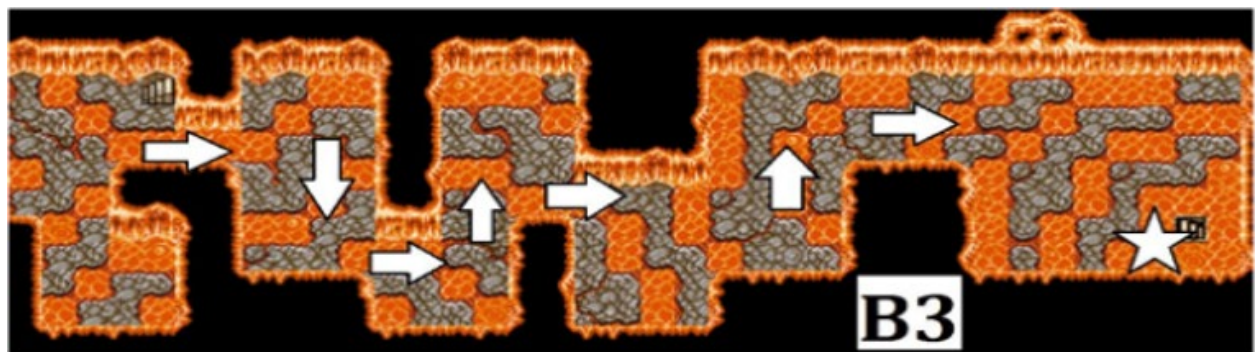
Mount Gulug

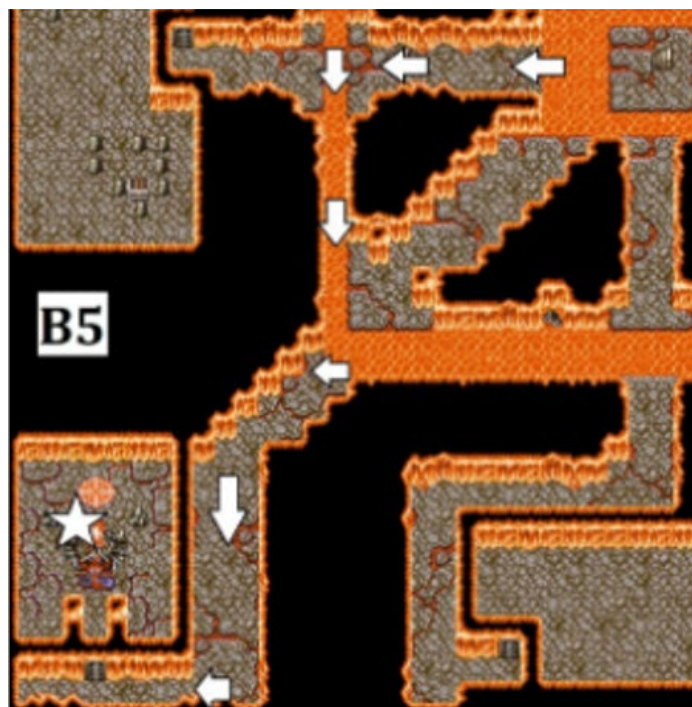
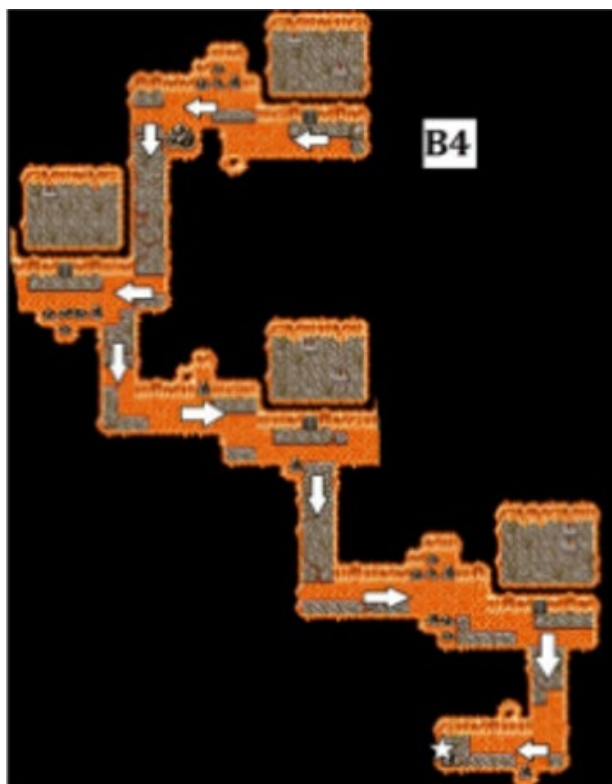
Last stop is Mt. Gulug for Malirith.

Even if you are short on HP, flee all encounters as they aren't worth the time.

Any HP to make up will have to be done in the Chaos Shrine for the final boss rush.

Note: You can't get an encounter on lava tiles, travel on those as much as possible.





Marilith 1

HP: 1440

Turns to clear: 3

Moves:

***Attack 42.86% | Fira 28.57% |
Hold Dark 14.29%***

T1: Black Mage1: Cast **Haste**
Black Mage2: Cast **Temper**
Monk: **Giant's Glove**

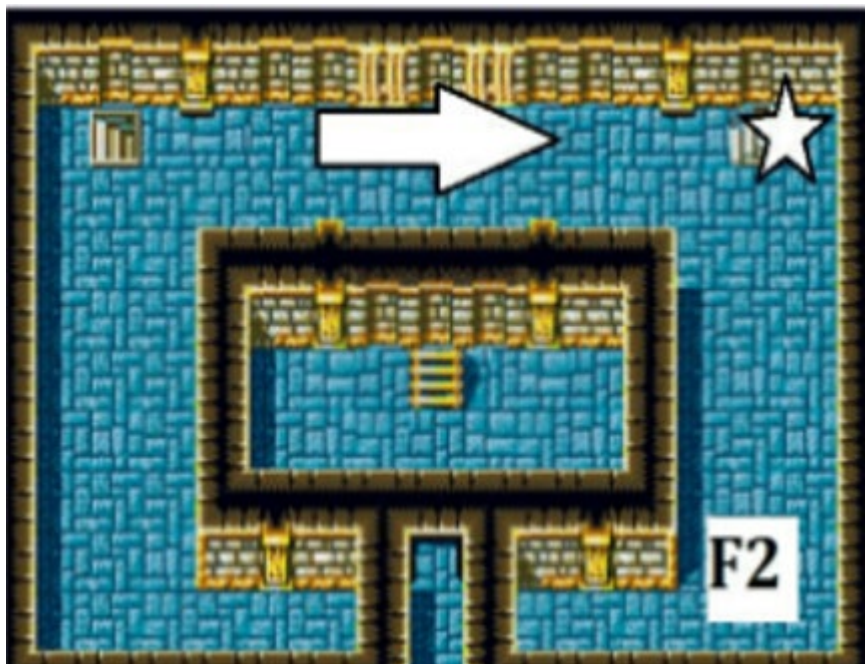
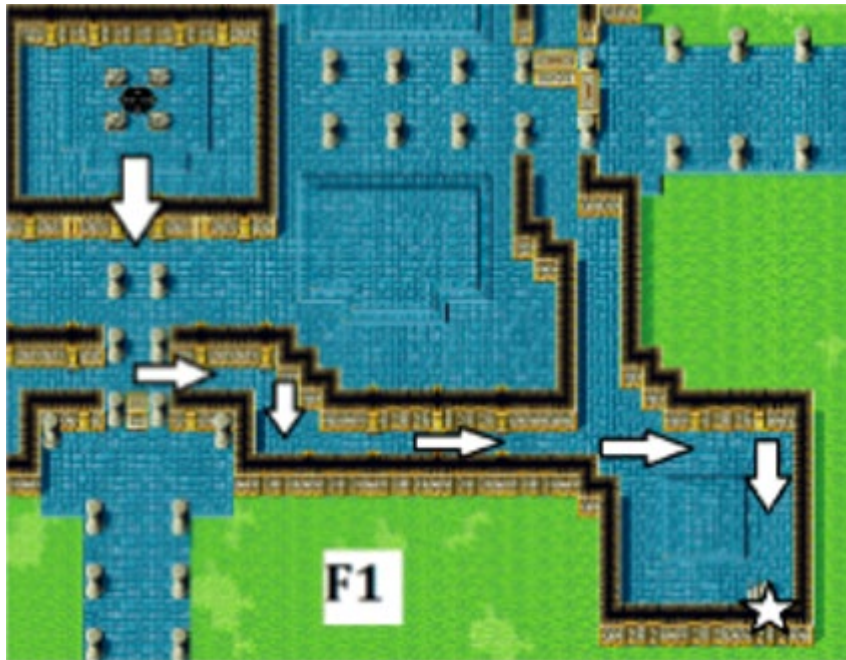
T2: Black Mage1: Cast **Temper**
Black Mage2: Cast **Temper**
Monk: **Giant's Glove**

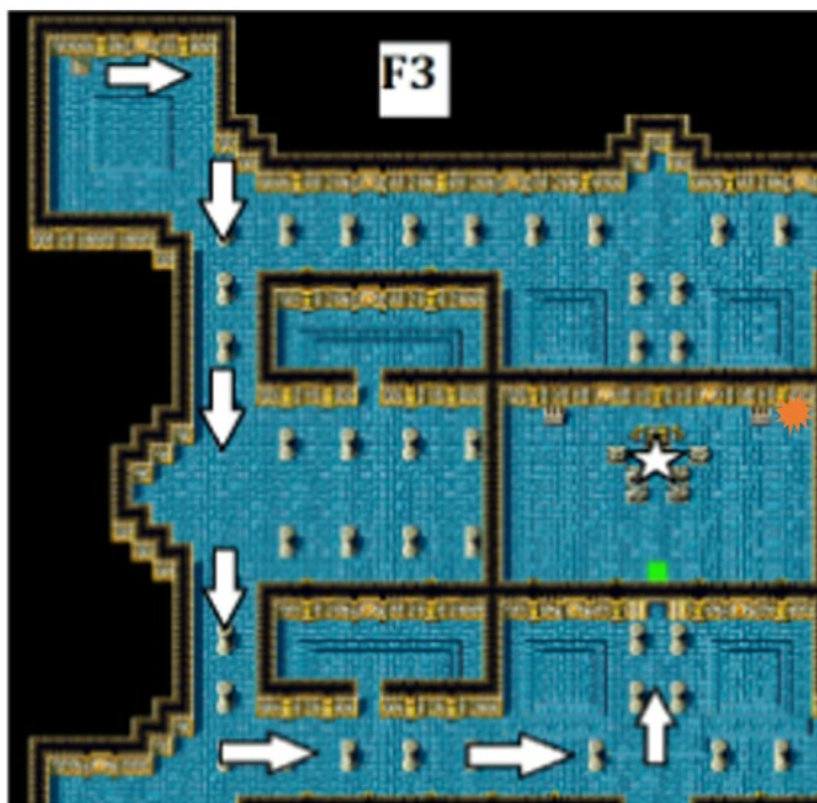
T3: Black Mage1: Cast **Defend**
Black Mage2: Cast **Defend**
Monk: **Attack**

If short on Hi-Pot or Ether, stop in Cornelia before returning to the Chaos Shrine. Interact with the crystal ball to be teleported to the past and the final boss rush.

If you have met the HP minimums, you can flee through any random encounter.

Temple of Fiends





Death Eye -

HP: 360

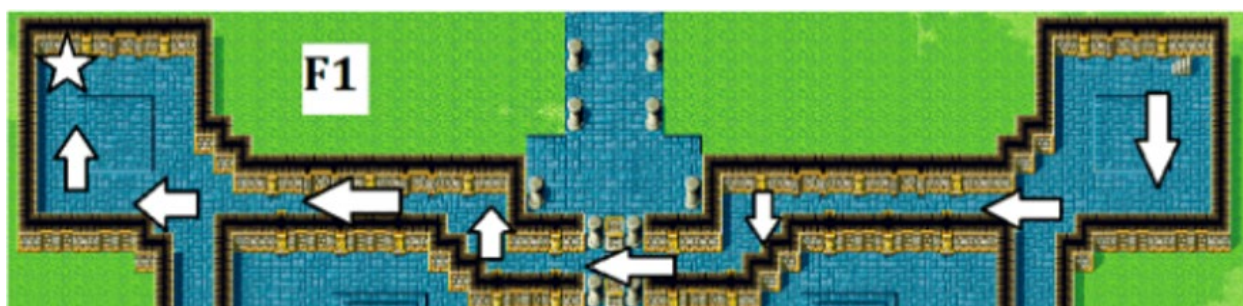
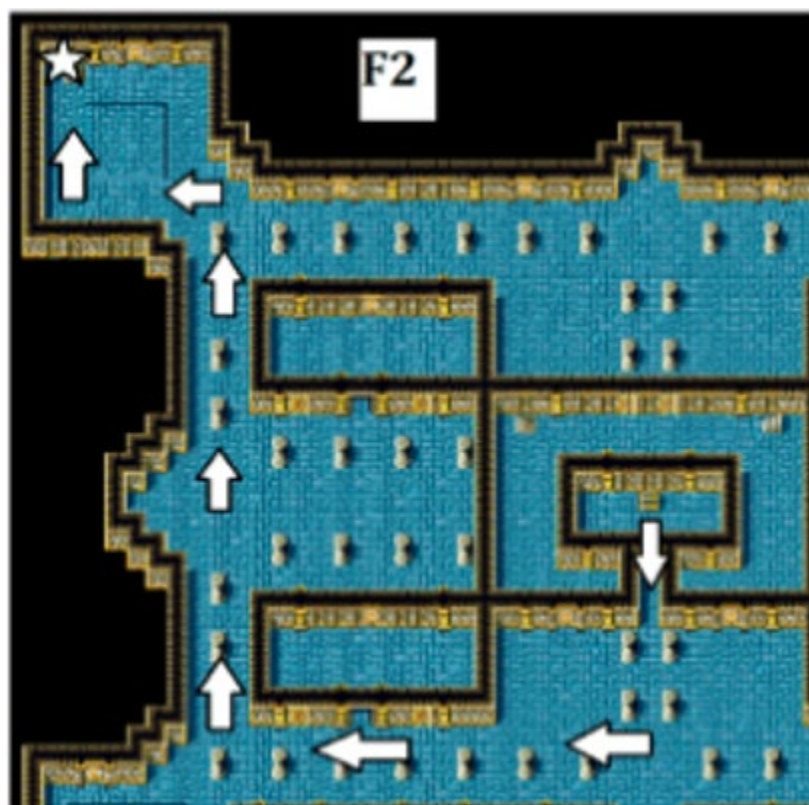
Turns to clear: 1

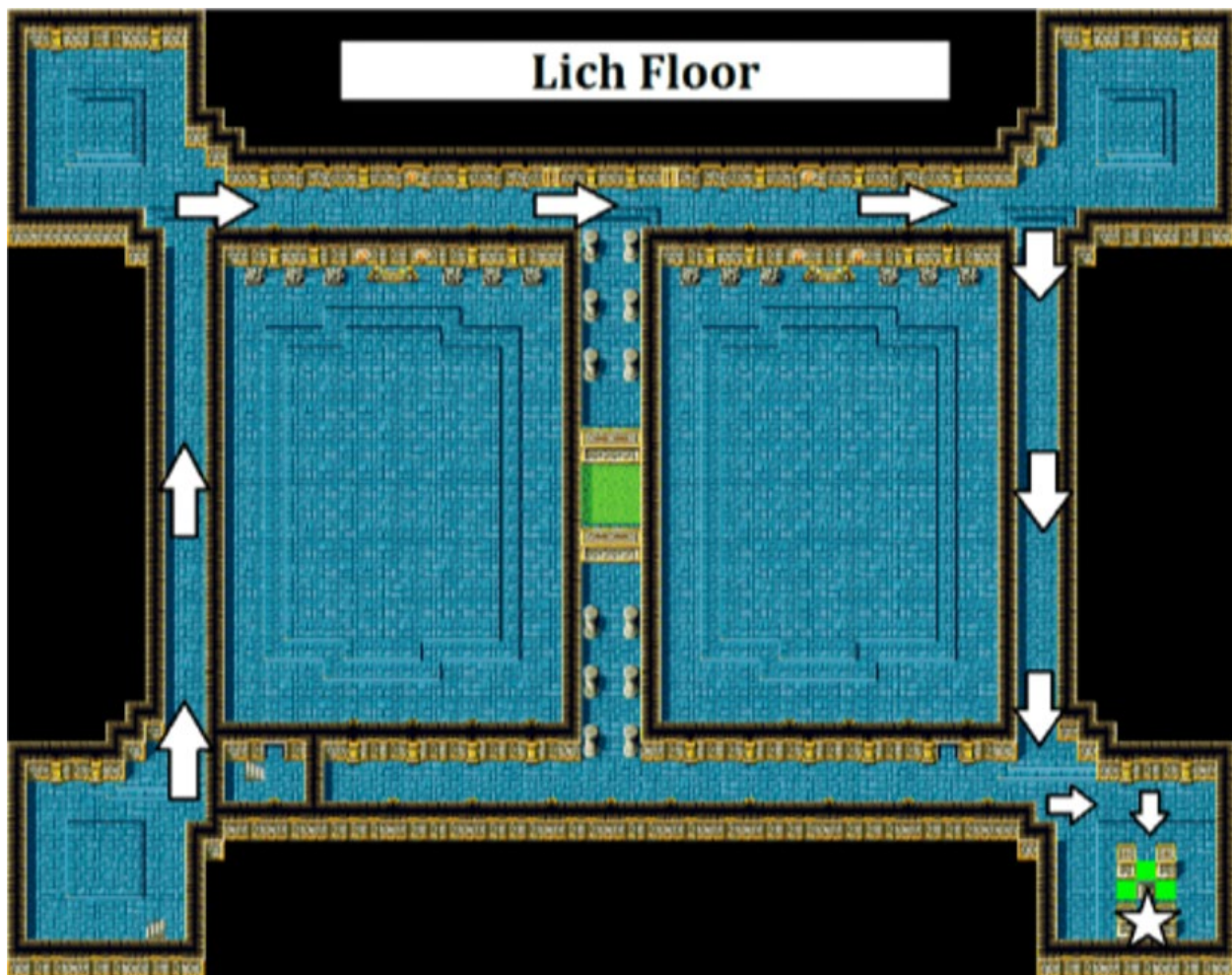
Moves:

*Attack 40% | Silence Slow 10% | Dispel 9% |
Hold Stop 6% | Flee 5% | Gaze (Instant Death)
Break Death 4% | Warp (Full party kill) 2%
32.05% | Flee 3.85%*

Black Mages: Cast **Firaga**

Grab Elixir top right chest before continuing on past Death Eye room.





Switch Monk into the 3rd or 4th position as they are targeted less often.

Lich 2

HP: 2800

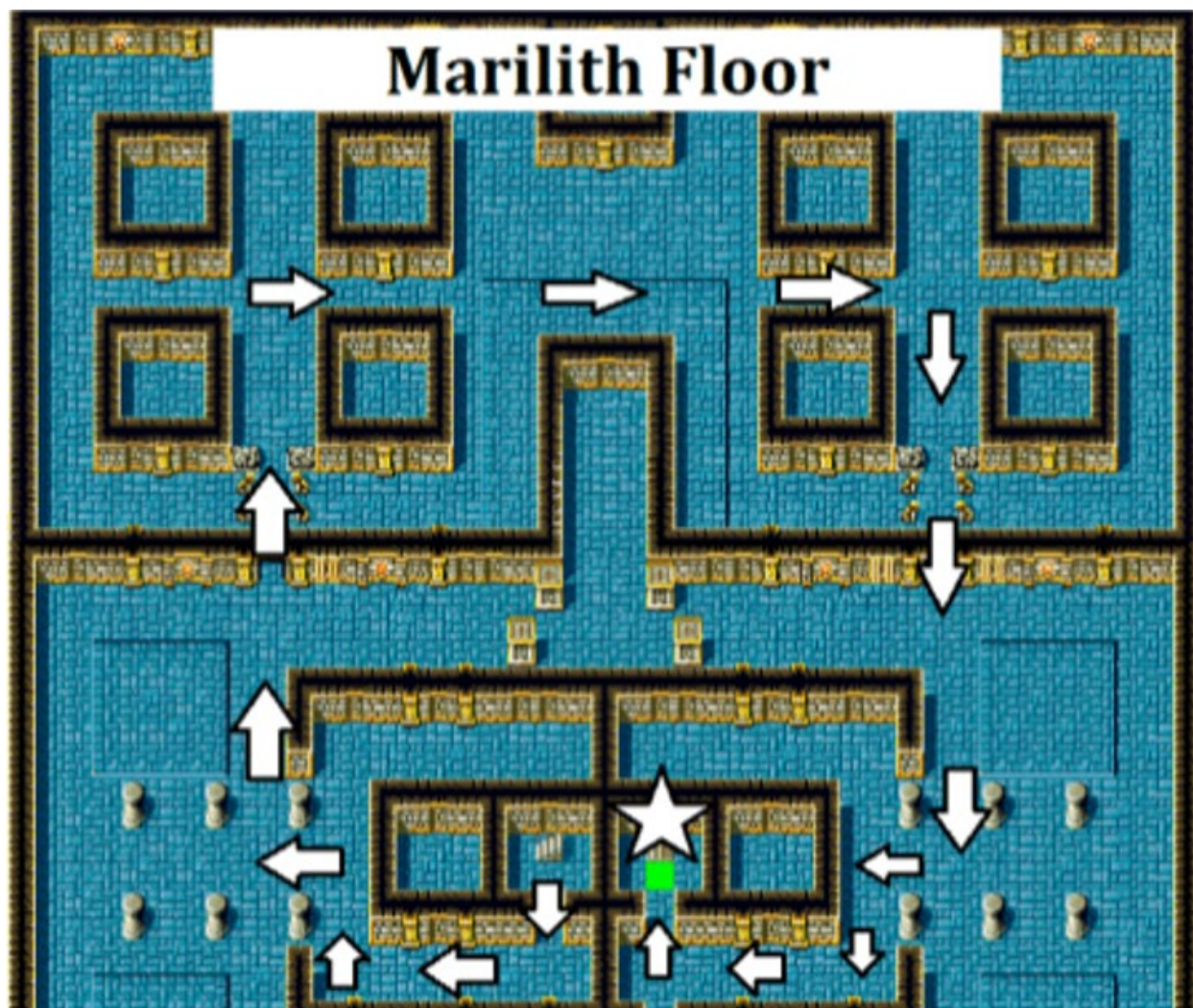
Turns to clear: At least 4

***Attack 44.44% | Flare 16.67% | Kill
Stop 13.89% | Warp 11.11%***

T1: Black Mage1: Cast **Haste**
Black Mage2: Cast **Temper**
Monk: **Giant's Glove**

T2: Black Mage1: Cast **Temper**
Black Mage2: Cast **Temper**
Monk: **Giant's Glove**

T3: Black Mage1: Cast **Defend**
Black Mage2: Cast **Defend**
Monk: **Attack**



Marilith 2

HP: 3200

Turns to clear: At least 4

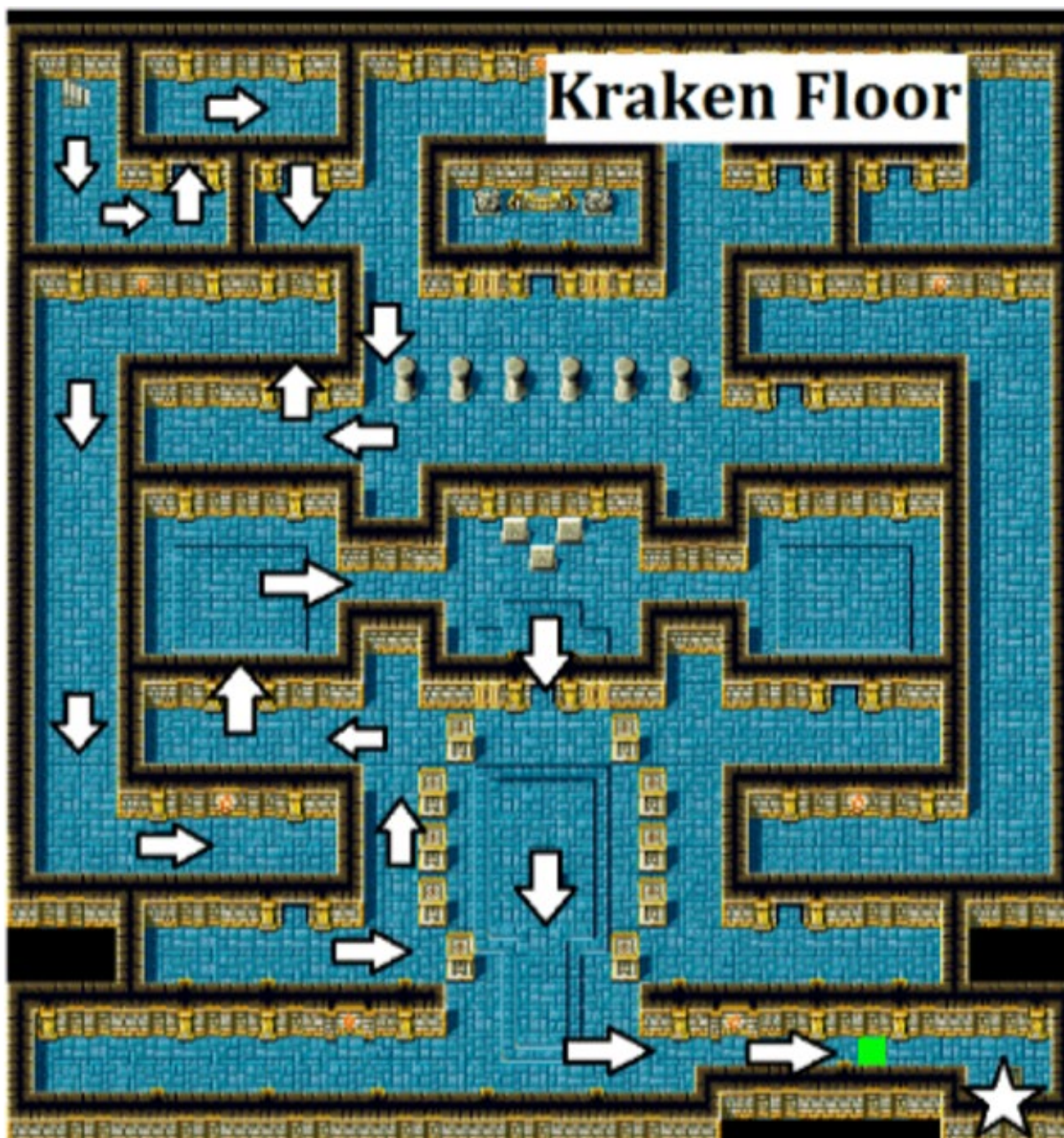
Moves:

Attack 42.42% | Firaga 30.3% | Stun 15.15% | Death 12.12%

T1: Black Mage1: Cast **Haste**
Black Mage2: Cast **Temper**
Monk: **Giant's Glove**

T2: Black Mage1: Cast **Temper**
Black Mage2: Cast **Temper**
Monk: **Giant's Glove**

T3: Black Mage1: Cast **Defend**
Black Mage2: Cast **Defend**
Monk: **Attack**



Kraken 2

HP: 3600

Turns to clear: At least 4

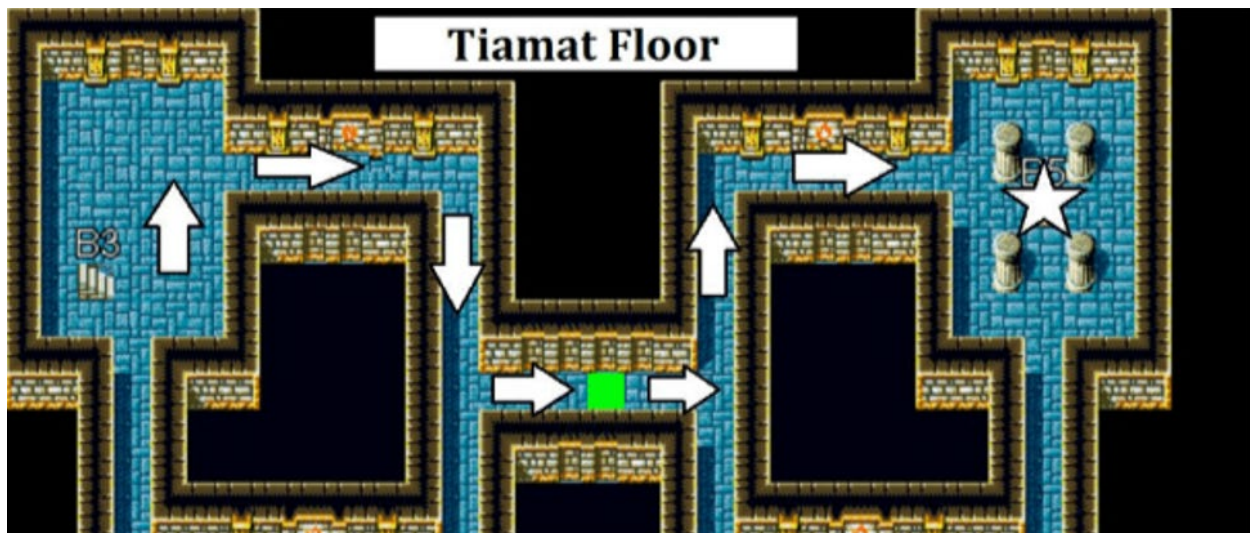
Moves:

Attack Thundara Ink 33.33%

T1: Black Mage1: Cast **Haste**
Black Mage2: Cast **Temper**
Monk: **Giant's Glove**

T2: Black Mage1: Cast **Temper**
Black Mage2: Cast **Temper**
Monk: **Giant's Glove**

T3: Black Mage1: Cast **Defend**
Black Mage2: Cast **Defend**
Monk: **Attack**



Tiamat 2

HP: 5500

Turns to clear: At least 5

Moves:

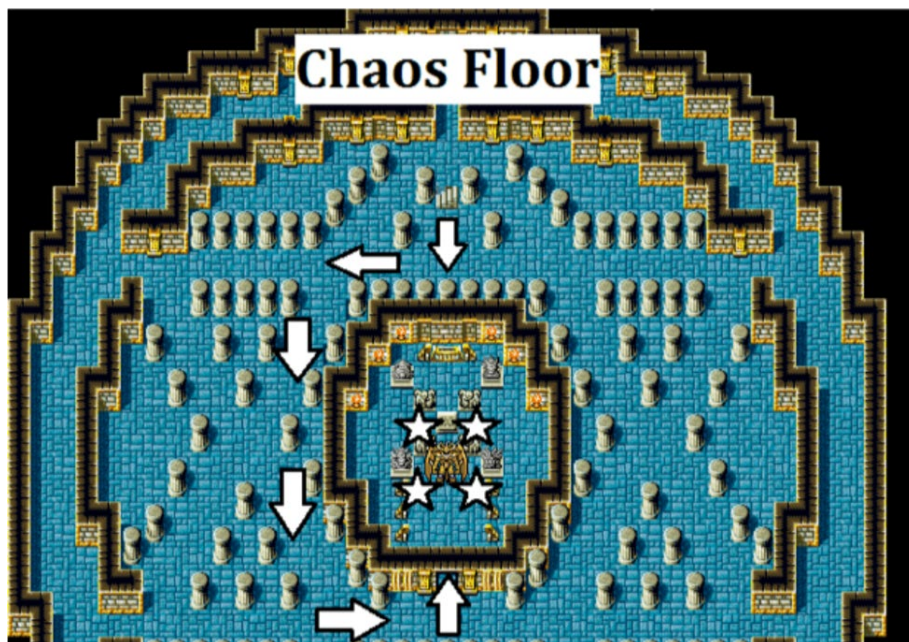
*Attack 25.51% / Fira Thundara Blizzara
14.29% / Icestorm Blaze Poison Gas
Thunder Bolt 7.14% / Scourge 3.06%*

T1: Black Mage1: Cast **Haste**
Black Mage2: Cast **Temper**
Monk: **Giant's Glove**

T2: Black Mage1: Cast **Temper**
Black Mage2: Cast **Temper**
Monk: **Giant's Glove**

T3: Black Mage1: Cast **Defend**
Black Mage2: Cast **Defend**
Monk: **Attack**

CHAOS!!!



Chaos is pure RNG until you get a good rotation. Goal is to keep monk alive as if he dies and is revived, he will need new buffs.

The more turns you can buff, the faster the Monk can kill.

Fight notes

- If Chaos casts Haste turn 1, reset.
- If Chaos casts turn 1 flare, reset.

3000-5000 HP is the ideal attack of the Monk. Heal with Hi-Pot or use Elixir if Monk gets low again.

More than likely, this fight will chew you up and spit you out, the ideal turns will get messed up and you will have to improvise. Between Giant's Gloves & Tempers, we want them cast a total of 7 times at least before we start to slug. Other than that, heal with Full Restores when Monk is 400 HP to keep above Flare damage, Hi-Potion if you wish as well if still have a Black Mage alive. Goodluck!

Chaos

HP: 20,000

Turns to clear: At least 9

Moves:

*Attack 40% / Blizzara 10% / Tsunami
Cyclone Blaze Blizzaga Thundaga Firaga
Slowra Flare 5% / Earthquake Curaja
2%*

T1: Black Mage1: Cast **Giant's Tonic**
Black Mage2: Cast **Giant's Tonic**
Monk: **Giant's Glove**

T2: Black Mage1: Cast **Haste**
Black Mage2: Cast **Giant's Tonic**
Monk: **Giant's Glove**

T3: Black Mage1: Cast **X-Potion**
Black Mage2: Cast **Temper**
Monk: **Giant's Glove**

T4: Black Mage1: Cast **Temper**
Black Mage2: Cast **Temper**
Monk: **Giant's Glove**

T5: Black Mage1: Cast **Speed Drink/Temper/HiPot**
Black Mage2: Cast **Temper**
Monk: **Attack**