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A screenshot of Final Fantasy XII.

The characters level up in Final Fantasy XII. The following article is based on a subject that has not been officially named in any official Square Enix material; the current title is merely a placeholder. Level grinding, power leveling, or training, is a term used to describe walking around an enemy-infested location and defeating enemies in battle for the sake of leveling up. The point is to strengthen the team, often for an upcoming boss. Level grinding may also be called farming, usually used for more specific cases, like AP farming or experience farming for Ability Points and Experience Points respectively. Level grinding has received negative reactions with reviewers criticizing games that require excessive level grinding to defeat enemies. In early role-playing games, the original Final Fantasy being one of them, level grinding was almost mandatory. Since then, grinding has been somewhat disguised as other gameplay elements. Final Fantasy XII, for example, introduced the Hunt system, which allows players to level up and earn various items by doing sidequest battles. See also: Gil farming, or Item farming Appearances[] Final Fantasy[] Early on, the Peninsula of Power has many high level monsters that yield high experience and gil and are easily defeated with Fire, Fir, Firaga, Flare and Dia, Diara, and Diaga, but also has monsters immune to Dia spells. For this place it is best to stock up on Potions and Cottages and Tents, and while leveling to save after every fight until the battles become easy. One can travel to Provoka to buy more healing items. It is recommended to at be at least level 25, especially if the party has a Monk. With a Monk, unarmed attacks have 2 Attack Power per level; at level 25, he will have 50 attack power, 5 more than the Excalibur. Since certain bosses always appear when a character steps on a tile, easy bosses, such as the Dragon Zombies and the Evil Eye, can be fought repeatedly. On the first floor of the Cavern of Earth, there is a corridor on the far west that contains a fixed encounter on every tile, making it an easy place to level up. It is recommended to maxes the party's HP/MP and level up until around level 40. The second-last floor of Mount Gulg has two treasure chests, each guarded by a Fire Lizard, providing 618 EXP per kill and easily healed through with the Heal Staff, providing for indefinite leveling sessions and arguably the most efficient grinding until the Temple of the Ancients and the Bahamut's Lair. The Bahamut's Lair is an area with powerful monsters; fighting them will raise the party's stats quickly early on. Similarly, just south of Altair at the bottom of the peninsula is a 1x3 strip that spawns monsters normally found in Mysidia, which can also be used to level up quickly. Later, the Tropical Island and the Jade Passage have high level monsters that can be defeated with little effort to boost stats. Additionally, in the 20th Anniversary edition and following versions based on it, players can use the Arcane Labyrinth to quickly boost their stats. Players of the NES and Origins can exploit the target-cancel bug, in which the player selects an action and cancels it, but the stat boost still registers. Since there are only three members in the party most of the time, and the player cannot cancel after selecting the final player character's attack, it is best to boost stats when a quest character fills the fourth slot. Skill growth is based on the number of times an action is performed, so prolonging battles can increase skill experience. As members in the back row cannot strike enemies with melee weapons, the player can put all but one member in the back row and have them attack to prolong battles. This can aid in boosting skills early on, when low enemy rank results in little or no experience gain once skills have leveled up a couple times. As characters gain experience for each weapon type they wield in battle, dual-wielding weapons of the same category yields higher skill experience. For spells, it is more efficient to cast multiple different spells once per battle than to repeat the same spell. Players of all versions can attack their own characters to quickly boost HP. Sap and Osmose can be cast on party members to boost MP; this is particularly effective when Minwu initially joins, as the party's MP totals will likely be low and he joins with the Sap spell. (However, if the party's Magic stat is too low, then so, too, will MP growth. The same goes for HP as Stamina determines HP growth.) Players seem to have something like hidden Ranks that determine their Proficiency growth, which makes attacking oneself lucrative (preferably with the target having high Evasion so they don't take physical damage, or with a high level Wall spell cast on them for Black Magic). When a character's stats are too high compared to the enemies', growth drastically slows. Final Fantasy III[] The Floating Continent has few good places to grind, such as Bahamut's Lair, but the Surface World has a few such places. In the Cave of Shadows, the constant multiplying of enemies can be useful when grinding. Players should kill one of the enemies and have a weaker character as an attacker to duplicate other enemies. This strategy can be done to amass experience points and gil. Players should attack using a katana or magic, and should kill the enemy with one hit. The enemies include Death Claw, Gaap, Silenus, Chronos, Valefor, Haniel, and Vassago. Another level grinding area can be accessed right after Golder Manor. From Amur, the player must fly north and to the bay with two forests southwest of the Crystal Tower. This place acts like the Peninsula of Power from the original Final Fantasy, as the grid ends one tile after the mountainside, and this horizontal strip of land contains monsters from the Crystal Tower area. After obtaining the Nautilus, players often use the Sunken Cave and the Saronia Catacombs to level up. Later, the Forbidden Land Eureka is another good grinding spot. In the 3D version, there is a useful way to grind in the Crystal Tower's first floor: when in battle with a group of Blacks, the player must kill all except one and continually Guard until the Black summons a Kum Kum. The party can defeat the Kum Kum and wait for the Black to summon another. Final Fantasy IV[] Located north of Mt. Ordeals in the upside-down V-shape area, the enemies are those from the Troia area. This is a great location to build fast levels for Palom and Porom before tackling Mt. Ordeals, especially with Dark Knight Cecil's Deathbringer. The fights are harder than anything encountered at this stage of the game. The player can no longer encounter enemies from the Troia area in the 3D versions. Since EXP yield is divided between the members alive at the end of battle, players can keep Cecil alive while killing off others who'll leave the party, such as Palom and Porom. Telloh, Cid, Yang, and Fusoya. In the Super Nintendo and PlayStation versions, the player can level up Cecil at the Tower of Zot so when Rosa and Kain join, they will be at the same level. Later when the player meets Rydia, she will also be at the same level as Cecil, however, Edge will join at level 25. To quickly level him up, he should be the last party member standing. This no longer works in the 3D versions. In the Tower of Zot, the player can fight the Magus Sisters, Mindy and Sandy, and get experience points and 3,000 gil from them by not killing Cindy unless they're ready to move on, as she will keep reviving the other two sisters. This is the best way to level up Cecil early on in the game. In the Sealed Cave the player can fight Trap Doors. The player can quickly use Rosa's Wall spell to reflect the Ninth Dimension and kill the Trap Door for the experience. The Lunar Subterrane, though the enemies are powerful, is often used to grind. Players of the Advance and Complete Collection versions can use the Lunar Ruins to level up, as the enemies leave plenty of experience and gold. In the Complete Collection, the player can set their cursor setting to memory and go into the Passage of the Eidolons in the underworld, and find a Summoner enemy that summons Arachne or Nagaraja. The player should cast Slow on a character and have them attack the Arachne/Nagaraja while casting Haste on the Summoner. Rosa can heal with Pray, and the other characters can simply defend. The player can then set the game to Auto. Alternatively, one can find a Summoner that summons Thunder Dragons and equip a character with the Cursed Ring along with a form of Diamond defensive equipment or the Gold Hairpin. This will raise the character's Lightning-elemental defenses. The player can inflict said character with Slow, and do it twice if the character's speed is too high, i.e. Edge, Kain and Cecil. The character should endlessly attack the Thunder Dragon, and Haste should be cast on the Summoner. The result is the Thunder Dragon will use thunder magic on the character who will absorb the damage and heal back the health lost from the Summoner's melee attack. If the player is only leveling up a single character, the other party members can be KO'd, but if the player is trying to level up the entire party, they will need elemental armor, or should be revived before finishing off the Summoner. Final Fantasy IV -Interlude-[] The best place to grind for experience is right outside the Sealed Cave where the monsters give plenty of experience for a four-member party. The player should grind before finding "Rydia" within the cave, as she is a temporary character. Free healing can be found aboard the Falcon nearby. The only drawback is that monsters yield little gil. The only advantage is the Heilpper's ability to inflict Blind on the player's fighters (Cecil and Cid). If the enemy's party does not have any flying monsters, a simple Quake from Palom will kill them. Otherwise, the player should stick with Bio and equip Palom with a Faerie Rod to increase his potency in Black Magic. For Edge, the location is either the area around Eblan or the Upper Section of the Tower of Babil. There is a healing pot located in the Clev of Eblan. Marionetteer can call forth its minions if left alone making for a good way to grind experience and gil. It can summon Ogres and Cait Siths for Edge. The player must be careful to not accidentally step on the tile that will make Edge jump into the Tower of Babil as there is no return to the original location, and the story will continue from there. The player should put Edge in the back row to mitigate the damage he takes, but he can still kill enemies in one blow due to him already being at a high level at the start of his part of the story. Both of these grinding areas becomes unrepeatable locations. Final Fantasy IV: The After Years[] Areas to grind differ from tale to tale, and each has a level cap, with the exception of the game's final tale. The optimal place to grind in the last tale is the Depths of the True Moon. In B5 of the Depths, all monster encounters, with the exception of the Blue Dragon, are susceptible to the Black Magic spell Break. Alternatively, the player can make use of the Assassin's Dagger acquired earlier in the Depths and inflict Debt on monsters. However, this method will fail sometimes as some monsters are immune to the status. The player is recommended to bring Porom along as she can pray to regain HP back at the cost of no MP. Final Fantasy VI[] In Bartz's world one can grind consistent ABP and decent EXP from Prototypes on the islands between Crescent and Jachol. Prototype will be the only encounter on the islands. The easiest way to do this is to level Control (from Beastmaster) and use it as the sub ability and have Prototype cast Self-Destruct on itself for an instant kill. The party will gain 4 ABP and 500 EXP per fight. Players may also opt to fight the Mini Dragon enemies in Istary Falls for EXP. Skull Eaters. Another way is to use the area just outside of Doma Castle to level grind by casting Vanish on little and grinding in any solo character challenge. The Death Machines there are easily neutered with the Frog Song or Toad spell. Outside Nibelheim, the player can fight and manipulate the Valron enemy using the appropriate Materia. Using the Dive Kick, which takes off a quarter of the player's maximum health, the player can fill the Limit gauge quickly, while not being threatened with KO since the HP decrease can be calculated beforehand. After obtaining the Tiny Bronco, the player can head to an island close to Mideel where they can fight the Mideel region enemies, such as Head Hunters. Equipping three Rune Armlets from Bone Village, and each player's double AP growth weapons they should have obtained by this point in the game, the player can stock a lot of AP to level up Materia. With a level 3 Restore Materia equipped with an All Materia, the player can cast Regen and allow the enemy to attack the player and get Limit Breaks. Equipping three Fury Rings from Gongoga Village will allow characters with a high Strength stat to kill the enemies quickly and without need for user input. The Corel Valley area where the player finds the Water Ring has enemies that are easy to kill and give a lot of EXP for this point in the game. With the Highwind the party can visit Cactus Island for its Cactuars that yield moderately high EXP and AP. After the Gold Saucer reopens when Cloud returns to the party, the player can buy the EXP Plus Materia from the Wonder Square to earn 50% more EXP for the equippor, or twice the EXP when it is on LV2. Maxing out the Materia births another version that can be equipped to someone else; equipping more than one on the same character doesn't stack the effect. After obtaining the submarine, the player may opt to visit the Gelніка, where they can morph powerful enemies into sources for stat boosts, and simultaneously obtain EXP. Movers in the Northern Cave give 800 AP each, for a total of 2400 AP per battle, but are very rare. Players can also steal Elixirs from Cigheer or exploit the W-item duplication bug to give themselves 99 Elixirs to feed the Magic Pots to amass EXP and AP. Party members outside the active party gain half of the experience gained by the main party. The levels of newly joining characters are decided by the party's average level. When characters go off on a quest without the others, additional levels they have gained will often elevate the levels of everybody else in the group. Players attempting a low level challenge often eschew the use of Materia, as both the gil cost and the AP requirements to level them are high. The Mover is the only enemy that gives AP in large quantities for no EXP. It also drops 90,000 gil. Much earlier in the game, from Corel Prison onwards, the Cactuar makes Materia-using No Item (NI) games easier with its 10,000 gil for only 1 EXP. Crisis Core -Final Fantasy VII-[] Leveling up is not determined at random; although it is not shown in the game, enemies still drop EXP, and the more EXP the player gains, the higher the chance the player levels up during a Modulation Phase. If the player wishes to level grind, they can do so by fighting enemies in missions labeled "Very Hard". As Zack levels up, the rate at which his stats increase slows, meaning at higher levels level grinding is not effective, but players can increase their stats via Materia Fusion. Players can kill Movers to obtain quick SP, and kill Tonberryes for gil. After unlocking Mission 9-6-6: The Reigning Deity, players can equip the Brigand's Gloves and steal 99 Phoenix Downs that can be sold for gil. One can also buy Dualcast Materia and convert them to SP. A faster way to get SP is by buying HP Up Materia and with the 99 Phoenix Downs turn it to HP Up +999% via Materia Fusion, then convert it to SP to get around 900,000 SP. The Phoenix Downs can also be used in Materia Fusion to max out HP. Dirge of Cerberus -Final Fantasy VII-[] During the boss fight against the first helicopter in Chapter 1, at some point it will begin dropping Deepground Soldiers randomly that Vincent can keep defeating. The soldiers drop handgun bullets and potions the player can use to keep ammo and HP up. Each soldier gives Vincent 10 EXP. The helicopter will infinitely drop soldiers until defeated. The player can tempsave in the middle of the boss fight and continue at another time to grind at their own leisure. Final Fantasy VII Remake and Intergrade[] Training center in Sector 7-6 Annex. One of the earliest places to level grind on a first playthrough is during Chapter 4, "Mad Dash", at the quest "Sector 7-6 Annex Infiltration", where, before invading the Shinra Warehouse with Biggs and Wedge, Cloud can go to a small training center at the right of the gate, where the player can interact with the terminal to make several Sentry Reys appear. The terminal at the training center can be reactivated indefinitely once the enemies are defeated. The player can also conveniently rest at the bench and restock items in the shop nearby, making it a safe grinding spot. During Chapter 6, "Light the Way", at the quest "Inside the Ventilation Fan", after activating all the sun lamps, the player can return to the starting position, and use the smaller elevator on the west before the cargo elevator. After climbing the stairs and interacting with the terminal, the player gets a minute to clear the room of enemies and activate the other terminal to open the room and get the Chocobo & Moogle Materia. The first terminal can be reactivated indefinitely to fight the same enemies again, even after getting the Summoning Materia. The room before has a bench and a shop, making it a safe grinding spot. Corneo Colosseum. During Chapters 9, "The Town that Never Sleeps", and 14, "In Search of Hope", the player has access to the Corneo Colosseum, where they can partake in matches there for various rewards. Matches can be replayed indefinitely as long the player has the gil to spare. Similarly, on Chapters 16, "The Belly of the Beast", and Chapter 17, "Deliverance from Chaos" (only available after finishing the game once), the player can fight on the Shinra Combat Simulator in the same way and use it to grind for levels and AP. The start of Chapter 16, at the quest "Infiltration", is one of the best places for level and AP grinding after beating the game and unlocking Chapter Select. By clearing the enemy waves at the parking garage and restarting the chapter, the player can accrue a vast amount of experience and AP, specially given that those values are increased after finishing the game once. It is recommended to do this on the Easy mode, since enemy experience and AP values are unaffected by difficulty levels. By equipping Cloud with a combination of Mythril Saber, Fire Materia paired with Magnify Materia, as well the First Strike Materia, the player can one-shot enemies easily by spamming Fire or Fire2. The ATB Slagger Materia can also be equipped to further enable Cloud's damage, as enemies will often be instantly staggered upon being hit with fire spells. Other party members can be equipped with AP Up Materia (paired with a materia of choosing, preferably one that requires a lot of AP to maximize, such as Revival Materia), EXP UP Materia, and Gil Up Materia to further speed the process. Considering that characters outside the main party also gain experience, the player doesn't need to worry about leveling Aerith if they follow these steps. In "Episode INTERMISSION", the earliest place the player can effectively level grind is at the end of Chapter 1, "Wutai's Finest", after defeating the Gigantipede. After returning to the Sector 7 Slums, the player can run back through Scrap Boulevard all the way back to the Outskirts and fight a variety of enemies, ranging from Wererats and Gergers to Wayward Wolves and Wrath Hounds. The most effective place to grind for levels and AP in the endgame, however, is after clearing the game once and unlocking the Chapter Select and Shinra Combat Simulator on Chapter 2, "Covert Ops". The player can then enter the combat simulator, select "Yuffie & Sonon vs. Midgardian Monsters", clear the first fight against the Bugaboes and restart. Clearing this can be easily done by equipping Yuffie with the First Strike Materia, then using Throw followed by Windstorm. The ideal setup to maximize AP per fight is to have the AP Up Materia (found in Scarlet's office after defeating the two Armored Magitroopers), Yuffie's Boomerang (which has an AP Up passive on its first core), as well the Ninja Armlet and Volant Armlet, which double and triple AP gain, respectively. Final Fantasy VIII[] Grinding is almost imperative, but in a different way: since the party's level means less than what magic the player junctions, players grind by drawing spells from enemies, and refining spells from items, cards or lower level spells. The player can easily earn lots of high level junctioning spells early on by playing Triple Triad and modifying the cards into items and refining the items into magic. An easy way to find high-level spells early is to use the Quezacott's Card Mod to mod the Quistsis card (obtainable at the very beginning of the game) into three Samantha Souls which can be refined into 60 Triples each via the Diablo's Time-Mag RP ability. Junctioning 100 Triples to a character's Strength would allow for them to, combined with the ease of triggering Limit Breaks, easily annihilate any boss up until late game. Players looking for EXP can visit Island Closest to Heaven and the Island Closest to Hell, where many powerful enemies that give huge amounts of EXP roam, and can be easily defeated with Quistsis's Degenerator. AP grinders can head to Cactuar Island where the Cactuars can be easily slain by Squall's normal attack, and give out 20 AP each. While Cactar Island itself is only accessible via the Ragnarok, the desert adjacent can be accessed with a mobile Balamb Garden. To maximize the party's potential it is wise to stay in low levels until obtaining the Cactuar Guardian Force, equip its stat boost abilities, and then fight in the Islands Closest to Heaven and Hell to gain stat boosts along with levels. For low level games, players may opt to use the Card ability learned from Quezacott to convert enemies into cards, preventing them from dropping EXP but still dropping items and AP. The player can get the Gambler's Spirit, obtained by refining 5 Shumi Tribe cards, and have one of the Guardian Forces learn the Card ability for other players to use in battle. Later in the game, the player can use the temporarily playable character, Edea, to level up Guardian Forces to avoid over-leveling the main party. This may also be done with Seifer during the Dollet mission, but would only level up Quezacott, Shiva and Ifrit. Final Fantasy IX[] Level-grinding early may not be preferable due to new party members' levels being decided by the current party's average level, and "leveling up" via level averaging does not gain any Magic Stones. The equipment that give best stat boosts upon level up are also not available early on. Level UP is good to equip to any dedicated level-grinding. One of the earliest level grinding spots is in Alexandria. After Steiner and Marcus break out of their hanging cage they will be assaulted by an endless stream of Alexandrian soldiers. If the player moves Steiner to the middle of the room and equips him with the Blood Sword obtained from Queen Stella in Treno, an infinite number of battles can be fought without the need for healing. If the player keeps the confirm button pressed with a rubber band, Steiner can potentially gain 50 levels overnight. Defeating a Yan with Zidane's Masamune and Soul Blade the Grand Dragon on Scrobelless Island or Popos Heights, and the Yans on Vile Island, both yield large amounts of EXP. Grand Dragons can be easily felled after a certain point, especially with the help of Dragon's Crest, but Yans remain exceptionally difficult even at higher levels. The easiest way to dispatch them is to equip Zidane with the Masamune and using Soul Blade. The party can fight Grand Dragons fairly early on, as they can be fought above Gizamaluke's Grotto (Popos Heights). To fight them this early on, Quina's Limit Glove spell can be used to deal fixed 9999 damage as long as Quina remains at 1 HP, allowing for massive experience gain for the party early on. The Grand Dragons also die from Quina's LV5 Death spell, which stays a viable method until the end of the game. While fighting on Vile Island will award the player with more EXP, killing only Grand Dragons on the Popos Heights requires less attention. By equipping Auto-Regen, Auto-Reflect, and Antibody on every character, one is unlikely to die against a Grand Dragon, since it nullifies two of its three attacks. The player will never have to manually heal the party, which makes this training ideal for turbo controllers, sped up emulators, the high speed mode in Final Fantasy IX Remastered, and other assisting tools. The player can also "grind" to max out certain character-specific abilities: Zidane's Thievery powers up whenever he successfully steals from an enemy; Freya's Dragon's Crest is maxed out by slaying 100 dragons; and Quina's Frog Drop powers up the more frogs they catch in the marshes. The crystal versions of the Guardians of Terra in the Crystal World right before the final battles yield high amounts of AP. The Friendly Yan can be repeatedly defeated without locking the player out of completing the friendly monsters sidequest, yielding 50 AP every time. However, the party needs to be in top-notch condition to stand a chance to win. Final Fantasy X[] The Omega Ruins' enemies give high amounts of AP, and with Double/Triple AP Double/Triple Overdrive, and Overdrive – AP sphere levels pour in. Fighting Tonberryes and their ilk with Overdrive – AP earns lots of sphere levels if the player has killed enough enemies and has the Stoic Overdrive Mode on the party member being attacked, and Comrade on others. The best AP grinding method involves this setup against the Don Tonberry. The player should cast Hasteaga on everyone and then get Don Tonberry to counter with Karma on the character whose Overdrive Mode is Stoic, then revive him/her with the other party members and recast Haste. The player should repeat this until Don Tonberry is dead, or gets too close and the player is forced to flee. When Don Tonberry counters with Karma, the damage will fuel the Overdrive, which will triple and then convert into AP, and at the end of the battle the total AP is also tripled. The AP is received even if the player escapes or the Overdrive gauge is full. It is possible to go from 0 to 99 Sphere Levels in one battle with three characters using this method; it is only limited by the party's MP and how fast Don Tonberry closes in. The amount of Overdrive received is determined by the amount of damage received which, for Don Tonberry, is the number of monsters a character has killed multiplied by 100. who the Overdrive – AP ability is needed for this trick, but the other two abilities will boost the amount of obtained AP. The only character that needs to receive damage from Karma is the character whose Overdrive Mode is set to Stoic, meaning one can easily level up a weak character by skipping their turn and having a strong healer and a character who has had a lot of kills to perform the trick. An alternate method is to use weapons with SOS Overdrive and Overdrive – AP, armor with SOS Haste, and Auto-Life. Cactuar King can also be used instead the Tonberry for its 99,999 and 10,000 Needles attacks. Killing the Monster Arena's Species Conquest enemies gives Spheres that add new stat nodes to the Sphere Grid and boost characters' stats quickly. To get Power Sphere, Ability Sphere, Mana Sphere, and Speed Sphere items quickly, the player can inflict Distill abilities on Kottos or Fafnir to get 20 of them, or 40 for an Overkill. Dark Matters, a notably rare item used for customizing Break Damage Limit to weapons, and Ribbon to armor can be obtained in two ways. Since all Monster Arena Conquest enemies drop Dark Matter as a rare drop, repeatedly defeating simple enemies, such as Vidatu and Sleep Sprout, preferably with the First Strike ability, is a good way of doing it. A fully-powered Masamune comes equipped with it, and its unique damage formula allows it to reliably do 99,999 damage when Auron is at low HP. An alternative in the International, PAL, and HD Remaster versions is to defeat Dark Yoymibo. The player can defeat him four times and then reset the encounters by saving and resetting the game, exiting the cavern of the Stolen Faith, or entering the blitzball menu. While this has seven-times the likelihood of obtaining Dark Matter (as well as Master Spheres and armor with Ribbon and Break HP Limit), most parties would take longer to defeat Yoymibo once than to defeat a mass amount of Monster Arena enemies with less than 99,999 HP. If the player does not have strong enough characters having Anima is a useful option as it can kill the enemies in one Oblivion. Despite the cost of fighting enemies at the Monster Arena, the selling price of the equipment dropped by the enemies makes up for it. In the PlayStation 2 version the player can also fight Fenrir, which despite the game's claims, costs no money to fight. This was fixed for the HD Remaster. Final Fantasy X-2[] In Chapter 1, the player can attempt to grind for EXP in Macalania Woods and the enemies outside the Macalania Lake travel agency. The player can also get the Ice Queen Garment Grid from doing the "Follow that O'aka" mission. Although the enemies may be too strong to fight this early, the player can escape the battles. The Ice Queen X-2 Grid allows the wearer to absorb Ice, meaning the White Elementals' attacks will heal the party, and eventually the player will be strong enough to take on the enemies throughout the rest of the Macalania Woods. The Amorphous Gel can easily be dispatched with Ice attacks (as it starts as Fire-elemental by default), which can be used by any dressphere if the Garment Grid is equipped. The Farplane and Via Infinito hold powerful enemies. Via Infinito's battle difficulty rises as player goes deeper underground. Lady Luck learns the Double EXP ability, which can be used whenever a character wears the dressphere. When a character equips both the AP Egg (Triple AP) and the Key to Success (Double AP) they will receive 6x the AP they normally earn, a great way to master abilities, but the conditions for earning the Key to Success means the player cannot lady the Mascot dressphere later on during that specific playthrough. The characters earn AP as they execute commands in battle. If the player can create a continuous loop of actions that kill neither the party nor the enemies, they can easily rake in AP. One of the most effective methods for stockpiling AP involves the Treasure Hunt Garment Grid equipped with the Mug ability; Mug scores AP even if the character is unable to acquire an item from a monster. The Fiend Arena in the HD Remaster and International versions provides a safe and continuous supply of fiends while also making a Game Over impossible, meaning the player can easily farm for EXP and AP. If the player unlocks the fights against Shiva, Yoymibo, Anima, or the Magus Sisters, the former three fights award 15 AP each, while the Magus Sisters yield 24 AP. Equipping an AP Egg and a Key To Success can yield at least 90 AP for a fight which, at higher levels, can take less than a minute, making learning abilities significantly easier. Final Fantasy XII[] Level grinding was the principal means of advancement. Before Wings of the Goddess, this was generally restricted to EXP/Merit parties against enemies like crabs, beetles, mandragora, goblins, colibri, andimps, due to the low-risk of said enemies. The only other methods were to either get rare single-use items or participate in Besieged. During this early stage of the game, it wasn't viable for most jobs to get experience solo, many jobs had difficulty finding parties due to lopsided balance, and the penalty for dying was severe (up to 2400 experience lost, or about 45 minutes of an average-gearred experience party). This encouraged cowardice and was a big hurdle that prevented a lot of casual players from experiencing the bulk of the game. Over time, Square addressed complaints about the experience system. Wings of the Goddess added Campaign Battles and Operations, many of the latter being doable at any level. Abyssa zones changed their experience system to ignore player levels and party size along with adding bonus chests, making it easy for high-level players to powerlevel lower-level players. Seekers of Adoulin added an experience bonus to most quests along with Coalition Assignments that can be completed as any job and redeemed on the job that needs experience. Square also made other quality of life changes such as earning permanent experience boosts by doing certain missions, adding the Fields/Grounds of Valor system that gives experience bonuses for defeating specific types of monsters in a zone, and introducing Records of Eminence, an achievement-like system with a large variety of objectives beyond just killing monsters. All this along with being able to summon NPCs to help you in battle has significantly reduced the time it takes to reach max level. In 2015, Square reintroduced level grinding with the Job Points system, where even a highly-unlikely best case scenario takes about six hours to cap a job, with it realistically taking upwards of 30-100. Final Fantasy XIII[] A famous level grinding spot early on is to kill the Rare Game Dustia, which gives plenty of EXP and LP, can be killed with a Phoenix Down, and can be spawned early, as soon as the job can access the Dalmasca Westersand. Phoenix Downs can be bought from the merchant outside Nalbina Fortress, past the Dalmasca Estersand once the Sunstone has been charged in the Giza Plains. Dustia drops the Book of Orgain loot commonly, and it sells for a lot of gil, allowing the player to buy more Phoenix Downs. Dustia is good for speedy leveling because it is offers over a thousand EXP, 3 LP, valuable drops including the Flame Staff, and is chainable via the zone out glitch. Using only Vaan the player can gain a lot of EXP especially if exploiting the glitch. Later in Royal Palace of Rabanastre when Fran and Balthier join, their levels will be based on Vaan's, as with any other character who will join the party later. The gambit system allows for auto-leveling tactics where the player can leave the party leveling and gaining EXP without having to as much as touch the controller. An easy grinding spot early on is when the alarm sounds after rescuing Ashle on the Dreadnought Leviathan. If the player stays in the area where enemies first appear after the alarm goes off enemies will continue to appear. When the player is close to death they can backtrack to the save crystal to heal. Negalmuur in Stilshrine of Miriam is a famous auto-level spot: it will frequently summon Ghosts, and by correctly setting up the party's gambits it is possible to create an infinite loop, which allows the game to be left playing while the party continues to gain experience. The party should use gambits such as Foe:HP

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