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Final Fantasy XII: The Shrine of the Sun Goddess

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Final Fantasy XII: The Shrine of the Earth Goddess

Final Fantasy XII: The Shrine of the Fire Goddess

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 Pravoka 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. The Temple of the Ancients is a good farming spot as the enemies pose little threat, but grant high EXP. For AP farming, the monsters in the final floors give lots of AP with little grind by casting Vanish on the party and fighting Fumbleweeds. Another area of interest is the Phoenix Cave, which can reward great EXP, the least of encounters rewarding approximately 1,000, but some enemy formations can reward up to 3,000 or 4,000 so long as the Chaos Dragon is present. In the World of Ruin, the forest north of Jidoor is also available for grinding as nearly every enemy there uses only physical attacks (the only exception is Leap Frog, which uses Rippler). The player only has to summon Phantom to become invulnerable. In the World of Ruin, players can access the Cultists' Tower where they can recruit Strago. Enemies there cast only magic, most of which can be nullified by equipping Reflect Rings. The lower levels have enemy encounters that net 5 or 7 Magic AP per battle. Party members can be equipped with Gold Hairpins and cast Ultima to end battles quickly. This is the best way to farm only magic without gaining experience, but the downside is the party won't gain gil. Final Fantasy VII[] One of the earliest points where some players choose to level grind is in the Sector 4 Train Tunnel where, if the player heads to the south end, an infinite amount of troops can be fought. If the player gives a character the Restore Materia and heals until the character runs out of MP, they can switch it and do the same for the other two. This is also a good place to get Limit Breaks quickly, as it is a source for a vast amount of kills. At this point, each character should be able to kill each enemy in one attack from the back row, including Tifa. Aeris's LEVEL 2 Limit Break, Fury Brand, can be exploited to get the two other party members' Limit Breaks to maximum so they can use Limit Breaks faster. This is a faster way of filling LEVEL 3 and LEVEL 4 Limit Break gauges, and it allows players to draw the benefits from Sadness while still being able to use Limit Breaks relatively often. Another way to get Limit Breaks faster is to use Hypers to get into the Fury status. After leaving Midgar, players can use the Matra Magic Enemy Skill, acquired from outside of Midgar, to defeat enemies inside the Myhril Mines that appear in large numbers. In Junon, before the party acquires the Highwind, the player can pull an alarm in the tunnel that leads to the Junon Underwater Reactor to fight strong enemies that otherwise appear only after the party has the airship, yielding high EXP and AP and gil. This method is a sound way to grind 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 Gongaga 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 Cactuar 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 Gelnika, 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 defeat 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 Rays 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 Firra. 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 Outsskirts and fight a variety of enemies, ranging from Wererats and Gorgers 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. Midgarian 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 Quisits card (obtainable at the very beginning of the game) into three Samantha Souls which can be refined into 60 Trilles each via the Diablo's Time-Mag RF ability. Junctioning 100 Trilles 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 and AP 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 Elemental's 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 Luck 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 XIII[] 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. Abyssea 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 50-100. 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 player 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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