

Plot

Contributed by Administrator
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Setting

One thousand years before the game, on a floating continent hovering high above the surface of an unnamed planet, a technologically advanced civilization sought to harness the power of the four elemental crystals of light. They did not realize that they could not control such fundamental forces of nature. This power of light would have consumed the world itself had the light crystals not had their natural counterparts: the four dark elemental crystals. Disturbed by the sudden interruption of the careful balance of the light and the dark, four warriors were granted the power of the dark crystals to recontain the power of the light crystals. These so-called Dark Warriors succeeded in their quest, and restored harmony to the world. But their victory came too late to save the doomed civilization. Their culture was reduced to ruin, though their floating continent remained. On that continent, the circle of Gulgans, a race of blind soothsayers and fortune-tellers, predicts that events will ultimately repeat. The power of darkness can be just as abused as the power of light; when it occurs, then the crystals of the light will need to call forth their own warriors to restore balance.

Characters Development sketch by Yoshitaka Amano of an unnamed hero riding a dragon Main article: Characters of Final Fantasy III

Final Fantasy III features four orphans who are raised at the remote village of Ur by the priest, Topapa. When the Wind Crystal sinks to the earth due to an earthquake one day, the four characters go to investigate. They manage to get lost, but eventually stumble upon the Crystal. The Crystal tells them of Xande's plans to conquer the world using Darkness, which could upset the balance of Light and Dark and lead to detrimental effects. It then proceeds to bestow the first Legendary Job Classes upon the four. From there on, the four become Warriors of the Light, and leave Ur in their quest. Granted the power of the Light, the Warriors begin to combat the darkness that increasingly consumes the world. As the other Crystals they encounter provide them more Jobs, the four Warriors become a formidable party strong enough to save the world from the darkness.

The remake of the game for the Nintendo DS features a new set of party members, each with new backstories and personalities.

Story

One day, an earthquake opens up a previously hidden cavern in Altar Cave near the village of Ur on the floating continent. Four orphaned youths under the care of Topapa, the village elder, go exploring and come across a crystal of light. The crystal grants them a portion of its power, and instructs them to go forth and restore balance to the world. Not knowing what to make of the crystal's pronouncements, but nonetheless recognizing the importance of its words, the four inform their adoptive family of their mission and set out to explore an overworld outside the area in which they were brought up to bring back balance to the world.