

Breath of Fire Character Magic List

by Dark Angel 13

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Breath of Fire for GBA
Character Magic List
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-----1. Ryu's Spells-----

NAME OF SPELL(AP)	WHAT THE SPELL DOES	HOW TO OBTAIN THE SPELL
SnoDr(7)	Transform's Ryu into Snow Dragon - weak frost attack on one enemy	Pass Dragon Training in the Dragon Shrine south of Tuntar by defeating Talon
FlmDr(10)	Transform's Ryu into Flame Dragon - weak flame attack on one enemy	Pass Dragon Training in the Dragon Shrine south of Tuntar by defeating Talon
ThrDr(12)	Transform's Ryu into Thunder Dragon - weak thunder attack on one enemy	Pass Dragon Training in the Dragon Shrine south of Tuntar by defeating Talon
IceDgn(20)	Transform's Ryu into Ice Dragon - strong ice attack on all enemies	Pass Dragon Training in the Dragon Shrine west of Gant by defeating Bain
FirDgn(27)	Transform's Ryu into Fire Dragon - strong fire attack on all enemies	Pass Dragon Training in the Dragon Shrine west of Gant by defeating Bain
Bltdgn(30)	Transform's Ryu into Bolt Dragon - strong lightning attack on all enemies	Pass Dragon Training in the Dragon Shrine west of Gant by defeating Bain

GldDgn(40)	Transform's Ryu into Gold Dragon - strong holy attack against all undead enemies	Pass Dragon Training in the Dragon Shrine west of Gant by defeating Bain
Rudra(50)	Transform's Ryu into Rudra - strong attack using smaller dragons to attack all enemies	Pass Dragon Training in the Dragon Shrine north of Gust by defeating Avian
Agni(60)*	Transform's Ryu into Agni - most powerful dragon, causes major to attack all enemies	Pass all Dragon Training, have all Dragon Equipment (see below) and have obtained Rudra. Then go to the Dragon Shrine underwater in the Cave of Cleansing Water, southwest of Romero.

*To use Agni you need to have everyone alive and Karn MUST NOT be fused.

To get Agni, you need to have obtained all the Dragon Items. You don't need to equip them, just have them in your inventory. You need to also have the Rod5 and Bait for Ryu to fish with it, as you fish down wells to get the Equipment. Locations of the Dragon Items (Thanks to Troy Cluff):

Dragon Shield (SH) - Nina needs to be able to fly, so fly up to the hole leading to Gramor. The fly straight east from here and you'll come to mountains surrounding the well. Stand in front of it and press A to fish. You'll pull up the Dragon Shield usually on the first try.

Dragon Sword (SD) - Can be found West of Karma. Just put Bo in the front of your party and head west until you see the well. Fish again with A and you'll pull the Sword up.

Dragon Helmet (HT) - Can be found near Arad. Exit the town and keep heading west until you come to the mountains. Now, head south until you come in an opening in the mountains. Head west and then south and find the well. Fish as before.

Dragon Armour (Ar) - Can be found in the town of Spring. Can only be aquired after beating Tock and the town's season goes back to spring from winter, so you can fish as there is no ice. From the town entrance head west and then find the stairs leading into the water. Jump in and head north, until you see stairs on your the left. Go up them and walk to the end of the dock. May take a few tries to pull it up.

 -----2. Nina's Spells-----

NAME OF SPELL(AP)	WHAT IT DOES	LEVEL LEARNED
Cural (3)	Recovers HP by 50 points	Initially Learned

Fort (6)		Briefly ups defence on one character		Initially Learned
Heal (5)		Cures any abnormal status		Initially Learned
Lk-Up (6)		Briefly ups luck on one character		Level 6
Atk-Up (15)		Briefly ups attack power on one character		Level 7
Cura2 (6)		Recovers HP by 100 points		Level 9
Hold (8)		Hold's enemy move/Paralyses one enemy		Level 11
Ag-Up (8)		Briefly ups agility on one character		Level 12
Warp (2)		Warps you to a Town with a Dragon Shrine that you save at		Level 13
Zom1 (5)		Angel Lv1, inflicts damage on a single undead enemy		Level 14
Cura3 (15)		Recovers HP by 250 points		Level 15
Renew (10)		Revives ally to 1 HP		Level 17
Idle (5)		Slows an enemy		Level 19
Shield (8)		Reduces magic damage		Level 21
Cura4 (20)		Recovers HP Fully		Level 23
Zom2 (15)		Angel Lv2, inflicts damage on a single undead enemy		Level 24
FortX (14)		Ups defence of		Level 26

whole party

Hush (8)	Stops magic Attacks	Level 28
Dispel (14)	Void's enemy magic	Level 30
RenewX (30)	Fully revives an Ally	Level 34
CuraX (20)	Recovers 250 HP for entire party	Level 37
Wall (15)	Reflect's enemy magic once	Level 41
ZomX (35)	Angel Lv 3, inflicts damage on all undead enemies	Level 46

-----3. Bo's Spells-----

NAME OF SPELL(AP)	WHAT SPELL DOES	LEVEL LEARNED
Flare(3)	Fire Lv 1, weak fire attack on a single enemy	Initially Learned
Spark(4)	Thunder Lv 1, weak thunder attack on a single enemy	Initially Learned
Cold(5)	Ice Lv 1, weak ice attack on a single enemy	Initially Learned
Fry(10)	Thunder Lv 2, medium thunder attack on a single enemy	Initially Learned
Flame(6)	Fire Lv 2, medium fire attack on a single enemy	Initially Learned
Frost(9)	Ice Lv 2, medium ice attack on a single enemy	Initially Learned
Cural(3)	Recovers HP by 50 points	Initially Learned

-----4. Karn's Spells-----

All Karn's spells are transformations that fuse him with other characters.

NAME OF SPELL(AP)	WHERE TO LEARN IT FROM	WHO IT FUSES/WHAT IT DOES
Shin (10)	Gant, in the top house Push shelf out of the way and have Ox break the wall. Talk to the man here as Karn	Karn, Bo and Gobi. Can walk through forests and hunt like Bo, just shoot arrows quicker
Doof (25)	Go to where Nanai was. Go to the east and north across the sand and up ledge. Dig at the dig spot with Mogu and talk to the man with Karn	Karn, Bo and Ox. Can move the large pink dressers and heavy objects
Debo (15)	Gust, second house on left. On right side, push the box and fall through. See below for how to push the barrels.	Karn, Ox and Gobi. An underwater fighter, therefore can only be used Underwater.
Puka (40)	Bleak, in the house behind the Dragon Shrine as Doof, push the dresser by the bed, go down the hole, revert and talk to the man as Karn.	Karn, Bo, Ox, and Gobi. A floating dragon, can open entrances with a dragon sign on them.

How to solve barrel puzzle for Debo:

(1) (2) (3)
(4) (5)
(6)

Push (6) to the left or right. Then barrel (5) right and (4) left. Then (1) and (3) up and push (2) under left, so it's under (1). It should look like this:

(1) (3)
(2)
(4) (5)
(6)

You can then walk through to the man, and talk to him as Karn to get Debo.

-----5. Gobi's Spells-----

Gobi can only use these spells in underwater battles.

NAME OF SPELL (AP)	WHAT THE SPELL DOES	LEVEL LEARNED/DAMAGE
Ebb (3)	Weak attack with a small number of fish on all enemies	Initially Learned 30 Damage
EbbX (5)	Larger attack with a large number of fish on all enemies	Initially Learned 50 Damage
Eco (8)	Weak attack with a small number of dolphins on all enemies	Level 16 70 Damage
EcoX (10)	Larger attack with a large number of dolphins on all enemies	Level 17 100 Damage

-----6. Ox's Spells-----

NAME OF SPELL(AP)	WHAT THE SPELL DOES	LEVEL LEARNED
Cura3 (15)	Recovers HP by 250 points	Initially Learned
Heal (5)	Cures any abnormal status	Initially Learned

-----7. Bleu's Spells-----

NAME OF SPELL(AP)	WHAT THE SPELL DOES	LEVEL LEARNED
Exit (20)	Escape from a dungeon	Initially Learned
Flare (3)	Lv 1 Fire attack on a single enemy	Initially Learned
Spark (4)	Lv 1 Thunder attack on a single enemy	Initially Learned
Cold (5)	Lv 1 Ice attack on a single enemy	Initially Learned
3.5 (3)	Lv 1 Earth/Quake attack on a single enemy	Initially Learned
Para (10)	Stop an enemy from moving for a while	Initially Learned
Bomb (5)	Lv 1 explosion attack on a single enemy	Initially Learned

Sap (1)	Absorb an enemy's HP	Initially Learned
Warp (2)	Warps you to a town where there is a Dragon Shrine you can save at	Initially Learned
Rub (20)	Instantly kill a single enemy.	Initially Learned
Flame (6)	Lv 2 Fire attack on a single enemy	Initially Learned
Fry (10)	Lv 2 Thunder attack on a single enemy	Initially Learned
Frost (9)	Lv 2 Ice attack on a single enemy	Initially Learned
5.5 (8)	Lv 2 Earth/Quake attack on all enemies	Initially Learned
Boom (11)	Lv 2 explosion attack on a single enemy	Initially Learned
F.Ball (9)	Lv 3 Fire attack on a single enemy	Level 20
LStorm (11)	Lv 4 Thunder attack on all enemies	Level 21
Chill (12)	Lv 3 Ice attack on all enemies	Level 22
Flee (20)	Escape from battle	Level 23
9.5 (15)	Lv 3 Earth/Quake attack on all enemies	Level 24
Blast (18)	Lv 3 explosion attack on a single enemy	Level 25
Gale AP (24)	Lv 5 Thunder attack on all enemies	Level 26
Ice (30)	Lv 4 Ice attack on all enemies	Level 28
Char (36)	Lv 5 Fire attack on all enemies	Level 29
Nova (42)	Lv 4 explosion attack on all enemies	Level 30
IceX (48)	Lv 5 Ice attack on all enemies	Level 31
FireX (30)	Lv 4 Fire attack on a single enemy	Level 32

Drain (2)	Absorb an enemy's AP	Level 33
BoltX (30)	Lv 3 Thunder attack on a single enemy	Level 35
NovaX (54)	Lv 5 explosion attack on a single enemy	Level 37
Comet (75)	All enemies hit with a meteor strike	Level 40

-----8. Mogu's Spells-----

NAME OF SPELL (AP)	WHAT THE SPELL DOES	LEVEL LEARNED
Dig (5)	All allies escape from battle	Initially Learned

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