

Final Fantasy V Advance FAQ/Walkthrough

by ebmid2

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Final Fantasy 5 Advance Guide

By Ebmid (e-mail ebmid2 (at) yahoo (dot) com)

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Introduction:

This guide is for Final Fantasy 5 and Final Fantasy 5 Advance (which is the same as Final Fantasy 5, but has some extra stuff, as described in the Version Differences section). Most of this guide uses RPGe's translation version 1.10 of the Super Nintendo version of the game. But I have sections with translations for all the most important information into the Gameboy Advance version of the game and the Playstation version of the game (which was released along with other games in a package called Final Fantasy Anthology). And I translated the Blue Magic First Locations Monsters Locations section in its entirety, since a precise translation for that particular section is especially important. If you want to know the Playstation version's translation for a piece of information whose translation I didn't include, I recommend the website <http://ffvspirit.com/>.

For additional information on the statistics behind anything in Final Fantasy 5 (notably determining exactly how much damage everything does and how likely it is to hit or miss its target), I recommend J.L. Tseng's (a.k.a. InstructorTreppe's) FFV Algorithms and Stats FAQ, which can be found on the page for the SNES version of Final Fantasy 5 at www.gamefaqs.com. I got a lot of the information for this guide from his FAQ.

The latest version of this guide should be able to be found at www.gamefaqs.com. E-mail me if you want to post this guide on your own website.

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SECTION 01 - WALKTHROUGH

WALKTHROUGH PART 01 - METEOR AT TYCOON

Treasures: PhenixDwn

New monsters in this area: (Note that most of this walkthrough uses the translation from the SNES version of the game, but the monsters in these monster lists at the beginning of each part of the walkthrough use the Gameboy Advance translation, since I think people playing the GBA game and trying to complete the bestiary are the most likely to want to use this section.)

xxx Goblin (Butz Solo Battles) At the Meteor at Tycoon

At the beginning of the game you'll watch some scenes that set up the game. Once you get control of your character, ride to the east and go into the meteor. Save the girl and find the old guy. After they leave, open the treasure chest with a PhenixDwn that's hidden in the lower right part of the screen. Then leave and ride west, then north. You'll run into the girl and old guy again. Once they join you, continue north, and you'll find a cave. Go through it.

WALKTHROUGH PART 02 - PIRATE CAVE

Treasures: Leather Helmet

New monsters in this area (GBA name):

002 Steel Bat	Pirates' Cave
003 Devil Crab	Pirates' Cave
004 Stroper	Pirates' Cave

From now on you'll get into fights with monsters randomly when you're walking around. The only exceptions are when you're inside towns or when you're riding something (like the chocobo) that keeps enemies away. If the monsters hurt you too badly, go to the spring at the start of the cave and it'll heal you. When you defeat monsters you gain experience, and as you get experience you'll gain levels, which makes you more powerful. Defeating monsters also gets you Gil, which you can use to buy things in shops later in the game.

Make sure to get the Leather Helmet in the cave. Then go to the menu and equip it on someone (you'll always have to equip new weapons and armor, otherwise they won't help you).

You'll come to a door that's locked, and you'll have to push the switch on the wall to open it, like the guy before you did. You can't get in the doors in the Pirate Base at the end of the cave for now, so you'll have to come back for them later. Sneak on board the ship at the end of the cave and go to the wheel at the back to try to steer it. There'll be a scene, then your party will finally have all four people in it.

WALKTHROUGH PART 03 - TULE

Treasures: Tent, PhenixDwn, Potion, Ether, 100 gil, Leather Shoes, Tent, Potion, 150 gil, PhenixDwn, Leather Shoes

New monsters in this area (GBA name): None

Once you have control of the ship, you can sail north to the Wind Shrine if you want. But before you do, you might as well sail west and check out the town of Tule. Talk to the people there. The people in the Beginner's House will give you some tips. Search all the barrels, boxes, pots, and treasure chests in the town to find hidden items. There's a PhenixDwn hidden in a bush that's off to the left of the house at the top of town and Leather Shoes hidden in a box that's off to the right of that house. Make sure to get them.

There's a pub that has a piano in it. This is one of eight towns in the game that each have a piano. You'll get a little better at the piano every time you play the piano in a new town. So play the piano in this town.

You can also buy better weapons and armor there, sell your old weapons and armor, and buy items. There's an inn where you can stay the night to restore your HP and MP if you need to. There's a magic shop there where you can buy some spells, but there's no point in doing that now, since you can't use magic yet. Faris will rejoin your party when you leave. Make sure to equip your new weapons and armor.

WALKTHROUGH PART 04 - WIND SHRINE

Treasures: Potion x5, Tent, Leather Helmet, Broad Sword, Staff

New monsters in this area (GBA name):

001 Goblin	Randomly encountered on the World Map near
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	Pirates' Cave in world 1
005 Killer Bee	World Map near Pirates' Cave in world 1
006 Nutkin	World Map near Wind Shrine in world 1
007 Stray Cat	World Map near Wind Shrine in world 1
008 Black Goblin	Wind Shrine
009 White Serpent	Wind Shrine
010 Moldwynd	Wind Shrine
011 Mani Wizard	Wind Shrine
243 Wing Raptor	Boss in the Wind Shrine

When you're ready, sail north to the Wind Shrine. Talk to the people on the first floor. One of them will give you five potions if you talk to him before you go through the Wind Shrine. Make your way to the top and grab all the treasures along the way. There's a glowing circle along the way where you can use a Tent or Cabin to regain your strength or save your game. Aside from spots like these, you can't save inside dungeons; only on the world map. You'll get into a boss fight along the way. This guide doesn't generally have specific strategies for each weak boss, since I don't think they're necessary. If you have trouble with one, check a different guide. Make sure to get the Staff in the treasure chest at the end of the hidden passage in the lower right hand corner of floor 4.

As you go through the game, you will sometimes win items from enemies when you beat them. Usually you win great items from strong enemies, and you only win crappy items from weak enemies. But note that you can win Elixirs, which are great healing items, from the Mold Winds here in the Wind Shrine.

At the top of the Wind Shrine there'll be a scene, then you'll gain the pieces of the Wind Crystal, which will allow you to be a Knight, Monk, Thief, White Mage, Black Mage, or Blue Mage. Leave the Wind Shrine through the warp at the back of the room and the game will give you an explanation of how jobs and abilities work. Give each of your characters a job. You won't have any abilities for them to equip yet, but now that you have jobs, you will gain ABP when you defeat monsters, and as you get ABP you'll gain levels in your jobs and learn their abilities. See the Jobs Section for additional information on the different jobs.

I recommend you start out with one White Mage, one Black Mage, and two Knights. But do whatever works for you. And once your characters have learned some of the abilities of a job, have them switch their jobs around, so they become well balanced. Or at least have the magic users learn different types of magic and the physical fighters learn different types of physical fighting. If you're only going to have two magic users, then I recommend that you make Galuf and Faris the magic users. Note that I also recommend that you temporarily switch some of your characters to Blue Mages to learn the Blue Magic spells as they become available. The Thief and Monk jobs can be useful, but they're a lower priority.

Note that the White Mage's 7th level sucks. Your White Mages should switch to another job once they reach level 6. And the Black Mage's 7th level can be useful, but it's a lower priority than some of the other abilities you can get. None of the Knight's abilities are especially good, so when you get other physical fighting jobs later you should switch your Knights to them so you can learn the abilities of those other jobs. But it can be useful to have some of your characters be Knights now, not so that you can learn their abilities, but just because they're strong.

Also note that while in general it is good to have a well balanced party, you might want to switch all four of your characters to the same job for some boss fights. The Black Mage job and the Summoner job (which you'll get later) are

especially good for some boss fights.

WALKTHROUGH PART 05 - RETURN VISITS

Spells: Vampire (it's a Blue Magic spell), GblinPnch (also Blue), Aero (Blue)

Treasures: Potion x8, 300 gil, Ether, Tent

New monsters in this area (GBA name): None

Head back to Tule. Zokk was gone if you went there before, but he'll be back in his house at the top of the town now. Pay him a visit and he'll give you the Canal Key.

Note that the normal job (which you had been using until now) can equip all weapons and armor, but when you pick a different job, it'll only be able to equip certain types of weapons and armor. So you might want to buy new weapons and armor that will work better with the jobs you have now. When you're shopping for new equipment, the jobs that can equip a weapon or piece of armor will step forward, and the jobs that can't will stay back. That way you'll be able to tell who can equip what. And now you can buy White and Black Magic from the magic shop, since you have jobs that can use it now. See the Weapons, Armor, Items, White Magic, and Black Magic sections for additional information.

When you leave town Faris will join your party for good and send the other pirates back to their hideout, and you guys will decide to go to Woru to protect the other crystals. You can head there now through the Torna Canal, but there are a few other things you should do first. White Magic and Black Magic is bought in towns (with only a few exceptions that I'll note as they occur), but Blue Magic is more difficult to obtain. Blue Magic is used by monsters, and in order to learn those spells yourself, you have to get a monster to cast it on you, then win the fight against the monster. I'll list the first place you can learn each Blue Magic spell as you go through the walkthrough. Note that in order for you to learn a Blue Magic spell, the monster has to cast it on someone who has the Learning ability (note that Blue Mages automatically have the Learning ability, and can use it even if it isn't equipped). I recommend that you don't have any of your characters use the ability Counter when you're trying to learn a Blue Magic spell, because that might result in your accidentally killing the enemy before it has a chance to cast the Blue Magic spell on you. Monks automatically have the Counter ability, so I recommend against using them when you're trying to learn a Blue Magic spell.

Go back to the Pirates' Cave (you'll have to sail around to the place where you entered it the first time, and go all the way through the cave again). You can learn the Blue Magic spell Vampire from the Steel Bat in the Pirates' Cave. (If you're playing the Playstation version of Final Fantasy 5, see Section 22 - Blue Magic First Locations (Playstation Translation) for translations of all the Blue Magic information in this walkthrough. If you're playing the Gameboy Advance version of Final Fantasy 5, see Section 23 - Blue Magic First Locations (Gameboy Advance Translation) for translations of all the Blue Magic information in this walkthrough.

There will also be some treasure in the Pirates' Cave that you couldn't get earlier. There's a switch in the lower left corner of the Pirates' Cave that will open a door in one of its rooms that leads to some treasure chests. If you've already gotten the key to the Torna Canal, there will be a Pirate who will give you 8 Potions when you talk to him.

Go back to the Wind Shrine where you can learn the Blue Magic spell GblinPnch

from a Black Goblin and you can learn the Blue Magic spell Aero from a Mold Wind.

WALKTHROUGH PART 06 - TORNA CANAL

Treasures: Flail, Tent, 990 gil, PhenixDwn, Potion, World Map, Antidote x2, PhenixDwn

New monsters in this area (GBA name):

019 Bandersnatch	World Map on the land surrounding the entrance to the Torna Canal in world 1
191 Sucker	Torna Canal
192 Octokraken	Torna Canal
244 Karlabos	Boss of Torna Canal
012 Skeleton	Ship Graveyard
013 Calcruthl	Ship Graveyard
014 Undead Husk	Ship Graveyard
015 Mindflusher	Ship Graveyard
245 Siren	Boss of Ship Graveyard

When you're ready, sail east to the Torna Canal leading to a river. Note that the monsters in the canal only target your female characters. Go through and you'll get into a fight with a boss. After the fight, note that you can heal by going downstairs on your ship and sleeping. Leave your ship then head down. You can jump onto the rock, then more rocks will appear so that you can jump from one to the next to get the Flail. Then go back and go inside the second boat and continue through it. You'll come to one part where you have to go underwater. Some people are unable to see themselves when they're underwater. If that's the case with you, try turning off one of the layers of graphics on your emulator (press 2 to turn off layer 2 with ZsNES, then press 2 again to turn it back on later). If you still can't see yourself, get the latest version of ZsNES. Make sure to keep searching the boxes and barrels you find for treasure. Once you get out of the second boat, go down and inside a third boat, and make sure to get the World Map that's in the corner. Get the other treasures in the boat, then go outside and over to a fourth boat. You'll get into a fight with a boss on your way out of the Ship Graveyard.

WALKTHROUGH PART 07 - CARWEN

Treasures: 1000 gil, Antidote, Ice Rod

New monsters in this area (GBA name):

016 Gatling	World Map near Carwen in world 1
017 Big Horn	World Map near Carwen in world 1
018 Tatou	World Map near Carwen in world 1
020 Garula	World Map on the plains west of Carwen in world 1

Once you're back on the world map, make your way southeast to the new town of Carwen. Talk to the people there, buy new equipment and magic in the shops, and play the piano. The White Magic spell Armor can be a useful defensive spell in fights against bosses. Give one of your characters the Thief's Passages ability (or give them the job of Thief, which automatically has the Passages ability) and search for items. There's a secret passage that's hard to see (even with the Passages ability) below and to the right of the item shop. Go between two boxes and you can make your way to some more boxes, one of which has an Ice Rod. Carwen's items shop has some items that weren't available in Tule, so consider buying them.

WALKTHROUGH PART 08 - NORTH MOUNTAIN

Spells: Flash (Blue)

Treasures: PhenixDwn, Soft, Mythril Helmet

New monsters in this area (GBA name):

021 Rock Slug	North Mountain
022 Gaelicat	North Mountain
023 Cockatrice	North Mountain
024 Headstone	North Mountain
247 Forza	Boss of North Mountain
246 Magissa	Boss of North Mountain

Leave town and make your way north to the North Mountain. Make your way through it, and get the treasure chests along the way. You can learn the Blue Magic spell Flash here from an enemy called Blocks, although you'll have to use an Ether on it in order for it to have enough MP to cast the spell. If you don't want to use an Ether for a Blue Magic spell, you'll have another chance to learn Flash a little later in the game (I'll point it out).

Avoid the flowers outside, as they'll poison you. Towards the top of the tower you'll get into another boss fight with Magissa. If you kill her right away, that'll be the end of the fight. But if you take a while, Forza will join her. Lenna will be poisoned, so you can use an Antidote to cure her. Continue through the mountain after the fight and you'll get the Hiryyu.

WALKTHROUGH PART 09 - TYCOON

Treasures: HiPotion, MaidnKiss, Ether, Elixir, PhenixDwn, Ether, Elixir, PhenixDwn, Cabin, Healing Staff, Shuriken, Giyaman Bell, Katana, Cabin x2

New monsters in this area (GBA name): None

Fly back to the meteor where you started the game, and with the Hiryyu you'll be able to go over it. Explore Tycoon castle. Talk to the people there and search for items. After you've talked to the Chancellor you'll be able to enter the section on the left of the castle, which has a switch you can press to get to a tunnel with some treasures. The Chancellor will be there and give you a Healing Staff. Outside on the right side of the castle you can take a hidden passage behind a tree to get to another section of the castle with two Cabins. There's nothing else you can do here, so leave once you have all the treasures. You can't get into the King's Room for now.

WALKTHROUGH PART 10 - WORUS TOWN

Treasures: Glasses

New monsters in this area (GBA name): None

Fly the Hiryyu back to Carwen. Then go south over the water and you'll find the town of Worus. Talk to the people in the town, buy new equipment, and search for items. There are new spells in its magic shop, but they're not White Magic, Black Magic, or Blue Magic. They're new types of magic that you wouldn't be able to use yet even if you bought them (you don't have the right jobs yet), so don't bother buying them yet. When you're ready, head to the castle.

WALKTHROUGH PART 11 - WORUS CASTLE

Spells: Drag (Dimen), FrogSong (Blue), Shiva (Esper), MoonFlut (Blue)

Treasures: Tent, 490 gil, PhenixDwn, Elf Cape, 1000 gil x2

New monsters in this area (GBA name):

030 Jackanapes	Worus Castle Basement
025 Elf Toad	Worus Castle Behind Waterfall
026 Ice Soldier	Worus Castle Behind Waterfall
248 Ice Commander	Boss in Worus Castle Behind Waterfall
249 Shiva	Boss in Worus Castle Behind Waterfall

Talk to the people here and search for items. You'll find a Tent, 490 gil, and a PhenixDwn. Downstairs you have the option of letting Lone Wolf out of jail. Doing so doesn't seem to have any benefits, and if you do let him go, he'll take a few of the treasure chests throughout the rest of the game so that you won't be able to get them yourself. If you want, you could take some of the treasure chests yourself first, and then let him go. You should've already taken the two Cabins in Tycoon, and those are some of the treasures he can take. The others are a Thunder Whip and two more Cabins (I'll point them out when you get to them). Although your last chance to free him comes before you get a chance to get the last two Cabins, so there's no way to get those and then let him go. (Unless you use the "Skipping the Pyramid" bug in the Bugs section. That bug works in the SNES version of the game, but it doesn't work in the Gameboy Advance version. I'm not sure about the Playstation version.)

In the bottom right corner of floor one there is an exit that will take you to the waterway around the castle. You can go inside the waterfall at the top, where you'll find a tower that has enemies in it. You can learn the Blue Magic spell FrogSong from one of the Elf Toads here. Although it will only use FrogSong when it's alone, so you have to kill all the other monsters with it first. If you make your way to the top of the tower you can get the Esper Shiva if you can beat her in a fight. It's a pretty tough fight, though, and you might not be able to win it right now. Plus you don't have the job that can use Espers yet anyway, so you might want to wait and come back later. When you do fight Shiva, note that unlike all other enemies in the game, she has some spells that only affect the people in the front row, or only affect the people in the back row. So if you split your characters between the front and back row, you can make sure that her spells won't affect all of your characters at once.

If you go into the basement you'll get into a fight with a very tough enemy named Garkimasra. You can learn the Blue Magic spell MoonFlut from Garkimasra. He won't cast it if you leave him alone, but sometimes he'll cast it in response to your damaging him. Although Garkimasra is a very tough fight at this point in the game. So I recommend waiting to learn MoonFlut until you get a chance to learn it from another enemy later in the game (I'll point it out). You can come back and beat Garkimasra later if you want. For now, you can go into the basement to get the treasures and try to run away from Garkimasra when you encounter him. Using the Thief's !Escape ability will make it easier to run away from him, if you have it. In that basement you'll find an Elf Cape, 2000 gil, and the Dimen spell Drag. You still can't use Dimen Magic yet, though.

Later in the game you can get either the BraveBld or the Chicken Knife, but you can't get both. The BraveBld starts out strong, but gets weaker every time you run away from enemies. The Chicken Knife starts out weak, but gets stronger every time you run away from enemies (up to a point). So if you think you

might eventually want to get the BraveBld, you might not want to go into the basement now, since you'll probably have to run away from Garkimasra. In that case you can wait to go into the basement until later in the game, when you'll be able to beat Garkimasra. (I'll remind you later.) Although I actually recommend that people get the Chicken Knife rather than the BraveBld, in which case you can go ahead and go in the basement now and run away from Garkimasra. See the information on the BraveBld and Chicken Knife in the Weapons section for more information.

When you talk to the king, a meteor will fall to the north. So once you get everything you want from the castle, get back on your Hiryuu and head north to the meteor.

WALKTHROUGH PART 12 - WORUS TOWER

Treasures: Silk Robe, MaidnKiss, Silver Ring, Ether

New monsters in this area (GBA name):

027 Ricard Mage	Worus Tower in world 1
028 Wyvern	Worus Tower
029 Pas de Seul	Worus Tower
250 Garula (Walse Tower)	Boss of Worus Tower

If you walk around outside of the Worus Tower you will encounter an enemy called Galura. Galura will never attack you. You can kill it if you want, but if you wait a bit, it'll leave on its own. Either way, you'll win ABP from it. Getting into encounters with Galura are an easy way to gain ABP.

There's nothing you can do at the meteor itself, but after the meteor falls near Worus Tower, you'll be able to get into Worus Tower for the first time. Make your way through the tower. You can climb up the vines that are on some pillars to get to the floors above. At the top of the tower you'll get into a boss fight, then you'll be able to pick up some more crystal pieces and get new jobs. There's one crystal piece you won't be able to get yet, but don't worry, you'll be able to come back for it later in the game.

For now, leave the tower and consider switching some of your characters to the new jobs. I recommend that you have your Black Mage switch to a Summoner and learn both types of magic. At some point all magic users should learn the Red Mage's !X-Magic ability. It's very useful. The Time Mage and Mystic Knight jobs can be useful, but they're only a medium level priority. Berserker sucks, don't waste your time with that. If you're going to use a Time Mage, note that their 7th level sucks. Your Time Mages should switch to another job once they reach level 6. You should definitely have a Summoner reach level 5, but getting it to the 6th level to master it isn't necessary. It can be useful, but it's a lower priority.

You might want to go back to Worus and buy the spells in its magic shop now, since now you'll be able to use them. The Dimen Magic spell Haste can be a useful spell in fights against bosses. And now you can use the spell Drag which is in Worus Castle's basement, so you might consider getting that now if you didn't before. Now you'll be able to use the Esper Shiva if you want to go back to Worus Castle and get that, but it'll still be a pretty tough fight. It might be better to wait until you get to the next town, where you'll be able to buy magic which will greatly help you in your fight against Shiva.

If you go back to Worus Castle and talk to people, they'll suggest you go to Karnak. There's a soldier at Worus who says he came from Karnak via a meteor. So go to the meteor near Worus Tower and you'll find it now has an opening that

will transport you to an area near Karnak.

WALKTHROUGH PART 13 - KARNAK

Spells: ??? (Blue), Fusion (Blue)

New monsters in this area (GBA name):

031 Aegir	World Map on the plains near Karnak and the Ancient Library in world 1
032 Zu	World Map on the plains near Karnak and the Ancient Library in world 1
034 Grass Tortoise	World Map on the plains near Karnak and the Ancient Library in world 1
033 Wild Nakk	World Map in the forests near Karnak in world 1

Walk from the meteor to Karnak. On the way you'll be able to learn the Blue Magic spell ??? from a Wild Nakk in the forest. Talk to the weapon or armor salesman (you'll get a one time only opportunity to buy something at a discount, so you might as well make the most of the discount and buy an expensive weapon) and you'll be arrested. When you get out of jail explore the castle and town. For now, you won't be able to get the treasures that are blocked by fires.

But you can talk to people, buy new equipment and magic in the shops, and play the piano. The Fire Rods, Ice Rods, and Thunder Rods for sale in the weapon shop in Karnak are especially noteworthy. The Fire Rod does Fire damage when you attack with it, and it increases the damage of your Fire spells if you have it equipped. And if you use it as an item in battle when you have it equipped (press up from the item list during a battle to access the weapons you have equipped), it will cast Fire3 on all enemies then shatter. The Ice Rods and Thunder Rods have similar effects, but with Ice and Thunder, respectively. Ice Rods will be useful in the Steamship, and Fire Rods will help in the fight against the Esper Shiva (both as a Black Magic spell, and a Sword Magic spell). So once you have them, you can go back to Woru and get her, if you haven't already. Karnak also sells the White Magic spell Charm. If you go back to the Ship Graveyard, you can learn the Blue Magic spell Fusion from the enemy Carcurser there if you cast Charm on it. If you don't want to go all the way back to the Ship Graveyard, you'll have another chance to learn Fusion a little later in the game (I'll point it out). When you're continue, go inside the Steamship near Karnak.

WALKTHROUGH PART 14 - STEAMSHIP

Spells: Exploder (Blue), Flash (Blue, if you didn't learn it earlier)

Treasures: Mythril Glove, Cabin, Elixir x2, PhenixDwn, World Map (if you didn't get it earlier in the Ship Graveyard), Thief Glove, GrnBeret, Full Moon, Elixir

New monsters in this area (GBA name):

037 Crew Dust	Steamship
038 Poltergeist	Steamship
039 Defeater	Steamship
040 Motor Trap	They appear in the Steamship after you win a fight in which the enemy Defeater is the last enemy you kill
251 Liquid Flame	Boss of Steamship

Make your way through the Steamship. You can learn the Blue Magic spell Exploder from the enemy Motor Trap. Motor Traps appear after you win a fight

in which the enemy Defeater is the last enemy you kill. You'll have to do Thunder damage to a Motor Trap to get it to cast Exploder. You can either cast Bolt on it or hit it with a Thunder Rod. If you didn't learn it earlier, you'll also be able to learn the Blue Magic spell Flash from the enemy Crew Dust. Crew Dust will only cast Flash when it's alone, so you'll have to kill all the other monsters with it first. There was a guy in Karnak who mentioned that. Use the switches on the elevators to go to the next floor.

You'll come to a small room with seven exits. First take the pipe that's second from the right and you'll find the Thief Glove. Make your way back to the room with seven exits, and this time take the pipe furthest to the right. Go right and around and you'll find a treasure chest with a GrnBeret, then go through the door and you'll come back to the room with seven exits. Finally take the pipe second from the left. You'll go to a room with stairs and a door. Take the stairs on the right first, and you'll get a Full Moon. Then go back and take the door, and continue through the Steamship. In one room you'll have to flip a bunch of switches to create bridges and move yourself around on them (sometimes you'll have to be standing on the part that moves in order to move along with it). At the end of the steamship you'll have another boss fight. After you beat it, I suggest you go back and save, and once you've done that, continue on to the Fire Crystal.

WALKTHROUGH PART 15 - KARNAK CASTLE

Spells: Aero 2 (Blue), DethClaw (Blue), Heal (White)

Treasures: 2000 gil, Elixir, Shuriken, Ribbon, 2000 gil x2, Elixir x5, Elf Cape, Guardian, Thunder Scroll

New monsters in this area (GBA name):

041 Sergeant	Karnak Castle
043 Cur Nakk	Karnak Castle
042 Sorcerer	Inside treasure chests in Karnak Castle
044 Gigas	Inside treasure chests in Karnak Castle
252 Iron Claw	Boss of Karnak Castle
xxx Sergeant (Iron Claw Battle)	Boss of Karnak Castle
xxx Cur Nakk (Iron Claw Battle)	Boss of Karnak Castle

You'll see a scene, then you'll have to get out of the castle before it explodes. Try to get all the treasures if you have time. Running away from random fights can save time, but it sometimes takes a particularly long time to run away from the enemies here, so you can use the Thief's !Escape ability to run away faster. You'll have to fight the monsters inside the treasure chests in order to get the treasures. If you're too weak to defeat them quickly enough to get all the treasures in time, you might consider fighting enemies to increase your level and gain new abilities before you start this part of the walkthrough. I recommend that you don't save at the save point inside Karnak Castle. That way, if you run out of time, you can load your game from back in the Steamship, increase your level, then try again. If you saved inside Karnak Castle, then you won't be able to take time to increase your level, since you'll be on the clock. If you're playing the Super Nintendo version of Final Fantasy 5 on your computer (with a ROM), then you can use a Hex Editor to give yourself extra time. See the Hacking section for more information.

Note that there's a pot that will heal you if you backtrack a little bit. Most of the treasure chests in Karnak Castle have monsters inside them. Which monsters you'll find in a treasure chest can vary, but sometimes you'll get Gigas, and you can learn the Blue Magic spell Aero 2 from the it. When you're about to leave the castle you'll get into a fight against three Karnaks and a Sergeant. Once you kill the Karnaks, the Sergeant will transform into an Iron

Claw, and you can learn the Blue Magic spell DethClaw from that. Although if you kill the Sergeant before you kill the Karnaks, then he'll never transform into an Iron Claw, which can save time, but which makes you miss your chance to learn DethClaw. If you don't have time to learn Aero 2, you'll have another chance a little later in the game. You'll have another chance to learn DethClaw too, but it won't be for a long time. I'll point them out when you get to them.

WALKTHROUGH PART 16 - KARNAK AFTERMATH

Spells: Missile (Blue), AquaRake (Blue)

Treasures: Fire Rod

New monsters in this area (GBA name):

058 Dhorme Chimera World Map in desert south of Karnak in world 1

After you get out of Karnak Castle, you'll get new jobs. Consider switching some of your characters to them. I recommend that all your physical fighters should learn the Ninja's 2-Handed ability at some point. It's very useful. It's like the Knight's Dbl Grip ability, but it's innate, so once you've mastered the Ninja job, the Normal and Mimic Jobs won't have to equip the 2-Handed ability in order to use it. And it works with more weapons than Dbl Grip does. If you want to use Blue Magic, then I recommend that you have someone learn the Mediator's !Control ability (which he gets at level 2), because it can be helpful in getting monsters to use some Blue Magic spells so that you can learn them. But you should switch to another job once you reach level 2. The Mediator's other abilities suck. The Geomancer's !Terrain ability can be useful, but it's a lower priority. Although it might be more useful than I give it credit for. The skills that Geomancers learn after level 1 can be useful, but they're a lower priority too. And they work for the whole group even if they're only equipped on one character, so there's no point in having all of your characters learn them.

Once you've decided what jobs you're going to use, go back to Karnak. The fires there have gone out, and that allows you for the first time to go up on top of the city's wall and walk around to find a Fire Rod in a barrel. Buy equipment for your new jobs if you want to. There will be a new weapons salesman there.

One of your new jobs, Mediator, can learn an ability called !Control that will help you get additional Blue Magic spells. Once you get it, go back in the Steamship and take control of a Motor Trap. (Motor Traps appear after you win a fight in which the enemy Defeater is the last enemy you kill.) Have the Motor Trap cast Missile on someone with the Learning ability, and you'll learn that Blue Magic spell.

If you talk to everyone in Karnak after the Steamship, there's a guy who mentions a frightening monster in the desert to the west. Final Fantasy 5 has a few super enemies, some of which are even tougher than the game's final boss. One of them is D.Chimera, which is in the desert southwest of Karnak. The super enemies are all optional, so you don't have to fight them if you don't want to, but they're there if you want the challenge. Although you might want to avoid the desert for now and come back and fight it later. Note that you can learn the Blue Magic spell AquaRake from D.Chimera.

WALKTHROUGH PART 17 - THE ANCIENT LIBRARY

Spells: Fusion (Blue, if you didn't learn it earlier), Ifrit (Esper), L5 Doom (Blue), GuardOff (Blue), Aero 2 (Blue, if you didn't learn it earlier), MoonFlut (Blue, if you didn't learn it earlier), Hammer (Blue)

Treasures: Ether, Stealth Robe, PhenixDwn

New monsters in this area (GBA name):

035 Silent Bee	World Map near the Ancient Library in world 1
036 Mythril Dragon	World Map in the forests near the Ancient Library in world 1
045 Page 32	Ancient Library
046 Page 64	Ancient Library
047 Page 128	Ancient Library
048 Page 256	Ancient Library
253 Ifrit	Boss halfway through Ancient Library
254 Byblos	Boss of Ancient Library

Some of the people in Karnak will talk about areas to the south. When Karnak Castle exploded, it broke some of the wall next to it, so you'll be able to go to those areas now. Head south to the Ancient Library. If you didn't learn it earlier, you can learn the Blue Magic spell Fusion from the enemy Mithril Drgn if you use the Mediator's !Control ability. Mithril Drgn can be found in the forests around the Ancient Library.

Talk to the people inside the Ancient Library, then head into the basement to look for Mid. The bookcases in the first room will be blocking your path, but they'll move out of your way when you step on certain spots. Search the bookshelf with the shadow below it at the end of the room and a doorway will appear. If you want to go back out through that room, you'll have to step on different spots to get the bookcases to move out of your way again.

You can learn the Blue Magic spell L5 Doom from the enemy Page 64 here. Although L5 Doom will only work on characters who are at a level that is a multiple of 5 (for example, 5, 10, 15, 20, and so on). So make sure that at least one of the people who can learn the spell is on a level that is a multiple of 5, and also make sure that at least one of the people in your party is not on a level that is a multiple of 5. (If all of your party members are on a level that is a multiple of 5, then the spell will work on all of them, and there will be no one left to survive the fight.) In order to achieve this, if you need to increase the level of some of your characters without increasing the level of some other characters, you can kill the characters whose level you don't want to increase, then get into fights so the other characters will gain experience (characters who are dead at the end of a fight don't gain experience).

You can also learn the Blue Magic spell GuardOff from the enemy Page 256 in the Ancient Library if you use the Mediator's !Control ability. If you didn't learn the Blue Magic spell Aero 2 in Karnak Castle, then you can learn it here from a Page 32. And if you didn't learn the Blue Magic spell MoonFlut in Worus Castle, then you can learn it here from a Page 256.

As you go through the Ancient Library, you'll find a bookshelf that won't let you through. Go back outside that room and climb the ladder to the left. Search and you'll find an entrance to another room. Go through there and you'll get the Esper Ifrit if you can beat it in a fight. With it, go back to the bookcase that wouldn't let you through and Ifrit will make it let you pass. In that room, make sure to go down the ladder and get the Stealth Robe, then continue through the Ancient Library. Search the spots at the top of the ladders when you come to dead ends.

At the end of the path you'll get into a fight with a boss named Byblos. Note that Byblos is weak against fire. When you beat him, he says that the seal of

his master still lives. You can learn the Blue Magic spell Hammer (a.k.a. Magic Hammer) from Byblos. If you don't get it now, you'll have another chance later, but it won't be for a long time. I'll point it out when you get to it. Talk to Mid after the battle and he'll go see Cid in Karnak. Go to Karnak and talk to them (Cid's in the pub) and they'll fix the Steamship and give it to you so you can find and protect the Earth crystal.

When you get the steamship Galuf will recover some of his memory. In a flashback you'll see a place where Exdeath is sealed using the power of the four crystals, which are represented by four stones in a forest that's surrounded by mountains. It's just east of Tule. Now one of those stones has disappeared for each crystal that shattered.

You don't really know where the Earth Crystal is, but you can explore a few new places with the steamship. You can get to Jacole in the south, which some of the people in Karnak had mentioned. And if you go see Cid and Mid in the Ancient Library, they'll mention a crescent shaped island.

WALKTHROUGH PART 18 - CRESCENT

Spells: Vitality (Song), DrkShock (Blue)

New monsters in this area (GBA name):

193 Sahagin	World map in oceans in world 1
194 Thunder Anemone	World map in oceans in world 1
195 Sea Ibis	World map in oceans in world 1
050 Doublizard	World map near Crescent in world 1
051 Bio Soldier	World map near Crescent in world 1
052 Harvester	World map near Crescent in world 1
053 Black Flame	World map near Crescent in world 1

You can use the World Map from the Ship Graveyard to see places to go by pressing Y. Sail to the crescent shaped island in the southeast, and visit the town there. The doors in the town will be locked during the earthquake, but it'll end when you leave town, then you can go back in and explore the town. Talk to the people there and play the piano in the bard's house. The bard will teach you a song, although you don't have the job with the ability to sing it yet. There are no new spells for sale in Crescent, but you can buy some spells there if you didn't already buy them in Karnak. I recommend that you do not buy new weapons or armor right now.

One person in the town says he saw a Black Chocobo in the forest. Leave town and head to the forest in the south and you'll get the Black Chocobo. On the way there you can learn the Blue Magic spell DrkShock from the enemy BlackFlame that is on Crescent Island. You'll get new jobs when you get the Black Chocobo. Consider switching some of your characters to them.

I recommend that all your physical fighters should learn the Hunter's !X-Fight ability at some point. It's very useful (even more useful than the Ninja's 2-Handed ability, although you should learn them both). I never used the Bard, but it's probably more useful than I gave it credit for. Its only really good songs aren't learned until late in the game though, so I don't recommend learning to sing them now.

Buy equipment now, now that you know what jobs you're going to have. But don't spend all of your money in Crescent, because before continuing on to find the Earth Crystal, there are a few more towns you can visit, and they have different equipment for sale.

WALKTHROUGH PART 19 - LIX

Spells: Charm (Song)

New monsters in this area (GBA name): None

First head to the town of Lix. It's just north of the Wind Shrine. Note that the Black Chocobo can only land in forests. Talk to the people in Lix and buy new equipment (but save some money for the next towns). The Shuriken, Flame Scroll, Water Scroll, and Thunder Scroll for sale in the weapons store can't be equipped by anyone, but they can be thrown using the Ninja's !Throw command. Some weapons that can be equipped can be thrown too. See the Weapons Section for additional information.

If you didn't get the White Magic spell Heal in Karnak Castle, you can buy it here. You can buy items at half price in Lix, and its items shop sells Ethers, so consider buying things there. You can see a scene if you stay the night at the inn, which is free. You can see a flashback if you talk to the scholar in the middle of the town. You can see another flashback if you play the music box in Butz's old house, and after that if you talk to the bard you'll learn the Charm Song.

WALKTHROUGH PART 20 - JACOLE

Treasures: Shuriken, Tent, Thunder Whip

New monsters in this area (GBA name):

049 Bomb	World map near Jacole in world 1
057 Skull Eater	Jacole Cave

Fly to Jacole, the town in the southwest corner. Since the Black Chocobo can only land in the forest, you'll have to land pretty far away from Jacole then make the long trip there by foot. Talk to the people in Jacole and play the piano. Buy new equipment. There are no new spells for sale in Istory, but you can buy some spells there if you didn't already buy them in Karnak.

The people in town mention a cave with great items in it, so leave town and head back to your ship. On the way you'll see the cave. If you want you can stop in and grab the treasures. Inside the cave you'll sometimes encounter the enemy Skull Eater. The Skull Eaters are very strong at this point in the game, and you might not want to try to fight them now. You can come back and go through the cave and fight the Skull Eaters later if you want. Or you could go in now and run away from them. Using the Thief's !Escape ability or the Ninja's !Smoke ability makes it easier for you to run away. Or if you wait, the Skull Eaters will run away from the fight themselves, and when they do you win 5 ABP. They hit very hard before they run away, but if you have your characters use the Knight's !Guard ability, the Ninja's !Image ability, or the White Magic spell Image, then they'll be able to survive until the Skull Eater runs away.

Press the switches and search the treasure chests (even the empty ones) to open paths. There's one wall with a line of switches. Only one of them will open the path to the next area, and its location changes. As one of the people in Jacole said, if you wait patiently, the right one will be highlighted. You can climb the wall at the end of the cave, but it doesn't lead anywhere. One of the treasure chests in the cave would have a Thunder Whip if you left Lone Wolf in jail in Worus, but he'll take it if you let him out. Note that if you open that treasure chest, then leave the room and come back, it's closed again.

This is an oddity of the Lone Wolf treasures. Once you've gotten the treasures, leave the cave.

WALKTHROUGH PART 21 - IISTORY

Spells: Toad (Black), Love (Song), Ramuh (Esper)

New monsters in this area (GBA name):

054 Stone Golem	World map near Istory in world 1
055 Mini Dragon	World map in the forests near Istory in world 1
255 Ramuh	World map in the forests near Istory in world 1
056 Prototype	World map two islands southwest of Crescent in world 1

Fly to Istory, the town in the northwest corner. You probably won't be able to afford the accessories in the armor shop, which is fine. The Coral Ring and Flame Ring are pretty nice (though I don't really care for the Angel Ring), but you'll be able to buy them much later in the game when you can come closer to affording them. And you'll find one of each of them as you go through the game, and you can get more from some enemies later in the game using the Thief's !Steal or !Capture abilities. Istory doesn't have a weapons shop. There are no new spells for sale in Istory, but you can buy some spells there if you didn't already buy them in Karnak.

Talk to the people in Istory. A little girl tells you that she found something nice when she went around the flower bed. So walk around the flower bed above the armor shop and you'll find the Black Magic spell Toad. Another girl says that the sheep in the corner kicks people. So stand behind it and talk to it and it'll kick you over the fence. On the other side of the fence is a bard who will teach you the Love Song. There's one old man in Istory who suggests that something is hidden behind the waterfall near Istory. And there is, but you won't be able to get it until much later in the game, so don't worry about it for now.

An old woman in Istory tells you that an old man who hits you with thunder wanders in the forest to the east. So walk around the eastern forest and you'll encounter Ramuh. When you beat him you'll get the item Ramuh, and when you use that item, you'll gain the ability to call Ramuh as an Esper. After you beat him once, you won't encounter him again. In that forest you can also get into a fight with five MiniDragons. They're another one of Final Fantasy 5's super enemies. Going into the forest is optional, so you don't have to fight them if you don't want to, but they're there if you want the challenge. See the Super Enemies Strategies section of this guide for tips on how to beat them.

WALKTHROUGH PART 22 - RUINED CITY

Spells: Size (White), Emission (Blue)

Treasures: Shuriken x2

New monsters in this area (GBA name):

256 Sandworm	Boss in Quicksand Desert
xxx Hole	Boss in Quicksand Desert
059 Sandboil	Quicksand Desert in world 1
060 Desert Killer	Quicksand Desert in world 1
061 Sand Bear	Quicksand Desert in world 1

257 Cray Claw
258 Adamantoise

Boss of the Ruined City
Boss in the meteor at Tycoon

The old man at the inn in Crescent mentioned that the ruins of the ancient Lonka civilization are on the western continent. And you can fly to them and see them from above, but there are no forests near them, so you can't land and walk there. And if you try to walk there from the Ancient Library, you won't be able to get through the Quicksand Desert. Head to the Ancient Library and Cid and Mid will suggest you go west to the Quicksand Desert anyway. And now when you do, they'll show up and help you get through it. There'll be a boss fight. The Sandworm will move from hole to hole. If you attack a hole that the Sandworm isn't in, it'll counterattack with Demi. You can't hurt the holes, only the Sandworm.

Once the fight is over, make your way through the desert. The exit is to the south. There's a Pyramid in the desert, but you can't get into it for now. You'll come back for it later in the game. After you get out of the Quicksand Desert, walk south to the Ruined City. You might get into a fight with a D.Chimera if you walk through the desert on the way there, so avoid the desert. In the Ruined City you'll see King Tycoon, but he'll run away. Keep chasing him, and eventually you'll fall into a new area. Make your way through that new area. You'll come to a room that has a lever that you can push to open the door to the north. Don't go through the door to the north yet, though. Instead, go to the south, and you'll find a room where you can rest. That room also has a lever that you can use to eventually get some treasures. (If you choose not to push the level the first time, it'll give you the option of pulling it right away.) Then go through the door to the north. The steamship that sunk is here, and you can go back into its engine room and fight the enemies there if you want. There's also an airship. When you get the airship, you'll have to fight another boss. After that, you'll be able to fly around with the airship.

If you go back to Tycoon and stay the night, you can witness a flashback. Fly back to the Ruined City and it'll start flying. Go back to where you found the airship and Cid and Mid will say they will help you reach the flying Lonka Ruins if you get some adamantium, which is in the meteor near Tycoon. So head back there and get it. You'll be attacked by a boss. Once you beat it, go back and give the adamantium to Cid and Mid.

At this point you can go to the Flying Lonka Ruins. But first you can find and fight the enemy Prototype if you want. It's another one of Final Fantasy 5's super enemies. It's optional, so you don't have to fight it if you don't want to (in which case you should skip to the next part of the walkthrough), but it's there if you want the challenge. Prototype is found on the island that is the second southwest from Crescent. Prototype has really strong defense, so it can be hard to do any damage to him. See the Super Enemies Strategies section of this guide for tips on how to beat him. You can learn the Blue Magic spell Emission from Prototype, although if you don't want to fight him now, you'll have another chance to learn it in the next part of the walkthrough.

Garkimasra in the basement of Worus Castle also has very high defense, so if you're able to beat Prototype, you can go back and beat Garkimasra too if you want to. And you can go back to Jacole Cave and beat Skull Eater. Although in addition to strong defense, Skull Eater also has a high Evade rate, so it might take you several tries before you hit him. See the Super Enemies Strategies section of this guide for tips on how to beat them too.

If you really want a challenge, try casting a spell on Skull Eater, and that will cause it to call four more Skull Eaters to help it fight you. The spell has to hit it in order to cause it to call four more Skull Eaters, and it has a

high Magic Evade rate too, so make sure to use a spell that will always hit (like Fire).

You'll still be able to fight Prototype, Garkimasra, and Skull Eater any time in the next two parts of the walkthrough, but after that there'll be a long period where they aren't available. Then you'll have another opportunity to fight them late in the game, but by that time they shouldn't really be considered super enemies. I recommend fighting them now. Although you could have tried to fight them even earlier, when you could first encounter them. You could even fight Prototype back when you had control of the steamship. (Although once you traded it for the Black Chocobo, you couldn't get to the island that has Prototype anymore, since it doesn't have any forests in which the Black Chocobo can land.)

WALKTHROUGH PART 23 - FLYING LONKA RUINS

Spells: Emission (Blue, if you didn't learn it earlier), Blowfish (Blue), WhiteWind (Blue), L4 Qrter (Blue)

Treasures: Gold Armor, Elixir, PhenixDwn, Gold Shield, HiPotion, 5000 gil, Shuriken, Ancient Sword, Full Moon, Power Ring, Cabin, Ether

New monsters in this area (GBA name):

xxx Flame Thrower	Boss at the entrance to the Lonka Ruins
xxx Rocket Launcher	Boss at the entrance to the Lonka Ruins
260 Launcher	Boss at the entrance to the Lonka Ruins
261 Launcher	Boss at the entrance to the Lonka Ruins
259 Soul Cannon	Boss at the entrance to the Lonka Ruins
062 Ra Mage	Lonka Ruins
063 Ronkan Knight	Lonka Ruins
064 Stone Mask	Lonka Ruins
065 Enchanted Fan	Lonka Ruins
066 Lamia	Lonka Ruins
067 Archeotoad	Lonka Ruins
068 Hydra	Lonka Ruins
069 Ghidra	Lonka Ruins
262 Archeoaevis	Boss of Lonka Ruins

Fly up to the Flying Lonka Ruins and defeat the cannons. They can be either Flameguns or Rockets. If you didn't learn the Blue Magic spell Emission earlier, then you can learn it here from the Flameguns. Although it's possible for each of the four cannon fights to be against Rockets, in which case you won't have a chance to learn Emission here. If you defeat all four cannons and you still haven't learned Emission, then you could load your game from before you fought them and try again. After the four fights against the cannons, you'll have a fight against one giant cannon. When you win that, you can enter the Lonka Ruins.

There are some hidden passages in the Flying Lonka Ruins. You can give one of your characters the Thief's Passages ability (or give them the job of Thief, which automatically has the Passages ability) to make it easier to find your way around.

You can also learn the Blue Magic spell Blowfish from the monster Lamia here if you use the Mediator's !Control ability on it. You can learn the Blue Magic spell WhiteWind from the monster Whirl Demon here if you use the Mediator's !Control ability on it. Or if you don't want to control the monster, charming a monster may result in it doing something that you would otherwise have to control it to get it to do. Although some monsters can't be charmed. And if you charm monsters, they will cast damaging Blue Magic spells on the monsters

rather than on you. You can reflect some of the Blue Magic spells onto your characters by putting a wall on the monster, but some of the spells can't be reflected. You can get a spell to cast a wall on someone later in the game.

At the end of the ruins you'll find King Tycoon. Talk to him and you'll fight ArchaeAvis, another boss. ArchaeAvis has five forms, and you fight them one after another. Although if you kill its first form with the Monk's Counter ability, you won't have to fight the other forms.

After you beat ArchaeAvis, don't proceed into the next room. Walk around in that room until you get into a fight with a monster called Hydra (it's also called Hydra in the Playstation translation, but it's called Ghidra in the Gameboy Advance translation). You can learn the Blue Magic spell L4 Qrter from Hydra. (Not Hyudora, that's a different enemy. Hyudora is called Hyudra in the Playstation translation and it's called Hydra in the Gameboy Advance translation.) Hydra casts L4 Qrter when you kill it. Although L4 Qrter will only work on characters who are at a level that is a multiple of 4 (for example, 4, 8, 12, 16, and so on).

Once you've learned all the Blue Magic spells here, go into the next room, and you'll see another scene. When you finally get control again, land the airship. Galuf's gone, but you'll get him back soon. You have some new jobs, so consider switching your characters to them. Go back to some of the towns and buy new equipment for use with your new jobs, if you want. Note that the airship can only land on grass.

The Samurai and Chemist jobs can be useful, but they're a low priority. Although they might be more useful than I give them credit for. I never used the Dragoon, but it may be more useful than I gave it credit for. Dancer sucks, don't waste your time with it.

WALKTHROUGH PART 24 - METEORS

Spells: Titan (Esper)

New monsters in this area (GBA name):

265 Manticore	Boss in the Meteor at the Ruins
264 Titan	Boss in the Meteor at Karnak
263 Purobolos	Boss in the Meteor at Worus

Go back to where you found the airship and Cid and Mid will have left a note saying they're putting the adamantium back. Go to the meteor near Tycoon and you'll find Cid and Mid. Then go to the other three meteors. There will be a boss fight at each meteor. You can go to them in any order, but I recommend going to the one near Karnak first. There you'll fight Titan, and after you defeat him you'll gain the ability to call him as an Esper. Next I recommend going to the meteor near the Lonka Ruins, where you'll have another boss fight. Finally go to the meteor near the Worus Tower and you'll fight 6 enemies named Puroboros. Each time one of these dies, it'll attempt to cast Life 2 to revive all his allies. So try to kill them all at once using attacks that hit all enemies for about the same amount of damage. I recommend using the Esper Titan. Espers will actually cause them to respond by healing themselves, but Titan is so strong that it does more damage than they can heal. Or you could try to Mute them so they can't cast Life 2. Or just kill them over and over again until they run out of MP and can't cast Life 2 anymore.

Once you've defeated the bosses at all the meteors, head for the warp and go to Galuf's world. If you were putting off doing anything (like getting the Dimen Magic spell Drag from Worus, getting the Esper Shiva from Worus, letting Lone

Wolf out of jail in Woru, getting the Blue Magic spell AquaRake from the D.Chimera in the desert south of Karnak, or fighting Prototype on the island that is the second southwest from Crescent), then make sure you go do it now before you leave this world. You'll have another opportunity to fight D.Chimera and Prototype late in the game, although by that time they shouldn't really be considered super enemies. You'll have another chance to get some spells if you leave this world before you get them, but it won't be until much later. There's a shrine surrounded by mountains on a small island in the middle of the world that you haven't visited yet, but you'll be back for that later.

And there are some spells that you won't ever be able to get again (the Esper Shiva, the Charm Song in Lix, and the Love Song in Istory). (In the Playstation translation those spells are called the Esper Shiva, TemptSong, and Love Song. In the Gameboy Advance translation those spells are called the Esper Shiva, Alluring Air, and Romeo's Ballad.) Although if you're playing the SNES version of the game, you will have one last chance to get them later in the game (I'll point it out when you get to it) if you use the "Skipping the Pyramid" bug in the Bugs section. Although that bug doesn't work in the Gameboy Advance version of the game. I'm not sure about the Playstation version.

WALKTHROUGH PART 25 - WORLD TWO

Spells: DethClaw (Blue, if you didn't learn it earlier)

New monsters in this area (GBA name):

070 Pao	World map at beginning of world 2
266 Abductor (Butz Solo Battle)	Boss on the Solitary Island at beginning of world 2
071 Tarantula	Exdeath's Castle before Kelgar transforms it
072 Shell Bear	Exdeath's Castle before Kelgar transforms it
267 Gilgamesh (Dungeon)	Boss in Exdeath's Castle before Kelgar transforms it
073 Devilfish	World map on the marshes and plains near Exdeath's Castle in world 2
074 Treant	World map on the plains and in the forests near Exdeath's Castle in world 2
075 Strapparar	World map on the plains near Exdeath's Castle in world 2
076 Merrow	Big Bridge
077 Flying Killer	Big Bridge
078 Little Chariot	Big Bridge
079 Neo Garula	Big Bridge
268 Gilgamesh (Bridge)	Big Bridge

You'll land on a small island. After walking around for awhile, Lenna will suggest you use a tent. When you do you'll be attacked and taken to Exdeath's Castle (even if you defeat the enemy that attacks you). There'll be a short scene, then you'll take control of Galuf, who will come to rescue the others. Consider switching him to one of the jobs you got from the Earth Crystal. The exit is locked, but there's a door to the north with a save point and a spring that will heal you. Make your way to the basement, where you'll fight Gilgamesh then reunite with the others. You'll fight Gilgamesh several times throughout the games, and some of those times you'll be able to steal some great armor from him, but you can't steal it yet. I'll tell you when you can. Once you're all together go out of the castle (the exit is unlocked now). There will still be one door in the castle that's locked, but you'll come back to it later in the game.

If you didn't learn it earlier, you'll be able to learn the Blue Magic spell DethClaw from the enemy Torrent on the plains and in the forests near Exdeath's Castle.

Head west across the bridge. You'll get attacked a few times on your way across the bridge. The monster encounters on the bridge are not random like they are in other areas of the game. They're only triggered on certain spots. So if you avoid those spots you can avoid most of the fights. Once you reach the end of the bridge, you'll get thrown to the other side of the world.

WALKTHROUGH PART 26 - GROCIANA

Treasures: 4400 gil, PhenixDwn

New monsters in this area (GBA name):

080 Tunneller	World map near Rugor in world 2
081 Birostris	World map near Rugor in world 2
082 Fairy Orc	World map near Rugor in world 2
083 Devourer	World map near Rugor in world 2
084 Mandrake	World map near Rugor in world 2
085 Kuza Beast	World map near Kuzar in world 2
086 Shield Dragon	Kuzar
088 Blood Slime	Underground River
089 Acrophies	Underground River
090 Moogle Eater	Underground River
091 Lesser Lopros	Underground River
269 Tyrannosaur	Boss of Underground River
092 Cactus	World map in desert near Moogle Village in world 2
093 Sandcrawler	World map in desert near Moogle Village in world 2

Head east. In this area you'll encounter the monster Faerie Orc. Faerie Orcs will revive any members of your party who die, although they sometimes turn them into zombies while doing that. If you cast Cure on a Faerie Orc, it will respond by casting Cure3 on your whole party.

Eventually you'll come to the town of Rugor. Talk to the people there and play the piano (it's behind a secret passageway in the pub). If you go up on stage in the pub you can earn 100 gil for dancing. Make sure everyone has the job you want them to have, then buy new equipment and magic in the shops. The White Magic spell Shell can be a useful defensive spell in fights against bosses. The towns in this world have some items for sale in their item shops that weren't available before, so consider buying them. You can see a scene if you stay the night at the inn, if you want. There's a little girl in the armor shop who says she lost her Ribbon. But you can't do anything about that now. You can come back for it later in the game.

For lack of anything better to do, head south from Rugor when you're ready to continue. You'll find a castle, but there's not really anything you can do in it now, so you'll have to continue on. You can stop in and check out the castle if you want first, though. Galuf will tell you a little bit about it. There's a really tough enemy in the castle called ShieldDrgn. It's not that tough when you come back later in the game, but if you fight it now it would qualify as another one of Final Fantasy 5's super enemies. You don't have to go in now, so you don't have to fight it now if you don't want to, but it's there if you want the challenge. See the Super Enemies Strategies section of this guide for tips on how to beat it.

Make your way south and east from the castle (your map will work here) and you'll come to a forest with a moogle in it. You can go past the moogle if you want, but you won't be able to do anything. Talk to the moogle then follow it into the hole and make your way through the river. Make sure to get the two treasure chests along the way. At the end of the cave you'll fight a boss, then follow the moogle again. If you follow the same path the moogle takes, avoiding the desert, then you won't run into any enemies. Although if you're up for a challenge, you can go through the desert. You can't run away from the enemies you find there. And they're very tough. Sand Crawl is another one of Final Fantasy 5's super enemies. Go to the area where the moogle went and you'll find its village hidden in the forest.

WALKTHROUGH PART 27 - MOOGLE VILLAGE

Treasures: 1 gil, 10000 gil, Cabin, Dancing Dagger, Ether, PhenixDwn, Elf Cape
New monsters in this area (GBA name): None

Talk to the moogle in the upper right hand corner. Get the treasures in the village (you have to put on the moogle suit to get the treasure chest in the house on the left), then go back and talk to the moogle in the upper right hand corner again. Cara will come and bring you back to civilization.

WALKTHROUGH PART 28 - CASTLE BAL

Spells: Exit (Dimen)

Treasures: Hero Drink, Angel Robe, Lamia Harp, Epee

New monsters in this area (GBA name):

099 Objet d'Art	Castle Bal Basement
270 Abductor (Castle Bal)	Boss after Castle Bal
094 Aquathorn	World map near Castle Bal in world 2
095 Weresnake	World map near Castle Bal in world 2
096 Kornago	World map near Castle Bal in world 2
097 Cursed Being	World map near Castle Bal in world 2

Talk to the people in the castle and search for items. Give one of your characters the Thief's Passages ability (or give them the job of Thief, which automatically has the Passages ability) so they'll be able to see the hidden passages. You won't be able to open the door in the basement yet, but you will come back to it later in the game. The Statues in the basement give a lot of ABP. It's the best place to gain ABP until very late in the game. You can kill them all with the Blue Magic spells L5 Doom or L3 Flare, or by using the item Soft on them.

Go up the stairs in the room with the weapons and armor shops, and when you're on the roof, go right to find some hidden stairs. When you're back in the weapons and armor shops, press the switch that you can see from the other side of the wall and a doorway will open. If you stand between the weapons and armor salesmen, they'll give you a Lamia Harp. Outside of the weapons and armor shops, walk around in the pond in the lower left hand corner and you'll be sucked into the moat. Walk around the castle and search in the water to find an Epee. Go back around and back in the castle (hit the switch to get back into the castle). Buy new equipment and magic in the shops.

Once you've talked to Cara, you'll be able to leave and head north to Hiryyu Valley. You'll get into a fight as you leave. Instead of heading north, you

can go back to Exdeath's Castle if you want. It's to the east, through a short cave. But you won't be able to get into the castle because of the barrier. In the cave there's an optional enemy who is really tough. You can get a lot of money if you can defeat him. You can try to fight him now if you want, but he'll probably kill you. I suggest you wait until later to try him. I'll mention him again then.

WALKTHROUGH PART 29 - KELB

Spells: Requiem (Song)

Treasures: Potion x24, CornaJar

New monsters in this area (GBA name): None

The exit to Kelb is locked, and so are all of the doors but one. Go through that door and you'll find another door that's locked, but on your way out there'll be a scene then everything will be unlocked. One of the wolves will be in mourning for Fang. In the inn there's a wolf who will give you 8 Potions. He'll do that three times, then he'll run out. One of the wolves will teach you the song Requiem.

If you search the well you'll find a man who asks for a frog. If you use the Mediator's !Catch command to catch an enemy who looks like a frog, the guy in the well will give you the CornaJar in exchange for it (and 10,000 gil). There are enemies who look like frogs right outside the town.

WALKTHROUGH PART 30 - HIRYUU VALLEY

Spells: Golem (Esper), Hammer (Blue, if you didn't learn it earlier)

Treasures: 5000 gil, Cabin, Bone Mail, 7000 gil, Air Blade, Coronet, PhenixDwn

New monsters in this area (GBA name):

100 Drippy	Hiryuu Valley
101 Lycaon	Hiryuu Valley
102 Bone Dragon	Hiryuu Valley
103 Poison Eagle	Hiryuu Valley
104 Zombie Dragon	Hiryuu Valley
xxx ???	Hiryuu Valley
271 Golem	Hiryuu Valley
xxx Bone Dragon (Golem Battle)	Hiryuu Valley
xxx Zombie Dragon (Golem Battle)	Hiryuu Valley
272 Dragon Pod	Boss of Hiryuu Valley
273 Dragon Flower	Boss of Hiryuu Valley

Head north from Kelb and you'll come to the Hiryuu Valley. If you didn't learn it earlier, you'll be able to learn the Blue Magic spell Hammer (a.k.a. Magic Hammer) here from the enemies called Drippy. Make your way through Hiryuu Valley. At one point you'll see some bones lying on the ground. Search them and you'll find the Bone Mail. The Bone Mail has the highest defense of any piece of armor in the game and it makes its wearer immune to Instant Death Attacks, Darkness, Poison status, Charm, Aging, and Berserk. It also gives its wearer the undead status. As a result of that, most healing spells and items hurt you and you can't be revived during a fight. Although healing spells and items work normally when you're not in a fight. You can still be healed by the Blue Magic spell WhiteWind or the Guard Ring. And you can drain HP from enemies using the Black Magic spell Drain, the Esper Sylph, the Chemist's mix Drain Kiss, the Blue Magic spell Vampire, the Dance Jitterbug Duet, the Dragoon's !DrgnSwd ability, or the Drain Sword, or by attacking an enemy after

using the Magic Sword spell Drain. And if you equip something or use a Chemist mix that lets you absorb damage from one element, then you can be healed using spells of that element. Since you're undead, you can be fully healed by the Black Magic spell Doom, the Chemist's mix Death Potion, or the Blue Magic spells Roulette (which won't necessarily hit the character you want it to hit) and L5 Doom (which can only be cast on enemies, but can be reflected back onto you if the enemy has a Wall, although then it won't necessarily hit the character you want it to hit, and it will only work on characters who are at a level that is a multiple of 5). The Doom Axe and Assassin Dagger also sometimes cast Doom when you attack with them, and that will also fully heal someone with the Bone Mail, although getting attacked with those weapons will still hurt on occasions when they don't cast Doom. The Bone Mail absorbs Poison damage, halves Ice damage, and is weak against Fire damage and Holy damage. As a result of that, characters with the Bone Mail can also be partially healed by the Black Magic spell Bio, the Chemist's mix Poison Breath, or by attacking them after using the Magic Sword spells Venom or Bio.

The Flame Shield, Flame Ring, Ice Shield, Bone Mail, and Coral Ring absorb Fire, Fire, Ice, Poison, and Water damage, respectively. The Chemist's mixes Resist Fire, Resist Ice, and Resist Thunder let you absorb Fire, Ice, and Thunder damage, respectively.

If you don't want to use the Bone Mail, I recommend that you sell it. Otherwise the game will recommend that you use it every time you change jobs or abilities (since it always automatically recommends that you use the armor with the strongest defense).

In the area with the Bone Mail you will sometimes get into a fight with an enemy named Golem and two other enemies. The two other enemies will turn against Golem and he will ask you for help. Kill the two other enemies and leave him alive (you might need to heal him in order for him to stay alive), and you will get the item Golem, and when you use that item, you'll gain the ability to call him as an Esper. After you beat him once, you won't encounter him again. Golem can be a useful defensive spell in fights against bosses.

Eventually you'll come to a dead end with a door that won't open. Walk around in that room and you'll fall through the floor to another area. Hit the switch and a new path will open. Continue through the mountain. You'll have to go through some hidden passages that even the Thief's Passages ability won't let you see. But you can see them when you get really close to them. At the end you'll fight a boss, then get the Hiryuu Plant. If you kill one of the small enemies before you kill the large enemy, then another small enemies will appear in its place. So kill the large enemy first. Once you're done, take the Hiryuu Plant back to the Hiryuu at Castle Bal. Here and in future dungeons you can use your new Dimen Magic spell Exit to leave quickly. Even if you don't have any characters trained in Dimen Magic, you could switch one character to a Time Mage, then cast the spell, then switch back.

WALKTHROUGH PART 31 - CASTLE SURGATE

Spells: Speed (Song), Float (Dimen)

Treasures: 5000 gil

Steal: Genji Glove

New monsters in this area (GBA name):

105 Gobbledygook Zeza's Ship

274 Gilgamesh (Ship) Boss of Zeza's Ship

275 Enkidu Boss of Zeza's Ship

Fly the Hiryuu to Guido's Cave (it's on an island to the north). You'll have to leave as soon as you get there. If you go back to Kelb, Kelgar will suggest that you go to Zeza's Castle, north of the Hiryuu Valley. So fly to Zeza's Castle. Talk to the people there, search for items, and buy new equipment and magic in the shops. Search the book in the King's Room to get the Speed Song. If you help the old woman reshelve books, then talk to her, she'll open a passage to another room. Note that the Monster Encyclopedia goes under M, not in Periodicals. If you put something on the wrong shelf, you can leave the room then come back and try again. There is nothing to be gained by checking the upper left hand shelf. Make sure to get the Dimen Magic spell Float. After you reshelve the books and go into the new area, then it takes you back outside the castle, go left and you will get to another area.

Once you're done in Surgate, go to the fleet east of Exdeath's Castle and land on the big ship (it wasn't there until now). Zeza will make you go downstairs and take a nap. Then you'll be attacked. Kill the monsters. You can use the Thief's !Steal or !Capture commands to get the Genji Glove from Gilgamesh when you fight him this time. It's one of the strongest accessories. After you beat him, follow Zeza downstairs and you'll go to the Barrier Tower. You can rest in the lower floor of the sub if you need to.

WALKTHROUGH PART 32 - BARRIER TOWER

Spells: L3 Flare (Blue), L2 Old (Blue), Time Slip (Blue)

Treasures: 9000 gil, Drain Sword, 18000 gil, Goldpin

New monsters in this area (GBA name):

106 Neon	Barrier Tower
107 Magnetite	Barrier Tower
108 Reflect Knight	Barrier Tower
109 Traveler	Barrier Tower
110 Level Tricker	Barrier Tower
111 Gravitator	Barrier Tower
112 Ziggurat Gigas	Barrier Tower
276 Atomos	Boss of Barrier Tower

Make your way through the Barrier Tower. Two of the treasure chests here have monsters inside them. Which monsters you'll find in a treasure chest can vary, but it's possible to get a Red Dragon. You can learn the Blue Magic spell L3 Flare from it. You have to use the Mediator's !Control ability in order to get it to cast L3 Flare. And even then it will only cast it on itself, so you have to cast a Wall on it so L3 Flare will reflect off of it and onto you. You can't get the White Magic spell Wall until after the Barrier Tower, so if you want to learn L3 Flare here, you'll have to use the Chemist's !Combine ability to make a Dragon Armor (combine a PhenixDwn and a DragnFang), which casts Wall. Or you could use the Mediator's !Catch ability to catch the enemy Neon (which is randomly encountered in the Barrier Tower) and release it during your fight against the Red Dragon. You'll have to release at least two Neons, since releasing the first one will cast Wall on you rather than the Red Dragon, then the second Neon's Wall might bounce off the first Neon's Wall and hit the Red Dragon (or it might cast Wall on one of your other characters). Also note that this spell only works on characters who are at a level that is a multiple of 3 (for example, 3, 6, 9, 12, and so on.) If you want, you can wait to learn L3 Flare until a little later in the game after you've bought the White Magic spell Wall. I'll point out the next opportunity when you get to it.

You can also learn the Blue Magic spell L2 Old from here from the enemy Tricker. For that too, you have to use the Mediator's !Control ability in order to get it to cast L2 Old then cast a Wall on it so L2 Old will reflect

off of it and onto you. If you don't want to deal with casting a Wall before you have the White Magic spell Wall, you'll have another chance to learn L2 Old a little later in the game (I'll point it out).

You can also learn the Blue Magic spell Time Slip here from the enemy Traveler. That one's simple.

The Drain Sword's attack power is good for this point in the game, and its ability to drain HP from enemies is good at any point in the game, but its Hit% of 25% is horrible. Although you can get around that if you use it with the !Aim, !Jump, !Throw, or !X-Fight commands or the Sword Dance. Also note that for most weapons the amount of damage that the Hunter's !X-Fight ability does per hit is different than the amount of damage that you do by attacking normally. But it's the same for the Drain Sword. And since !X-Fight hits four times per round, that means it'll do four times as much damage as attacking normally.

At the top of the tower you'll fight the boss Atmos. Atmos will use really tough attacks when all four of your characters are alive, but he'll use weak attacks when you have at least one character dead. So after he kills one of your characters, the fight can be easier if you just leave that character dead. After you beat him, Exdeath's Castle's barrier will be destroyed. Although the door in Exdeath's Castle is still locked, so you still can't get all the way through it. But you'll have control of the submarine, so you can go to Guido's underwater cave. But there are a few other places you can go first. If you go back to Kelb, Kelgar will react to Zeza's death.

WALKTHROUGH PART 33 - THE SUBMARINE

Spells: Shoat (Esper)

Treasures: Guardian

New monsters in this area (GBA name):

176 Druid	Cave to northwest lake in world 2
177 Ironback	Cave to northwest lake in world 2
115 Cure Beast	World map near northwest lake in world 2
116 Land Turtle	World map near northwest lake in world 2
117 Dechirer	World map near northwest lake in world 2
281 Catoblepas	World map near northwest lake in world 2

Check your map while you're underwater and there will be marks for all the places you should visit. Go to the one furthest to the west (it's on the western side of the continent with Castle Surgate), then go back up to the surface. You'll surface in a lake that's near the town of Mua, inside a ring of mountains. Talk to the people in Mua and play the piano. Search the barrels beside the pub and you'll find a Guardian. Buy new equipment and magic in the shops. The White Magic spell Wall can be a useful defensive spell in fights against bosses. And the Dimen Magic spell Hast2 is even better than Haste. It works on all of your party members at once. If you search the door of the house that's southwest of the pub, it'll say that it's locked. You won't be able to open it yet, but you will come back to it later in the game.

Once you're done in Mua, get back in your submarine and go underwater. Check your map, and this time go to the mark furthest to the north. Note that you can rest downstairs in the submarine when it's docked at the cave. Go through the cave there (it's far north of Castle Surgate, in the southwest corner of the lake surrounded by mountains). You'll end up on the surface. As you've probably forgotten by now, there was an old man in Castle Surgate who said that he saw a huge eyeball there and he's surprised that he survived the encounter.

Well it's time to hunt the monster with that eyeball. Walk around and you'll encounter Shoat. When you beat it you'll get the item Shoat, and when you use that item, you'll gain the ability to call Shoat as an Esper. Like Ramuh, you won't be able to encounter Shoat again after you beat him once. Note that there's also a Chocobo Forest in this area, but you can't ride the chocobo you find there (it doesn't really have any purpose in the game). Once you get Shoat, go back to your submarine and head to Guido's Cave.

WALKTHROUGH PART 34 - GUIDO'S CAVE

Spells: Aero 3 (Blue)

New monsters in this area (GBA name):

113 Dark Aspic	Guido's Cave
114 Metamorph [Ifrit, Wyvern, Enchanted Fan]	Guido's Cave
114 Metamorph [Ramuh, Crew Dust, Zombie Dragon]	Guido's Cave
114 Metamorph [Shiva, Gaelicat, Elf Toad]	Guido's Cave
114 Metamorph [Shiva, Ifrit, Ramuh]	Guido's Cave

You can enter Guido's Cave underwater using the submarine. It's the last mark on the underwater map (it's east and a little north of Castle Surgate). One room has five doors, and you can open one at a time by moving a rock from one treasure chest to another. One room has a switch that'll open the path through the cave in another room. Guido's Cave has more hidden passages that you can only see when you get really close to them. So don't assume something is a dead end until you've walked up to all its walls.

In Guido's Cave there is an enemy named Metamorpha that changes into other enemies. One of them will change into a Whirl Demon, and you can learn the Blue Magic spell Aero 3 from that. Although there are a few different types of Metamorpha, and some of them won't turn into Whirl Demon. The one that can turn into Whirl Demon can only turn into Whirl Demon, Ifrit, or Wyvern. So if you're fighting a Metamorpha that turns into something else, then it's not the one that will turn into Whirl Demon.

At the end of the cave you'll find Guido, and he'll give you the Elder Branch and send you to the Great Forest of Mua.

WALKTHROUGH PART 35 - GREAT FOREST OF MUA

Spells: TinySong (Blue)

Treasures: 2500 gil, Ether, 4900 gil, PhenixDwn, 9500 gil, Cabin, Giant Drink, Elixir, MornStar, Aegis Shield, Flame Shield (if you didn't get the Aegis Shield), Soot, Flame Sword

New monsters in this area (GBA name):

118 Mini Magician	Great Forest of Mua
119 Galajelly	Great Forest of Mua
120 Mammon	Great Forest of Mua
121 Imp	Great Forest of Mua
122 Wyrn	Great Forest of Mua
277 Crystal	Boss of Great Forest of Mua
278 Crystal	Boss of Great Forest of Mua
279 Crystal	Boss of Great Forest of Mua
280 Crystal	Boss of Great Forest of Mua
xxx Exdeath (Galuf Solo Battle)	Boss of Great Forest of Mua

Go back to Mua, then walk east to the forest. Walk up to the dead end and the

Elder Branch will create an entrance to the forest. If you're playing on an emulator, you can disable some of the layers of graphics to help see better when you're not in a fight (press 2 and 3 with ZsNES). Make your way through the forest. You can learn the Blue Magic spell TinySong from the enemy MiniMage here. Some trees will have a hole in them. Search the hole to create an opening to another part of the forest.

Once you get part of the way through the forest, there will be a fire. At that point you'll have an opportunity to open a treasure chest. Don't open it now. Right now it has an Aegis Shield, but if you wait for awhile, the fire will turn it into a Flame Shield. There are advantages to both shields, so there's no clear choice. The Flame Shield's defense, evade rate, and magic defense are all a little bit higher, and it absorbs Fire damage. But the Aegis Shield's magic evade rate is much higher. After you wait awhile, a Moogles will come to your rescue. Follow it into its hole and you can wait there until the fire is out. You can heal at the spring there. Once the Moogles lets you leave, get the Flame Shield and continue through the forest. At the end, the Elder Branch will create an entrance through another dead end.

Inside the Elder Tree you'll fight four bosses. They use weak attacks when they have a lot of HP, then they use stronger attacks when they get low on HP. So kill them one at a time, so you'll never have to deal with more than one of them being low on HP at a time. One of them will use the spell Earth Shaker, and if you cast the Dimen Magic spell Float on your party before the fight, it won't hurt you. You can win the throwing weapon Soot from each of the four bosses. It's not really a very good weapon, but I note it because it's rare.

After the fight there'll be another fight. That second fight will end the same way regardless of whether your HP stays above 0. Note that the fight will end immediately if you kill yourself with the Black Magic spell Break, the Blue Magic spells Exploder or Fusion, the Chemist mix Explosive, or the Doom Axe's Doom spell. Or if you're wearing the Bone Mail, then you can kill yourself with the White Magic spell Life; the item PhenixDwn; or the Chemist mixes Revive, Resurrection, Reincarnation, Fenix Down, or Kiss of Life. Note that Exploder and Explosive will cause 1 damage to Exdeath if you have 0 HP left.

Once the fight is over, give Cara a job and ability and equip her. She'll pick up right where her predecessor left off. If you go back to Kelb, Kelgar will react to what happened. The door in Exdeath's Castle will now finally be unlocked, so you can go there and fight him now if you want. But there's one other thing to do first.

WALKTHROUGH PART 36 - GIL TURTLE

Treasures: 10 gil, 20 gil, 40 gil, 80 gil, 160 gil, 320 gil, 640 gil, 1280 gil, 2560 gil, 5120 gil, 10240 gil, 20480 gil, 40960 gil

New monsters in this area (GBA name):

098 Undergrounder	Cave between Castle Bal and Exdeath's Castle in world 2
282 Gil Turtle	Cave between Castle Bal and Exdeath's Castle in world 2. At the end of the hidden path that branches off to the south (it's just after the first set of stairs).

Fly back to Castle Bal, then go east to the cave. The cave goes from Castle Bal to the bridge to Exdeath's Castle. But along the way there's a hidden path that branches off to the south (it's just after the first set of stairs). Go along that path and you'll come to a door. On the other side of that door is

the enemy Gil Turtle. He's another one of Final Fantasy 5's super enemies. He's optional, so you don't have to fight him if you don't want to (in which case you should skip to the next part of the walkthrough). I alluded to this enemy earlier in the walkthrough, but suggested that you wait until later to try to fight him. Now it's later. After you go through Exdeath's Castle, you won't be able to fight the Gil Turtle anymore, so this is your last chance. See the Super Enemies Strategies section of this guide for tips on how to beat him.

Past the door you get money for every step you take. The path only extends for a little bit, but it's a tough stretch. You might encounter the Gil Turtle multiple times along the path. Make sure your characters are fully healed after you beat him, in case you encounter him again. Once you get to the end and have gotten all the money, leave and head for Exdeath's Castle. Although you can go outside, then go back in and get the money multiple times if you want.

WALKTHROUGH PART 37 - EXDEATH'S CASTLE

Spells: L2 Old (Blue, if you didn't learn it earlier), L3 Flare (Blue, if you didn't learn it earlier), Crbnkl (Esper), Condemn (Blue)

Treasures: Ether, Diamond Shield, Ice Shield, Ether, Gale Bow, Elixir, IceBrand, Kotetsu Katana, Elixir, 9900 gil, 8000 gil, DblLance, Partisan, Pinwheel, Excailbur

Steal: Genji Helmet

New monsters in this area (GBA name):

124 Blind Wolf	Upstairs in Exdeath's Castle
125 Hellraiser	Upstairs in Exdeath's Castle
126 Reflect Mage	Upstairs in Exdeath's Castle
123 Twin Lizard	Upstairs in Exdeath's Castle
127 Magic Dragon	Exdeath's Castle after Kelgar transforms it
128 Black Warlock	Exdeath's Castle after Kelgar transforms it
129 Adamantite Golem	Exdeath's Castle after Kelgar transforms it
xxx Imp (Castle Exdeath)	Exdeath's Castle after Kelgar transforms it
xxx Oiseaurare (Castle Exdeath)	Exdeath's Castle after Kelgar transforms it
xxx Jackanapes (Castle Exdeath)	Exdeath's Castle after Kelgar transforms it
xxx Abductor (Castle Exdeath)	Exdeath's Castle after Kelgar transforms it
130 Bandercoeuri	Exdeath's Castle after Kelgar transforms it
131 Iron Fist	Exdeath's Castle after Kelgar transforms it
133 Red Dragon	Sometimes inside treasure chests in the Barrier Tower and randomly encountered in Exdeath's Castle after Kelgar transforms it
134 Yellow Dragon	Sometimes inside treasure chests in the Barrier Tower and randomly encountered in Exdeath's Castle after Kelgar transforms it
132 Blue Dragon	Exdeath's Castle after Kelgar transforms it
283 Carbuncle	Boss in Exdeath's Castle after Kelgar transforms it
284 Gilgamesh (Castle Exdeath)	Boss in Exdeath's Castle after Kelgar transforms it
285 Exdeath (Exdeath Castle)	Boss of Exdeath's Castle after Kelgar transforms it

Make sure you got the Esper Shoat (called Catoblepas in the Gameboy Advance translation) before you go back to Exdeath's Castle. You won't have another chance to get it once you go through Exdeath's Castle. When you're ready, head back to Exdeath's Castle. You can steal a Spear from the enemy Jail Bear which can be found in the basement of Exdeath's Castle before you go through the top

floors of the castle. It's not really a very good weapon, but I note it because it's rare.

The door that had always been locked before now is finally open. So go through it and make your way to the top floor of the castle. You'll run into a dead end, but when you backtrack a bit Galuf and the werewolves will open the way through the castle. After that, there will be different enemies in the castle than there used to be.

If you didn't learn it earlier, you'll be able to learn the Blue Magic spell L2 Old from the enemy Magic Drgn. Note that L2 Old will only work on characters who are at a level that is a multiple of 2 (for example, 2, 4, 6, 8, and so on). If you didn't learn it earlier, you'll be able to learn the Blue Magic spell L3 Flare here from the enemy Red Dragon. You have to use the Mediator's !Control ability on it to get it to use the spell, and even then it'll only use it on itself, so you have to cast the White Magic spell Wall on it so that it will be reflected back at you. Note that L3 Flare will only work on characters who are at a level that is a multiple of 3 (for example, 3, 6, 9, 12, and so on).

You can win a Power Staff from the enemy DarkWizard that can be found here in Exdeath's Castle. It's not really a very good weapon, but I note it because it's rare.

There are some treasure chests in hidden passages in Exdeath's Castle. Giving one of your characters the Thief's Passages ability (or giving them the job of Thief, which automatically has the Passages ability) will help you find them. There are also some places in Exdeath's Castle where you have to walk through boiling water. That will damage you unless your characters are Floating (which you can do with the Dimen Magic spell Float) or if you give one of your characters the Geomancer's DmgFloor ability (or give them the job of Geomancer, which automatically has the DmgFloor ability).

Step on the skull on the ground on floor 7 and the bridge will start moving. Press A to stop it. On floor 10 there will be some skulls on the ground. Some of them will create or hide bridges. Some of them won't do anything. Some of them are pitfalls, so it can be helpful to give someone in your party the Geomancer's Pitfalls ability (or give them the job of Geomancer, which automatically has the Pitfalls ability) to help you avoid dropping down to the lower level. Go to the skull at the top of the screen and you'll be transported to another area. Search the thing in front of you and you'll get into a fight with Carbunkle. When you beat him you'll gain the ability to call him as an Esper. Crbnkl can be a useful defensive spell in fights against bosses. It casts the White Magic spell Wall on all of your party members at once. After you beat him, go back to the area with all the skull switches on the ground, and this time go to the skull at the bottom of the screen. That'll open the bridge to the next area, so continue through the castle.

On floor 11 go through the stairs on the right and get the treasures. Then go back and open the treasure chest in the middle of the room, then go up the stairs at the top of the room. You'll be attacked by Gilgamesh. Gilgamesh won't appear unless the treasure chest in the middle of the room is open when you go up the stairs at the top of the room, and the treasure chest closes whenever you leave the room. After you've been fighting him for awhile he'll change to another form. After that, you can use the Thief's !Steal or !Capture commands to get the Genji Helmet from him. It's one of the best helmets in the game.

You'll get the general sword Excaibur after the fight. When used with the Blue Magic spell GblinPnch or the Ninja's !Throw ability, it does as much

damage as a normal weapon with an attack power of 100. But its attack power when you use it normally is actually really weak, even though it says it is strong. Like with the Bone Mail, you should sell it if you don't want the game to keep automatically equipping you with it when you change jobs or abilities.

Make sure you got the Esper Crbnkl (you won't have another chance), then continue on through the castle. You'll fight Exdeath. You can learn the Blue Magic spell Condemn from him. If you miss it, you'll have another chance to learn Condemn a little later in the game (I'll point it out). When you beat him, you'll end up back near Tycoon Castle.

WALKTHROUGH PART 38 - WORLD THREE

Spells: Magic (Song)

Treasures: Cabin, Chicken Knife, BraveBld (if you don't get the Chicken Knife)

New monsters in this area (GBA name):

286 Antlion	Boss in cave near Tule in world 3
135 Sleepy	World map near Surgate in world 3
136 Triffid	World map near Surgate in world 3
137 Hedgehog	World map near Surgate in world 3
138 Python	World map near Surgate in world 3
139 Shadow	World map near Surgate in world 3
140 Elm Gigas	World map near Surgate in world 3
141 Desertpede	World map near Pyramid in world 3
142 Bulette	World map near Pyramid in world 3

Go to Tycoon (there's nowhere else you can go right now, since rivers are blocking your path). Talk to the Chancellor and you'll split up. Earlier in the game you couldn't get into the King's Room, but if you go there now you can see a flashback by reading the King's Journal. Have Butz go talk to Cara on the balcony, then have them leave Tycoon. You'll get news that a bridge has been built to the west, so go over it and go to the Pirates' Cave and you'll find your Chocobo Boco. Boco can go over rivers, so go back to Tycoon and head north past it. You can stop in Tule if you want, but there's not much to do there. Continue west of Tule and you'll get attacked by an Antlion. Faris will come to rescue you. Climb up the rope and Faris will rejoin your party. Continue on and you'll come to Guido's Cave. Talk to him then there'll be a scene and you'll go to the Ancient Library. There you'll get the Sealed Book, which will let you enter the Pyramid in the Quicksand Desert.

But before you go to the Pyramid, there are a few other things you can do. Go to the top of the Ancient Library and one of the people will teach you the Magic Song. Make sure to get the Magic Song, since you won't be able to get it after the next part of the walkthrough. At this point in the game you can also use the "Skipping the Pyramid" bug in the Bugs section to get some items that you would normally have to wait until later to get. And that bug will give you your only chance to get the Esper Shiva, the Charm Song, and the Love Song if you missed them in world one. You have to do it before you leave the Ancient Library, though. That bug works in the SNES version of the game, but it doesn't work in the Gameboy Advance version. I'm not sure about the Playstation version.

Leave the Ancient Library and head north to Castle Surgate. Reshelve the books for the old lady again and go through the passage she opens. Search the boxes in the room after that and you'll find a Cabin. You wouldn't have been able to get this until now, since there used to be someone standing in the way. If you let Lone Wolf out of jail in Worus, then he'll have taken the Cabin. You can go north and visit Karnak if you want, but there's nothing to do there.

Go west to the Quicksand Desert. But before going to the Pyramid, go further west and into Mua. Now the door of the house that's southwest of the pub is unlocked. Make your way through the forest. It's a twisted path with dead ends that you can't see, so it can be hard to get through it. Go down, right, down, left, up, right, then down. You'll get your choice of the BraveBld or Chicken Knife. The Chicken Knife is probably a better choice. See the information on the BraveBld and Chicken Knife in the Weapons section for more information.

The Chicken Knife's attack power increases every time you run away from enemies (until it gets up to 127). So if it isn't at 127 already, it might be good to spend some time running away from enemies to make it stronger. When you're ready, head for the Pyramid.

WALKTHROUGH PART 39 - PYRAMID

Spells: Condemn (Blue, if you didn't get it earlier)

Treasures: Ice Shield, Cursed Ring, Flame Shield, DarkMatter, White Suit, Elixir x2, Thornlet, Black Suit, Crystal Armor, DarkMatter, Dark Suit, DarkMatter x3, 8000 gil, 9000 gil, Earth Hammer, 10000 gil, Cabin, Ribbon, Goldpin, Guard Ring, Elixir x2, DarkMatter x2, 12000 gil

New monsters in this area (GBA name):

288 Gargoyle	Boss at the entrance to the Pyramid
143 Lamia Queen	Pyramid
144 Rajiformes	Pyramid
147 Zephyrus [Adamantite Golem, Bio Soldier]	Pyramid
147 Zephyrus [Dhorme Chimera, Ronkan Knight]	Pyramid
147 Zephyrus [Ziggurat Gigas, Tunneller]	Pyramid
145 Ushabti	Pyramid
151 The Damned	Inside treasure chests in the Pyramid and randomly encountered in the Solitary Island Temple
153 Sekhmet	Pyramid
148 Mummy	Boss in Pyramid
149 Aspis	Pyramid
146 Archeosaur	Inside treasure chests in the Pyramid
152 Grand Mummy	Boss in Pyramid
150 Mecha Head	Pyramid
287 Melusine	Boss at Elder Tree after the Pyramid

Make your way through the Pyramid. You'll have to do it without Lenna. Some of the treasure chests here have monsters inside them. If you didn't learn it earlier, you'll be able to learn the Blue Magic spell Condemn from the monster Cursed One that is inside some treasure chests. Although sometimes which monsters you'll find in a treasure chest can vary. You have to control the Cursed One in order to get it to cast Condemn, and then you have to give it an Ether in order for it to have enough MP to cast it. If you don't learn it here, you'll have another chance to fight them a little later in the game (I'll point it out).

The Cursed Ring has great stats, but it's cursed. It kills you 50 seconds into each battle. Note that unlike Cursed items in some other Final Fantasy games, this Cursed Ring will never lose its curse. The Thornlet has the highest defense of any helmet in the game, but it causes you to constantly lose HP in battle. Like with the Bone Mail, you should sell the Cursed Ring and Thornlet if you don't want the game to keep automatically equipping you with them when you change jobs or abilities.

The enemy MachinHead in the Pyramid is the only enemy in the game that can defend itself against the Dragoon's !Jump ability.

On Floor 5 you'll have the opportunity to randomly encounter an enemy named Sekmet in battle. Normally if you kill him, he says that his brother at the tower will avenge him. It's possible to steal Thief Gloves from Sekmet. The Thief Glove increases the success rate of the !Steal command, which can be very useful. Thief Gloves can't be bought and only one can be found. Stealing them from Sekmet is the only way to get four of them. Although like Ramuh and Shoat, you won't be able to encounter Sekmet again after you beat him once. If you want, you can get into a fight with him, steal from him, run away, and then repeat the process. Or in the SNES version of the game you can Berserk him, then you'll be able to beat him and then encounter him again later, since his being Berserked will keep the game from realizing that he was beaten. Although that doesn't work in the Gameboy Advance version. I'm not sure about the Playstation version.

There are some treasure chests in hidden passages in the Pyramid. Giving one of your characters the Thief's Passages ability (or giving them the job of Thief, which automatically has the Passages ability) will help you find them. Although here you can be dropped into the hidden passages from the floor above, so it's easier to discover them even if you don't use the Thief's Passages ability. On Floor 8 the ground will shift in some places, and you'll have to wait for it to move to where you want it to be until you proceed. And you should proceed over it. But first you should fall down to the lower floor, where you'll be able to pick up a treasure chest that you wouldn't otherwise be able to get. Then go back up and continue through the Pyramid. At the top grab the tablet, then leave. Head back towards the Ancient Library to pick up your airship. You'll fight a boss along the way.

WALKTHROUGH PART 40 - THE AIRSHIP

Spells: Power (Song), Hero (Song), Syltra (Esper), MgthyGrd (Blue)

Treasures: 3 of the legendary sealed weapons, Ribbon, Cabin, Mirage Vest, Thief Knife, MagicLamp

New monsters in this area (GBA name):

087 Exdeath's Soul	Kuzar
154 Slug	World map near Castle Bal in world 3
155 Gloom Widow	World map near Castle Bal in world 3
156 Mykale	World map near Castle Bal in world 3
174 Istory Lythos	World map near Rugor in world 3
173 Frost Bull	World map near Rugor in world 3
175 Spizzner	World map near Rugor in world 3
196 Corbett	Sea south of Guido's Cave in world 3
198 Water Scorpion	Sea south of Guido's Cave in world 3
197 Nix	Sea south of Mirage in world 3
199 Vilia	Sea in southwest corner of the world in world 3
200 Gel Fish	Sea in southwest corner of the world in world 3
201 Rukh	Sea west of Crescent in world 3
202 Sea Devil	Sea west of Crescent in world 3
203 Stingray	The northern part of the sea that is southwest of Carwen in world 3

With the airship you can fly directly into the Cleft of Dimension (the entrance is over Tycoon Castle) and finish the game now, if you want. Although as Guido

suggested, it'd probably be better to get the other three tablets so you can get the legendary sealed weapons first. (Plus if you go into the Cleft of Dimension now, you're cheating yourself out of the part of the game where you get the other three tablets.) You can go directly to the location of the second tablet now, but there are a lot of other things you can do before that too. First, of course, fly to the Sealed Castle Kuzar and pick out three of the legendary sealed weapons. Which three you should pick first depends on what jobs you're using now, and what type of weapons those jobs can equip. See the Legendary Sealed Weapons section for information on them before making your choice, if you want. Note that there are two weapons that say their names are Sasuke's Katana and Firebute when you look at them in Kuzar. Those are actually Hardened and the Flame Whip, respectively. Also note that the Rune Axe does more damage than its attack power might suggest. See exception 3 in Part 5 of the Stats Section for more information.

The location of the Sealed Castle of Kuzar in world 2 corresponded to the forest in world 1 where the powers of the four crystals gathered, where Exdeath was sealed. Now in world 3 there will be an enemy that you can encounter in Kuzar named ExdethSoul. Note that you actually could've predicted the location of the Earth Crystal using that forest's location. If you draw a line on the map between the Water Crystal and the Fire Crystal, and you draw another line between the Wind Crystal and the Earth Crystal, then that forest is the location where the lines intersect each other. Since you knew where the Wind, Water, and Fire Crystals were and where the forest was, you could've figured out the direction of the Earth Crystal. Knowing all this doesn't help you with anything, but I find it interesting.

Next go to Rugor and you can get a Ribbon from the girl in the armor shop (through a secret passage). If you had talked to her earlier, she would've said she'd lost her Ribbon.

Then go to Carwen. Search the barrels in the upper right hand corner of the town and you'll find a Cabin. You wouldn't have been able to get this until now, since there used to be someone standing in the way. If you let Lone Wolf out of jail in Worus, then he'll have taken the Cabin.

Next go to Crescent. If you've played all seven of the pianos in the towns you've visited so far, the bard in the lower right hand corner will teach you the Power Song. As a reminder, there are pianos in Tule, Carwen, Karnak, Crescent, Jacole, Rugor (through a secret passage), and Mua, and you can go back and play them now if you missed one.

You can visit Jacole, Castle Bal, and Kelb too if you want, but there's nothing to do there. The wolf in Kelb who was in mourning for Fang explains that Fang was the name of the werewolf who tried to protect the Fire Crystal. Nobody ever seems to mention the soldier who died trying to protect the Water Crystal. You don't even learn his name. He looked like he was from Castle Bal or Castle Surgate. You can ride the Hiryuu at Castle Bal, but by this point in the game it can't take you anywhere new.

Go to the giant waterfall near where Istory used to be. Approach it from above and search and you'll find the MagicLamp. You have to walk along rivers to get there, so get there by riding Boco (you probably left him near Guido's Cave). From Guido's Cave, ride him east, then north, then west to get there. There were mountains blocking your path earlier, but the path is clear now.

Next fly to Carwen. Land your airship in the water just southwest of Carwen. Sail around in the part of that sea that is as far north as you can get, and eventually you'll encounter the enemy Stingray. It's found in the same part of the sea as Sahagin, Sea Avis, and Th.Anemone. You can learn the Blue Magic

spell MghtyGrd (a.k.a. Big Guard) from Stingray. Note that you must use the Mediator's !Control ability to get it to cast the spell on you. MghtyGrd can be a useful defensive spell in fights against bosses. It casts the White Magic spells Armor and Shell and the Dimen Magic spell Float on all of your party members at once. You can steal the RuneEdge from the Stingray. The RuneEdge can be one of the most powerful weapons in the game. It does more damage than its attack power might suggest. See exception 3 in Part 5 of the Stats Section for more information.

Take your airship to the southernmost piece of land on the map, southwest of Crescent. Walk around in the small forest there, and eventually you'll enter the town of Mirage. You can enter the pub from the back. Search the barrels there for a Thief Knife. Downstairs you'll find someone who says he'll give you a gift if you take a trip around the world on a Chocobo. So go back and get Boco. In world 3, the continents make something of a ring around an inner ocean (the part with Crescent and Mirage is especially pronounced). Ride Boco around that ring. When you get back to your starting point, take the airship back to Mirage, and the guy there will give you the Mirage Vest.

Talk to everyone in Mirage. The weapon, armor, and magic shops have two salesmen each. Give one of your characters the Thief's Passages ability (or give them the job of Thief, which automatically has the Passages ability) so they'll be able to see the hidden passages. Searching the box in the armor shop will open the path to the second salesman. You can get to the second salesman in the magic shop by entering the shop from the left. The back entrance to the pub will lead to the second weapons salesman. There will be one door that you can't open now, but you will come back to it later in the game. The Black Chocobo is in Mirage (it's through a hidden passage). Catching it will let you fly it in addition to the airship, which can be useful since the airship can't land in forests, but the Black Chocobo can. But you don't need the Black Chocobo just yet. For now just buy new equipment and magic in the shops and play the piano (it's also through a hidden passage).

Mirage's items shop sells Elixirs, so consider buying them too.

Now that you've played the last piano, go back to Crescent and the bard will teach you the Hero Song.

Then go back and take your airship to the Pirates' Cave. There you'll get the Esper Syl dra.

At this point you can also go back and get any spells that you missed in World One. Some of the Blue Magic spells won't be available in the same places that they were available in World One, but you can still get all of them (although you won't get another chance to get some of them until later in the game). See the magic sections to find out where in this world you can get spells that you missed earlier. Note that if you missed the Esper Shiva, the Charm Song, the Love Song, the Esper Shoat, the Esper Crbnkl, or the Magic Song, then you won't be able to get them anymore.

WALKTHROUGH PART 41 - ODIN

Spells: Odin (Esper)

New monsters in this area (GBA name):

290 Odin

Boss in Castle Bal basement in world 3

This part of the walkthrough is optional, and it's fairly tough. You can skip it and come back later if you want to, but you should be able to handle it now. Go through the Cave of Jacole. Press the switches and search the treasure

chests (even the empty ones) to open paths. There's one wall with a line of switches. Only one of them will open the path to the next area, and its location changes. As one of the people in Jacole said, if you wait patiently, the right one will be highlighted. You may remember that in world 1 you could climb the wall at the end and come up outside. Now you'll come up in the basement of Castle Bal, which is now nearby. You can go down and unlock the door, then rest and save and come back if you want to (once you unlock the door, you'll be able to come back through it). Go north to the top of the basement and fight Odin. When you beat him you'll gain the ability to call him as an Esper.

WALKTHROUGH PART 42 - BAHAMUT

Spells: Bahamut (Esper)

New monsters in this area (GBA name):

184 Ankheg	World map in desert near Phoenix Tower in world 3
185 Ammonite	World map in desert near Phoenix Tower in world 3
186 Landcrawler	World map in desert near Phoenix Tower in world 3
298 Bahamut	Boss on North Mountain in world 3

This part of the walkthrough is optional and fairly tough too. You can skip it and come back later if you want to, but you should be able to handle it now. Go back to Mirage and get the Black Chocobo, then fly it to the desert in the northeast. Land in the forest and walk to the North Mountain. The enemies in the desert are fairly tough. Although they're not too tough. The toughest of them is the Land Crawl. It sometimes takes a particularly long time to run away from the Land Crawl, so if you want to run away from it you should use the Thief's !Escape ability or the Ninja's !Smoke ability.

Go to the top of the mountain and you'll fight Bahamut. When you beat him you'll gain the ability to call him as an Esper. He attacks with some pretty tough spells, so it can be helpful to use the Blue Magic spell MghtyGrd. Some of his spells can be reflected with the Esper Crbnkl, or if you don't have that, you could use the White Magic spell Wall.

WALKTHROUGH PART 43 - PHOENIX TOWER

Spells: Roulette (Blue), Phenix (Esper)

Treasures: 5000 gil, PhenixDwn, 10000 gil, PhenixDwn, 15000 gil, PhenixDwn, 20000 gil, PhenixDwn, 25000 gil, Aviskill

New monsters in this area (GBA name):

187 Lemure	Phoenix Tower
188 Parthenope	Phoenix Tower
189 Cherie	Phoenix Tower
xxx Bandercoeuri (Phoenix Tower)	Guards stairwells in Phoenix Tower
xxx Liquid Flame (Phoenix Tower)	Guards stairwells in Phoenix Tower
xxx Kuza Beast (Phoenix Tower)	Guards stairwells in Phoenix Tower
xxx Soul Cannon (Phoenix Tower)	Guards stairwells in Phoenix Tower
190 Magic Pot	Inside a pot in the Phoenix Tower

This part of the walkthrough is optional and fairly tough too. You can skip it and come back later if you want to, but you should be able to handle it now. Go to the Phoenix Tower in the southwest corner of the desert in the northeast

(the same desert with Bahamut). Make your way up the tower. The stairs in some rooms will be hidden, but if you search the front of the pillar in the middle of the room the stairs will be revealed. In each room there are two places you could search to reveal the stairs (to the left of center or to the right of center). Searching one of them will make you fight an enemy before the stairs are revealed; searching the other will reveal the stairs without a fight. I've read that the Playstation version of Final Fantasy 5 randomly picks which place will have an enemy and which won't, and it's different every time. But for the people who are playing the Super Nintendo version, here is a list of which place is free of enemies on each floor:

1F: Left
3F: Left
4F: Right
7F: Left
8F: Left
9F: Right
12F: Left
13F: Left
14F: Right
17F: Left
18F: Left
19F: Right
22F: Right
23F: Left
24F: Right
26F: Left
27F: Left
28F: Right

You can't run away from the enemies you find in the Phoenix Tower. You can learn the Blue Magic spell Roulette from the enemy Bella Donna in the Phoenix Tower.

If you search the pots on some floors you'll find treasures. When you search some pots you'll encounter Magic Pots. They're very difficult to beat by attacking them. You can run away if you want, but they ask you to give them an Elixir, and if you do, then they will be the ones to leave the fight, and when they do, you'll get 100 ABP. You might have to give them more than one Elixir to get them to leave. If you give them one Elixir and they don't leave, you will not be able to cast the Dimen Magic spell Reset to start the battle over from the beginning in the hopes that the Magic Pot will leave after only one Elixir. You can't cast magic during the fights with Magic Pots. But you can use the Wonder Rod as an item in battle when you have it equipped (press up from the item list during a battle to access the weapons you have equipped), and that will cast Reset. The Wonder Rod is found in the Fork Tower, which is a later part of the walkthrough. So people who are really concerned about saving Elixirs can wait until after the Fork Tower to do this part.

Although if you want, you could try to actually beat the Magic Pots in a fight. They're another one of Final Fantasy 5's super enemies. They have very high defense and very high HP and they periodically refill themselves to full HP, so you have to do a lot of damage to them very quickly, before they have a chance to refill their HP. See the Super Enemies Strategies section of this guide for tips on how to beat them.

Make your way to the top of the tower. There'll be a scene during which you can either answer Yes or No to a question. The answer doesn't matter. Get the Esper Phenix, then leave. Walk back to the Black Chocobo and fly back to the airship.

WALKTHROUGH PART 44 - SOLITARY ISLAND TEMPLE

Spells: Condemn (Blue, if you didn't get it earlier), MindBlst (Blue)
Treasures: 12000 gil, HiPotion, Protect Drink, Elixir, 9000 gil, RisinSun, Guard Ring, Crystal Helmet, Ether, Beastkill, Ether, DragnFang, DarkMatter, Circlet, 3 of the legendary sealed weapons

New monsters in this area (GBA name):

157 Executor	Solitary Island Temple
158 Oiseaurare	Solitary Island Temple
161 Tot Aevis	Solitary Island Temple
159 Shadow Dancer	Solitary Island Temple
160 Numb Blade	Solitary Island Temple
xxx Covert	Sometimes inside one of the treasure chests in the Solitary Island Temple
xxx Pantera	Sometimes inside one of the treasure chests in the Solitary Island Temple
289 Wendigo	Boss of Solitary Island Temple

Now it's finally time to get the second tablet. Go to the temple on the big bridge and make your way through it (it's just east of Castle Bal). There are some treasure chests in hidden passages in the Solitary Island Temple. Giving one of your characters the Thief's Passages ability (or giving them the job of Thief, which automatically has the Passages ability) will help you find them.

Walk up to the air duct when you see it, and you'll get sucked into another room. It's a dead end, but it has two switches. Going back to the air duct will take you to one of four rooms depending on whether each switch is up or down. Make sure to go to the rooms with treasure chests with 9000 gil and an Elixir before continuing through the temple. Also, search the walls around the bottom of the room with the switches and you'll find a HiPotion and a Protect Drink.

In the last room with the air duct there is a treasure chest with a RisinSun in it. That treasure chest has a monster in it. It can be either the monster Invisible or the monster Pantera. They're both pretty interesting monsters, and they can both only be found in this treasure chest. If you want to see both of them, you can open the treasure chest and get into a fight with one, check it out, then before the fight ends you can run away and open the treasure chest again in the hopes of getting into a fight with the other one. The monster Pantera uses the Image command, which creates additional fake copies of him, and you can only damage the real one. When you kill the first copy of the monster Invisible, he'll use a different type of Image command, which creates two more Invisibles, but they're in the same place. You can tell by the shadow. It's not as cool looking as Pantera's Image, but it's still kind of neat.

There are some pitfalls in the Solitary Island Temple, so it can be helpful to give someone in your party the Geomancer's Pitfalls ability (or give them the job of Geomancer, which automatically has the Pitfalls ability) to help you avoid dropping down to the lower level.

If you didn't learn it earlier, you can learn the Blue Magic spell Condemn here from the enemy Cursed One. You have to control them in order to get them to cast it, and then you have to give them an Ether in order for them to have enough MP to cast it.

At the end of the temple you'll fight the boss Stalker when you get the second

tablet. You can learn the last Blue Magic spell, MindBlst, from Stalker. If you miss it, you'll have another chance to learn MindBlst later, but not until the game is almost over.

Stalker has three decoys that all look like him. When you hit a decoy it won't do any damage. So it'll take awhile to beat him, since you'll waste a lot of time hitting the wrong one. When you do hit the right one, it'll randomly switch to a different one. And attacks that target multiple enemies will cause them to counterattack. Leave the temple once you beat him. Fly to the Sealed Castle Kuzar and pick out three more of the legendary sealed weapons.

WALKTHROUGH PART 45 - FORK TOWER

Spells: Holy (White), Flare (Black)

Treasures: Ether, Wonder Rod, HiPotion, Defender

New monsters in this area (GBA name):

162 Tiny Mage	Fork Tower
163 Chrono Controller	Fork Tower
164 Flaremancer	Fork Tower
165 Dueling Knight	Fork Tower
166 Iron Muscles	Fork Tower
167 Berserker	Fork Tower
292 Omniscient	Boss of Fork Tower
291 Minotaur	Boss of Fork Tower

When you get the stone tablet in the Solitary Island Temple, the entrance to the Fork Tower will be opened. So head there next. It's just west of Crescent. In Crescent, Mid is concerned that Cid is trapped underneath it. You'll have to divide your party into two groups for the Fork Tower. I found the tower of magic on the left to be tougher than the tower of power on the right, so I recommend that you send your two best magic users left, and send whoever is leftover right. (That's why, when you first got your jobs, I recommended that you make Galuf and Faris magic users, since Cara and Faris are naturally stronger at magic than Butz, and they should be more experienced than Lenna, since she missed out on the experience that the others gained in the Pyramid.) Summon Magic works well here, so pick people who have that. Give your characters in the left tower weapons that increase their magic power, even if those weapons have a weak attack power.

Make your way up the tower. You actually can use physical attacks in the tower of magic and you can use magic attacks in the tower of power, but doing so can result in overwhelming counterattacks. Although if your attack kills the enemy, it won't be able to counterattack you. Note that you can use healing magic on yourself in the tower of power without consequences. It sometimes takes a particularly long time to run away from the enemies in the Fork Tower, so if you want to run away from them you should use the Thief's !Escape ability or the Ninja's !Smoke ability.

You can steal a Thunder Whip from the enemy Flare that can be found here in the left tower. It's not really a very good weapon, but I note it because it's rare.

At the top you'll fight Minotauros, the boss of the tower of power first. If you defeated Sekmet in the Pyramid normally, he said that his brother at the tower will avenge him. Minotauros is presumably Sekmet's brother. Prove Sekmet wrong.

After you beat Minotauros the other group will have to fight Omniscient. You

can reflect his spells with the White Magic spell Wall or the Esper Crbnkl. You may have to put up your Walls multiple times if they wear off. The Esper Syltra will do the most damage to him. You can steal the rare accessory CornaJar from Omniscent.

After you beat Omniscent you'll get the spells Holy and Flare and the tower will disappear, revealing the area where you first found the airship. Go there and you'll find Cid, who will work on your airship so it can be a submarine too. You can do the rest of the game out of order, if you want.

Note that underwater, just south of Karnak (it's not marked on the world map), is a shrine with a man who will tell you some of the statistics of your party (including what percentage of the hidden treasures you've found so far). Note that all of the hidden treasures in the game are listed in this walkthrough. Also note that you can get credit for getting 100% of the treasures even if you let Lone Wolf out of jail in Woru (even though he takes some of the treasures himself).

Also note that underwater, just east of Mirage and a little south, is a smiley face. It doesn't do anything.

WALKTHROUGH PART 46 - WORUS TOWER REVISITED

Treasures: None

New monsters in this area (GBA name):

297 Famed Mimic Gogo Boss of Sunken Woru Tower

Go underwater, look at your map, and go to the mark in the northeast (it's southwest of Carwen). It's the Woru Tower that sunk back at the beginning of the game. You'll only have a limited time in it, so you can use the Thief's Dash ability to move faster. Note that Thieves use the Dash ability automatically, so if you have a Thief in your party, they don't have to equip the Dash ability. You can also save time by running away from enemies instead of fighting them, if you want to.

Make your way through the tower. There's a treasure chest half way through that will reset the timer. If you get that treasure chest then leave the tower and come back, you'll still be able to get it again and reset the timer again. If you're playing the Super Nintendo version of Final Fantasy 5 on your computer (with a ROM), then you can use a Hex Editor to give yourself extra time. See the Hacking section for more information.

At the end of the tower you'll find the crystal piece that you had to leave behind at the beginning of the game. You'll have to fight Gogo for it. Gogo's a Mimic. He says he'll do what you do, and advises you to do what he does. If you attack him physically, he'll respond with an overwhelming physical attack. And if you attack him with magic, he'll respond with an overwhelming magic attack. And after you've done a fair amount of damage to him, he'll attack over and over again, overwhelmingly, even if you stop attacking. But if you never attack him, then he won't attack you. Mimic that by not attacking him some more, and after a few minutes of sitting there staring at each other, he'll congratulate you and give you the crystal piece. Note that you can steal the rare helmet Goldpin from Gogo.

Although if you're up for a real challenge, you could try to actually beat him in a fight. He's another one of Final Fantasy 5's super enemies. He's probably the toughest of all of them. See the Super Enemies Strategies section of this guide for tips on how to beat him. If you do want to fight him, you

might need to skip this part of the walkthrough and come back to it at the end of the game when you've built up your level and gained new abilities and gotten better equipment.

Once you have the Mimic job, leave the tower and consider switching some of your characters to Mimic. Gaining ABP in the Mimic job could hypothetically be useful, but learning its ability for use with other jobs is a low priority. If you want to use the !Mimic ability, you might as well just be a Mimic, and you don't have to gain ABP for the Mimic to use its own !Mimic ability. So there's not a lot of need to spend time gaining ABP for this job.

WALKTHROUGH PART 47 - GREAT TRENCH

Spells: Meteo (Dimen)

Treasures: Water Scroll, Flame Ring, DragnFang, Ether, PhenixDwn, Kaiser Knuckles, 3 of the legendary sealed weapons

New monsters in this area (GBA name):

168 Unknown (Spore, 2nd form)	Great Trench
169 Unknown (Blob)	Great Trench
170 Unknown (Worm)	Great Trench
171 Unknown (Spore, 1st form)	Great Trench
172 Unknown (Skeleton)	Great Trench
293 Triton	Boss of Great Trench
294 Nereid	Boss of Great Trench
295 Phobos	Boss of Great Trench

Go underwater, look at your map, and go to the mark in the southeast (it's north and a little east of Crescent). Make your way through the Great Trench. Some of the switches in it will open doors or create bridges, and some of them will drop you to the level below. There are some places there where you have to walk through magma. That will damage you unless your characters are Floating (which you can do with the Dimen Magic spell Float) or if you give one of your characters the Geomancer's DmgFloor ability (or give them the job of Geomancer, which automatically has the DmgFloor ability).

Eventually you'll come to the Dwarf Kingdom. One of the dwarves says that if you return the MagicLamp to its original place, its power will revive. That original place is the lower right hand corner of the room right after the Dwarf Kingdom (the room with the white water in it). When you walk into that spot, there will be a bright blue flash of light.

In the next room, a door will open when you open a treasure chest next to it. Although at first, you won't be able to get through the door because lava will block your path. Press all the switches in the room, then you'll be able to get through. Get the third tablet at the end and you'll fight some bosses. As long as one of them is still alive, the others will come back to life shortly after you kill them. So try to kill them all at once using attacks that hit all enemies for about the same amount of damage. Leave after you beat them. Fly to the Sealed Castle Kuzar and pick out three more of the legendary sealed weapons.

WALKTHROUGH PART 48 - IISTORY FALLS

Spells: Leviathan (Esper)

Treasures: Ether, TurtleShell, Air Lance, Giant Drink, RuneEdge, Guard Ring, PhenixDwn, Wall Ring, Artemis Bow, 12000 gil, Enhancer, Aegis Shield, Pinwheel,

Giant Axe, 3 of the legendary sealed weapons

New monsters in this area (GBA name):

178 Mercury Bat	Istory Falls
179 Coral	Istory Falls
183 Tonberry	Istory Falls
180 Aquagel	Istory Falls
181 Steel Fist	Sometimes inside one of the treasure chests in the Pyramid and randomly encountered in Istory Falls
182 Alchymia (Red Dragon)	Istory Falls
182 Alchymia (Ghidra)	Istory Falls
182 Alchymia (Bone Dragon)	Dummy enemy?
296 Leviathan	Boss of Istory Falls

While underwater, look at your map, and go to the mark in the northwest (it's south of Istory Falls). Go through the cave there and you'll end up on the surface, just east of the giant waterfall near where Istory used to be. Walk into the waterfall and make your way through the area you find there. You can get to lower levels by sliding down waterfalls. There's nothing you can get here by walking up into the waterfalls, so don't bother trying. Istory Falls has some areas with hidden passages that even the Thief's Passages ability won't let you see. But you can see them when you get really close to them. There's a RuneEdge hidden in one of them in the lower right hand corner of floor B2.

On the left side of floor B2 there's a treasure chest with a Guard Ring on the other side of a waterfall. You have to press a switch to stop the waterfall, then get the treasure.

You'll have to use the Thief's Dash ability (press the cancel button while walking to move faster) to be able to get the treasure before the waterfall starts again. Note that Thieves use the Dash ability automatically, so if you have a Thief in your party, they don't have to equip the Dash ability. You won't be able to walk up that waterfall no matter how fast you move, even though it kind of looks like you can.

There are some pitfalls in Istory Falls, so it can be helpful to give someone in your party the Geomancer's Pitfalls ability (or give them the job of Geomancer, which automatically has the Pitfalls ability) to help you avoid dropping down to the lower level.

Before you get the treasure chests on floor B5, press the switches near them. That'll spring the traps. After you get all the treasures, continue on by jumping down the hole near the Giant Axe. Grab the tablet. Leave by walking into the waterfall at the bottom of the room. You can get the Esper Leviathan on your way out if you want, but you'll have to fight him first. It's optional. Then fly to the Sealed Castle Kuzar and pick out the last three legendary sealed weapons.

If you're playing the Gameboy Advance version of the game, then after you get the last of the legendary sealed weapons, someone will give you a message that there was an earthquake to the south. Fly your airship south, and just west of Phantom Village you'll see an area where the ocean is bubbling. Go underwater in your submarine, and you'll find a cave there. In the cave you'll get three more jobs: Oracle, Cannoneer, and Gladiator. You'll meet a man there who says he'll sell you ingredients for the Cannoneer's ability. You can find him in the inn in Crescent. There are two doors and a switch in the room where you get the new jobs, but you can't do anything with them yet. But don't worry, you'll be able to come back for them later in the game. Those jobs and the cave aren't available in the SNES or Playstation versions of the game. I don't yet have recommendations about whether or not you should use the Oracle,

Cannoneer, Gladiator, or Necromancer jobs. And my recommendations about the other jobs were made without taking into account the alternatives presented by the Oracle, Cannoneer, Gladiator, or Necromancer jobs.

WALKTHROUGH PART 49 - CLEFT OF DIMENSION, PART 1

Treasures (listed separately by subsection):

Desert: None

Ruins: Ether, Cabin, DarkMatter, Elixir x2, Drain Sword

Town: None

Forest: DragnFang, Ribbon, Enhancer, Lillith Rod

Cave: Angel Ring, Coral Ring

New monsters in this area (GBA name):

204 Grenade	Ruins of the Cleft of Dimension
205 Baldanders	Ruins of the Cleft of Dimension
206 Death Dealer	Ruins of the Cleft of Dimension
207 Level Checker	Ruins of the Cleft of Dimension and Sunken Worus Tower
208 White Flame	Forest of the Cleft of Dimension
209 Moss Fungus	Forest of the Cleft of Dimension
210 Farfarello	Forest of the Cleft of Dimension
300 Calofisteri	Boss of Forest of the Cleft of Dimension
211 Orukat	Cave of the Cleft of Dimension
212 Great Dragon	Cave of the Cleft of Dimension
213 Achelon	Cave of the Cleft of Dimension
311 Omega	Cave of the Cleft of Dimension

You have now done everything there is to do before going to the Cleft of Dimension. So get ready to fly the airship into the hole where Tycoon Castle used to be. Before you go into the Cleft of Dimension, I recommend that you buy a bunch of Cabins. There are no inns inside the Cleft of Dimension where you can recover your HP, but toward the end there are a few save points where you can rest using a Cabin.

Go into the Cleft of Dimension and make your way through the desert and ruins. You can heal at the pot in Mirage. Leave the town and make your way through the forest. You can't cast the Dimen Magic spell Exit in the forest (or in the Void that you'll find later in the Cleft of Dimension), so if you want to leave the Cleft of Dimension, go to another part of it and cast Exit there. At the end of the forest there will be a tree with a hole in it. Search the hole to create an opening to another part of the Cleft of Dimension. You'll have to fight a boss before continuing. In the cave there is one waterfall that's hiding an entrance to another room. Walk into the waterfalls to find it. There's an Angel Ring in the hidden room.

On the lower section of the cave there is a machine visibly walking around. He's Omega, another one of Final Fantasy 5's super enemies. He's optional, so you don't have to fight him if you don't want to. And you don't get anything valuable for beating him, but you can try it if you want. See the Super Enemies Strategies section of this guide for tips on how to beat him. You should save before you fight him. There's a save spot in the cave, but you might miss it if you slid down the waterfall from the upper level to the lower level, rather than taking the stairs in the room next to the waterfall.

You might want to skip Omega then come back to him at the end of the game when you've built up your level and gained new abilities and gotten better equipment. There are enemies towards the end of the game that give you a huge amount of experience and ABP, so you can build up your levels quickly by

fighting against them.

WALKTHROUGH PART 50 - CLEFT OF DIMENSION, PART 2

Spells: Ramuh (Esper, if you didn't get it earlier)

Treasures (listed separately by subsection):

Library: None

Towers: None

Castle: Thor Hammer, Running Shoes, Red Shoes, Rainbow Suit, ManEater

New monsters in this area (GBA name):

299 Apanda	Boss of Library of the Cleft of Dimension
214 Ninja	Towers of the Cleft of Dimension
215 Dragon Aevis	Towers of the Cleft of Dimension
220 Iron Giant	Castle of the Cleft of Dimension
216 Sword Dancer	Castle of the Cleft of Dimension
217 Death Claw	Castle of the Cleft of Dimension
218 Fury	Castle of the Cleft of Dimension
219 Yojimbo	Castle of the Cleft of Dimension
302 Alte Roite	Castle of the Cleft of Dimension
303 Jura Aevis	Castle of the Cleft of Dimension
301 Azulmagia	Boss in Castle of the Cleft of Dimension
304 Catastrophe	Boss in Castle of the Cleft of Dimension
305 Halicarnassus	Boss in Castle of the Cleft of Dimension
306 Twintania	Boss in Castle of the Cleft of Dimension

Continue past Omega and you'll enter a library. You can read the two books highlighted at the back of the room. When you try to read the book on the table you'll be attacked by a boss named Apanda. He's the master of Byblos, whom you fought in the Ancient Library. Apanda is weak against fire (not surprising for something you found in a book). And if you use the Esper Ifrit (the protector of libraries) on him, then he'll waste a turn cowering in fear. You can steal the throwing weapon Soot from Apanda, and you can win another one from him. It's not really a very good weapon, but I note it because it's rare.

After you beat Apanda, turn around and leave the room again. There's a dimensional switch in the book. When the book is closed, the door in the library will take you back to the cave. When the book is open, the door in the library will take you to a new section with towers. There are some pretty obvious invisible bridges in the towers section (and there are a few places that look like they might have an invisible bridge, but they don't). Use the Thief's Passages ability to see them if you really want to. Make your way through the towers section and you'll come to a castle. There are three bosses in the castle section, and that's not counting the optional bosses. You may come to a door that you can't open for now, but don't worry about it.

Make your way to the jail area. First I suggest you fight Apocalypse, the guy in the lower left hand corner. He's optional, but you'll have access to a save spot after you beat him. Apocalypse is a Blue Mage, with access to many of the same Blue Magic spells that you can learn. I've seen it said that if you miss getting one of the Blue Magic spells, you could try learning it from him. That's possible for many of them, I suppose, but it seems a bit impractical to me, and there are other ways of learning the Blue Magic spells (see the Blue Magic sections). Plus, there are some Blue Magic spells that he doesn't know. That includes some that he can never know, plus some that you can actually teach him (Aero 3, AquaRake, Blowfish, Exploder, Hammer, L.3 Flare, and Vampire). Teaching him Exploder is an interesting way to beat him (since then he'll use it, which kills him). You can steal a Giant Glove from Apocalypse. It's not really a very good accessory, but I note it because it's rare.

Save after you beat Apocalypse, then continue through the castle. The treasure chest in the cell towards the upper right has Red Shoes, and the treasure chest in the cell in the bottom right has a Rainbow Suit. You don't have to get them, and if you do, you might have to fight some of the green guys running around in the cells (although it's possible to avoid them and still get the treasures, if you want to). When you're ready to proceed, talk to the gray thing in the upper right hand cell and you'll fight him, Catastroph, the first mandatory boss of the castle. Catastroph uses the Earth Shaker spell, which can do a fair amount of damage. But if you keep your characters Floating, then he won't cast Earth Shaker. Note that you can cast the Dimen Magic spell Float on yourself before the battle even starts.

Continue through the castle. Outside, in the next section, you have another chance to encounter Ramuh if you missed him before. When you beat him you'll get the item Ramuh, and when you use that item, you'll be able to call Ramuh as a spell. After you beat him once, you won't encounter him again. Make sure to get the ManEater through the secret passage in the section on the left. Inside the castle you can go back to the door you couldn't open earlier, from the other side this time, where there's a switch that'll open the door. There isn't really any point in that, though. When you try to continue to the next room, you'll be pulled onto the throne. Try to leave again, and you'll fight Halicarnaso, the next mandatory boss. He'll start out by trying to turn you all into frogs. Although if you cast toad on your party members yourself before the start of the fight, then his attack will backfire, and turn you back into humans (although you don't need to do this, and shouldn't, with characters who are immune to being turned into frogs during battle). Halicarnaso will have a strong counterattack to Summon Magic, so don't use any of it against him.

Once you beat him, continue through the castle, and on the roof you'll fight Twin Tania, the last mandatory boss of this section. Twin Tania sometimes casts Mega Flare as a counterattack when you use magic to attack him. And he sometimes casts Tidal Wave as a counterattack when you attack him physically. Mega Flare can be reflected with the White Magic spell Wall or the Esper Crbnkl. The damage from Tidal Wave can be absorbed by Coral Rings. You can leave the Cleft of Dimension and buy Coral Rings in Mirage, or you can steal them from Bella Donna in the Phoenix Tower.

In the library of the Cleft of Dimension there was a book that said that Giga Flare leaves a moment of vulnerability during preparation. Twin Tania is the one who uses Giga Flare. So when it says he's charging up for Giga Flare, you can attack him without him counterattacking, and you can use a lot of spells that wouldn't ordinarily work on bosses (like the instant death attack of the Esper Odin). You can steal a Giant Axe from Twin Tania when it's charging up for Giga Flare. It's the best axe in the game, although there are other weapons that are better. If you beat Twin Tania when it is not charging up for Giga Flare, then there's a chance that you'll win the Tinker Bell. It's the best bell in the game, although there are other weapons that are a lot better.

Note that you can steal the Tempest Katana from an enemy named Bodyguard that can be found here on the roof of the castle. It's a very powerful weapon.

WALKTHROUGH PART 51 - THE VOID

Spells: MindBlst (Blue, if you didn't learn it earlier)
Treasures: Pinwheel x2, Elixir, Ragnarok, Pinwheel
Steal: Genji Shield, Genji Armor
New monsters in this area (GBA name):

221 King Behemoth	Void at the end of the Cleft of Dimension
223 Necromancer	Void at the end of the Cleft of Dimension
224 Gorgimera	Void at the end of the Cleft of Dimension
225 Mindflayer	Void at the end of the Cleft of Dimension
226 Crystelle	Void at the end of the Cleft of Dimension
228 Mover	Void at the end of the Cleft of Dimension
222 Crystal Dragon	Void at the end of the Cleft of Dimension
227 Belphegor	Void at the end of the Cleft of Dimension
307 Gilgamesh (X-Zone)	Boss in Void at the end of the Cleft of Dimension
312 Shinryu	Inside a treasure chest in the Void at the end of the Cleft of Dimension
309 Barrier	Boss in Void at the end of the Cleft of Dimension
308 Necrophobe	Boss in Void at the end of the Cleft of Dimension
310 Gilgamesh (Necrofobia)	Appears during the fight with Necrofobia in the Void at the end of the Cleft of Dimension
313 Exdeath (Final)	Boss of Void at the end of the Cleft of Dimension
314 Neo Exdeath	Boss of Void at the end of the Cleft of Dimension

After you beat Twin Tania, go up the bridge and make your way through the Void. Rather than take stairs in the void, you'll move from area to area via warp points like the one on which you start. The enemies here are very, very tough. Good luck. But they give a lot of ABP when you beat them, so this can be the best place to gain new abilities. A typical fight in the Void can give you 30 ABP, and in the second and fourth areas you'll have a chance of randomly encountering enemies called Movers, and if you beat them you'll get 199 ABP. Although Movers sometimes end the fight early, so in order to get the ABP you'll have to beat them quickly before they can do that. The enemies here don't give you experience points, so while this can be a good place to gain new abilities, you should go back to the castle section to gain experience. You can get a lot of experience from Iron Giants, who can be found easily in the room right before the castle's roof.

If you fought Gilgamesh at the top of Exdeath's Castle, then he was sent to the Cleft of Dimension at the end of the fight. You'll fight him again here. You can use the Thief's !Steal or !Capture commands to get the Genji Shield from him. It's a great shield. Although I think he won't be there in the Void for you to fight him if you didn't fight him towards the end of Exdeath's Castle.

Make your way through the void. If you didn't learn the Blue Magic spell MindBlst earlier, then you can learn it here from a Mind Mage.

Do not open the treasure chests on the third area of the Void right away. First, go ahead to the fourth area and search the green glowing spot. You'll get into a fight with Necrofobia. It's an optional fight, but you'll have access to a save spot after you beat him. You'll have to destroy his four barriers before you can hurt him. If you didn't already get as many Thief Gloves as you wanted from Sekmet in the Pyramid, then you can steal another one from Necrofobia. If certain conditions are met, then Gilgamesh will show up and help you fight Necrofobia once you destroy Necrofobia's barriers and do a bit of damage to him (you have to get Necrofobia below 9,999 HP). I'm not sure what all the conditions are, though. I suspect that Gilgamesh won't show up here if you didn't fight him at the top of Exdeath's Castle, but sometimes he doesn't show up even if you did fight him at the top of Exdeath's Castle (even after you get Necrofobia below 9,999 HP). You can use the Thief's !Steal or !Capture commands to get the Genji Armor from Gilgamesh if he does show up.

It's great armor. Save your game when the fight is over, then go back to the previous area and get the treasure chests, if you want.

In one of them you'll find the enemy Shinryuu. He's another one of Final Fantasy 5's super enemies. He's optional, so you don't have to fight him if you don't want to. See the Super Enemies Strategies section of this guide for tips on how to beat him. When you beat Shinryuu you'll get the sword Ragnarok. You can steal a Dragon Whip from Shinryuu. It's not really a very good weapon, but I note it because it's rare. You can also sometimes win Dragon Whips from the enemy Stingray in the northern part of the sea that is southwest of Carwen in world 3. But trying to do that can sometimes take lots of tries before it succeeds, so some people prefer to get the Dragon Whip from Shinryuu.

At this point, if you want, you can go back to the shrine that's underwater south of Karnak. If you got all of the treasures I listed in this walkthrough, he should tell you that you've found 100% of the treasures in the game.

When you're ready, make your way to the end of the Void and you'll fight Exdeath. Exdeath has two forms, and after you beat his first form, you'll have to fight his second form. His second form appears to have four parts, and you'll have to destroy all four of them to win the fight. In addition to the regular four parts, there are also two extra parts that are sort of hidden. The two extra parts can't be hurt, and you don't need to destroy them in order to win the fight. You won't be able to target the two extra parts specifically, but if you use an attack that targets an enemy at random (like the Hunter's !X-Fight ability) it will sometimes be wasted on those two parts. It can be helpful to switch to the Normal or Mimic Jobs for this fight, since they can use multiple abilities.

After you beat both of Exdeath's forms there'll be an ending scene then the credits will roll. After the credits, if you're playing the Gameboy Advance version of the game you'll have the option of saving your game. The credits take a long time, so be patient. If you save your game then reload it, you'll have access to the Bonus Dungeon, as described in the next part of the walkthrough. Although if you're playing the SNES or Playstation versions of the game, there is no bonus dungeon, and this is the end of the game.

Note that the ending scene after you beat Exdeath will be a little different depending on who is still alive at the end of the fight. Here's what the possibilities are (this'll be a spoiler if you haven't seen it yet, obviously):

If all four of your characters are alive, then the ending will show them all leaving the void, then a year later one of them will write Cid and Mid a letter saying what all four of them have been doing since the fight, then there will be flashbacks for all four characters plus Galuf, then they'll all reunite at the Elder Tree.

If at least one character is dead at the end of the fight, then the ending will show the characters who are still alive leaving the void, but the ones who are dead will be left behind. The letter to Cid and Mid will say what the characters who lived have been doing since the fight, but obviously it won't be able to say what the characters who died have been doing. There will be flashbacks for the characters who died only (and there won't be a flashback for Galuf). Then the characters who lived will reunite at the Elder Tree, and there the characters who died will be brought back to life.

New monsters in this area (GBA name):

230 Assassin	Bonus dungeon
239 Dinozombie	Bonus dungeon
232 Behemoth	Bonus dungeon
236 Exoray	Bonus dungeon
229 Mini Satana	Bonus dungeon
231 Soul Eater	Bonus dungeon
233 Dark Elemental (type 1)	Bonus dungeon
234 Dark Elemental (type 2)	Bonus dungeon
235 Dark Elemental (type 3)	Bonus dungeon
241 Ironclad	Bonus dungeon
237 Duelist	Bonus dungeon
240 Claret Dragon	Bonus dungeon
238 Medusa	Bonus dungeon
242 Hades	Bonus dungeon
315 Grand Aevis	Boss in Bonus dungeon
316 Archeodemon	Boss in Bonus dungeon
317 Guardian	Boss in Bonus dungeon
318 Launcher (Bonus dungeon)	Boss in Bonus dungeon
319 Launcher (Bonus dungeon)	Boss in Bonus dungeon
320 Wave Cannon	Boss in Bonus dungeon
321 Omega Mk.II	Boss in Bonus dungeon
322 Neo Shinryu	Boss in Bonus dungeon
323 Enuo	Boss of Bonus dungeon

Unlike the rest of the walkthrough, the remaining sections will be in the Gameboy Advance translation, since they only apply to the Gameboy Advance version of the game.

Note that there is a really high rate of random enemy encounters in the bonus dungeon. It will be helpful to use the Oracle's Read Ahead ability, which reduces the rate of random enemy encounters.

Also note that there are lots of places in the bonus dungeon where the path branches off and you can go in multiple different directions. With only a few exceptions that I'll mention, the branches usually all go to essentially the same place. But you might get more treasures if you go along one path than another, or in order to get all the treasures, you might have to go one way, then backtrack and go the other way too.

Anyway, after you gained access to the bonus dungeon in the previous part of the walkthrough, go back to the cave where you got the Oracle, Cannoneer, and Gladiator jobs in part 48 of the walkthrough. If you flip the switch in the middle of the room, then the room will move to another area. Then you'll be able to go through the door on the left side of the room, which leads to the Sealed Temple.

Below I have listed which monsters can be encountered and which treasures can be found in each floor of the bonus dungeon. I refer to the floors by their official name. You can see the official name of the floor you're on if you open the game's menu. But here is a short guide to the bonus dungeon:

First you should go through the right door of the Sealed Temple. Take one of the warps in the next room, and proceed to the room after that. You should be in the room called Titans' Grotto - B2. Use the Beastmaster's !Catch ability to catch one of the monsters here named Behemoth. Then proceed to the next room, and take the warp there. That will take you to the area that you could've accessed through the left door of the Sealed Temple.

Proceed left and make your way through this area of the bonus dungeon. You'll

have to fight a Gil Turtle on the way. At the end of this path you'll find a little kid. He'll ask you to catch a Behemoth. Since you already did that, he'll give you access to a new area of the bonus dungeon, through the middle door in the Sealed Temple. So now backtrack and go through the middle door of the Sealed Temple. On your way back you'll see a monster in a jail cell, but you can't do anything with it yet.

Through the middle door of the Sealed Temple you'll find a stone statue of a snake blocking your way. Search it. You can't get around it right now, so go back and go through the right door of the Sealed Temple again. You can proceed through this area by taking one of the warps again, or by taking the door in the first room. Either way, proceed through three rooms until you get to the room called Ruined Shrine - Hall of Watchmen. Talk to the little kid you find there, and he'll give you medicine that will soften petrification curses. Take it and go back to the stone statue of the snake through the middle door of the Sealed Temple. It only lasts for 5 minutes, so be fast. Take the warp in the lower right hand corner of the room with the little kid, then go up through the door, and make your way through the next room, and you'll be back in the Sealed Temple.

After you soften the snake, you'll have to fight it, and after that you can proceed through the Bonus Dungeon. Along the way, in the room called Warp Zone there is a warp that will take you back to the beginning of the bonus dungeon. When you get to the room called Abyssal Falls - B2 the path will split in several directions. To the south is a room where you can go to get some treasures. There is another door in the room called Abyssal Falls - B2, but you can't get through it right now. So instead go to the left. You'll have to press the switch to stop the waterfall, then run past it. You'll have to be fast. In the next room, called the Abyssal Falls - Hall of Tranquility, you should talk to the little kid and he'll unlock the jail cell you saw along the path through the left door at the beginning of the Sealed Temple. You can go back and fight that monster now if you want, but there are a few other optional things I want to point out first.

North of the main room of Abyssal Falls - Hall of Tranquility is a room with a save spot. If you go left from the Abyssal Falls - Hall of Tranquility you'll find a room crawling with Omegas. On the left side of that room is a door that is currently locked. But if you go north to the next room, you'll find a switch that unlocks that door. You'll find another switch that unlocks the door in Abyssal Falls - B2. The third switch just unleashes a flow of sand that knocks you back to the room below with the Omegas. The hole in that room drops you to River of Souls - B2, which is back at the beginning of the bonus dungeon, through the door to the left of the Sealed Temple. You can use that hole when you want to go back and fight the monster in the jail cell.

But first, proceed through the newly unlocked door in the left side of the room with the Omegas. Then proceed to the room after that (you'll have to fall through a hole in the floor, rather than use the stairs). In the next room you'll find the optional super enemy Omega Mk.II. It's like Omega, but tougher. You win the Force Shield when you beat it.

After you're done with Omega Mk.II, go back to the room called Abyssal Falls - B2. Go through the door there, now that it's unlocked. If you take the northern exit from that room, you'll find another room with a treasure chest that contains the enemy Neo Shinryu. It's like Shinryu, but tougher. Most attacks won't damage Neo Shinryu at all. They don't even do 0 damage. It's like they don't hit at all. But you can damage him if you use the Dragoon's !Jump ability. You can do the most damage if you jump with the Dragon Lance, which you can steal from the enemy Crystal Dragon, which can be found either right here in the area of the Bonus Dungeon with Neo Shinryu or in the Void at

the end of the Interdimensional Rift. You win the Ultima Weapon when you beat Neo Shinryu.

After you're done with Omega Mk.II and Neo Shinryu (or if you don't want to fight them), go all the way back to the jail cell at the beginning of the Sealed Temple. It's through the Sealed Temple's left door. When you open it, you'll fight the boss Archeodemon. Whenever you attack Archeodemon, he responds by casting the spell Death on himself. Archeodemon is an undead monster, so the spell Death completely restores his HP. But you can prevent him from healing himself by using the White Magic spell Reflect on him, although that will reflect his Death spell onto you.

After you beat Archeodemon, go all the way back to the room with the little kid who gave you the key to Archeodemon's jail cell. There's a warp point at the bottom of the room which will be unblocked after you beat Archeodemon. Go through the warp point and continue through the short path to the end of the bonus dungeon. You'll get into one fight with the bosses Guardian, Wave Cannon, and Launchers. Then at the end you'll fight the final boss, Enoo.

Here's the list of which monsters can be encountered and which treasures can be found in each floor of the bonus dungeon:

Sealed Temple

Treasures: None

ENCOUNTER 1 (90/256): Sword Dancer, Fury, Death Claw

ENCOUNTER 2 (90/256): Sword Dancer (2), Fury

ENCOUNTER 3 (60/256): Grenade (5)

ENCOUNTER 4 (16/256): Dragon Aegis (2)

Sealed Temple - Corridor (from the right door of Sealed Temple)

Has two warps to Titans' Grotto - B1

Treasures: None

ENCOUNTER 1 (90/256): Fury, Sword Dancer (2)

ENCOUNTER 2 (90/256): Grenade (5)

ENCOUNTER 3 (60/256): Blue Dragon, Yellow Dragon

ENCOUNTER 4 (16/256): Assassin

Titans' Grotto - B1 (from the warp in Sealed Temple - Corridor)

Treasures: Elixir, Dark Matter, Vishnu Vest

ENCOUNTER 1 (90/256): Iron Giant, Gorgimera

ENCOUNTER 2 (90/256): Yojimbo (2)

ENCOUNTER 3 (60/256): Iron Giant, Yojimbo

ENCOUNTER 4 (16/256): Dinozombie

Titans' Grotto - B2 (from Titans' Grotto - B1)

Treasures: Elixir

ENCOUNTER 1 (90/256): Behemoth

ENCOUNTER 2 (90/256): Behemoth, Yojimbo

ENCOUNTER 3 (60/256): Gorgimera (2)

ENCOUNTER 4 (16/256): Dinozombie

Ruined Shrine - Hall of Souls (from the door in Sealed Temple - Corridor)

Treasures: Blastshot, Blastshot, Blitzshot, Blitzshot

ENCOUNTER 1 (90/256): Mini Satana, Flaremancer (2)

ENCOUNTER 2 (90/256): Mini Satana, Fury (2)

ENCOUNTER 3 (60/256): Mini Satana (2)

ENCOUNTER 4 (16/256): Dark Elemental (type 1), Dark Elemental (type 2), Dark Elemental (type 3)

Ruined Shrine - Hall of Doubt (from Ruined Shrine - Hall of Souls)

Treasures: Ether, Mace of Zeus, Blitzshot, Elixir, Dark Matter,

ENCOUNTER 1 (90/256): Mini Satana (2), Chrono Controller

ENCOUNTER 2 (90/256): Dark Elemental (type 1), Dark Elemental (type 2), Dark Elemental (type 3)

ENCOUNTER 3 (60/256): Dark Elemental (type 1), Dark Elemental (type 2), Dark Elemental (type 3)

ENCOUNTER 4 (16/256): Dark Elemental (type 1), Dark Elemental (type 2), Dark Elemental (type 3)

Ruined Shrine - Hall of Watchmen (from Titans' Grotto - B2 or drop through a hole in Ruined Shrine - Hall of Doubt)

Has a warp to River of Souls - B1

Treasures: None

ENCOUNTER 1 (90/256): Mecha Head, Level Checker (2)

ENCOUNTER 2 (90/256): Mecha Head (2), Level Checker

ENCOUNTER 3 (60/256): Mindflayer (3)

ENCOUNTER 4 (16/256): Exoray (5)

Sealed Temple - Dungeon (from the left door of Sealed Temple)

Treasures: Blastshot, Buckshot

ENCOUNTER 1 (90/256): Sword Dancer, Fury, Death Claw

ENCOUNTER 2 (90/256): Dragon Aegis (2)

ENCOUNTER 3 (60/256): Red Dragon and Yellow Dragon

ENCOUNTER 4 (16/256): Mini Satana

BOSS: Archeodemon

River of Souls - B1 (from Sealed Temple - Dungeon)

Treasures: Iron Draft, Goliath Tonic, Power Drink

ENCOUNTER 1 (90/256): Soul Eater

ENCOUNTER 2 (90/256): Nutkin, Skull Eater, Soul Eater

ENCOUNTER 3 (60/256): Soul Eater, Skull Eater (2)

ENCOUNTER 4 (16/256): Nutkin, Soul Eater (4, H)

River of Souls - B2 (from River of Souls - B1)

Treasures: Dark Matter, Turtle Shell, Elixir

ENCOUNTER 1 (90/256): Rukh

ENCOUNTER 2 (90/256): Belphegor, Crystelle (2)

ENCOUNTER 3 (60/256): Vilia

ENCOUNTER 4 (16/256): Mover (3), Mover (3, H)

BOSS: Gil Turtle

River of Souls - B3 (from River of Souls - B2)

Treasures: Cottage, Fuma Shuriken
ENCOUNTER 1 (90/256): Sea Devil, Rukh
ENCOUNTER 2 (90/256): Belphegor (2), Crystelle
ENCOUNTER 3 (60/256): Stingray
ENCOUNTER 4 (16/256): Mover (3), Mover (3, H)

Sealed Temple - Arena (from the center door of Sealed Temple)

Treasures: Dark Matter, Hero Cocktail, Holy Water, Gladius, Ether
ENCOUNTER 1 (90/256): Mini Satana
ENCOUNTER 2 (90/256): Assassin
ENCOUNTER 3 (60/256): Red Dragon, Blue Dragon
ENCOUNTER 4 (16/256): Assassin
BOSS: Grand Aegis, Dark Elemental (2)

Heart of Ronka - Treasure Room (from Sealed Temple - Arena)

Treasures: Ether, Ether, Fuma Shuriken, Fuma Shuriken, Cottage, Dark Matter, Sorceror's Mantle, Cottage, Blitzshot, Holy Water, Holy Water, Blitzshot, Phoenix Down
ENCOUNTER 1 (90/256): Exoray (5)
ENCOUNTER 2 (90/256): Iron Giant (2)
ENCOUNTER 3 (60/256): Exoray (5)
ENCOUNTER 4 (16/256): Ironclad

Heart of Ronka - B1 (from Heart of Ronka - Treasure Room)

Treasures: Kagenui, Hyper Wrist, Buckshot, Blastshot
ENCOUNTER 1 (90/256): Mecha Head (2), Level Checker
ENCOUNTER 2 (90/256): Mindflayer (3)
ENCOUNTER 3 (60/256): Exoray (5)
ENCOUNTER 4 (16/256): Exoray (5)

Heart of Ronka - B2 (from Heart of Ronka - B1)

Treasures: Cottage, Apocalypse
ENCOUNTER 1 (90/256): Exoray (5)
ENCOUNTER 2 (90/256): Mindflayer (2), Achelon
ENCOUNTER 3 (60/256): Iron Giant (2)
ENCOUNTER 4 (16/256): Exoray (5)

Warp Zone (from pulleys in Heart of Ronka - B2)

Has a warp to the Sealed Temple
Treasures: None
ENCOUNTER 1 (90/256): Mecha Head, Level Checker (2)
ENCOUNTER 2 (90/256): Moss Fungus (3)
ENCOUNTER 3 (60/256): Exoray (5)
ENCOUNTER 4 (16/256): Moss Fungus (2), Mindflayer

Abyssal Falls - B1 (from stairs in Heart of Ronka - B2)

Treasures: Cottage, Royal Crown
ENCOUNTER 1 (90/256): Duelist
ENCOUNTER 2 (90/256): Assassin
ENCOUNTER 3 (60/256): Great Dragon, Dragon Aegis
ENCOUNTER 4 (16/256): Soul Eater (3)

Abyssal Falls - B2 (from Abyssal Falls - B1)

Treasures: Coral Ring

ENCOUNTER 1 (90/256): Duelist
ENCOUNTER 2 (90/256): Great Dragon, Dragon Aegis
ENCOUNTER 3 (60/256): Mini Satana (2)
ENCOUNTER 4 (16/256): Dark Elemental (type 1), Dark Elemental (type 2), Dark Elemental (type 3)

Abyssal Falls - Treasure Room (south of Abyssal Falls - B2)

Treasures: Dark Matter, Water Scroll, Cottage, Dark Matter, Turtle Shell

ENCOUNTER 1 (90/256): Duelist
ENCOUNTER 2 (90/256): Assassin, Yojimbo
ENCOUNTER 3 (60/256): Assassin, Ninja
ENCOUNTER 4 (16/256): Claret Dragon

Abyssal Falls - Hall of Tranquility (2 parts, the first is left from Abyssal Falls - B2)

Has a warp to Lethe Court - The Shadowed Gate

Treasures: Longinus

No encounters

Tomb of Memory - Incubi's Path (left of Abyssal Falls - Hall of Tranquility)

Treasures: Ash, Elixir, Demon's Rod

ENCOUNTER 1 (90/256): Dinozombie, Mecha Head
ENCOUNTER 2 (90/256): Medusa, Mini Satana
ENCOUNTER 3 (60/256): Medusa (2)
ENCOUNTER 4 (16/256): Dinozombie, Necromancer

Tomb of Memory - Decedent's Path (north of Tomb of Memory - Incubi's Path)

Has a hole that drops you to River of Souls - B2

Treasures: None

ENCOUNTER 1 (90/256): Necromancer, Archeosaur
ENCOUNTER 2 (90/256): Mini Satana (2)
ENCOUNTER 3 (60/256): Medusa, Lamia Queen (2)
ENCOUNTER 4 (16/256): Dinozombie

Tomb of Memory - Iniquity's Path (left of Tomb of Memory - Incubi's Path)

Treasures: Dark Matter, Blitzshot, Hero Cocktail, Dark Matter

ENCOUNTER 1 (90/256): Dinozombie, Medusa
ENCOUNTER 2 (90/256): Dinozombie
ENCOUNTER 3 (60/256): Medusa, Mini Satana
ENCOUNTER 4 (16/256): Medusa (3)

Tomb of Memory - Throne Room (from Tomb of Memory - Iniquity's Path)

Treasures: Ash, Blitzshot, Holy Water

ENCOUNTER 1 (90/256): Medusa, Necromancer (2)
ENCOUNTER 2 (90/256): Dinozombie
ENCOUNTER 3 (60/256): Medusa (3)
ENCOUNTER 4 (16/256): Dinozombie (2)

BOSS: Omega Mk.II

Shinryu's Lair - Entryway (through door in Abyssal Falls - B2)

Treasures: Elixir, Ribbon, Blitzshot

ENCOUNTER 1 (90/256): Red Dragon, Yellow Dragon, Blue Dragon

ENCOUNTER 2 (90/256): Great Dragon, Dragon Aegis

ENCOUNTER 3 (60/256): Shield Dragon (2)

ENCOUNTER 4 (16/256): Crystal Dragon

Shinryu's Lair - Treasure Room (from Shinryu's Lair - Entryway)

Treasures: Phoenix Down, Flame Scroll, Blitzshot, Lightning Scroll, Elixir, Maximillian, Blastshot, Ash, Ash, Flame Scroll

ENCOUNTER 1 (90/256): Red Dragon, Yellow Dragon, Blue Dragon

ENCOUNTER 2 (90/256): Shield Dragon (2)

ENCOUNTER 3 (60/256): Crystal Dragon

ENCOUNTER 4 (16/256): Claret Dragon

Shinryu's Lair - Shinryu's Roost (north of Shinryu's Lair - Entryway)

Treasures: Ultima Weapon (guarded by Neo Shinryu)

ENCOUNTER 1 (90/256): Red Dragon, Yellow Dragon, Blue Dragon

ENCOUNTER 2 (90/256): Claret Dragon

ENCOUNTER 3 (60/256): Crystal Dragon, Dragon Aegis

ENCOUNTER 4 (16/256): Claret Dragon

BOSS: Neo Shinryu

Lethe Court - The Shadowed Gate (3 parts, the first from the warp in Abyssal Falls - Hall of Tranquility)

Treasures: Mutsunokami, Elixir

ENCOUNTER 1 (90/256): Ironclad

ENCOUNTER 2 (90/256): Assassin, Dinozombie

ENCOUNTER 3 (60/256): King Behemoth, Behemoth

ENCOUNTER 4 (16/256): Hades

Lethe Court - The Stairs of Destiny (from part 3 of Lethe Court - The Shadowed Gate)

Treasures: Robe of Lords

ENCOUNTER 1 (90/256): Ironclad

ENCOUNTER 2 (90/256): Crystal Dragon (2)

ENCOUNTER 3 (60/256): Claret Dragon, Great Dragon

ENCOUNTER 4 (16/256): Hades

BOSS: Guardian, Wave Cannon, Launcher (2)

Lethe Court - The Void (from Lethe Court - The Stairs of Destiny)

Treasures: None

No random encounters

BOSS: Enuo

WALKTHROUGH PART 53 - CLOISTER OF THE DEAD

New monsters in this area (GBA name): None

After you beat Enuo, you'll get the final job, Necromancer. Note that Necromancers have the undead status. As a result of that, most healing spells

and items hurt you during a fight. Although healing spells and items work normally when you're not in a fight. Necromancers can still be healed by the Blue Magic spell White Wind or the Protect Ring. And you can drain HP from enemies using the Black Magic spell Drain, the Esper Sylph, the Chemist's mix Succubus Kiss, the Blue Magic spell Vampire, the Dance Jitterbug, the Dragoon's Lance ability, or the Blood Sword, or by attacking an enemy after using the Magic Sword spell Drain. And if you equip something or use a Chemist mix that lets you absorb damage from one element, then you can be healed using spells of that element. Since you're undead, you can be fully healed by the Black Magic spell Death, the Chemist's mix Death Potion, or the Blue Magic spells Roulette (which won't necessarily hit the character you want it to hit) and Level 5 Death (which can only be cast on enemies, but can be reflected back onto you if the enemy has a Wall, although then it won't necessarily hit the character you want it to hit, and it will only work on characters who are at a level that is a multiple of 5). The Death Sickle and Assassin's Dagger also sometimes cast Death when you attack with them, and that will also fully heal a Necromancer, although getting attacked with those weapons will still hurt on occasions when they don't cast Death. Unlike people equipped with the Bone Mail, Necromancers can be revived during fights by spells like Raise, although spells like Raise will hurt them if they're already alive. And unlike people equipped with the Bone Mail, Necromancers do not absorb Poison damage, so they can't be healed by poison attacks.

Anyway, as soon as you get the Necromancer job, a monster will emerge from the final area of the game, the Cloister of the Dead. Someone will show up and use that monster as an introduction to how Necromancers work. You can gain Necromancer spells by defeating certain monsters. In order to gain the spell, the character who delivers the final blow must be a Necromancer. After you defeat that monster as a Necromancer and gain the first spell, you can go into the Cloister of the Dead. But first you might want to get the rest of the Dark Arts spells. Here is a list of each Dark Arts spell, the monsters who can teach it to you, and where those monsters can be found:

Drain Touch	Mindflayer (Cloister of the Dead)
Dark Haze	Lemure (Phoenix Tower)
Deep Freeze	Assassin (Bonus dungeon)
Evil Mist	Zombie Dragon (Drakenvale)
Meltdown	Liquid Flame (Guards stairwells in Phoenix Tower)
Hellwind	Objet d'Art (Castle Bal Basement)
Chaos Drive	Mini Satana (Bonus dungeon)
Curse	Ironclad (Bonus dungeon)
Dark Flare	Tonberry (Istory Falls)
Doomsday	Hades (Bonus dungeon)

When you're ready, the last thing you can do is go through the Cloister of the Dead. In the Cloister of the Dead you have to refight several of the game's bosses. And they're tougher this time around. The Wing Raptor, the game's first boss, was originally 250 HP. But this time it's 12,000 HP. The Cloister of the Dead has several levels, and each one has 5 boss fights. You fight all 5 fights on each level in a row, without a break to heal or switch jobs in between fights. Then you get a break after each level. But if you leave it before you're done, you'll have to start back at the first level when you start it again. When you're finished, you get the Medal of Smiting, and that's the end of the game.

Here, for planning purposes, is a list of all the bosses in the Cloister of the Dead:

Cloister level 1:
Wing Raptor

Galura
Siren
Magissa and Forza
Gil Turtle

Level 2:

Liquid Flame
Soul Cannon, Launcher (2)
Purobolos (6)
Minotaur
Triton, Nereid, Phobos

Level 3:

Byblos
Tyrannosaur
Dragon Pod, Dragon Flower (5)
Archeodemon
Apanda

Level 4:

Manticore
Adamantoise
Jackanapes
Calofisteri
Twintania

Level 5:

Omniscient
Wendigo
Sandworm
Atomos
Halicarnassus

Level 6:

The Sealed (4)
Melusine
Catastrophe
Azulmagia
Necrophobe, Barrier (4)

END OF WALKTHROUGH

SECTION 02 - TIPS

Final Fantasy 5 has a few super enemies, some of which are even tougher than the game's final boss. They're all optional, so you don't have to fight them if you don't want to, but they're there if you want the challenge. They are Garkimasra, D.Chimera, Skull Eater, MiniDragon, Prototype, ShieldDrgn, Sand Crawl, Gil Turtle, Magic Pot, Gogo, Omega, and Shinryuu (there are easy ways to beat Magic Pot and Gogo, but they're tough if you try to beat them in a real fight). See the Super Enemies Strategies section of this guide for tips on how to beat them.

Make sure to read the notes at the top of the jobs section about the different types of abilities.

For each statistic, the Normal and Mimic jobs will get the best of all the jobs they've mastered. See the Stats section for a list of the stats of each job.

There are some bugs in Final Fantasy 5 that you can exploit to your advantage. And there are some bugs that you can fix to your advantage. Or you could just ignore them. See the bugs section for more information.

In Woru Castle you have the option of letting Lone Wolf out of jail. Doing so doesn't seem to have any benefits, and if you do let him go, he'll take a few of the treasure chests throughout the rest of the game so that you won't be able to get them yourself. The treasure chests he takes are: Two Cabins in Tycoon, the Thunder Whip in the Jacole Cave, a Cabin in Surgate, and a Cabin in Carwen.

Underwater, just south of Karnak (it's not marked on the world map), is a shrine with a man who will tell you some of the statistics of your party (including what percentage of the hidden treasures you've found so far). Note that all of the hidden treasures in the game are listed in the walkthrough in this guide. Also note that you can get credit for getting 100% of the treasures even if you let Lone Wolf out of jail in Woru (even though he takes some of the treasures himself).

If you're fighting a monster that has a Wall that reflects spells you cast on it, then you can get around that by putting a wall on one of your own characters (using the White Magic spell Wall or the Esper Crbnkl), then casting a spell on that character, and it'll be reflected onto one of the monsters at random. Walls don't reflect spells that have already been reflected once.

If you cast a spell on all four of your characters and it reflects back at the enemy (because of the White Magic spell Wall or the Esper Crbnkl), then that will make its effect stronger.

Some spells can be used on one target or multiple targets. Their effect will be stronger if you just use them on one target.

Some weapons (particularly rods and staves) increase the damage of some of your spells when you have them equipped. And some of them will cast a spell if you use them as an item in battle when you have them equipped. See the Weapons section for additional information.

Some rods and staves will cast a spell if you use them as an item in battle when you have them equipped (press up from the item list during a battle to access the weapons you have equipped). See the Weapons section for additional information.

Enemies that are made of stone can be killed by the item Soft.

Some monsters are immune to instant death attacks and some status effects, like frog and mini. The monsters section has a list of which monsters are immune to which status effects. Most bosses are also immune to attacks that normally decrease the target to less than 10 HP or take off a certain percentage of the target's current HP. So you'll have to beat them the hard way.

Spells that usually drain HP or MP from their target will backfire if they're used against undead monsters. Many spells that normally kill people will fully heal undead monsters. Spells that normally bring people back to life will kill undead monsters (although that won't work on most undead bosses). Spells that usually heal people will hurt undead monsters. Spells that usually restore people to full HP will reduce an undead monster to less than 10 HP (although they won't have any effect on most undead bosses either). If you cast Cure3 on just one target, it will restore that target to full HP. But if you cast Cure3 on multiple targets, then it will only restore them a bit. Which means that Cure3 can only damage undead bosses if you cast it on multiple targets. If they're the only monster in the fight, then you can simulate casting it on all of your allies and reflect it off a wall.

The Flame Shield, Flame Ring, Ice Shield, Bone Mail, and Coral Ring absorb Fire, Fire, Ice, Poison, and Water damage, respectively. The Chemist's mixes Resist Fire, Resist Ice, and Resist Thunder let you absorb Fire, Ice, and Thunder damage, respectively. Using those can be helpful in beating enemies who use elemental attacks against you, but when you're using them you can also heal yourself using elemental attack magic rather than normal cure spells.

The Bone Mail makes its wearer immune to Instant Death Attacks, Darkness, Poison status, Charm, Aging, and Berserk. It also gives its wearer the undead status. As a result of that, most healing spells and items hurt you and you can't be revived during a fight. Although healing spells and items work normally when you're not in a fight. You can still be healed by the Blue Magic spell WhiteWind or the Guard Ring. And you can drain HP from enemies using the Black Magic spell Drain, the Esper Sylph, the Chemist's mix Drain Kiss, the Blue Magic spell Vampire, the Dance Jitterbug Duet, the Dragoon's !DrgnSwd ability, or the Drain Sword, or by attacking an enemy after using the Magic Sword spell Drain. And if you equip something or use a Chemist mix that lets you absorb damage from one element, then you can be healed using spells of that element. Since you're undead, you can be fully healed by the Black Magic spell Doom, the Chemist's mix Death Potion, or the Blue Magic spells Roulette (which won't necessarily hit the character you want it to hit) and L5 Doom (which can only be cast on enemies, but can be reflected back onto you if the enemy has a Wall, although then it won't necessarily hit the character you want it to hit, and it will only work on characters who are at a level that is a multiple of 5). The Doom Axe and Assassin Dagger also sometimes cast Doom when you attack with them, and that will also fully heal someone with the Bone Mail, although getting attacked with those weapons will still hurt on occasions when they don't cast Doom. The Bone Mail absorbs Poison damage, halves Ice damage, and is weak against Fire damage and Holy damage. As a result of that, characters with the Bone Mail can also be partially healed by the Black Magic spell Bio, the Chemist's mix Poison Breath, or by attacking them after using the Magic Sword spells Venom or Bio.

This one paragraph uses the GBA translation: Neromancers have the undead status. As a result of that, most healing spells and items hurt you during a fight. Although healing spells and items work normally when you're not in a fight. Necromancers can still be healed by the Blue Magic spell White Wind or the Protect Ring. And you can drain HP from enemies using the Black Magic spell Drain, the Esper Sylph, the Chemist's mix Succubus Kiss, the Blue Magic spell Vampire, the Dance Jitterbug, the Dragoon's !Lance ability, or the Blood

Sword, or by attacking an enemy after using the Magic Sword spell Drain. And if you equip something or use a Chemist mix that lets you absorb damage from one element, then you can be healed using spells of that element. Since you're undead, you can be fully healed by the Black Magic spell Death, the Chemist's mix Death Potion, or the Blue Magic spells Roulette (which won't necessarily hit the character you want it to hit) and Level 5 Death (which can only be cast on enemies, but can be reflected back onto you if the enemy has a Wall, although then it won't necessarily hit the character you want it to hit, and it will only work on characters who are at a level that is a multiple of 5). The Death Sickle and Assassin's Dagger also sometimes cast Death when you attack with them, and that will also fully heal a Necromancer, although getting attacked with those weapons will still hurt on occasions when they don't cast Death. Unlike people equipped with the Bone Mail, Necromancers can be revived during fights by spells like Raise, although spells like Raise will hurt them if they're already alive. And unlike people equipped with the Bone Mail, Necromancers do not absorb Poison damage, so they can't be healed by poison attacks.

The Chicken Knife might cast Escape when you use it with the Fight, Aim, or SwdSlap commands. But it won't cast Escape if you use it with the BuildUp, Capture, Jump, or X-Fight commands; the Sword Dance; or the Blue Magic spell GblinPnch.

The Drain Sword has a low Hit% (25%). But you can get around that if you use it with the !Aim, !Jump, !Throw, or !X-Fight commands or the Sword Dance. Also note that for most weapons the amount of damage that the Hunter's !X-Fight ability does per hit is different than the amount of damage that you do by attacking normally. But it's the same for the Drain Sword. And since !X-Fight hits four times per round, that means it'll do four times as much damage as attacking normally.

The sword Excaibur has a low attack power in general. But it does as much damage as a normal weapon with an attack power of 100 when used with the Blue Magic spell GblinPnch or the Ninja's !Throw ability.

Attacking an enemy with the Monk's Counter ability doesn't cause the enemy to counterattack. So if you're fighting an enemy with a weak normal attack but a strong counterattack, it might be good to not initiate any attacks against them yourself. You can just wait for them to attack you, then you can damage them with the Monk's Counter ability, and you won't have to worry about their counterattack.

The Knight's !Guard command protects the character who uses it from physical attacks for one round. A good defense isn't usually useful on its own, since one character can't both use !Guard and attack at the same time. But !Guard can be very useful when you combine it with the Monk's Counter ability. !Guard will work for defense, and you can simultaneously hurt your enemies by counterattacking with Counter (which works automatically when it's equipped).

The Knight's !Guard command can also be useful when you combine it with the Knight's Cover ability. If one of your characters has the Cover ability, then they will intercept attacks aimed at their allies who are low on HP (less than 1/8 their Max HP). Give one of your characters the Cover ability and have him use the !Guard command, and make sure the other three characters are low on HP. Then that one character will cover the defense of the whole party on his own, and the other three characters will be free to attack. Note that !Guard doesn't protect against magic attacks, so these strategies can't be used for them.

The Ninja's !Image command and the White Magic spell Image work with the Cover

ability in the same way that the Knight's !Guard command does. Although unlike !Guard, they won't allow you to use the Monk's Counter ability, and they'll only cover two attacks. But unlike !Guard, they'll last for more than one round, if you don't get hit twice in that round.

If all of your living characters use the Bard's !Hide ability to hide at the same time, it'll result in your running away from the fight. Although if all of your living characters hide at the same time during a fight from which you can't run away (like a boss fight), they can stay hidden indefinitely and the enemy won't be able to damage you. If you wait long enough, the enemy will waste all its MP casting spells that can't hurt you. It might take a while. Although you should note the "Hidden Zombies" bug in the Bugs section, about an error with hiding.

Equip one, two, or three of your characters with a Wall Ring and have an enemy turn them into a Zombie. Then have your other characters use the Bard's !Hide ability. The enemies won't be able to hurt your characters who are hiding, and Zombies can't be hurt, so your party will be invincible. And spells that the enemies cast on you will be reflected off of the Zombie's Wall Ring, which can still hurt your enemies. If your Zombie character has a weapon that casts a spell (notably the Flame Whip, Wonder Rod, Doom Axe, or Assassin Dagger), then when they attack themselves, the spell will be reflected off of their Wall and will hurt your enemies. If your Zombie character is using a Fire Rod, Ice Rod, Thunder Rod, Venom Rod, or Wizard Rod, then their attacks will be reflected off of their Wall and will hurt your enemies. If you equip one of your characters who are hiding with the Masamune, that will let them go first in battles, which will ensure that they're able to hide before they get hit. Although you should note the "Hidden Zombies" bug in the Bugs section, about an error with hiding.

The Blue Magic spells L2 Old, L3 Flare, L4 Qrter, and L5 Doom will work on enemies who are at some levels, but not enemies who are at other levels. But you can change an enemy's level with the Blue Magic spell DrkShock or the Chemist's !Combine potions Sampson Power and Dragon Power. Or you can give the enemy the Aging Status (using the Dimen Magic spell Old, the Blue Magic spell L2 Old, the Blue Magic spell Time Slip, or the Ancient Sword), which constantly decreases their level. That might allow you to use those Blue Magic spells on enemies on whom you wouldn't otherwise be able to use them. Multiple Sampson Powers and Dragon Powers can be used cumulatively, but you can't raise an enemy's level higher than 255. So if you can't get an enemy's level to something divisible by 3 or 5 by any other way, you can still increase it over and over again until it gets to 255, then L3 Flare and L5 Doom will work. L2 Old and L5 Doom will even work on bosses if they're at the right level, so those can be very useful spells.

The Magic Pots in the Phoenix Tower will leave if you give them an Elixir. Although you might have to give them more than one Elixir to get them to leave. If you give them one Elixir and they don't leave, you will not be able to cast the Dimen Magic spell Reset to start the battle over from the beginning in the hopes that the Magic Pot will leave after only one Elixir. You can't cast magic during the fights with Magic Pots. But you can use the Wonder Rod as an item in battle when you have it equipped (press up from the item list during a battle to access the weapons you have equipped), and that will cast Reset. The Wonder Rod is found in the Fork Tower.

Make sure the treasure chest on floor 11 of Exdeath's Castle is open before you proceed through the castle. That will cause Gilgamesh to attack you there in Exdeath's Castle, and I think he will only be there for the other fights later in the game if you fight him there in Exdeath's Castle. You can steal great equipment from Gilgamesh, so being able to fight him is a good thing.

Part of the way through the Great Forest of Mua there will be a fire then you'll take cover in a Moogles' cave until the fire is out. There's a treasure chest near the entrance to the cave. If you wait to get it until after the fire is out, the fire will have changed it from an Aegis Shield to a Flame Shield.

The Summoner's !Conjure ability randomly calls one of the Espers you've gained with no MP cost. If you want, you can skip getting the optional weak Espers, and that will make it more likely to call a strong Esper. Although it is kind of satisfying to get all the Espers.

If you want to cast the Black Magic spell Fire on an enemy, then you could give one of your characters the job of Black Mage and have them cast Fire. But if you've already learned the !Black ability for use with other jobs, then it would actually be more effective to give one of your characters the job of Summoner and the !Black ability, and then have them cast Fire. That's because the Summoner has greater Magic Power than the Black Mage, and the amount of damage that most spells do is based on your Magic Power. If you want one of your Knights to attack an enemy with the sword Excalibur, then it would actually be more effective if you gave them the Monk's ability Brawl. That's because the Brawl ability boosts your strength to the level of a Monk, and the amount of damage that most weapons do is based on your Strength. It also helps to equip armor that boosts your Strength. These are examples, but there are lots of other things you can do like this. See the Stats section for information on how your stats are determined and what they affect.

The Dimen Magic spell Hast2, the Blue Magic spell MgntyGrd, the Esper Golem, and the Esper Crbnkl can all be useful defensive spells in fights against bosses. If you don't have Hast2, you can use the Dimen Magic spell Haste instead. If you don't have MgntyGrd, then you can use the White Magic spells Armor and Shell instead. And if you don't have Crbnkl, then you can use the White Magic spell Wall instead. But Haste, Armor, Shell, and Wall are all pains in the ass to use, since you have to cast them separately on each of your characters.

In world three there is a hidden town called Mirage that has hidden equipment and magic salesmen. See the notes about it in part of the walkthrough titled The Airship.

Make sure you get all the Blue Magic spells, Espers, Songs, and Genji equipment, the job Mimic, and the Chicken Knife or BraveBld. It's easy to miss some of them as you go through the game. They're all pointed out in the walkthrough section.

You'll find different enemies on different parts of each dungeon. So don't spend too much time looking for an enemy on a floor where it can't be found.

You can win ABP easily from the monster Galura. Galura will never attack you. You can kill it if you want, but if you wait a bit, it'll leave on its own. Galura can be found on the World Map on the plains west of Carwen in world 1, near Worus Tower in world 1, or on the eastern part of the second forest south of the bridge that is west of Tycoon in world 3.

The Statues in the basement of Castle Bal give a lot of ABP. It's the best place to gain ABP until very late in the game. You can kill them all with the Blue Magic spells L5 Doom or L3 Flare, or by using the item Soft on them.

The best place to gain ABP is in the Void at the end of the game. A typical fight in the Void can give you 30 ABP, and in the second and fourth areas you'll have a chance of randomly encountering enemies called Movers, and if you

beat them you'll get 199 ABP. Although Movers sometimes end the fight early, so in order to get the ABP you'll have to beat them quickly before they can do that. The enemies in the Void don't give you experience points, so while it can be a good place to gain new abilities, you should go back to the Castle section of the Cleft of Dimension to gain experience. You can get a lot of experience from Iron Giants, who can be found easily in the room right before the castle's roof.

SECTION 03 - BUGS

You can get additional information on how some of these bugs work from J.L. Tseng's (a.k.a. InstructorTrep's) FFV Algorithms and Stats FAQ. It can be found on the page for the SNES version of Final Fantasy 5 at www.gamefaqs.com. All of the information about how to fix some of the bugs was gotten from that FAQ.

1. REDIRECTING SPELLS

This bug applies to the SNES version but not the Gameboy Advance version. I'm not sure about the Playstation version.

If you use the Chemist's mixing ability then you use !X-Magic in the same fight to cast two spells, then both of the spells will be cast on the target of the second spell. That allows you to cast a spell on all targets even if you can normally only cast it on one target. And it allows you to cast a spell on enemies that can normally only be cast on allies, and vice versa. For example, if your first spell is Armor (targeted for one ally) and your second spell is Cure (cast on all allies), then Armor will end up being cast on all allies too. Using this bug with the White Magic spell Holy causes the game to freeze.

2. SKIPPING THE PYRAMID

This bug applies to the SNES version but not the Gameboy Advance version. I'm not sure about the Playstation version.

At the beginning of world three, Exdeath knocks you from Guido's Cave to the Ancient Library. Normally you can't get back to Guido's Cave until later in the game. But if you cast the Dimen Magic spell Exit before you leave the Ancient Library, then it will take you back to Guido's Cave. And when Exdeath knocked you to the Ancient Library, he also created a path through the mountains that will let you access areas of the map that you couldn't reach from Guido's Cave earlier. You can ride Boco to Mirage and Castle Bal, where you can get the Black Chocobo and Hiryyu (respectively), which will allow you to access even more areas of the map. (Keep in mind that the Black Chocobo can only land in forests and the Hiryyu can only land on plains, since there are some areas that only one of them can reach.) Using this bug lets you complete the parts of my walkthrough titled The Airship, Odin, Bahamut, Phoenix Tower, Solitary Island Temple, and Fork Tower before you go through the Pyramid, get Lenna back at the Elder Tree, or get the airship. (With the following exceptions: You have to finish the Pyramid before you can get the MagicLamp, the Esper Bahamut, and the three legendary sealed weapons that you get in exchange for the Pyramid's stone tablet. You have to finish the Pyramid and then get Lenna back at the Elder tree before you can get the Esper Syldra. And you have to finish the Pyramid, then get Lenna back at the Elder Tree, and then get the airship before you can get the Blue Magic spell MghtyGrd or the Mirage Vest.)

Using this bug also gives you one last chance to get all the treasures and spells in Woros Town, Woros Castle, Istory, and Lix. (Most importantly the Esper Shiva, the Love Song, and the Charm Song, which you otherwise wouldn't be

able to get in world 3 if you didn't get them in world 1.) Although you still can't get the Espers Shoat or Carbunkle in world 3 if you didn't get them in world 2, and in world 3 you still can't get Ramuh in the same place that you got him in world 1. And you won't be able to go back to the Moogles Village. The forest where the Moogles Village is supposed to be located will just be a normal forest.

Note that if you use this bug to go through the Solitary Island Temple before you get Lenna back at the Elder Tree, then you can also automatically get Lenna back by going into the Fork Tower. You'll still have her when you leave the tower. Amusingly, if you do this, then later she'll participate in the fight at the Elder Tree for her own unconscious body. Note that if you do that, she'll be dead at the end of the fight at the Elder Tree, even if her HP never fell to 0 during the fight. If she was the only character alive at the end of the fight, then you can walk around with all four of your characters dead. But you'd better bring one of them back to life before you get into a fight, otherwise the game will realize that you're dead, and it'll be over.

Note that if you use this bug to land the Black Chocobo or Hiryuu next to the Ancient Library, then you go through the Pyramid and get Lenna back at the Elder Tree, then the Black Chocobo or Hiryuu will get stuck when the Ancient Library is sucked into the Cleft of Dimension.

3. STUCK IN THE ELDER FOREST

This bug applies to the SNES version but not the Gameboy Advance version. I'm not sure about the Playstation version.

If you land the Black Chocobo in the middle of the forest with the Elder Tree in world three and then walk out, you won't be able to walk back in and get it again. Same goes for the regular Chocobo. If the Black Chocobo gets stuck in the forest with the Elder Tree, then you can use the regular Chocobo to get it back. But if you get both the Black Chocobo and the regular Chocobo stuck in the forest, then you won't be able to get them out again.

4. STUCK IN GUIDO'S CAVE

This bug applies to the SNES version but not the Gameboy Advance version. I'm not sure about the Playstation version.

If you land the Airship or Hiryuu on the entrance to Guido's Cave in world three, they'll be stuck there.

5. HIDING FROM PHYSICAL ATTACKS

This bug applies to the SNES version but not the Gameboy Advance version. I'm not sure about the Playstation version.

If all of your living characters use the Bard's !Hide ability to hide at the same time during a fight from which you can't run away (like a boss fight), then your enemy won't be able to hurt you. When it tries to attack you, a message saying "Ineffective" will be displayed. Return from hiding immediately after the enemy tries to attack you a second time, and you will be protected from physical attacks. You won't be protected from magic attacks, and your protection from physical attacks will end if you get hit by a magic attack. But this can be very helpful against bosses that only use physical attacks, like Gil Turtle. Although you should note the "Hidden Zombies" bug, about an error with hiding.

6. JUMPING INVINCIBILITY

This bug applies to the SNES version but not the Gameboy Advance version. I'm not sure about the Playstation version.

Have all of your living characters use the Dragoon's !Jump ability. If an enemy tries to attack you while you're all in the air, it'll be an ineffective attack. Then after you land, it'll take a while for the game to realize that you're a valid target again. Your enemy's next attack, and any counter attacks

that it does in the meantime, will also register as ineffective. It's easiest to make this bug work if you kill off three of your characters, since otherwise there'll be a lag between when your first character jumps and your last character jumps, and by the time the last character has jumped, the first character is about ready to land, which doesn't leave much time for the enemy to try to attack while you're all in the air.

7. TRANSFORMING ITEMS

This bug applies to the SNES version but not the Gameboy Advance version. I'm not sure about the Playstation version.

Give the character at the top of your lineup the Normal or Mimic job and equip them with a Ribbon, a White Robe or Angel Robe, and a Guard Ring. Get into a fight, and have one of your other characters cast the Dimen Magic spell Quick (which gives them two more attacks in that round). Then on the first of those attacks, have them kill themselves. Then end the fight normally (with three of your characters, including the character at the top of your lineup, still alive). It doesn't always work (it seems to only work about 25% of the time), but if it worked, then the things that the character at the top of your lineup was holding in his hands will be changed. If it didn't work, you can load your game from before you tried it and try again, and it might work.

If the character at the top of your lineup had a shield in his left hand, then that shield will be transformed. If the character at the top of your lineup's left hand was empty and he had a weapon in his right hand (which can be a double grip only weapon, or not), then the weapon in his right hand will be transformed and the item By RPe (which was called Efu Efu in a previous translation) will be in his left hand.

In savestate hacking a code is assigned to each item and piece of equipment in the game. It's a number in Hexidecimal. (0 to 9 are normal, then after 9 comes A, then B, then C, then D, then E, then F, then 10, and so on.) The code is listed in the weapons, armor, and items sections of this guide. When an item is transformed through this trick, it gets transformed into the item with the immediately previous code. So for example the Javelin, whose code is 17, would be transformed into the item whose code is 16, which is the Ragnarok. The Dragoon Spear (20) would be transformed into the Holy Spear (1F), which would be transformed into the DblLance (1E).

When you use this trick to get the item By RPe in your left hand, that item will protect you from all physical attacks. Although if you unequip it (and it'll get unequipped automatically when your equipment is optimized when you change jobs or abilities), you won't be able to reequip it without doing this trick again.

8. KISS OF BLESSING

This bug applies to the SNES version but not the Gameboy Advance version. I'm not sure about the Playstation version.

The Kiss of Blessing (created using the Chemist's !Combine ability to combine a MaidnKiss and a Revivify) berserks the target. But it will even work on enemies who are otherwise immune to being berserked. Even bosses. In addition to keeping them from casting spells, Berserking some enemies stops them from doing other things. It stops the first form of the final boss of the game from changing into his second form. And if you use it on Ramuh, Shoat, or Sekmet then beat them in a fight, it will stop the game from realizing that you beat them. Normally they won't appear again after you beat them, but if you used the Kiss of Blessing on them before you beat them, you can encounter them again. If you're playing the Super Nintendo version of Final Fantasy 5 on your computer (with a ROM), then you can use a Hex Editor to fix this error. See J.L. Tseng's (a.k.a. InstructorTreppe's) FFV Algorithms and Stats FAQ for information on how to fix it. It can be found on the page for the SNES version

of Final Fantasy 5 at www.gamefaqs.com.

9. INFINITE ITEMS

This bug applies to the SNES version but not the Gameboy Advance version. I'm not sure about the Playstation version.

Step 1 (before the battle): Have one character with one or both hands empty. Have one character with the !Steal ability. (Note that Thieves automatically have the !Steal ability.) Have one character with the !Throw ability. (Note that Ninjas automatically have the !Throw ability.) (You can have one character fill two or three of those roles, if you want.)

During the battle: Step 2: Have the character with one or both hands empty equip a weapon or shield from your inventory. (It must be the only copy of that weapon or shield that was in your inventory.) Step 3: Throw the empty spot in your inventory that used to contain the weapon or shield that you just equipped. Step 4: Steal from your enemy. (The trick won't work if you already had any copies of the thing you're stealing in your inventory at the beginning of the battle.) Step 5: Get rid of the thing you just stole, by using the Ninja's !Throw ability, the Chemist's !Drink ability, the Chemist's !Combine ability, or just using it as an item (if it's something like a potion). This can't be done with things like armor that can't be thrown, drunk, combined, or used. Step 6: End the fight normally. When it's over, you'll have an infinite amount of the item you stole.

When you have an infinite amount of an item, you can only sell them one at a time. You'll also have the option of selling 255 of them, but if you do that, then you won't have an infinite amount of them anymore. If you buy more of the item or sort your inventory, you won't have an infinite amount of them anymore (sorting changes it so that you only have 99 of them). When you have an infinite amount of an item, you can't use any of them outside of battle (potions, example). So you might want to sort your inventory so you can use the items outside of battle or so you can sell a few dozen of them all at once and still have some left. Without using this trick, you can get an infinite amount of an item through savestate hacking by putting 255 copies of the item in your inventory.

If you do step 3 twice before proceeding to step 4, then you can do this trick without having to do step 5. That lets you do it for things like armor that can't be thrown, drunk, combined, or used. Although that results in you only getting 99 copies of the item, rather than an infinite amount.

10. AVOID RANDOM BATTLES

This bug applies to the SNES and Gameboy Advance versions. I'm not sure about the Playstation version.

On the world map (but not in dungeons) you can usually avoid random battles if you open then close the menu every few steps you take. Opening the menu causes the game to reset the number of steps you have to take before you get into a random battle.

11. POWER DRINK

This bug applies to the SNES and Gameboy Advance versions. I'm not sure about the Playstation version.

The Power Drink is supposed to increase your attack power for the duration of the battle, but it doesn't work. It actually only ends up increasing the attack power of the Blue Magic spell GblinPnch. If you're playing the Super Nintendo version of Final Fantasy 5 on your computer (with a ROM), then you can use a Hex Editor to fix this error. See J.L. Tseng's (a.k.a. InstructorTrep's) FFV Algorithms and Stats FAQ for information on how to fix it. It can be found on the page for the SNES version of Final Fantasy 5 at www.gamefaqs.com.

12. OBSERVE

This bug applies to the SNES and Gameboy Advance versions. I'm not sure about the Playstation version.

The Blue Mage's !Observe ability is supposed to detect an enemy's HP and weakness, but it only actually detects an enemy's HP. If you're playing the Super Nintendo version of Final Fantasy 5 on your computer (with a ROM), then you can use a Hex Editor to fix this error by changing the ROM's offset 26E94 from 08 to 10.

13. HIDDEN ZOMBIES

This bug applies to the SNES version but not the Gameboy Advance version. I'm not sure about the Playstation version.

Enemies can't usually attack you when you're using the Bard's !Hide ability. Although you can still be turned into a Zombie when you're using the Bard's !Hide ability. And if you are, the game freezes. Wearing an Angel Ring can prevent this, since it makes you immune to Zombie status.

14. ZOMBIED TO LIFE

This bug applies to the SNES and Gameboy Advance versions. I'm not sure about the Playstation version.

If an enemy attempts to turn a dead character into a zombie, it'll actually bring them back to life if they have an Angel Ring equipped.

15. WONDER ROD

This bug applies to the SNES version. It's not applicable to the Gameboy Advance or Playstation versions.

The Wonder Rod can normally only cast White or Black magic. But if you're playing the Super Nintendo version of Final Fantasy 5 on your computer (with a ROM), then you can use a Hex Editor to get it to cast other types of magic. It can even cast spells that can normally only be cast by monsters. See the Hacking section for additional information.

16. UNCATCHABLE

This bug applies to the SNES version. It's not applicable to the Gameboy Advance or Playstation versions.

If you're playing the Super Nintendo version of Final Fantasy 5 on your computer (with a ROM), then you can use a Hex Editor to simulate having caught some enemies that normally can't be caught. See the Hacking and Catches sections for additional information.

17. SWDSLAP

This bug applies to the SNES and Gameboy Advance versions. I'm not sure about the Playstation version.

The Samurai's !SwdSlap ability is supposed to Paralyze the enemy, but it doesn't. It's just like a normal Fight command, except when you use it against an enemy that has the Charm, Sleep, or Controlled status, they will keep that status.

18. X-ZONE CATCH

This bug applies to the SNES and Gameboy Advance versions. I'm not sure about the Playstation version.

If you use the Mediator's !Catch ability to catch a MossFungus or Gel Fish and release it, it won't do anything. If you're playing the Super Nintendo version of Final Fantasy 5 on your computer (with a ROM), then you can use a Hex Editor to fix this error by changing the ROM's offset 1088C5 from E9 to 47 and changing offset 1088E0 from E9 to 47.

19. BERSERKER RUNNING

This bug applies to the SNES version but not the Gameboy Advance version. I'm

not sure about the Playstation version.

If all your living characters are Berserkers, then your party won't be able to run away. And in that case, if one of your characters uses the Chicken Knife and it triggers the !Escape command, that'll cause a glitch that prevents your future attacks from doing any damage.

20. INCREASING DAMAGE

This bug applies to the SNES and Gameboy Advance versions. I'm not sure about the Playstation version.

There's a bug that decreases the amount of damage done by some weapons. See exception 5 in Part 5 of the Stats Section for information on it and how to fix it.

21. ROUNDING

This bug applies to the SNES version. It's not applicable to the Gameboy Advance or Playstation versions.

The amount of damage that your attacks do is computed by a formula with several steps that rounds each step down to the nearest number. As a result of that, sometimes increasing your level won't increase the amount of damage you do, since the increase is so small that it gets rounded to zero. At <http://www.tenchinohoukai.greatnow.com/patches.html> there is a patch (called the Fractional M Patch) you can use which will stop the formula from rounding if you're playing the Super Nintendo version of Final Fantasy 5 on your computer (with a ROM). This patch will also fix the "Increasing Damage" bug, and should not be applied to a ROM if you have already fixed the "Increasing Damage" bug yourself. That website also has patches that can be used to fix some of the other bugs I listed if you don't want to change them yourself with a Hex Editor. That website has patches for some things in other games too.

22. WALKING IN AIR

This bug applies to the SNES version but not the Gameboy Advance version. I'm not sure about the Playstation version.

On the North Mountain you start outside, then you go through a cave, then you go outside for awhile, then into another cave, and so on. Take one step down from the entrance to the second cave, then go left a bit, then up one step, then left and you'll be able to walk off the side of the cliff and walk around in midair.

23. WALKING THROUGH WALLS 1

This bug applies to the SNES version but not the Gameboy Advance version. I'm not sure about the Playstation version.

In the Pyramid there is a place where you drop from 6F to 5F, then walk through a secret passage to a one way door to the south. Instead of going through the one way door to the south, you can walk north and walk around inside the walls. You can get to other rooms of the Pyramid that way, but if you enter another room that way through one of its doors, you won't be able to exit normally through its other door, or drop down to the next floor because of the sand falls. If you walk into the walls, you can also reenter the normal rooms through the southern walls of the rooms that the sand falls drop you into, or through the wall south and one square right of one of the sand falls.

24. WALKING THROUGH WALLS 2

This bug applies to the SNES version but not the Gameboy Advance version. I'm not sure about the Playstation version.

If you walk left or right at the entrance to Istory Falls (inside Istory Falls, but before the gargoyles), you can walk around inside the walls. You can get to the second area that way, and there's a bonfire inside the walls.

25. WALKING INTO WALLS

This bug applies to the SNES and Gameboy Advance versions. I'm not sure about

the Playstation version.

In the town of Kelb there are three wolves running around in circles. The wolves always turn left whenever they run into something. If you stand in their way, it's possible to get them to turn and run out of their normal circle and hit a dead end with nowhere to turn, which will cause them to keep walking into a wall.

26. TWO GALUFS

This bug applies to the SNES version but not the Gameboy Advance version. I'm not sure about the Playstation version.

After you finish the Barrier Tower, there will be a short period where Galuf is standing in one place and the rest of your party is in another place. As usual, the rest of your party will be represented by whoever was in the top spot. If you put Galuf in the top spot before you finished the Barrier Tower, it'll look like he's in two places at once.

27. GALUF'S GHOST

This bug applies to the SNES and Gameboy Advance versions. I'm not sure about the Playstation version.

The first time you go to the Sealed Castle Kuzar in world two, Galuf will tell you about it. If you wait to go there until after Galuf dies, it'll still say that he's the one telling you about it. Although you have to do it while you're still in world two.

28. LENNA'S GHOST

This bug applies to the SNES and Gameboy Advance versions. I'm not sure about the Playstation version.

If you search the upper left hand bookshelf in the room with all the bookshelves in Castle Surgate, Lenna will say something. If you search it when she's not in your party at the beginning of world 3, she'll still say something.

SECTION 04 - JOBS

If you're playing the Playstation or Gameboy Advance versions of Final Fantasy 5, see the Jobs Translations section for a translation of the job names in this section.

The Normal job has the Fight ability and the Items ability, plus it can equip two abilities that you've learned from other jobs. The Mimic job has the Mimic ability, plus it can equip three abilities that you've learned from other jobs, but it doesn't have the Fight or Items abilities unless you include them among your three chosen abilities. All other jobs have the Fight ability, the Items ability, and the First Battle Option of their own job, plus they can equip one ability that you've learned from other jobs. (Note that the Berserker job doesn't have a First Battle Option.)

Abilities of type S (Status Skills) and I (Innate Abilities) are used automatically, but you must manually select abilities of type L (Learned Battle Options) and F (First Battle Options) in battle whenever you want to use them.

You must learn Status Skills and Learned Battle Options (by gaining ABP and increasing your job level) before you can use them. And you must learn the Innate Abilities and First Battle Options of other jobs before you can use them, but a job can use its own Innate Abilities and First Battle Option even if they haven't yet been learned for use with other jobs.

Status Skills, Learned Battle Options, and First Battle Options must be equipped as abilities in order for you to use them (even those of your current job). And you must equip the Innate Abilities of other jobs in order to use them, but a job can use its own Innate Abilities without equipping them. And the Normal and Mimic jobs can use the Innate Abilities of all the jobs they've mastered without equipping them. (Therefore, the Normal and Mimic jobs become very powerful after you master a few other jobs.)

The Stats section contains information on the effect that different jobs and abilities have on your statistics.

Abilities list (the level at which you gain the ability is listed first, then the ABP to get to that level, then the ability's type, then the ability and description.)

Knight:

- 1 010 I Cover - Cover near-death allies.
- 2 030 F !Guard - Nullify physical attacks.
- 3 050 S Dbl Grip - Lets you hold some weapons with both hands to doubles the amount of damage they do. See the Weapons section for information on which weapons are Double Grip OK.
- 4 100 S Equip Shields - Lets you equip shields even if your current job can't normally equip them.
- 5 150 S Equip Armor - Lets you equip body armor that knights can equip even if your current job can't normally equip it. Nothing lets you equip body armor that knights can't equip if your current job can't normally equip it.
- 6 350 S Equip Swords - Lets you equip General Swords and Knight Swords even if your current job can't normally equip them.

Monk:

- 0 NA F !Kick - Physical attack on all enemies. Does more damage when you're at high levels. Does more damage if you have the Kaiser Knuckles equipped. Note that !Kick can never be learned for use with other jobs.
- 1 015 L !Buildup - Attacks an enemy for double the damage of a normal attack, but it takes extra time to do it.
- 2 030 I Brawl - Increases your attack power when you attack with your fists. Works even better if you have the Kaiser Knuckles equipped.
- 3 045 L !Mantra - Restore HP. Cure poison and darkness.
- 4 060 I Counter - Counterattack when you're attacked.
- 5 100 S HP +10% - Maximum HP increases by 10%.
- 6 150 S HP +20% - Maximum HP increases by 20%.
- 7 300 S HP +30% - Maximum HP increases by 30%.

Thief:

- 1 010 I Passages - See hidden passages. Equipping this on one character lets it work for the whole group.
- 2 020 L !Escape - Run away quickly from most monsters.
- 3 030 I Dash - Hold cancel while walking to double walking speed. Equipping this on one character lets it work for the whole group.
- 4 050 F !Steal - Steal 'treasure' from monster. The Thief Glove increases !Steal's success rate. See the monsters section for a list of what monsters have what treasure to steal.
- 5 075 I Caution - Prevent attacks from behind. Equipping this on one character lets it work for the whole group.
- 6 150 L !Capture - Steal 'treasure' and attack simultaneously. See the monsters section for a list of what monsters have what treasure to steal.
- 7 300 S Agility - Become as agile as a Thief.

White Mage:

See the White Magic section for information on the White Mage's magic.

- 1 010 L !White - Use level 1 White spells.
- 2 020 L !White - Use White spells level 2 and below.
- 3 030 L !White - Use White spells level 3 and below.
- 4 050 L !White - Use White spells level 4 and below.
- 5 070 L !White - Use White spells level 5 and below.
- 6 100 F !White - Use White spells level 6 and below.
- 7 300 S MP +10% - Maximum MP increases by 10%.

Black Mage:

See the Black Magic section for information on the Black Mage's magic.

- 1 010 L !Black - Use level 1 Black spells.
- 2 020 L !Black - Use Black spells level 2 and below.
- 3 030 L !Black - Use Black spells level 3 and below.
- 4 050 L !Black - Use Black spells level 4 and below.
- 5 070 L !Black - Use Black spells level 5 and below.
- 6 100 F !Black - Use Black spells level 6 and below.
- 7 450 S MP +30% - Maximum MP increases by 30%.

Blue Mage:

See the Blue Magic sections for information on the Blue Mage's magic.

- 1 010 L !Observe - Detect an enemy's HP and weakness.
- 2 020 I Learning - Learn blue magic when monsters cast it on you.
- 3 070 F !Blue - Use Blue magics.
- 4 250 L !Analyze - Detect an enemy's Level, HP, weaknesses, and status.
Some monsters can't be analyzed (see the monsters section).

Berserker:

- 1 100 I Berserk - Prevents you from being able to control your characters. They continuously attack enemies at random, but their attacks do more damage than attacking normally. The amount of extra damage is a complicated formula that varies with your enemy's defense, but it does at least 50% more damage than attacking normally. Note that unlike other Innate abilities, Berserk is not used automatically by the Normal and Mimic jobs once you master the Berserker job.
- 2 400 S Equip Axes and Hammers - Lets you equip axes and hammers even if your current job can't normally equip them.

Mystic Knight:

See the Sword Magic section for information on the Mystic Knight's magic. See the Weapons section for information on which weapons are Magic Sword OK.

- 1 010 I Barrier - Automatic Magic Barrier when near-death.
- 2 020 L !MgcSwrd - Use level 1 MagicSword spells.
- 3 030 L !MgcSwrd - Use MagicSword spells level 2 and below.
- 4 050 L !MgcSwrd - Use MagicSword spells level 3 and below.
- 5 070 L !MgcSwrd - Use MagicSword spells level 4 and below.
- 6 100 L !MgcSwrd - Use MagicSword spells level 5 and below.
- 7 400 F !MgcSwrd - Use MagicSword spells level 6 and below.

Time Mage:

See the Dimen Magic section for information on the Time Mage's magic.

- 1 010 L !Dimen - Use level 1 Dimen spells.
- 2 020 L !Dimen - Use Dimen spells level 2 and below.
- 3 030 L !Dimen - Use Dimen spells level 3 and below.
- 4 050 L !Dimen - Use Dimen spells level 4 and below.
- 5 070 L !Dimen - Use Dimen spells level 5 and below.
- 6 100 F !Dimen - Use Dimen spells level 6 and below.

7 250 S Equip Rods and Staves - Lets you equip all rods, all staves, the Flail, and the MornStar even if your current job can't normally equip them.

Summoner:

See the Espers section for information on the Summoner's magic.

1 015 L !Summon - Use level 1 Summon spells.
2 030 L !Summon - Use Summon spells level 2 and below.
3 045 L !Summon - Use Summon spells level 3 and below.
4 060 L !Summon - Use Summon spells level 4 and below.
5 100 F !Summon - Use Summon spells level 5 and below.
6 500 L !Conjure - Randomly call one of the Espers you've gained with no MP cost.

Red Mage:

See the White Magic section and the Black Magic section for information on the Red Mage's magic.

1 020 L !Red - Use level 1 White and Black spells.
2 040 L !Red - Use White and Black spells level 2 and below.
3 100 F !Red - Use White and Black spells level 3 and below.
4 999 L !X-Magic - Cast two spells consecutively. On its own it gives you access to White and Black spells level 3 and below. But it can also be used with high level White and Black spells, Sword Magic, Dimen spells, and Summon spells if you equip them as abilities. It can't be used with Blue Magic or Songs.

Ninja:

1 010 L !Smoke - Run away quickly from most monsters.
2 030 L !Image - Nullify two physical attacks.
3 050 I Preemptiv - Frequent preemptive attacks.
4 150 F !Throw - Attack by throwing weapons. Never misses (except sometimes when you're using a Rod). See the weapons section for a list of which weapons can be thrown.
5 450 I 2-Handed - Hold a weapon in each hand. Can't be used with weapons that are Double Grip Only. See the Weapons section for information on which weapons are Double Grip Only.

Mediator:

1 010 L !Tame - Tame beast-type monsters.
2 050 L !Control - Control 1 monster's actions. The Coronet increases !Control's success rate. Some monsters can't be controlled (see the monsters section).
3 100 S Equip Whips - Lets you equip whips even if your current job can't normally equip them.
4 300 F !Catch - Capture a monster if you've weakened it to 1/8 its max HP (or 1/2 if you have the CornaJar equipped). Then later you can release it and it will attack other monsters. If it uses an attack that will only affect one monster, then it will target a monster at random. Some monsters can't be caught. See the catches section for information about what attack each monster uses when you catch it.

Geomancer:

1 025 F !Terrain - Use nature to attack the enemy. See the Terrain Attacks section for information on the Geomancer's Terrain ability.
2 050 I Pitfalls - Spot trap holes. Equipping this on one character lets it work for the whole group.
3 100 I DmgFloor - Be unharmed on damage floors. Equipping this on one character lets it work for the whole group.

Hunter:

- 1 015 L !Animals - Call upon our forest friends. See the Animals section for information on the Hunter's Animals ability.
- 2 045 F !Aim - Attacks normally, but never misses (except sometimes when you're using a Rod).
- 3 135 S Equip Bows - Lets you equip bows even if your current job can't normally equip them.
- 4 405 L !X-Fight - Attacks four enemies at random during one turn (it can attack the same enemy more than once). The amount of damage that each attack does is different than if you attack normally. It cuts through the enemy's defense, so the difference varies depending on your enemy's defense, but each of the four hits usually does a little more than half as much damage as one normal hit would do (unless you're using the Drain Sword, in which case each of the four hits does the same amount of damage that one normal hit would do). Never misses (except sometimes when you're using a Rod).

Bard:

- 1 025 L !Hide - Hide from enemy attacks. Note the "Hidden Zombies" bug in the Bugs section, about an error with hiding.
- 2 050 S Equip Harps - Lets you equip harps even if your current job can't normally equip them.
- 3 100 F !Sing - Sing magic songs. See the Songs section for information on the Bard's songs.

Dragoon:

- 1 050 F !Jump - Jumping attack against the enemy. For one turn while you're in the air, the enemy can't attack you. Does twice as much damage if you're using a spear. Never misses (except sometimes when you're using a Rod).
- 2 150 L !DrgnSwd - Absorb HP and MP.
- 3 400 S Equip Spears/Lances - Lets you equip spears/lances even if your current job can't normally equip them.

Samurai:

- 1 010 L !SwdSlap - See the "SwdSlap" bug in the Bugs section.
- 2 030 F !GilToss - Throw Gil to damage all enemies. The amount of damage it does and Gil it costs increases with your level.
- 3 060 I Evade - 33% chance of evading physical attacks.
- 4 180 S Equip Katanas - Lets you equip katanas even if your current job can't normally equip them.
- 5 540 L !Slash - Kill all enemies. Doesn't always work.

Chemist:

- 1 015 I Medicine - Double effect of potions and ethers you use.
- 2 030 L !Combine - Develop a new medicine from two existing medicines. See the Chemistry section for information on the Chemist's Combine ability.
- 3 045 F !Drink - Use drinks. See the drinks part of the items section for information on the different drinks.
- 4 135 L !Pray - Cures all allies of the status ailments Darkness, Poison, Mini, Frog, Mute, Charm, Paralyze, Sleep, and Aging.
- 5 405 L !Revive - Revive a wounded party member.

Dancer:

- 1 025 L !Flirt - Temporarily distracts enemies. Doesn't always work. Equipping the helmet Tiara, the body armor Rainbow, or the accessory Red increases the Hit% of the Flirt command.
- 2 050 F !Dance - Dance mysterious dances. Equipping the helmet Tiara, the

body armor Rainbow, or the accessory Red increases your chance of doing the Sword Dance by letting you do the Sword Dance when you otherwise would've done the Tempting Tango. See the Dances section for information on the Dancer's dances.

- 3 325 S Equip Ribbons - Lets you equip the ManEater knife, the Rainbow body armor, the Ribbon helmet, and the accessory Red even if your current job can't normally equip them.

Mimic:

- 1 999 F !Mimic - Copies the last action taken (including automatic use of the Innate Abilities Counter, Barrier, or Berserk (note that Mimicking someone who is Berserked will cause you to attack, but will not give you the Berserked status)). You can Mimic the use of spells or items without using MP or using up items (except the Dimen Magic spell Meteo). When you mimic someone who used the Dimen Magic spell Quick, only their last turn will be mimicked. Most innate abilities and status skills, and the effect of good equipment and stats can't be mimicked.

Oracle

Note that the Oracle job is only available in the Gameboy Advance version.

- 1 020 F !Condemn - Sentence a target to the effects of different spells. See the Condemn section for information on the Oracle's Condemn ability.
- 2 050 L !Predict - Foretell cataclysms. See the Predict section for information on the Oracle's Predict ability.
- 3 150 S ABP Up - Lets the person who equips the ability gain one and a half times the ABP per battle.
- 4 300 S Read Ahead - Reduces the rate of random enemy encounters.

Cannoneer

Note that the Cannoneer job is only available in the Gameboy Advance version.

- 1 050 F !Open Fire - Damages one enemy and impose a status effect. The amount of damage and the status effect varies.
- 2 150 S EXP Up - Lets the person who equips the ability gain one and a half times the experience per battle.
- 3 300 L !Combine - Mix and fire off explosives that damage all enemies. See the Explosives section for information on the Cannoneer's Combine ability.

Gladiator

Note that the Gladiator job is only available in the Gameboy Advance version.

- 1 030 S Lure - Increases the rate of random enemy encounters.
- 2 070 F !Finisher - Either attacks an enemy for large amounts of normal damage, or sometimes does an elemental attack. Butz's elemental attacks are wind based, Lenna's are water based, Cara's are earth based, and Faris's are fire based. Sometimes misses.
- 3 150 S Long Reach - Attack enemies at full power from the back row, no matter the weapon.
- 4 450 L !Bladeblitz - Attack all enemies.

Necromancer

Note that the Necromancer job is only available in the Gameboy Advance version. See the Dark Arts section for information on Dark Arts magic.

- 1 015 L !Oath - Call forth a demon. See the Demons section for information on the Necromancer's Oath ability.
- 2 030 L !Dark Arts (level 1)
- 3 045 L !Dark Arts (level 2)
- 4 060 L !Dark Arts (level 3)

- 5 100 L !Dark Arts (level 4)
- 6 200 F !Dark Arts (level 5) - Call upon evil forces to perform Dark Arts.
- 7 300 I Undead - Become undead. Take damage from recovery items or magic.
See the Necromancers section of the Tips section for additional information. Note that unlike other Innate abilities, Undead is not used automatically by the Normal and Mimic jobs once you master the Necromancer job.

Note that no job has a status skill that lets you equip general knives (other than the ManEater); ninja knives; bells; helmets (other than the ribbon); body armor that knights can't equip (other than the Rainbow); accessories (other than the accessory Red); or the weapons Full Moon, DblLance, or RisinSun if your current job can't normally equip them.

SECTION 05 - MY JOB RECOMMENDATIONS

If you're playing the Playstation or Gameboy Advance versions of Final Fantasy 5, see the Jobs Translations section for a translation of the job names in this section.

I recommend you start out with one White Mage, one Black Mage, and two Knights. But do whatever works for you. And once your characters have learned some of the abilities of a job, have them switch their jobs around, so they become well balanced. Or at least have the magic users learn different types of magic and the physical fighters learn different types of physical fighting. If you're only going to have two magic users, then I recommend that you make Galuf and Faris the magic users. Note that I also recommend that you temporarily switch some of your characters to Blue Mages to learn the Blue Magic spells as they become available. The Thief and Monk jobs can be useful, but they're a lower priority.

Note that the White Mage's 7th level sucks. Your White Mages should switch to another job once they reach level 6. And the Black Mage's 7th level can be useful, but it's a lower priority than some of the other abilities you can get. None of the Knight's abilities are especially good, so when you get other physical fighting jobs later you should switch your Knights to them so you can learn the abilities of those other jobs. But it can be useful to have some of your characters be Knights now, not so that you can learn their abilities, but just because they're strong.

Also note that while in general it is good to have a well balanced party, you might want to switch all four of your characters to the same job for some boss fights. The Black Mage job and the Summoner job (which you'll get later) are especially good for some boss fights.

When you get the second set of jobs, I recommend that you have your Black Mage switch to a Summoner and learn both types of magic. At some point all magic users should learn the Red Mage's !X-Magic ability. It's very useful. The Time Mage and Mystic Knight jobs can be useful, but they're only a medium level priority. Berserker sucks, don't waste your time with that. If you're going to use a Time Mage, note that their 7th level sucks. Your Time Mages should switch to another job once they reach level 6. You should definitely have a Summoner reach level 5, but getting it to the 6th level to master it isn't necessary. It can be useful, but it's a lower priority.

I recommend that all your physical fighters should learn the Ninja's 2-Handed

ability at some point. It's very useful. It's like the Knight's Dbl Grip ability, but it's innate, so once you've mastered the Ninja job, the Normal and Mimic Jobs won't have to equip the 2-Handed ability in order to use it. And it works with more weapons than Dbl Grip does. If you want to use Blue Magic, then I recommend that you have someone learn the Mediator's !Control ability (which he gets at level 2), because it can be helpful in getting monsters to use some Blue Magic spells so that you can learn them. But you should switch to another job once you reach level 2. The Mediator's other abilities suck. The Geomancer's !Terrain ability can be useful, but it's a lower priority. Although it might be more useful than I give it credit for. The skills that Geomancers learn after level 1 can be useful, but they're a lower priority too. And they work for the whole group even if they're only equipped on one character, so there's no point in having all of your characters learn them.

I recommend that all your physical fighters should learn the Hunter's !X-Fight ability at some point. It's very useful (even more useful than the Ninja's 2-Handed ability, although you should learn them both). I never used the Bard, but it's probably more useful than I gave it credit for. Its only really good songs aren't learned until late in the game though, so I don't recommend learning to sing them now.

The Samurai and Chemist jobs can be useful, but they're a low priority. Although they might be more useful than I give them credit for. I never used the Dragoon, but it may be more useful than I gave it credit for. Dancer sucks, don't waste your time with it.

Gaining ABP in the Mimic job could hypothetically be useful, but learning its ability for use with other jobs is a low priority. If you want to use the !Mimic ability, you might as well just be a Mimic, and you don't have to gain ABP for the Mimic to use its own !Mimic ability. So there's not a lot of need to spend time gaining ABP for this job.

I don't have recommendations about the Oracle, Cannoneer, Gladiator, or Necromancer jobs yet. And my recommendations about the other jobs were made without taking into account the alternatives presented by the Oracle, Cannoneer, Gladiator, or Necromancer jobs.

SECTION 06 - STATS

If you're playing the Playstation or Gameboy Advance versions of Final Fantasy 5, see the Jobs Translations section for a translation of the job names in this section.

STATS PART 1 - JOBS

The table below shows the statistics for each job. In addition to the job stats listed below, the characters each have individual bonuses to certain statistics, which are listed in the second table below.

The Normal and Mimic statistics shown in the chart are before you master other jobs. Then for each statistic, the Normal and Mimic jobs will get the best of all the jobs they've mastered. If you're playing the SNES or Playstation versions of the game, note that Monks have the best Strength and Vitality, Thieves have the best Agility, and Summoners have the best Magic Power. If

you're playing the Gameboy Advance version of the game (which has some extra jobs), then Monks and Gladiators are tied for the best Strength, Thieves have the best Agility, Monks have the highest Vitality, and Oracles have the best Magic Power. So if you want your Normal and Mimic jobs to have the best statistics they can have then you should master those jobs.

JOB STATS

JOB	ST	AG	VIT	MP
Normal	25	24	24	24
Knight	48	25	44	10
Monk	51	25	50	1
Thief	26	40	26	18
White Mage	18	25	24	49
Black Mage	16	24	22	55
Blue Mage	17	25	27	47
Berserker	46	15	49	1
Mystic Knight	39	38	38	25
Time Mage	20	26	21	48
Summoner	15	23	23	57
Red Mage	33	29	18	32
Ninja	40	38	27	14
Mediator	38	25	32	21
Geomancer	29	26	28	48
Hunter	41	36	25	19
Bard	17	32	15	35
Dragoon	43	29	39	12
Samurai	44	26	43	12
Chemist	27	27	30	20
Dancer	30	29	14	19
Mimic	25	24	24	24
Oracle	16	23	20	60
Cannoneer	34	30	30	28
Gladiator	51	38	27	10
Necromancer	29	25	45	53

CHARACTER STAT BONUSSES

CHARACTER	ST	AG	VIT	MP
Butz	+3	+1	+3	+1
Lenna	0	+2	+1	+4
Galuf	+2	0	+4	0
Faris	+2	+3	+2	+2
Cara	0	+4	0	+3

STATS PART 2 - MISC

Your Strength, Agility, Vitality, and Magic Power are determined by your job, plus some abilities can increase them (as noted below), and some weapons and armor have small bonuses to them.

Your Max HP is determined by your Level and Vitality (excluding equipment bonuses to Vitality).

Your Max MP is determined by your Level and Magic Power (excluding equipment bonuses to Magic Power).

Your Regen rate is determined by your Vitality.

Your Attack Power is determined by your weapon(s).

Your Defense, Evade Rate, Magic Defense, Magic Evade Rate, and Equipment's Weight are determined by your armor.

The Bard's Songs; the Chemist's Drinks; the White Magic spells Armor and Shell; the Blue Magic spells DrkShock and GuardOff; and the chemist mixes Dragon Power, Sampson Power, and Split Shell affect their target's stats.

The amount of time you have to wait between turns is determined by your Agility and your Equipment's Weight.

Some Status Effects affect stats (except the Hit Percentage of the Lillith Rod and the Dancer's !Flirt ability).

STATS PART 3 - HIT PERCENTAGES

Some attacks always hit their target. For the rest:

The probability that a magic attack will hit the target successfully is determined by the spell's Hit % and the target's Magic Evade Rate. Magic attacks (except attacks with the Rod, Fire Rod, Ice Rod, Thunder Rod, Venom Rod, and Wizard Rod) become more likely to hit as the caster's Level increases, and they become less likely to hit as the target's Level increases. If the target has an Aegis Shield, that gives them another chance to evade magic attacks (except the Lillith Rod and the Dancer's !Flirt ability).

The probability that a physical attack will hit the target successfully is determined by the attacker's weapon's Hit % and the target's Evade Rate. If the target has the Samurai's Evade ability, the knife Guardian, the accessory Elf Cape, the knife Hardened, and/or the sword Defender, then those will each give them another chance to evade physical attacks. (Although equipping both the knife Hardened and the sword Defender will only give you one extra chance to evade physical attacks, not two.) General Knives (except the ManEater), Ninja Knives, Bows (except the Gale Bow and the AntiMagic Bow), and the Beastkill Whip and the Dragon Whip halve the target's evade rate.

Some attacks are hybrid physical magic attacks. The probability that they will hit the target successfully is determined the same way as it is for regular physical attacks.

Some enemies can't evade particular types of attacks. See the Monsters section for details.

STATS PART 4 - ATTACK TYPES

The hybrid physical magic attacks are: The Esper Chocob, the Esper Odin's Gungnir attack, the Terrain attack Branch Arrow, the Terrain attack Branch Spear, the Enemy Magic attack Reaper's Sword, and Gilgamesh's Jump attack.

Spells count as magic attacks. (Except the Blue Magic spell GblinPnch, the Enemy Magic spell Fight, and the Enemy Magic spell Strong Fight, which all count as physical attack. And except for the spells that are hybrid physical magic attacks.)

Songs; Terrain attacks; the Hunter's Animals; the Chemist's Mixes; the Dragoon's DrgnSwd ability; the Samurai's !Slash ability; the Dancer's !Flirt

ability; the Monk's Mantra ability; and the Dances Mystery Waltz, Jitterbug Duet, and Tempting Tango all count as magic attacks.

The Monk's !Kick ability, the Ninja's !Throw ability, the Samurai's !GilToss ability, and enemy specialty attacks all count as physical attacks.

Attacks with weapons count as physical attacks. (Except attacks with any of the following weapons: Staves (except the Mythril Staff and the staff that is just called Staff), Rods, Harps, Scrolls, the Drain Sword, the Giyaman Bell, and the Tinker Bell. Those all count as magic attacks.)

STATS PART 5 - DAMAGE FORMULAS

The amount of damage that some magic attacks do is set, or a function of the caster's or target's Current and/or Max HP. For the rest:

Some enemies are weak or strong against particular elements, so that affects how much damage attacks of that element do. In addition to that:

The amount of damage that most magic attacks do is determined by the spell's Attack Power, the caster's Level and Magic Power, and the target's Magic Defense.

The amount of damage that a hybrid physical magic attacks does is determined by the spell's Attack Power, the caster's Level and Magic Power, and the target's Defense.

The amount of damage that a physical attack does is determined by a complicated formula involving the attacker's Attack Power, Level, and Strength and the target's Defense. (Except the Samurai's !GilToss ability, which is only based on the attacker's Level and the target's Defense.) Different weapons have different formulas, but if they have the same attack power, then they will generally do about the same amount of damage, with the following exceptions:

1. If there's a special effect to take into account, like being in the back row, or using Magic Sword, etc..
2. Bells, Axes, Hammers, the RuneEdge, the Flail, the MornStar, and some Rods and Staves do dramatically different amounts of damage each time you use them. All weapons vary a bit from round to round, but for most weapons it isn't a very significant difference, and with these weapons it is. The amount of damage they do on average is about the same as most other weapons of equal attack power, though.
3. The RuneEdge, Rune Axe, and Rune Bell do damage based on your strength, just like most weapons. But the formula for the amount of damage they do has an extra part based on your Magic Power. This can result in these weapons being incredibly powerful despite their mediocre attack power. Although they use up your Magic Points when you use them (you don't get their bonus damage if you're out of Magic Points).
4. The Chicken Knife, Giyaman Bell, Tinker Bell, and the Ninja's !Throw ability do damage based on your strength or magic power (some weapons are based on strength, and some are based on magic power), just like most weapons. But the formula for the amount of damage they do has an extra part based on your Agility (except when you use the Ninja's !Throw ability with the Flame Scroll, Water Scroll, or Thunder Scroll). This can result in the Chicken Knife doing even more damage than the BraveBld can.

5. The formula for the damage done by all General Knives (except the ManEater), Ninja Knives, Bows (except the AntiMagic Bow), Whips, the Full Moon, and the RisinSun are also supposed to have an extra part based on your Agility. This would result in them doing more damage than other weapons with the same attack power. But there was an error in the game's programming that lessened the effect of this (the error didn't affect the Chicken Knife, Giyaman Bell, Tinker Bell, and !Throw ability). If you're playing the Super Nintendo version of Final Fantasy 5 on your computer (with a ROM), then you can use a Hex Editor to fix this error by changing the ROM's offsets 28313-28316 from A526C220 to C220A526.

STATS PART 6 - ABILITIES

Some abilities increase some of your stats to the level of the job that learned them. They are listed below. For example, if one of your characters had the job of White Mage, then you could increase that character's strength to the level of a Monk by equipping the Monk's Brawl ability. These abilities won't have any effect if your character's stats are already higher than the ability could make them. (That is, they can only increase your stats; they won't lower them.) The list below does not include the bonus that the individual characters have for certain statistics (listed above).

Summon level 5	MP 57
Summon level 4	MP 53
Summon level 3	MP 49
Summon level 2	MP 45
Summon level 1	MP 41
Black level 6	MP 55
Black level 5	MP 52
Black level 4	MP 49
Black level 3	MP 46
Black level 2	MP 43
Black level 1	MP 40
Dark Arts level 5	MP 53
Dark Arts level 4	MP 49
Dark Arts level 3	MP 45
Dark Arts level 2	MP 41
Dark Arts level 1	MP 37
White level 6	MP 49
White level 5	MP 47
White level 4	MP 45
White level 3	MP 43
White level 2	MP 41
White level 1	MP 39
Dimen level 6	MP 48
Dimen level 5	MP 46
Dimen level 4	MP 44
Dimen level 3	MP 42
Dimen level 2	MP 40
Dimen level 1	MP 38
Blue	MP 47
X-Magic	MP 32
Red level 3	MP 32
Red level 2	MP 31
Red level 1	MP 30
MgcSwrd level 6	ST 39 and MP 25
MgcSwrd level 5	ST 37 and MP 23

MgcSwrd level 4	ST 35 and MP 21
MgcSwrd level 3	ST 33 and MP 19
MgcSwrd level 2	ST 31 and MP 17
MgcSwrd level 1	ST 29 and MP 15
Brawl	ST 51
Equip Swords	ST 48
Equip Axes and Hammers	ST 46
Equip Katanas	ST 44
Equip Spears/Lances	ST 43
Dbl Grip	ST 38
Equip Bows	ST 41 and AG 36
Equip Whips	ST 38 and AG 25
Equip Harps	AG 32 and MP 35
Agility	AG 40

 STATS PART 7 - EQUIPMENT

Below is a list of equipment that give bonuses to your statistics.

GENERAL KNIVES	ST	AG	VIT	MP
Chicken		+5		
Gladius		+2		
ManEater	+2	+2	+2	+2
Assassin		+1		
Thief		+1		
Dancing		+1		+1
MageMash				+1

NINJA KNIVES	ST	AG	VIT	MP
Kagenui		+3		
Hardened		+1		
Kodachi		+1		
Kunai		+1		

GENERAL SWORDS	ST	AG	VIT	MP
Ultima Weapon	+2	+2	+2	
Enhancer				+3

KNIGHT SWORDS	ST	AG	VIT	MP
BraveBld	+5			
Apocalypse	+3		+3	
Excalibur	+5			
Drain				+5

AXES	ST	AG	VIT	MP
Earthbreaker	+5	-5	+5	-5
Rune Axe				+3

WHIPS	ST	AG	VIT	MP
Flame	+2	+2		

BOWS	ST	AG	VIT	MP
Yoichi	+3	+3		

SPEARS	ST	AG	VIT	MP
Longinus	+2			
Holy	+3			
Javelin	+1			

Spear			+1		
RODS					
	ST	AG	VIT	MP	
Demon's Rod					+2
Rod					+1
Wonder					+2
Lillith					+3
STAVES					
	ST	AG	VIT	MP	
Mace of Zeus					+3
Judgment					+3
Light					+2
Power		+5			
Healing					+2
SHIELDS					
	ST	AG	VIT	MP	
Force			-5		
Aegis					+1
HELMETS					
	ST	AG	VIT	MP	
Thornlet					-5
Royal Crown			+1		+1
DarkHood			+2		
Ribbon		+5	+5	+5	+5
Circlet					+3
Magus					+2
Bandana		+3			
Coronet					+1
Tricorn					+1
Tiara					+3
GrnBeret		+1	+1		
BODY ARMOR					
	ST	AG	VIT	MP	
Bone Mail				-5	
Maximillian				+2	
Robe of Lords					+1
Dark		+1	+1		
Black					+5
White				+3	+3
Lumina					+2
Strength		+3			
Angel				+5	
Stealth			+1		
Training		+1			
ACCESSORIES					
	ST	AG	VIT	MP	
Guard				+5	
Giant		+5	-5	+5	-5
Kaiser		+5			
Thief			+1		
Hyper Wrist		+5			
Power		+3			
Crystal Orb					+5
Elf Cape			+1		+1

This section is my summary of some of the information contained in J.L. Tseng's (a.k.a. InstructorTreppe's) FFV Algorithms and Stats FAQ. You can get additional information on the statistics behind anything in Final Fantasy 5 (notably determining exactly how much damage everything does and how likely it is to hit or miss its target) from his guide, which can be found on the page

SECTION 07 - JOBS TRANSLATIONS

SNES name	PS name	GBA name
Normal	Bare	Freelancer
Knight	Knight	Knight
Monk	Monk	Monk
Thief	Thief	Thief
White Mage	White Mage	White Mage
Black Mage	Black Mage	Black Mage
Blue Mage	Blue Mage	Blue Mage
Berserker	Berserker	Berserker
Mystic Knight	Sorcerer	Mystic Knight
Time Mage	Time Mage	Time Mage
Summoner	Summoner	Summoner
Red Mage	Red Mage	Red Mage
Ninja	Ninja	Ninja
Mediator	Trainer	Beastmaster
Geomancer	Geomancer	Geomancer
Hunter	Hunter	Ranger
Bard	Bard	Bard
Dragoon	Lancer	Dragoon
Samurai	Samurai	Samurai
Chemist	Chemist	Chemist
Dancer	Dancer	Dancer
Mimic	Mime	Mime
None	None	Oracle
None	None	Cannoneer
None	None	Gladiator
None	None	Necromancer

SECTION 08 - SUPER ENEMY STRATEGIES

Note that normally you want to have a job at all times, so that when you win a fight the ABP will go towards learning an ability. But for the fights against some of the Super Enemies you should be more worried about surviving than gaining ABP. So it might be good to switch your characters to the Normal or Mimic Jobs. That way they can use multiple abilities and use lots of different weapons and armor (although the Mimic Job can't use as many different weapons and armor as the Normal Job). Make sure to remember to reequip your characters with jobs and their regular equipment after the fight.

Remember that a job can use its own Innate Abilities even if they haven't yet been learned for use with other jobs, and even if they aren't equipped. And the Normal and Mimic jobs can use the Innate Abilities of all the jobs they've mastered without equipping them. The Ninja's 2-Handed ability is innate, and it's a very useful ability in these fights.

If you're playing the Playstation or Gameboy Advance versions of Final Fantasy 5, see the Monster Translations sections for a translation of the monster names in this section.

1. D.Chimera

Location: The desert south of Karnak in world 1. Later in the game it can also be found in the Sunken Worus Tower and the Desert in the Cleft of Dimension, although by that time it shouldn't really be considered a super enemy.

Strategy: You don't need a special strategy. It's just a tough fight.

2. MiniDragon

Location: World map in the forests near Istory in world 1.

Strategy: You don't need a special strategy. It's just a tough fight.

Although note that like most bosses, MiniDragon is immune to most status ailments. But unlike most bosses, MiniDragon is not immune to Frog.

3. Prototype

Location: Two islands southwest of Crescent in world 1. Later in the game it can also be found in the Sunken Worus Tower and sometimes it can be found inside one of the treasure chests in the Solitary Island Temple, although by that time it shouldn't really be considered a super enemy.

Strategy: The easiest way to kill Prototype is to use the Mediator's !Control ability to get control of Prototype and have him attack himself. But that's not much of a challenge. Here are some more interesting strategies:

Prototype has really strong defense, so it can be hard to do any damage to him. But it's possible if you use an Axe or a Hammer. When you use an Axe or Hammer, the enemy's defense power has less of an effect than it does when you use most other weapons. When you use an Axe or Hammer, your own attack power also has less of an effect than it does when you use most other weapons, so usually those two things balance each other out. But Axes and Hammers can be really useful in this rare instance where you're fighting an enemy with really strong defense. You can buy Ogre Axes in Jacole, or if you want to take the time to get them, you can win Doom Axes from the enemies called Crescent who can be found on the island with the town Crescent.

Or you can use the Hunter's !X-Fight ability. Or you can decrease his defense with the Blue Magic spell GuardOff then attack him normally. Or you can use attacks that aren't affected by the enemy's defense (like the Blue Magic spells Exploder, Vampire, and ???). The Hunter's Animal Wild Boar will also damage Prototype.

If you equip a Javelin (which you can steal from the enemy Sand Bear in the Quicksand Desert), or the Earth Hammer (which you can steal from the boss Titan, which you encounter after the Flying Lonka Ruins) then you can damage him using the Sword Dance. Or you can use the Ninja's !Throw ability to throw a Shuriken, Flame Scroll, Water Scroll, or Thunder Scroll (which can all be bought in Lix) or a Javelin or Earth Hammer at him. You can damage him using the Blue Magic spell GblinPnch if you use the Ninja's 2-Handed ability to equip any of the following combinations of weapons: the Earth Hammer and a Javelin, the Earth Hammer and the Wind Spear (which you can steal from the boss Chim.Brain, which you encounter after the Flying Lonka Ruins), the Earth Hammer and a Doom Axe, the Earth Hammer and the Ancient Sword (which you can find in the Flying Lonka Ruins), or two Javelins. Even if you don't have any of those combinations of weapons, GblinPnch can still damage him if you use the Chemist's !Drink ability to drink some Power Drinks. And GblinPnch does more damage if the enemy and caster are the same level. Prototype is level 23, so if you're level 23 too then GblinPnch can damage him even if you aren't using any of those combinations of weapons.

If you change Prototype's level so it's divisible by 5 (by dividing it twice with the Blue Magic spell DrkShock), then you can kill it using the Blue Magic spell L5 Doom.

There are some enemies who can be caught with the Mediator's !Catch command, then will damage Prototype if you release them during the fight against Prototype. Some of the most notable ones are that you can kill Prototype if you release four of the enemy Sand Bear or four of the enemy Zuu. Sand Bear can be found in the Quicksand Desert and Zuu can be found on the plains near Karnak and the Ancient Library.

If you encounter Prototype on a beach, then the Geomancer's !Terrain ability Big Tsunami will sometimes cause some damage to Prototype (but not always). That won't be an option if you aren't on a beach, though.

Or you can use the Blue Magic spell Blowfish, the Esper Titan, or the Chemist's mixes Dark Potion, Drain Kiss, Explosive, or Shadow Flare. Or you can decrease his defense with the Chemist mix Split Shell. Or you can attack him using the Katana, which can be bought in Jacole. It won't always work, but you can sometimes get a critical hit if you use a Katana or just attack him with your fists, and those can damage him. If (and only if) your level is high enough and you have the Monk's Brawl ability, then attacking Prototype with your fists will damage him even when you don't get a critical hit. If (and only if) your level is high enough, then you can also damage Prototype by using the Samurai's !Giltoss ability or the Monk's !Kick ability. If your level isn't high enough, then you can increase it with the Chemist mixes Dragon Power or Sampson Power. Although you don't get the Chemist or Samurai jobs or have a chance to learn Blowfish until you go to the Flying Lonka Ruins. And you don't learn Titan until after that. Prototype is very tough, so you can wait until then to fight him if you want.

4. Garkimasra

Location: Worus Castle Basement. Later in the game it can also be found in the Sunken Worus Tower, although by that time it shouldn't really be considered a super enemy.

Strategy: Same as the strategy for Prototype above. Although Garkimasra absorbs elemental damage, so some of the things that damage Prototype will heal Garkimasra. In particular, using the Ninja's !Throw ability to throw a Flame Scroll, Water Scroll, or Thunder Scroll, or using the Mediator's !Catch command to catch the enemy Zuu and releasing it during the fight against Garkimasra will heal Garkimasra.

Garkimasra's defense is very strong, but it's not nearly as strong as Prototype, so there are some attacks that will damage Garkimasra that wouldn't damage Prototype. Specifically you can damage him by just attacking normally with a Javelin. Or you could use the Sword Dance, the Ninja's !Throw ability, or the Blue Magic spell GblinPnch even if you have some weapons that are weaker than the ones required to damage Prototype. Although you'll still need to use the Ninja's 2-Handed ability to equip two weapons before you use the Blue Magic spell GblinPnch. Or if you're Berserked, you can damage him with a lot of weak weapons. Or you could use the Blue Magic spell AquaRake. The Esper Chocob will sometimes use the attack Fat Chocobo, and that will damage Garkimasra. The Hunter's Animal Bee Swarm will sometimes damage Garkimasra (but not always).

Note that Garkimasra is level 20, so GblinPnch will do more damage if you're on level 20 too. And you can kill Garkimasra with the Blue Magic spell L5 Doom without having to change his level at all.

Garkimasra's HP is lower than Prototype's, so to kill Garkimasra you only have to catch one Sand Bear and release it, rather than four. And there are some enemies that wouldn't be able to kill Prototype (although some of them might damage him), but will kill Garkimasra if you catch them and release them. One notable one is the enemy Goblin. The Goblin can be found near the Pirates' Cave, and it casts a strong Black Magic spell called Flare when you catch and release it.

If you want to fight Garkimasra when you first get to Worus Castle, before you've been to Jacole, then note that you can buy Battle Axes in Worus. They're not as strong as Ogre Axes or Doom Axes, but they're the best you can get at the time.

5. Skull Eater

Location: Jacole Cave in world 1. You can fight it in world 3 too, although by that time it shouldn't really be considered a super enemy.

Strategy: Same as the strategy for Prototype above. Although in addition to strong defense, Skull Eater also has a high Evade rate, so it might take you several tries before you hit him. You can get around that by using the Hunter's !Aim or !X-Fight abilities or the Dragoon's !Jump ability.

Skull Eater's defense is very strong, but it's not quite as strong as Prototype, so there are some attacks that will damage Skull Eater that wouldn't damage Prototype. Specifically you can damage him using the Sword Dance, the Ninja's !Throw ability, or the Blue Magic spell GblinPnch even if you have some weapons that are slightly weaker than the ones required to damage Prototype. Although you'll still need to use the Ninja's 2-Handed ability to equip two weapons before you use the Blue Magic spell GblinPnch. The Hunter's Animal Bee Swarm will sometimes damage Skull Eater (but not always).

Note that Skull Eater's is level 32, so GblinPnch will do more damage if you're on level 32 too. And before you can kill Skull Eater using the Blue Magic spell L5 Doom, you can change its level so it's divisible by 5 by giving it the Chemist mix Sampson Power then dividing its level twice with the Blue Magic spell DrkShock. Or you could change its level so it's divisible by 5 by giving it a bunch of Sampson Powers and/or Dragon Powers, until its level hits the maximum of 255.

Skull Eater's HP is lower than Prototype's, so to kill Skull Eater you only have to catch one Sand Bear or Zuu and release it, rather than four. And there are some enemies that wouldn't be able to kill Prototype (although some of them might damage him), but will kill Skull Eater if you catch them and release them. Notable among them are the enemies Goblin and MiniDragon. The Goblin can be found near the Pirates' Cave, and it casts a strong Black Magic spell called Flare when you catch and release it. The MiniDragon can be found near Istory, and it casts a strong offensive White Magic spell called Holy when you catch and release it.

The Geomancer's !Terrain ability can sometimes kill Skull Eater (but not always).

Unlike Prototype, Skull Eater might be susceptible to instant death attacks and spells that will give it status ailments like Mini, Frog, and Charm, although its magic evade rate is very high, so they're unlikely to work.

If you really want a challenge, try casting a spell on Skull Eater, and that will cause it to call four more Skull Eaters to help it fight you. The spell has to hit it in order to cause it to call four more Skull Eaters, and it has a high Magic Evade rate too, so make sure to use a spell that will always hit

(like Fire).

6. ShieldDrgn

Location: The Sealed Castle Kuzar in world 2. You can fight it in world 3 too, although by that time it shouldn't really be considered a super enemy.

Strategy: A special strategy is not absolutely necessary with the ShieldDrgn, but it's a very tough fight at the point in the game when it first becomes available. It has a wall that reflects spells, its HP is very high, and its defense is fairly high, but its defense is low enough that there are still several weapons available at that point in the game that can hurt it. The ShieldDrgn attempts to Charm your characters. You will be immune to Charm if you're using the Berserker's Berserk ability (or if you have the job of Berserker, which automatically has the Berserk ability). You will also be immune to Charm if you have the helmet Tiara, which could be stolen from the enemy Lamia which could be found in the Lonka Ruins. The easiest way to defeat the ShieldDrgn is to use the Mediator's !Control ability and make it kill itself with its Flame attack. In most cases ShieldDrgn will leave the battle when its HP gets low, although if you make it kill itself with its Flame attack it won't leave the battle until it dies.

7. Sand Crawl

Location: The desert in the northeast in world 2.

Strategy: You don't need a special strategy. It's just a tough fight.

8. Gil Turtle

Location: In the cave between Castle Bal and Exdeath's Castle in world 2. At the end of the hidden path that branches off to the south (it's just after the first set of stairs). You can fight it in the Bonus Dungeon too, although by that time it shouldn't really be considered a super enemy.

Strategy: The Gil Turtle is weak against Ice, so the best way to hurt him is to attack him with the Black Magic spell Ice 3, or cast the Magic Sword spell Ice 3, then attack him (make sure you're using a weapon that will work with Magic Sword). You can use the Red Mage's !X-Magic ability to cast Ice 3 two times in one turn. If you're going to have some characters just cast spells and not attack, you should put them in the back row and equip them with Ice Rods (which increase the damage that Ice spells do). For those characters who will be attacking, their attacks will be even more effective if you use the Hunter's !X-Fight ability and/or the Ninja's 2-Handed ability.

If you haven't learned the level 5 !Black ability or the level 5 !MgcSwrd ability yet, you'll have to be a Black Mage or Mystic Knight, respectively, in order to use those abilities. If you don't have the Ninja's 2-Handed ability, then you can use the Knight's Dbl Grip ability or make your characters Ninjas, since Ninjas can use the 2-Handed ability automatically. Although if you do that, then you won't be able to also use both !MgcSwrd and !X-Fight.

Before the fight cast the Dimen Magic spell Float on your party. During the fight you can protect your party from some of the Gil Turtle's attacks with the Esper Golem, but it'll wear off after awhile, so you might have to summon him several times. Heal yourself as necessary during the fight, and you can cast the Dimen Magic spell Hast2 to speed up your characters. If you're too weak to beat him, you might have to spend some time fighting enemies to increase your level and gain new abilities.

9. Magic Pot

Location: Inside pots in the Phoenix Tower.

Strategy: You can win the fight by just giving them an Elixir (sometimes it takes more than one), which will cause them to leave the fight on their own. Although if you want, you can try to actually beat the Magic Pots in a fight. They have very high defense and very high HP and they periodically refill themselves to full HP, so you have to do a lot of damage to them very quickly, before they have a chance to refill their HP.

You can do the most damage to them by using the Hunter's !X-Fight ability (it cuts through an enemy's defense). The Mystic Knight's !MgcSword ability and the Bard's !Sing ability won't work in the fights against the Magic Pots, so you can't use them to increase the amount of damage you can do. But you can use the Ninja's 2-Handed ability and the Chemist's !Drink ability. Have your characters all drink a bunch of Hero Drinks (a bunch) before attacking.

10. Gogo

Location: Boss of the Sunken Worus Tower.

Strategy: If you don't do anything, Gogo will give up after a few minutes and you'll win the fight. Although if you want, you can try to actually beat Gogo in a fight. He's a Mimic. If you never attack him, then he won't attack you. But if you attack him physically, he'll respond with an overwhelming physical attack. And if you attack him with magic, he'll respond with an overwhelming magic attack. And after you've done a fair amount of damage to him, he'll attack over and over again, overwhelmingly, even if you stop attacking.

You can do the most damage to him by using the Hunter's !X-Fight ability when you're using the Ninja's 2-Handed ability. The fact that Gogo won't attack you at the beginning of the fight unless you attack him first means that you can take some time to prepare before you attack him. You could cast the Magic Sword spell Flare (in which case you should make sure your weapons work with Magic Sword), or you could build up your characters' stats using the Bard's !Sing ability (Hero Song works well). Although you don't have too much time to build up strength, because Gogo will give up after a little less than two minutes of your not attacking him. If you don't have the Bard's !Sing ability, you could use the Chemist's !Drink ability instead (several Hero Drinks for each character works well). You can also take time to heal your characters after your first few attacks, before you've done enough damage to Gogo that he starts attacking over and over again on his own.

It might help to cast the Dimen Magic spell Hast2 on your party, and either both the White Magic spells Shell and Armor or just the Blue Magic spell MgntyGrd. Although if you equip those abilities on someone, then there will be less room for other abilities.

Note that like most bosses, Gogo is immune to most status ailments. But unlike most bosses, Gogo is not immune to Mute. The White Magic spell Mute doesn't always work, and Gogo's Magic Evade rate is very high, so that makes it even less likely to work. But if you use the Mystic Knight's Magic Sword spell Mute, then hit him, that will always Mute him. Then you can attack him with magic without worrying about his counterattacks. He'll still be able to cast some of his spells (since some spells aren't stopped by Mute), but it'll stop some of his spells. Note that if you are going to Mute him then attack him with magic, you should not use the Ninja's 2-Handed ability. Using it would cause Gogo to counterattack twice when you attack him in order to Mute him.

11. Omega

Location: Visibly walking around in the Cave in the Cleft of Dimension.

Strategy: Flame Rings can help defend your party from some of his attacks. You can leave the Cleft of Dimension and buy them in Mirage, or you can steal

them from Red Dragon in the Castle section of the Cleft of Dimension that's ahead.

Omega is weak against thunder, so you can do the most damage to him by casting the Magic Sword spell Bolt 3, then using the Hunter's !X-Fight ability when you're using the Ninja's 2-Handed ability (make sure both of your weapons work with Magic Sword). If one of your characters has those abilities but another doesn't, you could have the second character Mimic the first one.

Note that like most bosses, Omega is immune to most status ailments. But unlike most bosses, Omega is not immune to Stop. Omega's Magic Evade rate is very high, so casting the Dimen Magic spell Stop is unlikely to work on him. And normally the Love Song doesn't always work either, but Omega has a weakness for the Love Song, so it will always work. Although Omega's level is so high that it only works on him for a very small period of time, so in order to keep him stopped, you'll have to have two characters with the haste status constantly using the Love Song.

12. Shinryuu

Location: Inside a treasure chest in the Void at the end of the Cleft of Dimension.

Strategy: You can steal the Dragoon Spear from the enemy named CrysDragon in the first and third areas of the Void. It's a very powerful weapon, and it's strong against Dragons, so getting Dragoon Spears for your characters to use against Shinryuu is very effective. You can do the most damage to him by using the Dragoon's !Jump ability or the Hunter's !X-Fight ability (either one, but not both) when you're using the Ninja's 2-Handed ability to use two Dragoon Spears.

Most of Shinryuu's attacks can be avoided. If you equip a Coral Ring, you can avoid Shinryuu's Tidal Wave and Atomic Ray attacks. If you equip the Bone Mail, you can avoid Shinryuu's Poison Breath and Roulette attacks. If you equip a Ribbon, you can avoid Shinryuu's Demon's Eye attack. If you equip an Ice Shield, you can avoid Shinryuu's Snowstorm attacks. If you aren't at a level that is divisible by 2, you can avoid Shinryuu's L2 Old attack. If you aren't at a level that is divisible by 3, you can avoid Shinryuu's L3 Flare attack. And if you're initially on an inconvenient level, you can change your level by giving your character the Chemist mix Dragon Power or Sampson Power. If you give your character the Chemist mix Dragon's Kiss, you can avoid Shinryuu's Maelstrom attack. And if you periodically use the Ninja's !Image ability or use the White Magic spell Image, you can avoid Shinryuu's fight attack. All that leaves is Shinryuu's Thunder attack, and that only takes off 25% of your Max HP (or 50% if you're weak to Thunder attacks), so it can never kill you if you're at full HP. Although of all of those, the Coral Ring is the most important, since Shinryuu's Tidal Wave attack is his strongest attack. You can leave the Cleft of Dimension and buy Coral Rings in Mirage, or you can steal them from Bella Donna in the Phoenix Tower.

Note that like most bosses, Shinryuu is immune to most status ailments. But unlike most bosses, Shinryuu is not immune to Berserk and Darkness. So you can use the White Magic spell Bersk to stop him from casting magic if you want. Shinryuu's Magic Evade rate is very high, so casting the Blue Magic spell Flash or using the Chemist Mix Dark Gas is unlikely to successfully give him the Darkness status. But the Chemist Mix Dark Sigh always works, so you can use that to give him the Darkness status.

SECTION 09 - WEAPONS

If you're playing the Playstation or Gameboy Advance versions of Final Fantasy 5, see the Location Translations and Monster Translations sections for translations of the locations and monster names in this section.

This guide doesn't list the prices of all the weapons. For that I recommend J.L. Tseng's (a.k.a. InstructorTreppe's) FFV Algorithms and Stats FAQ. It can be found on the page for the SNES version of Final Fantasy 5 at www.gamefaqs.com.

This guide also doesn't say from which enemies you can steal or win weapons (except in a few especially noteworthy cases). For additional information on that topic, see the Monster Section. Also note that some enemies have two different things that you might be able to steal, with one being easier to steal than the other. So if you keep stealing from an enemy and getting an item other than the one you want, keep trying (you can cast the Dimen Magic spell Reset to get another chance).

Some weapons can sometimes cast spells or trigger commands. That occurs only when using the Fight, Aim, or SwdSlap commands. It will never occur when using the BuildUp, Capture, Jump, Throw, or X-Fight commands; the Sword Dance; or the Blue Magic spell GblinPnch. If your characters have the Zombie status, or if they use the Counter ability, then their weapons can cast spells, but they won't trigger commands. Note that the Earth Hammer's Quake spell, the Earth Bell's Quake spell, and the Air Blade's Gale Cut spell all count as commands, not as spells.

Note that the normal job can equip all weapons and armor (except throwing weapons).

WEAPONS

(The code for hacking is listed first, then the weapon, then the attack power, then the location and special effect (if any))

Fists display an attack power of 3, but their attack power increases as your level increases. Fists have an 8% chance of having a Critical Hit.

GENERAL KNIVES

General Knives are Magic Sword OK (except for the ManEater). General Knives can be thrown (except for the Dancing, Thief, ManEater, Chicken). General Knives can be equipped by everyone except Monks, White Mages, and Oracles (except for the ManEater, which can only be equipped by Dancers).

- 02 Knife 7 Lenna starts with it.
- 03 Dagger 14 Bought in Carwen, Worus.
- 04 Mythril 23 Bought in Karnak.
- 06 MageMash 31 Bought in Jacole. Special Effect: Casts Mute 33% of the time.
- 07 Guardian 36 Found in Karnak Castle, Mua. Special Effect: 25% chance of evading physical attacks.
- 09 Orihalcn 41 Bought in Rugor, Bal, Kelb.
- 6D Dancing 51 Found in Moogle Village. Special Effect: Triggers the Dance command 50% of the time.
- 0A Air Lance 56 Bought in Mua. Found in Istory Falls. Special Effect: Does Wind damage. Increases damage of Wind spells.
- 6C Thief 66 Found in Mirage. Special Effect: Triggers the Capture command 33% of the time.

0B Assassin	81	One of the twelve Legendary Sealed Weapons. Special Effect: Casts Doom 25% of the time.
6B ManEater	89	Found in the Castle in the Cleft of Dimension. Special Effect: Strong against Human enemies.
* Gladius	118	Found in the Bonus Dungeon.
63 Chicken	1-127	Found in Mua in world 3. Special Effect: Attack power starts at 1, but increases by 1 for every 2 times you run from a battle, up to 127. Triggers the Escape command 25% of the time when you use it with the Fight, Aim, or SwdSlap commands. But it won't trigger the Escape command if you use it with the BuildUp, Capture, Jump, or X-Fight commands; the Sword Dance; or the Blue Magic spell GblinPnch. Note that the Chicken Knife does damage based on your strength, just like most weapons. But the formula for the amount of damage it does has an extra part based on your Agility, which can result in it doing even more damage than the BraveBld can.

NINJA KNIVES

Ninja Knives are Magic Sword OK.

Ninja Knives can be thrown.

Ninja Knives can be equipped Ninjas.

05 Kunai	29	Bought in Karnak after you get the jobs from the Fire Crystal, Lix.
08 Kodachi	46	Bought in Kelb.
0C Hardened	99	One of the twelve Legendary Sealed Weapons. Special Effect: 25% chance of evading physical attacks (can't be used in conjunction with the Defender Sword).
* Kagenui	126	Found in the Bonus Dungeon. Special Effect: Sometimes stops enemies.

GENERAL SWORDS

General Swords are Double Grip OK. General Swords are Magic Sword OK (except for Excaibur and RuneEdge).

General Swords can be thrown (except for the RuneEdge and Enhancer).

General Swords can be equipped by Knights, Mystic Knights, Blue Mages, Red Mages, Cannoneers, and Gladiators.

5C Excaibur	1	Found in Exdeath's Castle. Special Effect: When used with the Blue Magic spell GblinPnch or the Ninja's !Throw ability, it does as much damage as a normal weapon with an attack power of 100. Falsely claims to have an attack power of 100 in general.
0D Broad	15	Bought in Tule. Found in the Wind Shrine.
0E RegalCut	22	Bought in Carwen, Worus.
0F Mythril	31	Bought in Karnak.
10 Coral	37	Bought in Jacole. Special Effect: Does Thunder damage.
11 Ancient	43	Found in Lonka Ruins. Special Effect: Casts Old 33% of the time.
13 Slumber	49	Bought in Rugor, Bal, Kelb. Special Effect: Casts Sleep 50% of the time.
56 RuneEdge	50	Found in Istory Falls. Also stolen from Stingray on the northern part of the sea that is southwest of Carwen in world 3 or in the Bonus Dungeon.
12 Epee	57	Bought in Surgate. Found in Bal.

6E Enhancer 102 Found in Istory Falls, the Forest of the Cleft of Dimension.
* Ultima Weapon 180 Found in the Bonus Dungeon.

KNIGHT SWORDS

Knight Swords are Double Grip OK (except for Drain). Knight Swords are Magic Sword OK (except for Drain).

The Defender, Excalibur, Ragnarok, and Apocalypse can be thrown, but the rest of the Knight Swords can't.

Knight Swords can be equipped by Knights and Gladiators.

57 Flame 63 Bought in Mirage. Found in Great Forest of Mua.
Special Effect: Does Fire damage.
58 IceBrand 65 Bought in Mirage. Found in Exdeath's Castle. Special Effect: Does Ice damage.
55 Drain 84 Found in Barrier Tower, the Ruins of the Cleft of Dimension. Also stolen from K.Behemoth in the Void at the end of the Cleft of Dimension or the Bonus Dungeon. Special Effect: Drains HP from enemies, but only has a Hit% of 25%. Does the same amount of damage per hit when you use the Hunter's !X-Fight ability as it does normally.
14 Defender 99 Found in Fork Tower. Special Effect: Casts Armor on one ally when used as an item in battle (if equipped). 25% chance of evading physical attacks (can't be used in conjunction with the Hardened Knife).
15 Excalibur 110 One of the twelve Legendary Sealed Weapons. Special Effect: Does Holy damage.
16 Ragnarok 140 Found in the Void at the end of the Cleft of Dimension.
* Apocalypse 145 Found in the Bonus Dungeon.
61 BraveBld 0-150 Found in Mua in world 3. Special Effect: Attack power starts at 150, but decreases by 1 every time you run from a battle.

AXES

Axes Double Grip OK.

The Battle Axe, Venom Axe, Rune Axe, and Earthbreaker Axe can be thrown, but the rest of the Axes can't.

Axes can be equipped by Berserkers and Gladiators.

21 Battle 23 Bought in Worus.
23 Ogre 33 Bought in Jacole.
69 Doom 43 Won from the enemy called Crescent which is found on the island with the town Crescent in world 1. Also stolen from Mukare near Castle Bal in world 3. Special Effect: Casts Doom 33% of the time.
25 Venom 48 Bought in Surgate. Special Effect: Casts Venom 67% of the time.
27 Rune Axe 71 One of the twelve Legendary Sealed Weapons.
6A Giant 91 Found in Istory Falls. Also stolen from Twin Tania in the Castle in the Cleft of Dimension when it's charging up for Giga Flare.
* Earthbreaker 133 Stolen from Ironclad in the Bonus Dungeon.

HAMMERS

Hammers are Double Grip OK. The Earth Hammer and Thor Hammer are Back Row OK,

but the rest of the Hammers aren't.

The War Hammer and Earth Hammer can be thrown, but the rest of the Hammers can't.

Hammers can be equipped by Berserkers.

22 Mythril	28	Bought in Karnak.
24 War	38	Bought in Rugor, Bal, Kelb.
26 Earth	58	Bought in Mirage, Dwarf Kingdom. Found in the Pyramid. Special Effect: Increases damage of Earth spells. Casts Quake 25% of the time.
28 Thor	81	Found in the Castle in the Cleft of Dimension.

WHIPS

Whips are Back Row OK.

Whips can be equipped by Mediators.

4B Whip	26	Bought in Karnak after you get the jobs from the Fire Crystal. Special Effect: Paralyzes the target 50% of the time.
4D Thunder	42	Found in the Cave of Jacole. Also stolen from the enemy named Flare in the Fork Tower or the Bonus Dungeon. Special Effect: Casts Bolt 33% of the time.
4C Chain	52	Bought in Rugor, Bal, Kelb. Special Effect: Paralyzes the target 50% of the time.
5D Beastkill	72	Found in Solitary Island Temple. Special Effect: Strong against beast-type enemies. Paralyzes the target 50% of the time.
4E Flame	82	One of the twelve Legendary Sealed Weapons. Special Effect: Casts Fire3 33% of the time.
4F Dragon	92	Won from Stingray on the northern part of the sea that is southwest of Carwen in world 3 or in the Bonus Dungeon. Also stolen from Shinryuu inside one of the treasure chests in the Void at the end of the Cleft of Dimension. Special Effect: Strong against Dragons. Paralyzes the target 50% of the time.

BELLS

Bells are Back Row OK (except the Rune Bell).

Bells can be equipped by Geomancers.

50 Giyaman	24	Bought in Karnak after you get the jobs from the Fire Crystal. Found in Tycoon.
51 Earth	35	One of the twelve Legendary Sealed Weapons. Special Effect: Increases damage of Earth spells. Casts Quake 25% of the time.
52 Rune	45	Won from Bardandels in the Ruins part of the Cleft of Dimension. Special Effect: Increases damage of Earth, Fire, Ice, Holy, Poison, Thunder, and Wind spells.
53 Tinker	55	Won from Twin Tania in the Castle in the Cleft of Dimension (when it's not charging up for Giga Flare).

BOWS

Bows are Double Grip Only (except the AntiMagic Bow). Bows are Back Row OK.

Bows can be equipped by Hunters and Gladiators.

67 AntiMagic	0	Bought in Mirage, Dwarf Kingdom. Special Effect: Casts Mute 33% of the time.
65 Silver	38	Bought in Jacole.

3F Fire	39	Bought in Crescent. Special Effect: Does Fire damage.
40 Ice	39	Bought in Crescent. Special Effect: Does Ice damage.
41 Thunder	39	Bought in Crescent. Special Effect: Does Thunder damage.
42 Darkness	43	Bought in Rugor, Bal, Kelb. Special Effect: Gives the target the Darkness status 66% of the time.
43 KillerBow	49	Bought in Kelb. Special Effect: Automatically kills the target 8% of the time.
44 Elven	56	Bought in Mua. Special Effect: 15% chance of having a Critical Hit.
66 Gale	69	Found in Exdeath's Castle. Special Effect: Triggers the X-Fight command 25% of the time.
68 Aviskill	91	Found in Phoenix Tower. Special Effect: Strong against enemies of the Creature Type Avis (see the Monster list to see which enemies are of the Creature Type Avis).
45 Yoichi	101	One of the twelve Legendary Sealed Weapons. Special Effect: 30% chance of having a Critical Hit.
46 Artemis	111	Found in Istory Falls. Also stolen from AvisDragon in the Tower section of the Cleft of Dimension or the Bonus Dungeon. Special Effect: Strong against beast-type enemies.
* Fairy's Bow	130	Won from Grand Aegis in the Bonus Dungeon. Special Effect: Sometimes confuses enemies.

HARPS

Harps are Double Grip Only and Back Row OK.

Harps can be equipped by Bards.

47 Silver	0	Bought in Crescent. Special Effect: Damages one enemy in the amount of 1/16 of its current HP. (Doesn't always work.) When used with the Blue Magic spell GblinPnch, it does as much damage as a normal weapon with an attack power of 15.
48 Dream	0	Bought in Rugor, Bal, Kelb. Special Effect: Puts one enemy to sleep and damages it in the amount of 1/8 of its current HP. (Doesn't always work.) When used with the Blue Magic spell GblinPnch, it does as much damage as a normal weapon with an attack power of 25.
49 Lamia	0	Found in Bal. Special Effect: Charms one enemy and damages it in the amount of 3/16 of its current HP. (Doesn't always work.) When used with the Blue Magic spell GblinPnch, it does as much damage as a normal weapon with an attack power of 35.
4A Apollo	75	One of the twelve Legendary Sealed Weapons. Special Effect: Strong against Dragons and Undead enemies. When used with the Blue Magic spell GblinPnch, it does as much damage as a normal weapon with an attack power of 45.

KATANAS

Katanas are Double Grip OK. Katanas sometimes have critical hits.

Katanas can be thrown.

Katanas can be equipped by Samurais.

29 Katana	42	Bought in Jacole, Rugor, Bal, Kelb. Found in Tycoon. 12% chance of Critical Hit.
2A Air Blade	44	Found in Hiriyuu Valley. 12% chance of Critical Hit.

		Special Effect: Increases damage of Wind spells. Casts Gale Cut 12% of the time.
2C Bizen	51	Bought in Surgate. 12% chance of Critical Hit.
2B Kotetsu	58	Found in Exdeath's Castle. 12% chance of Critical Hit.
2D Forged	87	Bought in Mirage, Dwarf Kingdom. 12% chance of Critical Hit.
2E Murasame	97	Stolen from Giant Bird in the sea north of Mirage in world 3 or the Bonus Dungeon. 25% chance of Critical Hit.
2F Masamune	107	One of the twelve Legendary Sealed Weapons. 15% chance of Critical Hit. Special Effect: Lets its user attack first in battles. Casts Haste on one ally when used as an item in battle (if equipped).
30 Tempest	117	Stolen from Bodyguard on the roof of the Castle in the Cleft of Dimension or in the Bonus Dungeon. 20% chance of Critical Hit.
* Mutsunokami	142	Found in the Bonus Dungeon.

SPEARS

Spears will do twice as much damage if you use the Jump command.

Spears can be thrown.

Spears can be equipped by Dragoons and Gladiators.

18 Spear	25	Stolen from Jail Bear in Exdeath's Castle before Kelgar transforms it.
19 Mythril	30	Bought in Karnak after you get the jobs from the Fire Crystal.
1A Trident	38	Bought in Jacole. Special Effect: Does Thunder damage.
1B Wind	44	Bought in Rugor, Bal, Kelb. Special Effect: Does Wind damage.
1D Gungnir	54	Bought in Surgate.
17 Javelin	55	Stolen from Sand Bear in the Quicksand Desert in world 1 and in the desert south of the Pirates' Cave in world 3.
1C Partisan	62	Bought in Mirage. Found in Exdeath's Castle.
1F Holy	109	One of the twelve Legendary Sealed Weapons. Special Effect: Does Holy damage.
20 Dragoon	119	Stolen from CrysDragon in the first and third areas in the Void at the end of the Cleft of Dimension or in the Bonus Dungeon. Special Effect: Strong against Dragons.
* Longinus	132	Found in the Bonus Dungeon.

RODS

Rods are Back Row OK (except the Wizard Rod).

Rods can be equipped by Black Mages, Time Mages, Blue Mages, Red Mages,
Summoners, Necromancers, and Mimics.

36 Lillith	0	Found in the Forest of the Cleft of Dimension. Special Effect: Temporarily distracts enemies. Doesn't always work. Casts Psych 25% of the time. When used with the Blue Magic spell GblinPnch, it does as much damage as a normal weapon with an attack power of 30.
60 Wonder	0	Found in Fork Tower. Special Effect: 99% of the time it casts a spell. It goes through all the White Magic spells (except Scan) then the Black Magic spells, from weakest to strongest, then repeats. Casts Reset when used as an item in battle (if equipped).

31 Rod	8	Bought in Tule, Carwen.
32 Fire	16	Bought in Karnak. Found in Karnak after you get the jobs from the Fire Crystal. Special Effect: Does Fire damage. Increases damage of Fire spells. Casts Fire3 on all enemies when used as an item in battle (if equipped), then shatters.
33 Ice	16	Bought in Karnak. Found in Carwen. Special Effect: Does Ice damage. Increases damage of Ice spells. Casts Ice 3 on all enemies when used as an item in battle (if equipped), then shatters.
34 Thunder	16	Bought in Karnak. Special Effect: Does Thunder damage. Increases damage of Thunder spells. Casts Bolt3 on all enemies when used as an item in battle (if equipped), then shatters.
35 Venom	32	Bought in Kelb. Special Effect: Does Poison damage. Increases damage of Poison spells. Casts Bio on one enemy when used as an item in battle (if equipped), then shatters.
37 Wizard	40	One of the twelve Legendary Sealed Weapons. Special Effect: Does Fire, Ice, and Thunder damage. Increases damage of Earth, Fire, Ice, Poison, Thunder, and Wind spells.
* Demon's Rod	55	Found in the Bonus Dungeon. Special Effect: Infused with poison.

STAVES

The one Staff called Staff (the one with 9 attack power) and the Mace of Zeus are Double Grip OK, but the other Staves aren't. The Judgment Staff is Back Row OK, but the other Staves aren't.

Staves can be equipped by White Mages, Time Mages, Red Mages, Chemists, Oracles, and Mimics.

3A Power	0	Won from DarkWizard, which can be found in Exdeath's Castle after Kelgar transforms it and can sometimes be found inside one of the treasure chests in the Pyramid. Special Effect: Casts Berserk 99% of the time.
3B Healing	0	Found in Tycoon. Special Effect: Casts Cure 2.
38 Staff	9	Bought in Tule, Carwen. Found in the Wind Shrine.
39 Mythril	19	Dummy item which can't be found.
3C Light	30	Won from Metamorpha when it's in its original form. Metamorpha can be found either in Guido's Cave or the Cave part of the Cleft of Dimension. Special Effect: Does Holy damage. Casts Holy on one enemy when used as an item in battle (if equipped), then shatters. When used with the Blue Magic spell GblinPnch, it does as much damage as a normal weapon with an attack power of 45. Falsely claims to have an attack power of 45 in general.
3D Sage	45	One of the twelve Legendary Sealed Weapons. Special Effect: Increases damage of Holy spells. Casts Life on one ally when used as an item in battle (if equipped). Strong against Undead enemies. When used with the Blue Magic spell GblinPnch, it does as much damage as a normal weapon with an attack power of 53. Falsely claims to have an attack power of 53 in general.
3E Judgment	45	Stolen from DarkWizard, which can be found in Exdeath's Castle after Kelgar transforms it in world 2 and can sometimes be found inside one of the treasure chests in

the Pyramid in world3. Also stolen from Isteritos near Rugor in world 3. Special Effect: Does Holy damage. Casts Dispel on one enemy when used as an item in battle (if equipped). When used with the Blue Magic spell GblinPnch, it does as much damage as a normal weapon with an attack power of 60. Falsely claims to have an attack power of 60 in general.

* Mace of Zeus 78 Found in the Bonus Dungeon.

MISC WEAPONS

These Misc Weapons are Back Row OK (except the DblLance). The Flail and Full Moon are Double Grip OK but the others aren't.

The DblLance can be thrown, but the other Misc Weapons can't.

The Flail and the MornStar can be equipped by White Mages, Time Mages, Red Mages, Chemists, Oracles, and Mimics. The Full Moon, the RisinSun, and the DblLance can be equipped by Thieves, Ninjas, and Mimics.

5E Flail	16	Bought in Karnak. Found in Ship Graveyard.
59 Full Moon	35	Bought in Mirage. Found in the Steamship, Lonka Ruins.
5F MornStar	50	Bought in Mirage, Dwarf Kingdom. Found in the Great Forest of Mua.
1E DblLance	61	Bought in Mirage. Found in Exdeath's Castle. Special Effect: Attacks the target twice per round.
64 RisinSun	71	Found in Solitary Island Temple.

THROWING WEAPONS

These weapons can not be equipped by anyone. They can only be thrown. The Flame, Water, and Thunder Scrolls do elemental damage to all enemies when they're thrown.

62 Soot	25	Found in Great Forest of Mua. Also won from any of the four Seal Guardians in the Great Forest of Mua. Also stolen and won from Apanda in the Library in the Cleft of Dimension.
5A Shuriken	50	Bought in Lix, Kelb, Mirage. Found in Tycoon, Karnak Castle, Cave of Jacole, Ruined City, Ruined City, Lonka Ruins.
5B Pinwheel	117	Bought in Mirage. Found in Exdeath's Castle, Istory Falls, and 3 found in the Void at the end of the Cleft of Dimension.
FC Flame Scroll	120	Bought in Lix, Kelb, Mirage. Special Effect: Does Fire damage.
FD Water Scroll	120	Bought in Lix, Kelb, Mirage. Found in Great Trench. Special Effect: Does Water damage.
FE Thunder Scroll	120	Bought in Lix, Kelb, Mirage. Found in Karnak Castle. Special Effect: Does Thunder damage.

SECTION 10 - LEGENDARY SEALED WEAPONS

This is a list of the Legendary Sealed Weapons. They're listed in the larger Weapons list above too, but they're all together here, to make it easier to choose which ones you should get first. Also make sure to keep in mind the notes in Part 5 of the Stats Section about the differences between different types of weapons.

(The weapon's name is listed first, then the attack power, then if it's Double Grip OK or Double Grip Only, then if it's Magic Sword OK, then if it's Back Row OK, then if it can be thrown, then notes)

Name	AP	DG	MSO	BRO	Thr	Notes
Assassin	81	No	Yes	No	Yes	General Knife, equipped by everyone except Monks, White Mages, and Oracles. Special Effect: Casts Doom 25% of the time.
Hardened	99	No	Yes	No	Yes	Ninja Knife, equipped by Ninjas. Special Effect: 25% chance of evading physical attacks (can't be used in conjunction with the Defender Sword).
Excalibur	110	OK	Yes	No	Yes	Knight Sword, equipped by Knights and Gladiators. Special Effect: Does Holy damage.
Rune Axe	71	OK	No	No	Yes	Axe, equipped by Berserkers and Gladiators.
Flame	82	No	No	Yes	No	Whip, equipped by Mediators. Special Effect: Casts Fire3 33% of the time.
Earth	35	No	No	Yes	No	Bell, equipped by Geomancers. Special Effect: Increases damage of Earth spells. Casts Quake 25% of the time.
Yoichi	101	Only	No	Yes	No	Bow, equipped by Hunters and Gladiators. Special Effect: 30% chance of having a Critical Hit.
Apollo	75	Only	No	Yes	No	Harp, equipped by Bards. Special Effect: Strong against Dragons and Undead enemies. When used with the Blue Magic spell GblinPnch, it does as much damage as a normal weapon with an attack power of 45.
Masamune	107	OK	No	No	Yes	Katana, equipped by Samurais. Special Effect: 15% chance of Critical Hit. Lets its user attack first in battles. Casts Haste on one ally when used as an item in battle (if equipped).
Holy	109	No	No	No	Yes	Spear, equipped by Dragoons and Gladiators, does twice as much damage if you use the Jump command. Special Effect: Does Holy damage.
Wizard	40	No	No	No	No	Rod, equipped by Black Mages, Time Mages, Blue Mages, Red Mages, Summoners, Necromancers, and Mimics. Special Effect: Does Fire, Ice, and Thunder damage. Increases damage of Earth, Fire, Ice, Poison, Thunder, and Wind spells.
Sage	45	No	No	No	No	Staff, equipped by White Mages, Time Mages, Red Mages, Chemists, Oracles, and Mimics. Special Effect: Increases damage of Holy spells. Casts Life on one ally when used as an item in battle (if equipped). Strong against Undead enemies. When used with the Blue Magic spell GblinPnch, it does as much damage as a normal weapon with an attack power of 53. Falsely claims to have an attack power of 53 in general.

SECTION 11 - ARMOR

If you're playing the Playstation or Gameboy Advance versions of Final Fantasy 5, see the Location Translations and Monster Translations sections for translations of the locations and monster names in this section.

This guide doesn't list the prices or weight of all the armor. For that I recommend J.L. Tseng's (a.k.a. InstructorTreppe's) FFV Algorithms and Stats FAQ. It can be found on the page for the SNES version of Final Fantasy 5 at www.gamefaqs.com.

This guide also doesn't say from which enemies you can steal or win armor (except in a few especially noteworthy cases). For additional information on that topic, see the Monster Section. Also note that some enemies have two different things that you might be able to steal, with one being easier to steal than the other. So if you keep stealing from an enemy and getting an item other than the one you want, keep trying (you can cast the Dimen Magic spell Reset to get another chance).

SHIELDS

Shields can be equipped by Knights, Dragoons, Samurai's, Berserkers, Mystic Knights, Blue Mages, Cannoneers, Gladiators, and Mimics.
(The code for hacking is listed first, then the shield, then its defense power, then its evade rate, then its magic defense, then its magic evade rate, then the location and special effect (if any))

81	Leather	0	10	0	0	Bought in Tule.
82	Bronze	1	15	0	0	Bought in Carwen.
83	Iron	2	20	0	0	Bought in Worus.
84	Mythril	3	25	0	0	Bought in Karnak.
85	Gold	4	30	0	0	Bought in Rugor, Bal, Kelb, Surgate. Found in the Lonka Ruins.
86	Aegis	5	33	0	0	Found in Great Forest of Mua, Istory Falls. Special Effect: Immune to Stone. 33% chance of evading magic attacks
87	Diamond	6	35	0	0	Bought in Mua. Found in Exdeath's Castle. Special Effect: Halves Thunder damage.
C4	Flame	7	40	5	5	Found in Great Forest of Mua (if you give up the Aegis Shield there), Pyramid. Special Effect: Absorbs Fire damage.
CD	Ice	7	40	5	5	Found in Exdeath's Castle, Pyramid. Special Effect: Absorbs Ice damage.
88	Crystal	8	45	0	0	Bought in Mirage, Dwarf Kingdom.
C6	Genji	9	50	1	0	Stolen from Gilgamesh in the fight at the beginning of the Void at the end of the Cleft of Dimension. Special Effect: Immune to Mini, Paralyze.
*	Force	15	10	0	?	Won from Omega Mk.II in the Bonus Dungeon. Special Effect: Defends against elemental attacks.
CE	Cursed	15	1	5	10	Dummy item which can't be found. Special Effect: Unlike Cursed items in some other Final Fantasy games, this will never lose its curse (like by increasing your evade). But its other stats give it some advantage.

HELMETS

(The code for hacking is listed first, then the helmet, then its defense power, then its evade rate, then its magic defense, then its magic evade rate, then who can equip it (see the key below), then the location and special effect (if any))

A: Knights, Dragoons, Samurais, Berserkers, Mystic Knights, Gladiators, and Mimics.

B: Monks, Thieves, Ninjas, Hunters, Blue Mages, Red Mages, Mediators, Chemists, Dancers, Cannoneers, and Mimics.

C: White Mages, Black Mages, Time Mages, Summoners, Blue Mages, Red Mages, Chemists, Geomancers, Bards, Dancers, Oracles, Cannoneers, Necromancers, and Mimics.

D: Anyone.

E: Dancers.

94 Goldpin	0	0	2	5	C	Found in the Barrier Tower, Pyramid. Also stolen from Gogo in the Sunken Worus Tower. Special Effect: Lets you cast spells for half MP.
89 Leather	1	0	1	0	D	Bought in Tule. Found in Pirates' Cave, Wind Shrine.
8A Bronze	2	0	2	0	A	Bought in Carwen.
90 Plumed	2	0	2	5	D	Bought in Karnak, Crescent.
97 GrnBeret	3	0	2	0	B	Bought in Jacole, Lix, Rugor, Bal, Kelb. Found in the Steamship.
99 Tiara	3	0	7	10	C	Bought in Mirage. Special Effect: Increases your chance of doing the Sword Dance by letting you do the Sword Dance when you otherwise would've done the Tempting Tango. Increases Hit% of the Flirt command. Immune to Charm.
8B Iron	4	0	2	0	A	Bought in Worus.
91 Tricorn	4	0	2	5	C	Bought in Rugor, Bal, Kelb, Surgate.
CB Coronet	5	0	4	5	D	Found in Hiryyu Valley. Special Effect: Increases success rate of Control command.
96 Bandana	6	0	0	0	B	Bought in Kelb, Surgate.
8C Mythril	6	0	2	0	A	Bought in Karnak. Found on the North Mountain.
92 Magus	6	0	2	5	C	Bought in Mua.
8D Gold	8	0	2	0	A	Bought in Rugor, Bal, Kelb, Surgate.
C3 TigrMask	9	0	2	0	B	Bought in Mua.
8E Diamond	10	0	2	0	A	Bought in Mua. Special Effect: Halves Thunder damage.
93 Circlet	10	0	2	5	C	Bought in Mirage, Dwarf Kingdom. Found in the Solitary Island Temple.
98 DarkHood	12	0	2	0	B	Bought in Mirage, Dwarf Kingdom.
95 Ribbon	12	0	2	5	E	Found in Karnak Castle, Pyramid, Rugor in world 3, the Forest of the Cleft of Dimension. Special Effect: Immune to Instant Death Attacks, Darkness, Poison status, Frog, Mute, Aging, Berserk, and Stone.
8F Crystal	13	0	2	0	A	Bought in Mirage, Dwarf Kingdom. Found in the Solitary Island Temple.
* Royal Crown	13	5	13	?	D	Found in the Bonus Dungeon.
C7 Genji	15	0	2	0	A	Stolen from Gilgamesh after he transforms when you fight him in Exdeath's

Castle after Kelgar transforms it.
Special Effect: Immune to Charm, Mini.

* Grand Helm 15 0 2 ? A Won from Gil Turtle in the Bonus
Dungeon.
CC Thornlet 20 0 5 10 A Found in Pyramid. Special Effect:
Causes you to constantly lose HP in
battle. Immune to Sleep.

BODY ARMOR

(The code for hacking is listed first, then the armor, then its defense power, then its evade rate, then its magic defense, then its magic evade rate, then who can equip it (see the key below), then the location and special effect (if any))

A: Knights, Dragoons, Samurais, Berserkers, Mystic Knights, Gladiators, and Mimics.
A+B: Knights, Monks, Thieves, Dragoons, Ninjas, Samurais, Berserkers, Hunters, Mystic Knights, Blue Mages, Red Mages, Mediators, Chemists, Dancers, Cannoneers, Gladiators, and Mimics.
C: White Mages, Black Mages, Time Mages, Summoners, Blue Mages, Red Mages, Chemists, Geomancers, Bards, Dancers, Oracles, Cannoneers, Necromancers, and Mimics.
D: Anyone.
E: Dancers.
F: Chemists and Mimics.

9A Leather	1	0	1	0	D	Bought in Tule.
A7 Cotton	2	0	4	15	C	Bought in Carwen, Worus.
A1 CopperPlt	3	0	2	0	A+B	Bought in Carwen.
9B Bronze	4	0	2	0	A	Bought in Carwen.
A8 Silk	4	0	6	16	C	Bought in Karnak. Found in Worus Tower.
A2 Training	5	0	2	0	A+B	Bought in Worus.
9C Iron	6	0	2	0	A	Bought in Worus.
AA Bard	6	0	8	17	C	Bought in Jacole, Crescent. Special Effect: Immune to Mute.
A3 Silver	7	0	2	0	A+B	Bought in Karnak.
A9 GaiaGear	8	0	10	18	C	Bought in Rugor, Bal, Kelb, Surgate. Special Effect: Increases damage of your Earth spells.
9D Mythril	9	0	2	0	A	Bought in Karnak.
A4 Stealth	9	0	2	0	A+B	Bought in Jacole, Lix, Rugor, Bal, Kelb. Found in the Ancient Library.
BB Angel	10	0	11	25	F	Bought in Mirage. Found in Bal. Special Effect: Immune to Poison damage. Immune to Poison status.
B9 Strength	11	0	0	0	A+B	Bought in Kelb, Surgate.
AB Lumina	11	0	12	19	C	Bought in Mua.
9E Gold	12	0	2	0	A	Bought in Rugor, Bal, Kelb, Surgate. Found in the Lonka Ruins.
A5 DiamondPlt	13	0	2	0	A+B	Bought in Mua. Special Effect: Halves Thunder damage.
AE Mirage	14	0	4	3	A+B	Found in Mirage. Special Effect: Nullifies the first physical attack in each fight.
AC Black	14	0	14	20	C	Bought in Mirage, Dwarf Kingdom. Found in the Pyramid.
AD White	14	0	14	20	C	Bought in Mirage, Dwarf Kingdom. Found in the Pyramid.

9F Diamond	15	0	2	0	A	Bought in Mua. Special Effect: Halves Thunder damage.
A6 Dark	17	0	2	0	A+B	Bought in Mirage, Dwarf Kingdom. Found in the Pyramid.
CF Rainbow	18	0	3	4	E	Found in the Castle in the Cleft of Dimension. Special Effect: Increases your chance of doing the Sword Dance by letting you do the Sword Dance when you otherwise would've done the Tempting Tango. Increases Hit% of the Flirt command. Immune to Charm.
* Robe of Lords	18	0	22	?	C	Found in the Bonus Dungeon.
A0 Crystal	20	0	2	0	A	Bought in Mirage, Dwarf Kingdom. Found in the Pyramid.
* Vishnu Vest	20	0	8	?	A+B	Found in the Bonus Dungeon. Special Effect: Resistant to fire, ice, and lightning.
C8 Genji	22	0	2	0	A	Stolen from Gilgamesh when he appears in the fight against Necrofobia in the Void at the end of the Cleft of Dimension. Special Effect: Immune to Charm, Frog.
* Maximillian	27	0	5	?	A	Found in the Bonus Dungeon.
BF Bone Mail	30	0	5	10	A+B	Found in Hiryu Valley. Also stolen from Necromancer in the Void at the end of the Cleft of Dimension or in the Bonus Dungeon. Special Effect: See the Bone Mail section of the Tips section for additional information.

ACCESSORIES

(The code for hacking is listed first, then the accessory, then its defense power, then its evade rate, then its magic defense, then its magic evade rate, then who can equip it (see the key below), then the location and special effect (if any))

A: Knights, Dragoons, Samurais, Berserkers, Mystic Knights, Gladiators, and Mimics.

B+C: Monks, Thieves, Ninjas, Hunters, White Mages, Black Mages, Time Mages, Summoners, Blue Mages, Red Mages, Mediators, Chemists, Geomancers, Bards, Dancers, Oracles, Cannoneers, Necromancers, and Mimics.

D: Anyone.

E: Dancers.

G: Thieves and Mimics.

C5 CornaJar	0	0	0	0	D	Found in Kelb. Also stolen from Omniscient in the Fork Tower. Special Effect: Lets you catch monsters when their HP is below 1/2 of max, rather than below 1/8 of max.
CA Wall	0	0	0	0	D	Found in Istory Falls. Special Effect: Permanently gives you the Wall status while you wear it.
* Sorceror's Mantle	0	10	0	?	D	Found in the Bonus Dungeon. Special Effect: Nullifies all elemental attacks.
B2 Elf Cape	0	0	3	5	D	Found in Worus Castle, Karnak Castle, Moogles Village. Special Effect: 33%

						chance of evading physical attacks.
* Chaos Orb	0	0	8	?	D	Won from Archeodemon in the Bonus Dungeon. Special Effect: Increases the power of elemental magic.
* Crystal Orb	0	0	20	?	D	Won from Guardian in the Bonus Dungeon.
C0 Leather	1	0	1	0	D	Two found in Tule.
B4 Glasses	1	0	1	3	D	Found in Worus. Special Effect: Immune to Darkness.
B7 Silver	2	0	3	5	B+C	Bought in Karnak. Found in Worus Tower.
B6 Mythril	3	0	0	0	A	Bought in Karnak. Found in the Steamship.
BA Power	3	0	0	0	B+C	Bought in Kelb. Found in the Lonka Ruins.
* Hyper Wrist	3	0	0	?	D	Found in the Bonus Dungeon. Special Effect: +10 attack power.
B0 Thief	4	0	0	0	G	Found in the Steamship. Also stolen from Sekmet in the Pyramid. Also stolen from Necrofobia in the Void at the end of the Cleft of Dimension. Special Effect: Increases success rate of Steal command.
B8 Diamond	4	0	5	5	B+C	Bought in Mua.
C2 Gauntlet	6	0	1	0	A	Bought in Bal, Kelb, Surgate.
C1 Kaiser	8	0	0	0	D	Found in Great Trench. Also won from Fall Guard, which can sometimes be found inside one of the treasure chests in the Pyramid and can be randomly encountered in Istory Falls. Special Effect: Improves Brawl and Kick abilities.
B1 Giant	9	0	1	0	A	Stolen from Apocalypse in the Castle in the Cleft of Dimension. Special Effect: Immune to Mini.
B5 Running	0	0	3	5	D	Bought in Mirage. Found in the Castle in the Cleft of Dimension. Also won from Cherie in the Phoenix Tower. Special Effect: Permanently gives you the Haste status while you wear it; Immune to Paralyze, Sleep, Slow, Stop.
BC Angel	5	0	10	10	D	Bought in Istory, Mirage. Found in the Cave in the Cleft of Dimension. Also stolen from Druid in the Cave to northwest lake in world 2 and in the Cave to Istory Falls in world 3. Special Effect: Immune to Aging, Zombie.
BD Flame	5	0	5	5	D	Bought in Istory, Mirage. Found in the Great Trench. Also stolen from Red Dragon, which can sometimes be found inside treasure chests in the Barrier Tower and can be randomly encountered in Exdeath's Castle after Kelgar transforms it, the Castle of the Cleft of Dimension, or the Bonus Dungeon. Special Effect: Absorbs Fire damage, Immune to Ice damage, Weak against Water damage.

BE Coral	5	0	5	5	D	Bought in Istory, Mirage. Found in the Cave in the Cleft of Dimension. Also stolen from Bella Donna in Phoenix Tower. Special Effect: Absorbs Water damage, Immune to Fire damage, Weak against Thunder damage.
AF Guard	10	0	10	10	D	Found in Pyramid, Solitary Island Temple, Istory Falls. Also stolen from Sol Cannon in the Phoenix Tower. Special Effect: Casts Regen.
D0 Red	11	0	2	3	E	Found in the Castle in the Cleft of Dimension. Also stolen from Cherie in the Phoenix Tower. Special Effect: Immune to Charm. Increases your chance of doing the Sword Dance by letting you do the Sword Dance when you otherwise would've done the Tempting Tango. Increases Hit% of the Flirt command.
C9 Genji	12	0	1	0	A	Stolen from Gilgamesh on Zeza's ship. Special Effect: Immune to Paralyze, Frog.
B3 Cursed	25	0	5	10	D	Found in Pyramid. Also stolen from Fury in the Castle in the Cleft of Dimension or the Bonus Dungeon. Special Effect: Kills you 50 seconds into each battle. Unlike Cursed items in some other Final Fantasy games, this will never lose its curse. But its stat increases give it some advantages.

SECTION 12 - ITEMS

If you're playing the Playstation or Gameboy Advance versions of Final Fantasy 5, see the Location Translations section for translations of the locations in this section.

This guide doesn't list the prices of all the items and drinks. For that I recommend J.L. Tseng's (a.k.a. InstructorTreppe's) FFV Algorithms and Stats FAQ. It can be found on the page for the SNES version of Final Fantasy 5 at www.gamefaqs.com.

This guide doesn't say from which enemies you can steal or win items and drinks (except in a few especially noteworthy cases). For additional information on that topic, see the Monster Section.

REGULAR ITEMS

Note: Items are all found throughout the game.

(The code for hacking is listed first, then the item, then the effect, then the location)

E0 Potion Effect: Restores 50 HP. Location: Bought in Tule, Carwen, Worus, Karnak, Jacole, Crescent, Istory, Lix, Rugor, Bal, Kelb, Surgate, Mua, Mirage.

E4 PhenixDwn Effect: Brings a dead character back to life. Can kill undead monsters, although that doesn't always work. Location: Bought in Carwen, Worus, Karnak, Jacole, Crescent, Istory, Rugor, Bal, Kelb, Surgate, Mua, Mirage.

E8 Antidote Effect: Cures Poison status. Location: Bought in Carwen, Worus, Karnak, Jacole, Crescent, Istory, Lix, Rugor, Bal, Kelb, Surgate, Mua, Mirage.

E9 Eyedrop Effect: Cure Darkness status. Location: Bought in Carwen, Worus, Karnak, Jacole, Crescent, Istory, Lix, Rugor, Bal, Kelb, Surgate, Mua, Mirage.

E5 MaidnKiss Effect: Cure Frog status. Location: Bought in Carwen, Worus, Karnak, Jacole, Crescent, Istory, Lix, Rugor, Bal, Kelb, Surgate, Mua, Mirage.

EC Soft Effect: Cures Stone status. Kills enemies that are made of stone. Location: Bought in Carwen, Worus, Karnak, Jacole, Crescent, Istory, Lix, Rugor, Bal, Kelb, Surgate, Mua, Mirage.

ED LuckMallet Effect: Cures Mini status. Location: Bought in Carwen, Worus, Karnak, Jacole, Crescent, Istory, Lix, Rugor, Bal, Kelb, Surgate, Mua, Mirage.

E2 Ether Effect: Restores 40 MP. Location: Bought in Lix, Rugor, Bal, Kelb, Surgate, Mua, Mirage.

E6 Revivify Effect: Cures Zombie status and restores some HP. Location: Bought in Rugor, Bal, Kelb, Surgate, Mua, Mirage.

E1 HiPotion Effect: Restores 500 HP. Location: Bought in Rugor, Bal, Kelb, Surgate, Mua, Mirage.

E3 Elixir Effect: Restores full HP and MP. Location: Bought in Mirage.

F0 Tent Effect: Restores 1000 HP and 100 MP to each character; cures the status ailments Darkness, Poison, Mini, Frog, and Stone; and removes the status effect Float. Can only be used outside or on save points. Location: Bought in Tule, Carwen, Worus, Karnak, Jacole, Crescent, Istory, Lix.

F1 Cabin Effect: Restores full HP and MP of entire party; cures the status ailments Darkness, Poison, Mini, Frog, and Stone; and removes the status effect Float. Can only be used outside or on save points. Location: Bought in Rugor, Bal, Kelb, Surgate, Mua.

E7 TurtleShell Effect: Used with Chemist's !Combine ability. Location: Found in Istory Falls and won from enemies throughout the game.

EA DragnFang Effect: Used with Chemist's !Combine ability. Location: Found in places and won from enemies throughout the game.

EB DarkMatter Effect: Used with Chemist's !Combine ability. Location: Found in places and won from enemies throughout the game.

* Buckshot Effect: Cannoneer's combining ingredient. Location: Bought in Crescent. Also found and won from enemies in the Bonus Dungeon.

* Blastshot Effect: Cannoneer's combining ingredient. Location: Bought in Crescent. Also found and won from enemies in the Bonus Dungeon.

* Blitzshot Effect: Cannoneer's combining ingredient. Location: Bought in Crescent. Also found and won from enemies in the Bonus Dungeon.

EF MagicLamp Effect: Calls an Esper in battle, without using MP and even if you haven't gotten the Espers or learned the !Summon ability. If you use it to call an Esper that only attacks one enemy, then the target is determined at

random. Calls the most powerful Esper first, then calls progressively weaker Espers (skipping Phenix) until you get to the weakest, which it calls 19 times, then it calls something called Egg Chop, which doesn't seem to do anything. You can recharge it by taking it back to where you found it or to its original place in the Great Trench. Location: Found behind Istory Falls.

F9 Ramuh Effect: Lets you call the Esper Ramuh. Location: Won from Ramuh.

FA Shoat Effect: Lets you call the Esper Shoat. Location: Won from Shoat.

FB Golem Effect: Lets you call the Esper Golem. Location: Won from Golem.

F7 DrgnCrest Effect: Doesn't do anything. Just a trophy. Location: Won from Shinryuu.

F8 OmegaMedl Effect: Doesn't do anything. Just a trophy. Location: Won from Omega.

* Medal of Smiting Effect: Doesn't do anything. Just a trophy. Location: Won after the fight with Enuo.

FF by RPGe Effect and Location: Can't be found in the game normally. See the "Transforming Items" bug in the Bugs Section for information about it.

World Map Effect: Lets you see your location on the world map. It's listed separately with the other rare items. Location: Found in Ship Graveyard.

DRINKS

(The code for hacking is listed first, then the drink, then the effect, then the location)

F2 Giant Effect: Doubles your max HP for the duration of the battle. Used with the Chemist's !Drink ability. Location: Bought in Rugor, Bal, Kelb, Surgate, Mua, Mirage. Found in Great Forest of Mua, Istory Falls.

F4 Speed Effect: Casts Haste. Used with the Chemist's !Drink ability. Location: Bought in Rugor, Bal, Kelb, Surgate, Mua, Mirage.

F5 Protect Effect: Casts Armor. Used with the Chemist's !Drink ability. Location: Bought in Rugor, Bal, Kelb, Surgate, Mua, Mirage. Found in Solitary Island Temple.

F3 Power Effect: See the "Power Drink" bug in the Bugs section. Multiple Power Drinks can be used cumulatively. Used with the Chemist's !Drink ability. Location: Bought in Rugor, Bal, Kelb, Surgate, Mua, Mirage.

F6 Hero Effect: Increases your level by 10 for the duration of the battle, which increases the chances of your spells working and the amount of damage your physical attacks and spells do. Multiple Hero Drinks can be used cumulatively. Used with the Chemist's !Drink ability. Location: Bought in Rugor, Bal, Kelb, Surgate, Mua, Mirage. Found in Bal.

DUMMY ITEMS

These items can't be found in the game, but you can get them using savestate hacking or the "Transforming Items" bug in the Bugs Section. None of them do anything. The Sabre looks like a weapon, but it can't be thrown or equipped by

anyone.

00 Blank
01 Empty
54 Sabre
6F L-Hand
70 R-Hand
80 Blank
EE Dummy
71-7F Item0000
D1-DF Item0000

SECTION 13 - LOCATION TRANSLATIONS

SNES Name	Playstation Name
Ancient Library	Library of Ancients
Bal	Val
Barrier Tower	Shield Generator
Carwen	Kerwin
Cleft of Dimension	N-Zone
Exdeath's Castle	X-Death's Castle
Great Trench	Great Sea Trench
Guido's Cave	Gill's Shrine
Hiryuu Valley	Valley of the Dragons
Istory	Easterly
Jacole	Jachol
Kuzar	Kuza
Lix	Rikks
Lonka	Gorn or Ronka
Mua	Moore
Rugor	Lugor
Solitary Island Temple	Island Shrine
Steamship	Fire Ship
Worus	Walz

SNES Name	Gameboy Advance Name
Ancient Library	Library of the Ancients
Cleft of Dimension	Interdimensional Rift
Elder Tree	Guardian Tree
Exdeath's Castle	Castle Exdeath
Great Forest of Mua	Great Forest of Moore
Great Trench	Great Sea Trench
Guido's Cave	Ghido's Cave
Hiryuu Valley	Drakenvale
Jacole	Jachol
Kelb	Quelb
Kuzar	Sealed Castle
Lonka	Gohn, the Town of Ruin and Ronka Ruins
Mirage	Phantom Village
Mua	Moore
Pyramid	Pyramid of Moore
Quicksand Desert	Desert of the Shifting Sands
Rugor	Regole
Solitary Island Temple	Island Shrine
Steamship	Fire-powered ship

SECTION 14 - WHITE MAGIC

This section describes the magic used with the White Mage's !White ability and the Red Mage's !Red ability. All White Magic spells except Dispel are reflected by Walls.

If you're playing the Playstation or Gameboy Advance versions of Final Fantasy 5, see the Location Translations section for translations of the locations in this section.

(The spell is listed first, then that spell's level, then the MP, then the cost, then the location and effect)

Cure	1	4	180	Bought in Tule, Carwen, Karnak, Jacole. Effect: Restores a small amount of HP of one or all allies.
Scan	1	1	80	Bought in Tule, Karnak, Jacole. Effect: Shows one enemy's HP and weakness.
Antdt	1	2	90	Bought in Tule, Carwen, Karnak, Jacole. Effect: Cures Poison of one ally.
Mute	2	2	280	Bought in Carwen, Karnak, Jacole. Effect: Prevents one or all enemies from using spells. Doesn't always work.
Armor	2	3	280	Bought in Carwen, Karnak, Jacole. Effect: Increases one ally's defense.
Size	2	5	300	Found in Lonka Ruins. Bought in Mirage. Effect: Changes one or all allies or enemies from normal size to mini, or from mini to normal size. Doesn't always work.
Cure2	3	9	620	Bought in Karnak, Jacole. Effect: Restores a medium amount of HP of one or all allies.
Life	3	29	700	Bought in Karnak, Jacole. Effect: Brings one ally back to life. Can kill undead monsters, although that doesn't always work.
Charm	3	4	650	Bought in Karnak, Jacole. Effect: Confuse one enemy. Doesn't always work.
Image	4	6	3000	Bought in Rugor, Bal, Kelb, Surgate, Mua. Effect: Nullifies the next two physical attacks on one ally or enemy.
Shell	4	5	3000	Bought in Rugor, Bal, Kelb, Surgate, Mua. Effect: Increases one ally's magic defense and magic evade rate.
Heal	4	10	3000	Found in Karnak Castle. Bought in Lix, Rugor, Bal, Kelb, Surgate, Mua. Effect: Cures one ally of the status ailments Darkness, Poison, Mini, Frog, Mute, Charm, Paralyze, Sleep, Aging, and Stone.
Cure3	5	27	6000	Bought in Mua. Effect: Restore the target to full HP if you cast it on just one target. Restores a large amount of HP if you cast it on multiple targets.
Wall	5	15	6000	Bought in Mua. Effect: Reflects all spells cast on one ally or enemy. Note that spells can only be reflected once, so if a spell is reflected from someone and comes at you, it will hit you even if you have a Wall of your own. That also means that if you bounce a spell off of your own character's Wall then it will hit one of the enemies at random, even if that enemy has a Wall.
Bersk	5	8	6000	Bought in Mua. Effect: Berserks one ally or enemy.
Life2	6	50	10000	Bought in Mirage. Effect: Brings one ally back to life

with full HP. Can kill undead monsters, although that doesn't always work.

Holy 6 20 NA Found in Fork Tower. Effect: Holy damage to one enemy.
Dispel 6 12 10000 Bought in Mirage. Effect: Removes the status effects Image, Regen, Haste, Shell, Armor, Wall, Float, Berserk, Slow, and Stop from one ally or enemy.

SECTION 15 - BLACK MAGIC

This section describes the magic used with the Black Mage's !Black ability and the Red Mage's !Red ability. All Black Magic spells except Drain and Psych are reflected by Walls.

Many Black Magic spells can be used on one enemy or all enemies. Their effect will be stronger if you just use them on one enemy. If you cast a spell on all four of your characters and it reflects back at the enemy (because of the White Magic spell Wall or the Esper Crbnkl), then that will make its effect stronger.

If you're playing the Playstation or Gameboy Advance versions of Final Fantasy 5, see the Location Translations section for translations of the locations in this section.

(The spell is listed first, then that spell's level, then the MP, then the cost, then the location and effect)

Fire	1	4	150	Bought in Tule, Carwen, Karnak, Crescent. Effect: Weak Fire damage to one or all enemies.
Ice	1	4	150	Bought in Tule, Carwen, Karnak, Crescent. Effect: Weak Ice damage to one or all enemies.
Bolt	1	4	150	Bought in Tule, Carwen, Karnak, Crescent. Effect: Weak Thunder damage to one or all enemies.
Venom	2	2	290	Bought in Karnak, Crescent. Effect: Gives one enemy the poison status. Doesn't always work.
Sleep	2	3	300	Bought in Carwen, Karnak, Crescent. Effect: Puts one or all enemies to sleep. Doesn't always work.
Toad	2	8	300	Found in Istory. Bought in Mirage. Effect: Changes one or all allies or enemies from a human to a frog, or from a frog to a human. Doesn't always work.
Fire2	3	10	600	Bought in Karnak, Crescent. Effect: Medium Fire damage to one or all enemies.
Ice 2	3	10	600	Bought in Karnak, Crescent. Effect: Medium Ice damage to one or all enemies.
Bolt2	3	10	600	Bought in Karnak, Crescent. Effect: Medium Thunder damage to one or all enemies.
Drain	4	13	3000	Bought in Rugor, Bal, Kelb, Surgate, Mua. Effect: Drain HP from one enemy. Doesn't always work.
Break	4	15	3000	Bought in Rugor, Bal, Kelb, Surgate, Mua. Effect: Turns one enemy to stone. Doesn't always work.
Bio	4	16	3000	Bought in Rugor, Bal, Kelb, Surgate, Mua. Effect: Does poison damage to one or all enemies. Also causes them to constantly lose HP.
Fire3	5	25	6000	Bought in Mua. Effect: Strong Fire damage to one or all enemies.
Ice 3	5	25	6000	Bought in Mua. Effect: Strong Ice damage to one or all enemies.
Bolt3	5	25	6000	Bought in Mua. Effect: Strong Thunder damage to one or

all enemies.

Flare 6 39 NA Found in Fork Tower. Effect: Damages one enemy.
Doom 6 29 10000 Bought in Mirage. Effect: Kills one enemy. Doesn't
always work.
Psych 6 1 10000 Bought in Mirage. Effect: Drain MP from enemies.
Doesn't always work.

SECTION 16 - DIMEN MAGIC

This section describes the magic used with the Time Mage's !Dimen ability.

If you're playing the Playstation or Gameboy Advance versions of Final Fantasy 5, see the Location Translations section for translations of the locations in this section.

(The spell is listed first, then that spell's level, then the MP, then whether or not it can be reflected by walls, then the cost, then the location and effect)

Drag 1 1 N 30 Found in Worus Castle. Bought in Mirage. Effect:
Gives you more time to enter your commands.
Slow 1 3 Y 80 Bought in Worus, Karnak, Istory. Effect: Makes one
enemy wait longer between turns. Doesn't always work.
Regen 1 3 Y 100 Bought in Worus, Karnak, Istory. Effect: Restores a
small amount of HP to one ally periodically.
Void 2 3 N 320 Bought in Worus, Karnak, Istory. Effect: Prevents all
allies and enemies from using spells. Doesn't work in
all fights (see the monster section).
Haste 2 5 Y 320 Bought in Worus, Karnak, Istory. Effect: Decreases
the amount of time that one ally has to wait between
turns.
Float 2 10 Y 300 Found in Surgate. Bought in Mirage. Effect: Causes
one or all allies to float so they can avoid
earthquakes and damage floors.
Demi 3 9 Y 620 Bought in Karnak, Istory. Effect: Reduce one enemy's
HP by half. Doesn't always work.
Stop 3 8 Y 580 Bought in Karnak, Istory. Effect: Prevents one enemy
from doing anything. Wears off after eventually.
Doesn't always work.
Exit 3 15 N 600 Found in Bal. Bought in Mirage. Effect: Leave a
dungeon or end a fight.
Comet 4 7 N 3000 Bought in Rugor, Bal, Kelb, Surgate, Mua. Effect:
Damage one enemy. The amount of damage it does varies
dramatically.
Slow2 4 9 Y 3000 Bought in Rugor, Bal, Kelb, Surgate, Mua. Effect:
Makes all enemies wait longer between turns. Doesn't
always work.
Reset 4 1 N 3000 Bought in Rugor, Bal, Kelb, Surgate, Mua. Effect:
Starts the battle over from the beginning.
Qrter 5 18 Y 6000 Bought in Mua. Effect: Reduce one enemy's HP by 7/8.
Doesn't always work.
Hast2 5 15 Y 6000 Bought in Mua. Effect: Decreases the amount of time
that all allies have to wait between turns.
Old 5 4 Y 6000 Bought in Mua. Effect: Causes one enemy to age,
decreasing their statistics. Doesn't always work.
Meteo 6 42 N NA Found in Great Trench. Effect: Attacks four enemies

at random (it can attack the same enemy more than once). The amount of damage it does varies dramatically.

Quick 6 77 N 10000 Bought in Mirage. Effect: Lets the caster do two additional things in one round. Casting Quick again as one of those things doesn't work. And casting it twice using the Red Mage's !X-Magic ability doesn't work either.

XZone 6 20 Y 10000 Bought in Mirage. Effect: Kills one enemy. Doesn't always work.

SECTION 17 - SWORD MAGIC

This section describes the magic used with the Mystic Knight's !MgcSword ability. Sword Magic spells can not be reflected by Walls.

Sword Magic is based on Black Magic (except the Black Magic spells Toad and Doom) plus the White Magic spells Mute and Holy. You gain a Sword Magic spell automatically when you get the equivalent Black (or White) Magic spell. Sword Magic wears off when the fight is over, and will only work with some weapons (see the Weapons section for a list of which ones). See the Weapons section for information on which weapons are Magic Sword OK. Note that the elemental Sword Magic spells will only help with enemies who are weak to their element.

If you're playing the Playstation or Gameboy Advance versions of Final Fantasy 5, see the Location Translations section for translations of the locations in this section.

(The spell is listed first, then that spell's level, then the MP, then the cost, then the location and effect)

Fire 1 2 150 Bought in Tule, Carwen, Karnak, Crescent. Effect: Causes attacks by your weapon to do a small amount of Fire damage.

Ice 1 2 150 Bought in Tule, Carwen, Karnak, Crescent. Effect: Causes attacks by your weapon to do a small amount of Ice damage.

Bolt 1 2 150 Bought in Tule, Carwen, Karnak, Crescent. Effect: Causes attacks by your weapon to do a small amount of Thunder damage.

Venom 2 1 290 Bought in Karnak, Crescent. Effect: Causes attacks by your weapon to do poison damage and give the enemy the poison status effect.

Mute 2 1 280 Bought in Carwen, Karnak, Jacole. Effect: Causes attacks by your weapon to give the enemy the mute status effect.

Sleep 2 2 300 Bought in Carwen, Karnak, Crescent. Effect: Causes attacks by your weapon to give the enemy the sleep status effect.

Fire2 3 5 600 Bought in Karnak, Crescent. Effect: Causes attacks by your weapon to do a medium amount of Fire damage.

Ice 2 3 5 600 Bought in Karnak, Crescent. Effect: Causes attacks by your weapon to do a medium amount of Ice damage.

Bolt2 3 5 600 Bought in Karnak, Crescent. Effect: Causes attacks by your weapon to do a medium amount of Thunder damage.

Drain 4 6 3000 Bought in Rugor, Bal, Kelb, Surgate, Mua. Effect: Causes attacks by your weapon to drain HP from the enemy.

Break 4 8 3000 Bought in Rugor, Bal, Kelb, Surgate, Mua. Effect: Causes

attacks by your weapon to give the enemy the stone status effect.

Bio	4	3	3000	Bought in Rugor, Bal, Kelb, Surgate, Mua. Effect: Causes attacks by your weapon to do poison damage.
Fire3	5	15	6000	Bought in Mua. Effect: Causes attacks by your weapon to do a large amount of Fire damage.
Ice 3	5	15	6000	Bought in Mua. Effect: Causes attacks by your weapon to do a large amount of Ice damage.
Bolt3	5	15	6000	Bought in Mua. Effect: Causes attacks by your weapon to do a large amount of Thunder damage.
Holy	6	10	NA	Found in Fork Tower. Effect: Causes attacks by your weapon to do holy damage.
Flare	6	30	NA	Found in Fork Tower. Effect: Causes attacks by your weapon to do extra damage.
Psych	6	1	10000	Bought in Mirage. Effect: Causes attacks by your weapon to drain MP from the enemy.

SECTION 18 - ESPERS

This section describes the magic used with the Summoner's !Summon and !Conjure abilities. Espers can not be reflected by Walls.

Note that you won't be able to get Shiva after you leave world 1. (Unless you use the "Skipping the Pyramid" bug in the Bugs section, which can only be done at the beginning of world 3. That bug works in the SNES version of the game, but it doesn't work in the Gameboy Advance version. I'm not sure about the Playstation version.) And you won't be able to get Shoat or Crbnkl after you leave world 2. Ramuh won't be in the same place after you leave world 1, but you'll be able to find him again somewhere else. You might suspect that Shiva, Shoat, and Crbnkl could be found in the same place that Ramuh can be found, but I've checked into it, and I'm sure that they can't, so don't waste time trying.

If you're playing the Playstation or Gameboy Advance versions of Final Fantasy 5, see the Location Translations section for translations of the locations in this section.

(The spell is listed first, then that spell's level, then the MP, then the cost, then the location and effect)

Chocob	1	4	300	Bought in Worus, Mirage. Effect: Usually uses the attack Chocobo Kick which damages one enemy and doesn't always work. Sometimes uses the attack Fat Chocobo which damages all enemies and does even more damage.
Sylph	1	8	350	Bought in Worus, Mirage. Effect: Steal HP from one enemy.
Remora	1	2	250	Bought in Worus, Mirage. Effect: Paralyzes one enemy. Doesn't always work.
Shiva	2	10	NA	Found in the tower inside Worus Castle. Effect: Ice damage to all enemies.
Ramuh	2	12	NA	Found in the forest near Istory in world 1. If you miss him there, you can find him again in the area outside the Castle in the Cleft of Dimension (after you area where you fight Catastroph and before the area where you fight Halicarnaso). Effect: Thunder damage to all enemies.
Ifrit	2	11	NA	Found in Ancient Library. Effect: Fire damage to all enemies.

Titan	3	25	NA Found in the meteor near Karnak. Effect: Earth damage to all enemies. Doesn't work on enemies who have the float status effect.
Golem	3	18	NA Found in Hiryu Valley (help him when you encounter him in a random fight). He can also be found in the Cave in the Cleft of Dimension. Effect: Temporarily protects your party from physical attacks.
Shoat	3	33	NA Found in the forest in the northwest corner of world 2. Effect: Turns one enemy to stone. Doesn't always work.
Crbnkl	4	45	NA Found in Exdeath's Castle. Effect: Casts Wall on your party.
Syldra	4	32	NA Found in the Pirates' Cave in world 3 after you've been through the Pyramid. Effect: Wind damage to all enemies.
Odin	4	48	NA Found in Castle Bal in world 3. Effect: Sometimes uses the attack True Edge which kills all enemies. Sometimes uses the attack Gungnir which damages one enemy at random. If you summon Odin using the !Summon or !Conjure commands, then it will always use the attack Gungnir in battles with at least one boss. But if you summon Odin using the MagicLamp, then it will always use the attack True Edge.
Phenix	5	99	NA Found in the Phoenix Tower. Effect: Fire damage to all enemies. Revives one of your characters with full HP and MP.
Levia	5	39	NA Found in Istory Falls in world 3. Effect: Water damage to all enemies.
Bahmut	5	66	NA Found on the North Mountain in world 3. Effect: Damage to all enemies.

SECTION 19 - BLUE MAGIC DESCRIPTIONS

This section describes the magic used with the Blue Mage's !Blue ability. See the next five sections for the locations of all the Blue Magic spells.

If you're playing the Playstation or Gameboy Advance versions of Final Fantasy 5, see the Blue Magic Translations section for translations of the Blue Magic spells in this section.

(The spell is listed first, then the MP, then whether or not it can be reflected by walls, then the effect. The locations are listed separately below.)

Condemn	10	N	Kills one enemy after 30 seconds.
Roulette	1	N	Kills one enemy or ally at random. Doesn't always work.
AquaRake	38	N	Damage to all enemies. Strong against Desert type enemies (see the Monster list to see which enemies are of the Creature Type Desert).
L5 Doom	22	Y	Kills all enemies who are at a level that is a multiple of 5 (for example, 5, 10, 15, 20, and so on). Works on enemies who are normally immune to instant death attacks.
L4 Qrter	9	Y	Reduces all enemies' HP by 3/4 if they are at a level that is a multiple of 4 (for example, 4, 8, 12, 16, and so on). Doesn't work on most bosses.
L2 Old	11	Y	Causes Old status for all enemies who are at a level that is a multiple of 2 (for example, 2, 4, 6, 8, and so on). Works on enemies who are normally immune to Old.
L3 Flare	18	Y	Damages all enemies who are at a level that is a multiple of

3 (for example, 3, 6, 9, 12, and so on).

FrogSong	5	N	Causes Frog status for one enemy. Doesn't always work.
TinySong	5	N	Causes Mini status for one enemy. Doesn't always work.
Flash	7	N	Causes Darkness status for all enemies. Doesn't always work.
Time Slip	9	N	Causes Sleep and Old status for one enemy. Doesn't always work.
MoonFlut	3	N	Causes Berserk status for all allies.
DethClaw	21	N	Paralyzes one enemy and decreases its HP below 10. Doesn't always work.
Aero	4	Y	Weak Wind damage to one or all enemies.
Aero 2	10	Y	Medium Wind damage to one or all enemies.
Aero 3	24	Y	Strong Wind damage to one or all enemies.
Emission	5	N	Fire damage to one enemies.
GblinPnch	0	N	Damages one enemy. Does more damage if the enemy and caster are the same level. The amount of damage it does depends on the attack power of your weapon.
DrkShock	27	Y	Cuts one enemy's level in half (rounds down). Doesn't always work.
GuardOff	19	Y	Reduces one enemy's defense and magic defense by half. Doesn't always work.
Fusion	13	N	Kills the caster, but restores full HP and MP of one ally.
MindBlst	6	Y	Damages and paralyzes one enemy and causes it constantly lose HP.
Vampire	2	N	Drain HP from one enemy in the amount of half the difference between the caster's maximum HP and current HP. Doesn't always work.
Hammer	3	N	Reduces one enemy's MP by half. Doesn't always work.
MghtyGrd	72	Y	Casts Armor, Float, and Shell on all allies.
Exploder	1	N	Kills the caster, but damages one enemy in the amount of caster's HP.
????	3	N	Damage one enemy in the amount of the caster's maximum HP minus current HP. Doesn't always work.
Blowfish	25	N	1000 damage to one enemy.
WhiteWind	28	N	Heals all allies in the amount of the caster's current HP.
Missile	7	N	Reduces one enemy's HP by 3/4. Doesn't always work.

SECTION 20 - BLUE MAGIC ALL LOCATIONS

This section lists all the monsters from which you can learn each Blue Magic spell, in chronological order. Note that Sections 21-23 (Blue Magic First Locations) list the first place you can learn each spell, and it specifies what you need to do to get the monster to cast the spell on you. And if you get to the end of the game and realize you missed a spell, Section 24 (Blue Magic Late Locations) lists a place that you can still learn each spell, and it also specifies what you need to do to get the monster to cast the spell on you.

Some monsters will only cast a Blue Magic spell when you control them, or in reaction to a certain action you take (like attacking them or casting a certain spell on them), or under certain conditions (like if they're alone or if their HP is at a certain level). And sometimes the monster will only cast the spell on themself or another monster, in which case you need to cast a Wall on them so the spell will bounce off of them onto you. I've noted those conditions in brackets after the monster's name. Note that if a monster doesn't have enough MP to cast the spell, you may have to give them an Ether.

I note that you must control some enemies to get them to cast a spell. If you

don't want to control them, charming a monster may result in it doing something that you would otherwise have to control it to get it to do. Although some monsters can't be charmed. And if you charm monsters, they will cast damaging Blue Magic spells on the monsters rather than on you. You can reflect some of the Blue Magic spells onto your characters by putting a wall on the monster, but some of the spells can't be reflected.

If you're playing the Playstation or Gameboy Advance versions of Final Fantasy 5, see the Blue Magic Translations and Monster Translations sections for translations of the Blue Magic spells and monster names in this section.

Condemn	Exdeath (Exdeath Castle), Cursed One [Control], Unknown (Skeleton), Apocalypse
Roulette	Bella Donna, DoomDealer, Apocalypse, Shinryuu
AquaRake	D.Chimera, Chim.Brain, Seal Guardian (Water) [HP < 3000], D.Chimera (ZephyrZone), Bahamut [20000 <= HP < 25000], Gogo [HP < 33000 & HP Damage], Leviathan
L5 Doom	Page 64, Tricker [Control and Wall], Ixecrator, LevelCheck, Apocalypse
L4 Qrter	Hydra [as it dies], Tricker, Ixecrator, LevelCheck, Apocalypse
L2 Old	Tricker [Control and Wall], Magic Drgn, Ixecrator, LevelCheck, Apocalypse, Shinryuu
L3 Flare	Red Dragon [Control and Wall], Exdeath (Exdeath Castle), Lunenta (ZephyrZone), Archaesaur [Control and Wall], Ixecrator, LevelCheck, Shinryuu
FrogSong	Elf Toad [Alone or Control], ArchaeToad, Conago, Elf Toad (Metamorpha), Gilgamesh (ExDeath Castle), Silvune [Control], Chamcubia [Control or React:Fight], Farfarerro, Apocalypse [React:AquaRake]
TinySong	MiniMage, Gilgamesh (ExDeath Castle), Mukare [Control], Silvune [Control], Cherie [Control or React:Fight], Farfarerro, Apocalypse
Flash	Blocks, Crew Dust [Alone or Control and Wall], Ramuh, Neon [Control and Wall or React:Physical attacks], Crew Dust (Metamorpha), Gilgamesh (ExDeath Castle), Apocalypse, Necrofobia [Alone]
Time Slip	Traveler, Gilgamesh (ExDeath Castle), Cherie [Control], Apocalypse
MoonFlut	Garkimasra [React:HP Damage], Page 256, Garkimasra (ExDeath Castle) [React:HP Damage], Mukare
DethClaw	Iron Claw, Torrent, Rock Brain [Control], Statue [Control], Gilgamesh (Ship), Death Claw, Apocalypse
Aero	Mold Wind, Magisa, Defeater [Control], Gigas [React:HP Damage], Mukare, Apocalypse [React:Aero 3]
Aero 2	Gigas, Page 32, Whirl Demon, Gilgamesh (Bridge), Enkidou, GajraGajri [Control], Abductor (ExDeath Castle), Apocalypse
Aero 3	Whirl Demon (Metamorpha), Seal Guardian (Air) [HP < 3000], Magic Drgn, Elm Gigas [after you wake it up], Ziggurat (Zephyr Zone) [Control], Cherie [Control], Bardandels
Emission	Prototype, Flamegun, MachinHead, Triton, Great Drgn, Omega, Apocalypse, Mind Mage [Control]
GblinPnch	Goblin, Black Goblin, Sahagin [Control], Gilgamesh (Bridge), Gabbldagak, Armon [Control], Apocalypse [React:L3 Flare]
DrkShock	BlackFlame, Rock Brain, Druid [Control], Shadow [Control], Nile, Apocalypse
GuardOff	Page 256 [Control], Ziggurat, Magic Drgn, Shadow [Control], Ziggurat (ZephyrZone), Nile, Cursed One [Control], Apocalypse
Fusion	Carcursor [Control], Mithril Drgn [Control], Water Buzz [Control], Dilure [Control], Unknown (Blob) [Control], Mover [Control]

MindBlst	Stalker, Apocalypse, Twin Tania, Mind Mage
Vampire	Steel Bat, Blood Slime, Abductor (Bal Castle), Enkidou, Radiator [Control or React:HP Damage], Bold Mani [Control], Python [React:Fight], Shadow [Control], MercuryBat, Achelone [Control]
Hammer	Byblos, Drippy, Owazoral (ExDeath Castle) [Control], Apanda
MghtyGrd	Stingray [Control], Apocalypse [Wall], Shinryuu [Wall]
Exploder	Motor Trap [React:Thunder attack], Bomb, Puroboros, Grenade [React:Magic]
????	Wild Nack, Kuzar, Tyrasaurus [React:Physical attacks], Lunenta (ZephyrZone) [Control], MachinHead [Control], Gel Fish [Control], Kuzar (Phoenix Tower), Slownin [Control], Apocalypse, K.Behemoth [Control]
Blowfish	Lamia [Control], Cactus [Control], Hedgehog [Control], BlandLamia, Mukare [Control], Chamcubia [Control]
WhiteWind	Whirl Demon [Control], Arage [Control], White Flame [Control]
Missile	Motor Trap [Control], Prototype, Rocket, Gilgamesh (Ship), Enkidou, MachinHead, Sol Cannon (Phoenix Tower), Apocalypse

SECTION 21 - BLUE MAGIC FIRST LOCATIONS (SNES TRANSLATION)

This is a list of the first place that each blue magic spell can be found, in chronological order (and the second place for some spells that can be hard to get the first time around). You can't go back to the same place and get some spells if you miss them on your first chance. See Section 24 (Blue Magic Late Locations) below for a place that each blue magic spell can still be found late in the game. See Section 20 (Blue Magic All Locations) for a list of all the monsters from which you can learn each spell.

I note that you must control some enemies to get them to cast a spell. If you don't want to control them, charming a monster may result in it doing something that you would otherwise have to control it to get it to do. Although some monsters can't be charmed. And if you charm monsters, they will cast damaging Blue Magic spells on the monsters rather than on you. You can reflect some of the Blue Magic spells onto your characters by putting a wall on the monster, but some of the spells can't be reflected.

You can learn Vampire from the enemy Steel Bat which can be found in the Pirate Cave.

You can learn GblinPnch from the enemy Black Goblin which can be found in the Wind Shrine.

You can learn Aero from the enemy Mold Wind which can be found in the Wind Shrine.

You can learn Flash from the enemy Blocks which can be found in the North Mountain. (Note: You must use an Ether on Blocks.) If you don't want to use an Ether, then your first chance to learn Flash without using an Ether is from the enemy Crew Dust which can be found in the Steamship. (Note: The Crew Dust will only use Flash when it's alone, so you have to kill all the other monsters with it first.)

You can learn FrogSong from the enemy Elf Toad which can be found in the Waterfall behind Worus Castle or in Worus Tower. (Note: The Elf Toad will only use FrogSong when it's alone, so you have to kill all the other monsters

with it first.)

You can learn MoonFlut from the enemy Garkimasra which can be found in the Worus Castle Basement. (Note: He won't cast it if you leave him alone, but sometimes he'll cast it in response to your damaging him.) If you don't want to fight Garkimasra, then your next chance to learn MoonFlut is from the enemy Page 256 which can be found in the Ancient Library.

You can learn ??? from the enemy Wild Nack which can be found in the forests near Karnak in World 1.

You can learn Fusion from the enemy Carcurser which can be found in the Ship Graveyard. (Note: You must cast Charm on Carcurser, which means that you won't be able to learn this until you've already been to Karnak where you can buy the White Magic spell Charm.) If you don't want to go back to the Ship Graveyard from Karnak, then your next chance to get it is from the enemy Mithril Drgn which can be found in the forests near the Ancient Library in World 1. (Note: You must control the Mithril Drgn.)

You can learn Exploder from the enemy Motor Trap. Motor Traps appear after you win a fight in which the enemy Defeater is the last enemy you kill. Defeaters can be found in the Steamship. (Note: You must cast Bolt on Motor Trap or hit it with a Thunder Rod.)

You can learn Aero 2 from the enemy Gigas which can be found inside treasure chests in Karnak Castle. If you miss it there, then your next chance to get it is from the enemy Page 32 which can be found in the Ancient Library.

You can learn DethClaw from the enemy Iron Claw, the boss of Karnak Castle. If you miss it there, then your next chance to get it is from the enemy Torrent which can be found on the plains and in the forests near Exdeath's Castle.

You can learn Missile from the enemy Motor Trap. Motor Traps appear after you win a fight in which the enemy Defeater is the last enemy you kill. Defeaters can be found in the Steamship. (Note: You must control the Motor Trap, which means that you won't be able to learn this until you've already been through the Steamship once and gotten additional jobs from the Fire Crystal.)

You can learn AquaRake from the enemy D.Chimera which can be found in the desert south of Karnak in world 1.

You can learn L5 Doom from the enemy Page 64 which can be found in the Ancient Library. (Note: This spell only works on characters who are at a level that is a multiple of 5 (for example, 5, 10, 15, 20, and so on). Make sure you have at least one character in your party who is not at a level that is a multiple of 5 when you have this cast on you, otherwise it'll kill you all.)

You can learn GuardOff from the enemy Page 256 which can be found in the Ancient Library. (Note: You must control it.)

You can learn Hammer from the enemy Byblos which can be found in the Ancient Library. If you miss it there, then your next chance to get it is from the enemy Drippy which can be found in Hiryu Valley.

You can learn DrkShock from the enemy BlackFlame which can be found on Crescent Island in world 1.

You can learn Emission from the enemy Prototype which can be found two islands southwest of Crescent in world 1. If you don't want to fight Prototype, then your next chance to learn Emission is from the enemy Flamegun which guards the

entrance to the Lonka Ruins.

You can learn Blowfish from the enemy Lamia which can be found in the Lonka Ruins. (Note: You must control it.)

You can learn WhiteWind from the enemy Whirl Demon which can be found in the Lonka Ruins in world 1. (Note: You must control them.)

You can learn L4 Qrter from the enemy Hydra which can be found in the Lonka Ruins, in the room with King Tycoon. Hydra casts L4 Qrter when you kill it. (Note: This spell only works on characters who are at a level that is a multiple of 4 (for example, 4, 8, 12, 16, and so on).)

You can learn L3 Flare from the enemy Red Dragon which can sometimes be found inside treasure chests in the Barrier Tower and can be randomly encountered in Exdeath's Castle after Kelgar transforms it. (Note: You must control it, and even then it will only cast it on itself, so you have to cast a Wall on it so L3 Flare will reflect off of it and onto you. You can't get the White Magic spell Wall until after the Barrier Tower, so if you want to learn L3 Flare in the Barrier Tower, you'll have to use the Chemist's !Combine ability to make a Dragon Armor (combine a PhenixDwn and a DragnFang), which casts Wall. Or you could use the Mediator's !Catch ability to catch the enemy Neon (which is randomly encountered in the Barrier Tower) and release it during your fight against the Red Dragon. You'll have to release at least two Neons, since releasing the first one will cast Wall on you rather than the Red Dragon, then the second Neon's Wall might bounce off the first Neon's Wall and hit the Red Dragon (or it might cast Wall on one of your other characters). Also note that this spell only works on characters who are at a level that is a multiple of 3 (for example, 3, 6, 9, 12, and so on).)

You can learn L2 Old from the enemy Tricker which can be found in the Barrier Tower. (Note: You must control it, and even then it will only cast it on itself, so you have to cast a Wall on it so L2 Old will reflect off of it and onto you. You can't get the White Magic spell Wall until after the Barrier Tower, so if you want to learn L2 Old in the Barrier Tower, you'll have to use the Chemist's !Combine ability to make a Dragon Armor (combine a PhenixDwn and a DragnFang), which casts Wall. Or you could use the Mediator's !Catch ability to catch the enemy Neon (which is randomly encountered in the Barrier Tower) and release it during your fight against the Tricker. You'll have to release at least two Neons, since releasing the first one will cast Wall on you rather than the Tricker, then the second Neon's Wall might bounce off the first Neon's Wall and hit the Tricker (or it might cast Wall on one of your other characters). Also note that this spell only works on characters who are at a level that is a multiple of 2 (for example, 2, 4, 6, 8, and so on).) If you don't want to try to learn it from Tricker, then your next chance to learn L2 Old is from the enemy Magic Drgn which can be found in Exdeath's Castle after Kelgar transforms it.

You can learn Time Slip from the enemy Traveler which can be found in the Barrier Tower.

You can learn Aero 3 from the enemy Metamorpha that changes into Whirl Demon which can be found in Guido's Cave. Note that there are a few different types of Metamorpha, and some of them won't turn into Whirl Demon. The one that can turn into Whirl Demon can only turn into Whirl Demon, Ifrit, or Wyvern. So if you're fighting a Metamorpha that turns into something else, then it's not the one that will turn into Whirl Demon.

You can learn TinySong from the enemy MiniMage which can be found in the Great Forest of Mua.

You can learn Condemn from the enemy Exdeath, the boss of Exdeath's Castle. If you miss it there, then your next chance to get it is from the enemy Cursed One which can be found in treasure chests in the Pyramid and can be randomly encountered in the Solitary Island Temple. (Note: You must control the Cursed One and give them an Ether.)

You can learn MghtyGrd from the enemy Stingray which can be found on the northern part of the sea that is southwest of Carwen in world 3. It's found in the same part of the sea as Sahagin, Sea Avis, and Th.Anemone. (Note: You must control the Stingray.)

You can learn Roulette from the enemy Bella Donna which can be found in the Phoenix Tower.

You can learn MindBlst from the enemy Stalker, the boss of the Solitary Island Temple.

SECTION 22 - BLUE MAGIC FIRST LOCATIONS (PLAYSTATION TRANSLATION)

This is a list of the first place that each blue magic spell can be found, in chronological order (and the second place for some spells that can be hard to get the first time around). You can't go back to the same place and get some spells if you miss them on your first chance. See Section 24 (Blue Magic Late Locations) below for a place that each blue magic spell can still be found late in the game. See Section 20 (Blue Magic All Locations) for a list of all the monsters from which you can learn each spell.

I note that you must control some enemies to get them to cast a spell. If you don't want to control them, muddling a monster may result in it doing something that you would otherwise have to control it to get it to do. Although some monsters can't be muddled. And if you muddle monsters, they will cast damaging Blue Magic spells on the monsters rather than on you. You can reflect some of the Blue Magic spells onto your characters by putting a wall on the monster, but some of the spells can't be reflected.

You can learn Red Feast from the enemy Steel Bat which can be found in the Pirate Cave.

You can learn GobPunch from the enemy BlakGoblin which can be found in the Wind Shrine.

You can learn Aero from the enemy Mauldwin which can be found in the Wind Shrine.

You can learn Flash from the enemy Stone which can be found in the North Mountain. (Note: You must use an Ether on Stone.) If you don't want to use an Ether, then your first chance to learn Flash without using an Ether is from the enemy Cool Dust which can be found in the Fire Ship. (Note: The Cool Dust will only use Flash when it's alone, so you have to kill all the other monsters with it first.)

You can learn ToadSong from the enemy Elf Toad which can be found in the Waterfall behind Walz Castle or in Walz Tower. (Note: The Elf Toad will only use ToadSong when it's alone, so you have to kill all the other monsters with it first.)

You can learn MoonFlut from the enemy Harpy which can be found in the Walz Castle Basement. (Note: He won't cast it if you leave him alone, but sometimes he'll cast it in response to your damaging him.) If you don't want to fight Harpy, then your next chance to learn MoonFlut is from the enemy Page 256 which can be found in the Library of Ancients.

You can learn ???? from the enemy Wild Dog which can be found in the forests near Karnak in World 1.

You can learn Pep Up from the enemy CrystSlugs which can be found in the Ship Graveyard. (Note: You must cast Muddle on CrystSlugs, which means that you won't be able to learn this until you've already been to Karnak where you can buy the White Magic spell Muddle.) If you don't want to go back to the Ship Graveyard from Karnak, then your next chance to get it is from the enemy MithrlDrgn which can be found in the forests near the Library of Ancients in World 1. (Note: You must control the MithrlDrgn.)

You can learn Exploder from the enemy Mottletrap. Mottletraps appear after you win a fight in which the enemy Defeater is the last enemy you kill. Defeaters can be found in the Fire Ship. (Note: You must cast Bolt on Mottletrap or hit it with a LightningRod.)

You can learn Aero 2 from the enemy Gigas which can be found inside treasure chests in Karnak Castle. If you miss it there, then your next chance to get it is from the enemy Page 32 which can be found in the Library of Ancients.

You can learn DoomClaw from the enemy Iron Claw, the boss of Karnak Castle. If you miss it there, then your next chance to get it is from the enemy Trent which can be found on the plains and in the forests near X-Death's Castle.

You can learn Missile from the enemy Mottletrap. Mottletraps appear after you win a fight in which the enemy Defeater is the last enemy you kill. Defeaters can be found in the Fire Ship. (Note: You must control the Mottletrap, which means that you won't be able to learn this until you've already been through the Fire Ship once and gotten additional jobs from the Fire Crystal.)

You can learn AquaRake from the enemy Quadrharpy which can be found in the desert south of Karnak in world 1.

You can learn L5 Doom from the enemy Page 64 which can be found in the Library of Ancients. (Note: This spell only works on characters who are at a level that is a multiple of 5 (for example, 5, 10, 15, 20, and so on). Make sure you have at least one character in your party who is not at a level that is a multiple of 5 when you have this cast on you, otherwise it'll kill you all.)

You can learn GuardOff from the enemy Page 256 which can be found in the Library of Ancients. (Note: You must control it.)

You can learn MagHammr from the enemy Byblos which can be found in the Library of Ancients. If you miss it there, then your next chance to get it is from the enemy Drippy which can be found in the Valley of the Dragons.

You can learn BlakShock from the enemy BlackFlame which can be found on Crescent Island in world 1.

You can learn Burn Ray from the enemy Prototype which can be found two islands southwest of Crescent in world 1. If you don't want to fight Prototype, then your next chance to learn Burn Ray is from the enemy Flamethrower which guards the entrance to the Ronka Ruins.

You can learn Blowfish from the enemy Lamia which can be found in the Ronka Ruins. (Note: You must control it.)

You can learn WhitWind from the enemy Fan Wizard which can be found in the Ronka Ruins in world 1. (Note: You must control them.)

You can learn L4 Qrtr from the enemy Hydra which can be found in the Ronka Ruins, in the room with King Tycoon. Hydra casts L4 Qrtr when you kill it. (Note: This spell only works on characters who are at a level that is a multiple of 4 (for example, 4, 8, 12, 16, and so on).)

You can learn L3 Flare from the enemy Red Dragon which can sometimes be found inside treasure chests in the Shield Generator and can be randomly encountered in X-Death's Castle after Kelgar transforms it. (Note: You must control it, and even then it will only cast it on itself, so you have to cast Rflect on it so L3 Flare will reflect off of it and onto you. You can't get the White Magic spell Rflect until after the Shield Generator, so if you want to learn L3 Flare in the Shield Generator, you'll have to use the Chemist's !Mix ability to make a Dragon Armor (mix a Phoenix Down and a Dragon Fang), which casts Rflect. Or you could use the Trainer's !Catch ability to catch the enemy Neon (which is randomly encountered in the Barrier Tower) and release it during your fight against the Red Dragon. You'll have to release at least two Neons, since releasing the first one will cast Rflect on you rather than the Red Dragon, then the second Neon's Rflect might bounce off the first Neon's Rflect and hit the Red Dragon (or it might cast Rflect on one of your other characters). Also note that this spell only works on characters who are at a level that is a multiple of 3 (for example, 3, 6, 9, 12, and so on).)

You can learn L2 Old from the enemy Tripper which can be found in the Shield Generator. (Note: You must control it, and even then it will only cast it on itself, so you have to cast Rflect on it so L2 Old will reflect off of it and onto you. You can't get the White Magic spell Rflect until after the Shield Generator, so if you want to learn L2 Old in the Shield Generator, you'll have to use the Chemist's !Mix ability to make a Dragon Armor (mix a Phoenix Down and a Dragon Fang), which casts Rflect. Or you could use the Trainer's !Catch ability to catch the enemy Neon (which is randomly encountered in the Shield Generator) and release it during your fight against the Tripper. You'll have to release at least two Neons, since releasing the first one will cast Rflect on you rather than the Tripper, then the second Neon's Rflect might bounce off the first Neon's Rflect and hit the Tripper (or it might cast Rflect on one of your other characters). Also note that this spell only works on characters who are at a level that is a multiple of 2 (for example, 2, 4, 6, 8, and so on).) If you don't want to try to learn it from Tripper, then your next chance to learn L2 Old is from the enemy MagicDragon which can be found in X-Death's Castle after Kelgar transforms it.

You can learn TimeSlip from the enemy Traveler which can be found in the Shield Generator.

You can learn Aero 3 from the enemy Metamorpha that changes into Fan Wizard which can be found in Gill's Shrine. Note that there are a few different types of Metamorpha, and some of them won't turn into Fan Wizard. The one that can turn into Whirl Demon can only turn into Fan Wizard, Ifrit, or Y Burn. So if you're fighting a Metamorpha that turns into something else, then it's not the one that will turn into Fan Wizard.

You can learn LitlSong from the enemy MiniMage which can be found in the Great Forest of Moore.

You can learn Condemnd from the enemy X-Death, the boss of X-Death's Castle. If you miss it there, then your next chance to get it is from the enemy The Damned which can be found in treasure chests in the Pyramid and can be randomly encountered in the Island Shrine. (Note: You must control The Damned and give them an Ether.)

You can learn Guardian from the enemy Stingray which can be found on the northern part of the sea that is southwest of Kerwin in world 3. It's found in the same part of the sea as Fins, Cybis, and Thunderpit. (Note: You must control the Stingray.)

You can learn Roulette from the enemy Serpentina which can be found in the Phoenix Tower.

You can learn MindBlst from the enemy Stoker, the boss of the Island Shrine.

SECTION 23 - BLUE MAGIC FIRST LOCATIONS (GAMEBOY ADVANCE TRANSLATION)

This is a list of the first place that each blue magic spell can be found, in chronological order (and the second place for some spells that can be hard to get the first time around). You can't go back to the same place and get some spells if you miss them on your first chance. See Section 24 (Blue Magic Late Locations) below for a place that each blue magic spell can still be found late in the game. See Section 20 (Blue Magic All Locations) for a list of all the monsters from which you can learn each spell.

I note that you must control some enemies to get them to cast a spell. If you don't want to control them, confusing a monster may result in it doing something that you would otherwise have to control it to get it to do. Although some monsters can't be confused. And if you confuse monsters, they will cast damaging Blue Magic spells on the monsters rather than on you. You can reflect some of the Blue Magic spells onto your characters by giving the monster the reflect status, but some of the spells can't be reflected.

You can learn Vampire from the enemy Steel Bat which can be found in the Pirate Cave.

You can learn Goblin Punch from the enemy Black Goblin which can be found in the Wind Shrine.

You can learn Aero from the enemy Moldwynd which can be found in the Wind Shrine.

You can learn Flash from the enemy Headstone which can be found in the North Mountain. (Note: You must use an Ether on Headstone.) If you don't want to use an Ether, then your first chance to learn Flash without using an Ether is from the enemy Crew Dust which can be found in the Fire-powered ship. (Note: The Crew Dust will only use Flash when it's alone, so you have to kill all the other monsters with it first.)

You can learn Pond's Chorus from the enemy Elf Toad which can be found in the Waterfall behind Walse Castle or in the Tower of Walse. (Note: The Elf Toad will only use Pond's Chorus when it's alone, so you have to kill all the other monsters with it first.)

You can learn Moon Flute from the enemy Jackanapes which can be found in the

Walse Castle Basement. (Note: He won't cast it if you leave him alone, but sometimes he'll cast it in response to your damaging him.) If you don't want to fight Jackanapes, then your next chance to learn Moon Flute is from the enemy Page 256 which can be found in the Library of the Ancients.

You can learn ??? from the enemy Wild Nakk which can be found in the forests near Karnak in World 1.

You can learn Transfusion from the enemy Calcruthl which can be found in the Ship Graveyard. (Note: You must cast Confuse on Calcruthl, which means that you won't be able to learn this until you've already been to Karnak where you can buy the White Magic spell Confuse.) If you don't want to go back to the Ship Graveyard from Karnak, then your next chance to get it is from the enemy Mythril Dragon which can be found in the forests near the Library of the Ancients in World 1. (Note: You must control the Mythril Dragon.)

You can learn Self-Destruct from the enemy Motor Trap. Motor Traps appear after you win a fight in which the enemy Defeater is the last enemy you kill. Defeaters can be found in the Fire-powered ship. (Note: You must cast Thunder on Motor Trap or hit it with a Thunder Rod.)

You can learn Aera from the enemy Gigas which can be found inside treasure chests in Karnak Castle. If you miss it there, then your next chance to get it is from the enemy Page 32 which can be found in the Library of the Ancients.

You can learn Death Claw from the enemy Iron Claw, the boss of Karnak Castle. If you miss it there, then your next chance to get it is from the enemy Treant which can be found on the plains and in the forests near Castle Exdeath.

You can learn Missile from the enemy Motor Trap. Motor Traps appear after you win a fight in which the enemy Defeater is the last enemy you kill. Defeaters can be found in the Fire-powered ship. (Note: You must control the Motor Trap, which means that you won't be able to learn this until you've already been through the Fire-powered ship once and gotten additional jobs from the Fire Crystal.)

You can learn Aqua Breath from the enemy Dhorme Chimera which can be found in the desert south of Karnak in world 1.

You can learn Level 5 Death from the enemy Page 64 which can be found in the Library of the Ancients. (Note: This spell only works on characters who are at a level that is a multiple of 5 (for example, 5, 10, 15, 20, and so on). Make sure you have at least one character in your party who is not at a level that is a multiple of 5 when you have this cast on you, otherwise it'll kill you all.)

You can learn Off-Guard from the enemy Page 256 which can be found in the Library of the Ancients. (Note: You must control it.)

You can learn Magic Hammer from the enemy Byblos which can be found in the Library of the Ancients. If you miss it there, then your next chance to get it is from the enemy Drippy which can be found in Drakenvale.

You can learn Dark Spark from the enemy Black Flame which can be found on Crescent Island in world 1.

You can learn Flame Thrower from the enemy Prototype which can be found two islands southwest of Crescent in world 1. If you don't want to fight Prototype, then your next chance to learn Emission is from the enemy Flame Thrower which guards the entrance to the Ronka Ruins.

You can learn 1000 Needles from the enemy Lamia which can be found in the Ronka Ruins. (Note: You must control it.)

You can learn White Wind from the enemy Enchanted Fan which can be found in the Ronka Ruins in world 1. (Note: You must control them.)

You can learn Level 4 Graviga from the enemy Ghidra which can be found in the Ronka Ruins, in the room with King Tycoon. Ghidra casts Level 4 Graviga when you kill it. (Note: This spell only works on characters who are at a level that is a multiple of 4 (for example, 4, 8, 12, 16, and so on).)

You can learn Level 3 Flare from the enemy Red Dragon which can sometimes be found inside treasure chests in the Barrier Tower and can be randomly encountered in Castle Exdeath after Kelgar transforms it. (Note: You must control it, and even then it will only cast it on itself, so you have to cast Reflect on it so Level 3 Flare will reflect off of it and onto you. You can't get the White Magic spell Reflect until after the Barrier Tower, so if you want to learn Level 3 Flare in the Barrier Tower, you'll have to use the Chemist's !Mix ability to make a Dragon Defense (mix a Phoenix Down and a Dragon Fang), which casts Reflect. Or you could use the Beastmaster's !Catch ability to catch the enemy Neon (which is randomly encountered in the Barrier Tower) and release it during your fight against the Red Dragon. You'll have to release at least two Neons, since releasing the first one will cast Reflect on you rather than the Red Dragon, then the second Neon's Reflect might bounce off the first Neon's Reflect and hit the Red Dragon (or it might cast Wall on one of your other characters). Also note that this spell only works on characters who are at a level that is a multiple of 3 (for example, 3, 6, 9, 12, and so on).)

You can learn Level 2 Old from the enemy Level Tricker which can be found in the Barrier Tower. (Note: You must control it, and even then it will only cast it on itself, so you have to cast Reflect on it so Level 2 Old will reflect off of it and onto you. You can't get the White Magic spell Reflect until after the Barrier Tower, so if you want to learn Level 2 Old in the Barrier Tower, you'll have to use the Chemist's !Mix ability to make a Dragon Defense (mix a Phoenix Down and a Dragon Fang), which casts Reflect. Or you could use the Beastmaster's !Catch ability to catch the enemy Neon (which is randomly encountered in the Barrier Tower) and release it during your fight against the Level Tricker. You'll have to release at least two Neons, since releasing the first one will cast Reflect on you rather than the Level Tricker, then the second Neon's Wall might bounce off the first Neon's Reflect and hit the Level Tricker (or it might cast Reflect on one of your other characters). Also note that this spell only works on characters who are at a level that is a multiple of 2 (for example, 2, 4, 6, 8, and so on).) If you don't want to try to learn it from Level Tricker, then your next chance to learn Level 2 Old is from the enemy Magic Dragon which can be found in Castle Exdeath after Kelgar transforms it.

You can learn Time Slip from the enemy Traveler which can be found in the Barrier Tower.

You can learn Aeroga from the enemy Metamorph that changes into Enchanted Fan which can be found in Ghido's Cave. Note that there are a few different types of Metamorph, and some of them won't turn into Enchanted Fan. The one that can turn into Enchanted Fan can only turn into Enchanted Fan, Ifrit, or Wyvern. So if you're fighting a Metamorph that turns into something else, then it's not the one that will turn into Enchanted Fan.

You can learn Lilliputian Lyric from the enemy Mini Magician which can be found in the Great Forest of Moore.

You can learn Doom from the enemy Exdeath, the boss of Castle Exdeath. If you miss it there, then your next chance to get it is from the enemy The Damned which can be found in treasure chests in the Pyramid of Moore and can be randomly encountered in the Island Shrine. (Note: You must control The Damned and give them an Ether.)

You can learn Mighty Guard from the enemy Stingray which can be found on the northern part of the sea that is southwest of Carwen in world 3. It's found in the same part of the sea as Sahagin, Sea Ibis, and Thunder Anemone. (Note: You must control the Stingray.)

You can learn Roulette from the enemy Parthenope which can be found in the Phoenix Tower.

You can learn Mind Blast from the enemy Wendigo, the boss of the Island Shrine.

SECTION 24 - BLUE MAGIC LATE LOCATIONS

See Sections 21-23 (Blue Magic First Locations) above for the first place that each blue magic spell can be found. But if you're past that point in the game already, then this list says where each blue magic spell can be found late in the game. See Section 20 (Blue Magic All Locations) for a list of all the monsters from which you can learn each spell.

I note that you must control some enemies to get them to cast a spell. If you don't want to control them, charming a monster may result in it doing something that you would otherwise have to control it to get it to do. Although some monsters can't be charmed. And if you charm monsters, they will cast damaging Blue Magic spells on the monsters rather than on you. You can reflect some of the Blue Magic spells onto your characters by putting a wall on the monster, but some of the spells can't be reflected.

If you're playing the Playstation or Gameboy Advance version of Final Fantasy 5, see the Locations Translations, Blue Magic Translations, and Monster Translations sections for translations of the Locations, Blue Magic spells, and monster names in this section.

You can learn ??? from the enemy Wild Nack which can be found in the forests near Karnak in World 1, on the plains south of the eastern part of the big bridge (the small area between the sea and the mountains) in World 3, or in the Sunken Worus Tower in world 3.

You can learn Aero from the enemy Mold Wind which can be found in the Wind Shrine and the Sunken Worus Tower.

You can learn Aero 2 from the enemy Whirl Demon which can be found in the Lonka Ruins in world 1, the Sunken Worus Tower, and the Ruins of the Cleft of Dimension. (Note: The names of the enemies in the Sunken Worus Tower aren't shown. Whirl Demon is the one that looks like a tall, skinny oval.) Or you can also learn Aero 2 from the enemy GajraGajri which can be found in the Great Forest of Mua in World 2 or the ceiling of the Castle in the Cleft of Dimension in World 3. (Note: You must control GajraGajri.)

You can learn Aero 3 from the enemy Elm Gigas which can be found near Surgate in world 3.

You can learn AquaRake from the enemy D.Chimera which can be found in the desert south of Karnak in world 1, the Sunken Worus Tower, or the Desert in the Cleft of Dimension. (Note: The names of the enemies in the Sunken Worus Tower aren't shown. D.Chimera is the one that looks like a lion with stuff on its back.)

You can learn Blowfish from the enemy Hedgehog which can be found in the forests on the small islands in the southeast in world 2 or near Surgate in world 3. (Note: You must control them and give them an Ether.)

You can learn Condemn from the enemy Cursed One which can be found in treasure chests in the Pyramid or can be randomly encountered in the Solitary Island Temple. (Note: You must control them and give them an Ether.)

You can learn DethClaw from the enemy Statue which can be found in the basement of Castle Bal and inside one of the treasure chests in the Pyramid. (Note: You must control them and give them an Ether.)

You can learn DrkShock from the enemy Shadow which can be found in the forests on the small islands in the southeast in world 2 or near Surgate in world 3. (Note: You must control them and give them an Ether.)

You can learn Emission from the enemy Prototype which can be found two islands southwest of Crescent in world 1, in the Sunken Worus Tower in world 3, and sometimes inside one of the treasure chests in the Solitary Island Temple in world 3. (Note: The names of the enemies in the Sunken Worus Tower aren't shown. Prototype is the one that looks like a spider shaped robot with four legs.) Or you can also learn Emission from the enemy Great Drgn which can be found in the Cave in the Cleft of Dimension or the Bonus Dungeon.

You can learn Exploder from the enemy Motor Trap. Motor Traps appear after you win a fight in which the enemy Defeater is the last enemy you kill. Defeaters can be found in the Steamship. (Note: You must cast Bolt on Motor Trap or hit it with a Thunder Rod.) Or you can also learn Exploder from the enemy Grenade which can be found in the Ruins in the Cleft of Dimension or the Bonus Dungeon. (Note: You must cast magic on the Grenade or control them.)

You can learn Flash from the enemy Blocks which can be found in the North Mountain. (Note: You must use an Ether on Blocks.)

You can learn FrogSong from the enemy Conago which can be found near Castle Bal in world 2 or near Jacole in world 3.

You can learn Fusion from the enemy Mithril Drgn which can be found in the forests near the Ancient Library in World 1 or in the eastern part of the forest north of the Pirates' Cave in world 3. And if you've beaten Ramuh then Mithril Drgn can also be found in the forests near Istory in world 1 and in the Castle of the Cleft of Dimension in world 3. (Note: You must control them.)

You can learn GblinPnch from the enemy Black Goblin which can be found in the Wind Shrine.

You can learn GuardOff from the enemy Shadow which can be found in the forests on the small islands in the southeast in world 2 or near Surgate in world 3. (Note: You must control them and give them an Ether.)

You can learn Hammer from the enemy Drippy which can be found in the Hiryuu Valley, the Sunken Worus Tower, and the Cave of the Cleft of Dimension.

You can learn L2 Old from the enemy Ixecrator which can be found in the Solitary Island Temple. (Note: This spell only works on characters who are at a level that is a multiple of 2 (for example, 2, 4, 6, 8, and so on).)

You can learn L3 Flare from the enemy Ixecrator which can be found in the Solitary Island Temple. (Note: This spell only works on characters who are at a level that is a multiple of 3 (for example, 3, 6, 9, 12, and so on).)

You can learn L4 Qrter from the enemy Ixecrator which can be found in the Solitary Island Temple. (Note: This spell only works on characters who are at a level that is a multiple of 4 (for example, 4, 8, 12, 16, and so on).)

You can learn L5 Doom from the enemy Ixecrator which can be found in the Solitary Island Temple. (Note: This spell only works on characters who are at a level that is a multiple of 5 (for example, 5, 10, 15, 20, and so on). Make sure you have at least one character in your party who is not at a level that is a multiple of 5 when you have this cast on you, otherwise it'll kill you all.)

You can learn MghtyGrd from the enemy Stingray which can be found on the northern part of the sea that is southwest of Carwen in world 3. It's found in the same part of the sea as Sahagin, Sea Avis, and Th.Anemone. Or it can be found in the Bonus Dungeon. (Note: You must control the Stingray.)

You can learn MindBlst from the enemy Mind Mage which can be found in the void at the end of the Cleft of Dimension or the Bonus Dungeon.

You can learn Missile from the enemy Motor Trap. Motor Traps appear after you win a fight in which the enemy Defeater is the last enemy you kill. Defeaters can be found in the Steamship. (Note: You must control the Motor Trap, which means that you won't be able to learn this until you've already been through the Steamship once and gotten additional jobs from the Fire Crystal.) Or you can also learn Missile from the enemy Sol Cannon which can be found in the Phoenix Tower.

You can learn MoonFlut from the enemy Mukare which can be found near Castle Bal in world 3.

You can learn Roulette from the enemy Bella Donna which can be found in the Phoenix Tower.

You can learn Time Slip from the enemy Cherie which can be found in the Phoenix Tower. (Note: You must control them.)

You can learn TinySong from the enemy Cherie which can be found in the Phoenix Tower. (Note: They won't cast it if you leave them alone, but sometimes they'll cast it in response to the fight command, or you can control them.)

You can learn Vampire from the enemy Steel Bat which can be found in the Pirate Cave.

You can learn WhiteWind from the enemy Whirl Demon which can be found in the Lonka Ruins in world 1, the Sunken Worus Tower, and the Ruins of the Cleft of Dimension. (Note: You must control Whirl Demon. Also note that the names of the enemies in the Sunken Worus Tower aren't shown. Whirl Demon is the one that looks like a tall, skinny oval.) Or you can also learn WhiteWind from the enemy White Flame which can be found in the Forest in the Cleft of Dimension. (Note: You must control White Flame.)

SECTION 25 - BLUE MAGIC TRANSLATIONS

SNES name	PS name	GBA name
????	????	???
Aero	Aero	Aero
Aero 2	Aero 2	Aera
Aero 3	Aero 3	Aeroga
AquaRake	AquaRake	Aqua Breath
Blowfish	Blowfish	1000 Needles
Condemn	Condemnd	Doom
DethClaw	DoomClaw	Death Claw
DrkShock	BlakShock	Dark Spark
Emission	Burn Ray	Flame Thrower
Exploder	Exploder	Self-Destruct
Flash	Flash	Flash
FrogSong	ToadSong	Pond's Chorus
Fusion	Pep Up	Transfusion
GblinPnch	GobPunch	Goblin Punch
GuardOff	GuardOff	Off-Guard
Hammer	MagHammr	Magic Hammer
L2 Old	L2 Old	Level 2 Old
L3 Flare	L3 Flare	Level 3 Flare
L4 Qrter	L4 Qrtr	Level 4 Graviga
L5 Doom	L5 Doom	Level 5 Death
MghtyGrd	Guardian	Mighty Guard
MindBlst	MindBlst	Mind Blast
Missile	Missile	Missile
MoonFlut	MoonFlut	Moon Flute
Roulette	Roulette	Roulette
Time Slip	TimeSlip	Time Slip
TinySong	LitlSong	Lilliputian Lyric
Vampire	Red Feast	Vampire
WhiteWind	WhitWind	White Wind

SECTION 26 - MONSTER TRANSLATIONS FOR PLAYSTATION

This list doesn't have the translation for the names of all the monsters in the game. But it has the translation for the names of the ones that I think are especially significant, because I listed them as a super enemy or the source of a Blue Magic spell or rare item. If you want the translation of the name of another monster, I recommend the website <http://ffvspirit.com/>.

SNES name	Playstation name
Abductor	Abductor
Achelone	Sybaritic
Apanda	Apprehender
Apocalypse	Azulmagia
Arage	A Rage
Archaeosaur	Archeosaurus
ArchaeToad	Archeotoad
Armon	Armon
Atmos	Atomos
AvisDragon	DragonAvis

Bahamut	Bahamut
Bardandels	CycloSkull
Bella Donna	Serpentina
Black Goblin	BlakGoblin
BlackFlame	BlackFlame
BlandLamia	BrandLamia
Blocks	Stone
Blood Slime	BloodSlime
Bodyguard	Yojimbo
Bold Mani	Bald Money
Bomb	Bomb
Byblos	Byblos
Cactus	Cactus
Carbunkle	Carbuncle
Carcurser	CrystSlugs
Catastroph	Catastrophe
Chamcubia	Disabler
Cherie	Sherry
Chim.Brain	Chimera Brain
Conago	Kornago
Crescent	Crescent
Crew Dust	Cool Dust
CrysDragon	CrystlDrgn
Cursed One	The Damned
D.Chimera	Quadrharpy
DarkWizard	BlakWarlok
Death Claw	Death Claw
Defeater	Defeater
Dilure	Verminator
DoomDealer	DethDealer
Drippy	Drippy
Druid	Druid (the one with red robes, not purple)
Elf Toad	Elf Toad
Elm Gigas	Neogigas
Enkidou	Enkidoh
Exdeath	X-Death
Fall Guard	Fall Guard
Farfarerro	Jestrex
Flamegun	Flamethrower
Flare	Flare
Fury	Fury
Gabbldegak	Gobbldigoo
GajraGajri	Galacjelly
Galura	Garula
Garkimasra	Harpy
Gel Fish	Shell Fish
Giant Bird	BigButrfly
Gigas	Gigas
Gil Turtle	Gilgame
Gilgamesh	Gilgamesh
Goblin	Goblin
Gogo	Gogo
Golem	Golem
Great Drgn	Drgn Great
Grenade	Grenade
Halicarnaso	Halycanos
Hedgehog	Hedgehog
Hydra	Hydra
Hyudora	Hyudra
Ifrit	Ifrit

Invisible	Invisible
Iron Claw	Iron Claw
Iron Giant	Iron Giant
Isteritos	T-Wrecks
Ixecrator	Druid (the one with purple robes, not red)
Jail Bear	Shell Bear
K.Behemoth	BehemoKing
Karnak	Karnak
Kuzar	Kuzer
Lamia	Lamia
Land Crawl	Landcrawler
LevelCheck	LevelCheckr
Leviathan	Leviathan
Lunenta	Subterran
MachinHead	MechaHead
Magic Drgn	MagicDragon
Magic Pot	Magic Pot
Magisa	Magissa
MercuryBat	Mercury Bat
Merugene	Mellusion
Metamorpha	Metamorpha
Mind Mage	Mind Flare
MiniMage	MiniMage
Mithril Drgn	MithrlDrgn
Mold Wind	Mauldwin
MossFungus	MossFungus
Motor Trap	Mottletrap
Mover	Mover
Mukare	Bewitchin
Necrofobia	NecroPhobe
Necromancr	Necromancer
NeoExdeath	Neo X-Death
Neon	Neon
Neregeid	Nergade
Nile	Nile
Odin	Odin
Omega	Omega
Omniscient	Omniscient
Owazoral	Red Harpy
Page 256	Page 256
Page 32	Page 32
Page 64	Page 64
Pantera	Pantera
Phobos	Phobos
Prototype	Prototype
Puroboros	Byurobolos
Python	Python
Radiator	Radiator
Ramuh	Ramuh
Red Dragon	Red Dragon
Rock Brain	Blockhead
Rocket	Missile Launcher
Sahagin	Fins
Sand Bear	Sand Bear
Sand Crawl	Sandcrawlr
Sea Avis	Cybis
Sekmet	Bludgeoner
Sergeant	Sergeant
Shadow	Shadow
ShieldDrgn	ShieldDrgn

Shinryuu	Shinryuu
Shiva	Shiva
Shoat	Shoat
Silvune	Kestrel
Skull Eater	Skull Eater
Slownin	Slownin
Sol Cannon	Sol Cannon
Stalker	Stoker
Statue	RockStatue
Steel Bat	Steel Bat
Stingray	Stingray
Th.Anemone	Thunderpit
Titan	Titan
Torrent	Trent
Traveler	Traveler
Tricker	Tripper
Triton	Triton
Twin Tania	Twin Tania
Tyrasaurus	Tyrannosaurus
Unknown	Unknown
Water Buzz	Water Buz
Whirl Demon	Fan Wizard
White Flame	WhiteFlame
Wild Nack	Wild Dog
wyvern	Y Burn
ZephyrZone	ZefaZone
Ziggurat	Ultragigas
ZombieDrgn	DrgnZombie

SECTION 27 - MONSTER TRANSLATIONS FOR GAMEBOY ADVANCE

SNES name	Gameboy Advance name
????	???
Abductor	Abductor
Achelone	Achelon
Acrophese	Acrophies
AdamaGolem	Adamantite Golem
AdamanTiMi	Adamantoise
Aegil	Aegir
Alcumia	Alchymia
Alte Roite	Alte Roite
Ammona	Ammonite
Andagranda	Undergrounder
Anku Heggu	Ankheg
Antlion	Antlion
Apanda	Apanda
Apocalypse	Azulmagia
Aquathone	Aquathorn
Arage	Hellraiser
ArchaeAvis	Archeoaevis
Archaeosaur	Archeosaur
ArchaeToad	Archeotoad
Armon	Nix
Aspis	Aspis
Atmos	Atomos
AvisDragon	Dragon Aevis

Bahamut	Bahamut
BandelKuar	Bandercoeuri
Bander S.	Bandersnatch
Bardandels	Baldanders
Barette	Bulette
Barrier	Barrier
Belfegor	Belphegor
Bella Donna	Parthenope
Berserker	Berserker
Big Boss	Big Boss?
Bighorn	Big Horn
BioSoldier	Bio Soldier
Black Goblin	Black Goblin
BlackFlame	Black Flame
BlandLamia	Lamia Queen
Blind Wolf	Blind Wolf
Blizzard	Istory Lythos
Blocks	Headstone
Blood Slime	Blood Slime
BlueDragon	Blue Dragon
Bodyguard	Yojimbo
Bold Mani	Dechirer
Bomb	Bomb
BoneDragon	Bone Dragon
Byblos	Byblos
Cactus	Cactus
Calotisteri	Calofisteri
Carbunkle	Carbuncle
Carcurser	Calcruthl
Catastroph	Catastrophe
Chamcubia	Lemure
Cherie	Cherie
Chim.Brain	Manticore
Chimera	Chimera?
Cockatrice	Cockatrice
Commander	Ice Commander
Conago	Kornago
Coral	Coral
Corvette	Corbett
Crayclaw	Cray Claw
Crescent	Harvester
Crew Dust	Crew Dust
CrysDragon	Crystal Dragon
Cure Beast	Cure Beast
Cursed One	The Damned
D.Chimera	Dhorme Chimera
DarkWizard	Black Warlock
Dearo	Devil Crab
Death Claw	Death Claw
Defeater	Defeater
Desertpede	Desertpede
Devourer	Devourer
Dilure	Birostris
Dim Master	Chrono Controller
DoomDealer	Death Dealer
Drippy	Drippy
Druid	Druid
DuelKnight	Dueling Knight
Elf Toad	Elf Toad
Elm Gigas	Elm Gigas

Enkidou	Enkidu
Exdeath	Exdeath
ExdethSoul	Exdeath's Soul
Faerie Orc	Fairy Orc
Fall Guard	Steel Fist
Farfarerro	Farfarello
Fishman	Merrow
Flamegun	Flame Thrower
Flare	Flaremancer
FlyingKillr	Flying Killer
Forza	Forza
Fury	Fury
Gabbldegak	Gobbledygook
GajraGajri	Galajelly
Gala Cat	Gaelicat
Galura	Garula
Gargoyle	Gargoyle
Garkimasra	Jackanapes
Gatlings	Gatling
Gel Fish	Gel Fish
Gel Water	Aquagel
Giant Bird	Rukh
Gigas	Gigas
Gil Turtle	Gil Turtle
Gilgamesh	Gilgamesh
GloomWidow	Gloom Widow
Goblin	Goblin
Gogo	Famed Mimic Gogo
Golem	Golem
Gorchimera	Gorgimera
GrandMummy	Grand Mummy
GrassTurtle	Grass Tortoise
Gravido	Gravitator
Great Drgn	Great Dragon
Grenade	Grenade
Halicarnaso	Halicarnassus
Hedgehog	Hedgehog
HiryuuFlowr	Dragon Flower
HiryuuPlant	Dragon Pod
Hole	Hole
Hydra	Ghidra
Hyudora	Hydra
IceSoldier	Ice Soldier
Ifrit	Ifrit
Imp	Imp
Invisible	Covert
Ion	Iron Muscles
Iron Claw	Iron Claw
Iron Dress	Ironback
Iron Giant	Iron Giant
Isteritos	Frost Bull
Ixecrator	Executor
Jail Bear	Shell Bear
Jura Avis	Jura Aevis
K.Behemoth	King Behemoth
Karlabos	Karlabos
Karnak	Cur Nakk
Killer Bee	Killer Bee
Kuzar	Kuza Beast
Lamia	Lamia

Land Crawl	Landcrawler
Land Turtle	Land Turtle
Launcher	Launcher
LevelCheck	Level Checker
Leviathan	Leviathan
Likaon	Lycaon
Lil'Chariot	Little Chariot
LiquiFlame	Liquid Flame
LonkaKnight	Ronkan Knight
Lopros	Lesser Lopros
Lunenta	Tunneller
MachinHead	Mecha Head
Magic Drgn	Magic Dragon
Magic Pot	Magic Pot
Magisa	Magissa
Magnetes	Magnetite
Mammon	Mammon
Mandrake	Mandrake
ManiWizard	Mani Wizard
MercuryBat	Mercury Bat
Merugene	Melusine
Metamorph	Metamorph
Mind Mage	Mindflayer
MiniDragon	Mini Dragon
MiniMage	Mini Magician
Minotauros	Minotaur
Mithril Drgn	Mythril Dragon
Mold Wind	Moldwynd
MooglEater	Moogles Eater
MossFungus	Moss Fungus
Motor Trap	Motor Trap
Motordrive	Iron Fist
Mover	Mover
Mukare	Mykale
Mummy	Mummy
Necrofobia	Necrophobe
Necromancr	Necromancer
NeoExdeath	Neo Exdeath
NeoGalura	Neo Garula
NeoGoblin	NeoGoblin?
Neon	Neon
Neregeid	Nereid
Nile	Ushabti
Ninja	Ninja
Nut Eater	Nutkin
Octoraken	Octokraken
Odin	Odin
Omega	Omega
Omniscient	Omniscient
Orcat	Orukat
Owazoral	Oiseaurare
Padosule	Pas de Seul
Page 128	Page 128
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Page 64	Page 64
Pantera	Pantera
Pao	Pao
Phobos	Phobos
Poltergeist	Poltergeist

Prototype	Prototype
PsychoHead	Mindflusher
Puroboros	Purobolos
Pyra Layer	Rajiformes
Python	Python
Ra Mage	Ra Mage
Radiator	Dark Aspic
Ramuh	Ramuh
Red Dragon	Red Dragon
Ridicule	Cursed Being
RikaldMage	Ricard Mage
Rock Brain	Strapparer
Rocket	Rocket Launcher
RockGarter	Rock Slug
Sahagin	Sahagin
Sand Bear	Sand Bear
Sand Crawl	Sandcrawler
Sand Killer	Desert Killer
Sand Porky	Sandboil
Sandworm	Sandworm
Sea Avis	Sea Ibis
Sea Devil	Sea Devil
Seal Guardian	Crystal
SeaScorpio	Water Scorpion
Sekmet	Sekhmet
Sergeant	Sergeant
Shadow	Shadow
ShdwDancer	Shadow Dancer
ShieldDrgn	Shield Dragon
Shinryuu	Shinryu
Shiva	Shiva
Shoat	Catoblepas
Silent Bee	Silent Bee
Silvune	Vilia
Siren	Siren
Skeleton	Skeleton
Skull Eater	Skull Eater
Sleepy	Sleepy
Slownin	Numb Blade
Slug	Slug
Sol Cannon	Soul Cannon
Sorcerer	Sorcerer
Spizner	Spizzner
Stalker	Wendigo
Statue	Objet d'Art
Steel Bat	Steel Bat
Sting Eagle	Poison Eagle
Stingray	Stingray
StonedMask	Stone Mask
StoneGolem	Stone Golem
Stray Cat	Stray Cat
Stroper	Stroper
Sucker	Sucker
SwrdDancer	Sword Dancer
Tarantula	Tarantula
Tatu	Tatou
Th.Anemone	Thunder Anemone
Thing	Crystelle
TinyMage	Tiny Mage
Titan	Titan

Tonberi	Tonberry
Torrent	Treant
Tote Avis	Tot Aevis
Traveler	Traveler
Treeman	Triffid
Tricker	Level Tricker
Triton	Triton
Twin Tania	Twintania
TwinLizard	Doublizard
TwinLizard (ExDeath Castle)	Twin Lizard
Tyrasaurus	Tyrannosaur
UndeadRusk	Undead Husk
Unknown	Unknown
Wall Knight	Reflect Knight
Wall Mage	Reflect Mage
Water Buzz	Devilfish
Weresnake	Weresnake
Whirl Demon	Enchanted Fan
White Flame	White Flame
White Snake	White Serpent
Wild Nack	Wild Nakk
WingRaptor	Wing Raptor
Wyrm	Wyrm
Wyvern	Wyvern
Yellow Drgn	Yellow Dragon
ZephyrZone	Zephyrus
Ziggurat	Ziggurat Gigas
ZombieDrgn	Zombie Dragon
Zuu	Zu
None	Archeodemon
None	Assassin
None	Behemoth
None	Claret Dragon
None	Dark Elemental (type 1)
None	Dark Elemental (type 2)
None	Dark Elemental (type 3)
None	Dinozombie
None	Duelist
None	Enuo
None	Exoray
None	Grand Aevis
None	Guardian
None	Hades
None	Ironclad
None	Launcher
None	Launcher
None	Medusa
None	Mini Satana
None	Neo Shinryu
None	Omega Mk.II
None	Soul Eater
None	Wave Cannon

SECTION 28 - SONGS

This section describes the songs used with the Bard's !Sing ability. Songs can

not be reflected by Walls.

Note that you won't be able to get Love Song or Charm Song after you leave world 1. (Unless you use the "Skipping the Pyramid" bug in the Bugs section, which can only be done at the beginning of world 3. That bug works in the SNES version of the game, but it doesn't work in the Gameboy Advance version. I'm not sure about the Playstation version.) And you won't be able to get Magic Song after you get Lenna back at the Elder Tree.

If you're playing the Playstation or Gameboy Advance versions of Final Fantasy 5, see the Location Translations section for translations of the locations in this section.

- Power Learned in Crescent in world 3 once you've played at least seven pianos. Effect: Increases strength of all party members for the duration of the fight. The singer keeps singing this song, and the strength keeps increasing, until the singer gets hit or dies or the fight ends.
- Speed Learned in Surgate. Effect: Increases agility of all party members for the duration of the fight. The singer keeps singing this song, and the agility keeps increasing, until the singer gets hit or dies or the fight ends.
- Vitality Learned in Crescent in world 1. Effect: Casts Regen on all party members.
- Magic Learned at the top of the Ancient Library in world 3. Effect: Increases magic power of all party members for the duration of the fight. The singer keeps singing this song, and the magic power keeps increasing, until the singer gets hit or dies or the fight ends.
- Heroic Learned in Crescent in world 3 once you've played all eight pianos. Effect: Increases the level of all party members for the duration of the fight, which increases the chances of their spells working and the amount of damage their physical attacks and spells do. The singer keeps singing this song, and the level keeps increasing, until the singer gets hit or dies or the fight ends.
- Requiem Learned in Kelb. Effect: Damages all undead enemies and causes them to constantly lose HP.
- Love Learned in Istory in world 1. Effect: Casts Stop on all enemies. Doesn't always work.
- Charm Learned in Lix in world 1. Effect: Confuses all enemies. Doesn't always work.

The pianos are found in Tule, Carwen, Karnak, Crescent, Jacole, Rugor (secret passage), Mua, and Mirage (enter the pub from the back and it's still in a secret passage).

SECTION 29 - TERRAIN ATTACKS

This section describes the attacks used with the Geomancer's !Terrain ability. Terrain attacks can not be reflected by Walls.

Terrain attacks do not need to be found or bought. There are four terrain attacks that can be used in each location. At first you're only able to use one attack, then when you get to level 11 you can use the second attack too, then when you get to level 21 you can use the third attack too, then when you get to level 51 you can use all four attacks. When you first get to a level with a new attack, the chance of getting that attack is fairly low. But the

chance of getting that attack increases as your level increases, up until you get the next attack.

ATTACKS AVAILABLE (LOCATIONS BELOW)

#	Attack 1	Attack 2	Attack 3	Attack 4
1	Branch Arrow	Leaf Dance	Branch Spear	Vine Hell
2	Dust Storm	Quicksand	Desert Storm	Heat Sand
3	Gale Cut	Gale Cut	Gale Cut	Gale Cut
4	Gale Cut	Gale Cut	Sonic Boom	Tornado
5	Gale Cut	Sonic Boom	Tornado	Tornado
6	Gale Cut	Tornado	Sonic Boom	Tornado
7	Gust	Earthquake	Gale Cut	Tornado
8	Gust	Earthquake	Cave-in	Tornado
9	Gust	Earthquake	Tornado	Tornado
10	Gust	Gale Cut	Sonic Boom	Sonic Boom
11	Gust	Gale Cut	Sonic Boom	Tornado
12	Gust	Gale Cut	Tornado	Tornado
13	Gust	Sonic Boom	Tornado	Tornado
14	Tornado	Earthquake	Gale Cut	Tornado
15	Tornado	Gale Cut	Sonic Boom	Tornado
16	Tsunami	Faen Fantom	Whirlpool	Big Tsunami
17	Tsunami	Whirlpool	Big Tsunami	Waterfall
18	Will-o-Wisp	Bottomless Swamp	Poison Mist	Bottomless Swamp
19	Will-o-Wisp	Poison Mist	Sonic Boom	Cave-in
20	Will-o-Wisp	Stalactite	Gale Cut	Cave-in
21	Will-o-Wisp	Stalactite	Whirlpool	Cave-in
22	Will-o-Wisp	Will-o-Wisp	Will-o-Wisp	Sonic Boom

If you're playing the Playstation or Gameboy Advance versions of Final Fantasy 5, see the Location Translations section for translations of the locations in this section.

LOCATIONS

- # Location
- 1 Forests, Meteor at Worus
- 2 Deserts
- 3 Exdeath (Final) fight
- 4 Lonka Ruins, Barrier Tower inside, Phoenix Tower, Fork Tower inside, Ruins in Cleft of Dimension
- 5 Void at the end of the Cleft of Dimension
- 6 ?
- 7 Plains in world 1 and 3
- 8 North Mountain outside, Hiryyu Valley outside
- 9 Steamship
- 10 Exdeath's Castle after Kelgar transforms it
- 11 Tule, Wind Shrine, Worus Castle Basement, Worus Castle Behind Waterfall, Exdeath's Castle before Kelgar transforms it, Gilgamesh fight on Big Bridge, Kuzar, Castle Bal Basement, Barrier tower outside, Solitary Island Temple, Towers in Cleft of Dimension, Castle in Cleft of Dimension inside
- 12 Big Bridge outside
- 13 ?
- 14 Plains in world 2
- 15 Fork Tower outside, Abductor fight in Castle Bal, Castle in Cleft of Dimension outside
- 16 Beaches, Worus Tower
- 17 Ship Graveyard outside, Sea, Crayclaw fight, Zeza's Ship
- 18 Marshes
- 19 Pyramid
- 20 Pirates' Cave, North Mountain caves, Jacole Cave, Meteor at Tycoon, Meteor at Karnak, Meteor at Ruins, Underground River, Cave between Castle Bal and

Exdeath's Castle, Hiryuu Valley caves, Guido's Cave inside, Cave to northwest lake in world 2, Antlion fight, Cave to Istory Falls, Great Trench, Cave in Cleft of Dimension

21 Guido's Cave outside, Istory Falls

22 Ship Graveyard inside, Ancient Library, Library in Cleft of Dimension

Below is a description of each Terrain attack. The levels listed are only intended to describe the order in which you learn the attacks. The levels aren't described in the game, but they're useful as an approximation of the relative usefulness of the attacks. A level 2 attack might be the second attack learned in one location and the third attack learned in another location, but in every location it will always be learned after level 1 attacks and before level 3 attacks. Tornado and Bottomless Swamp are learned before some attacks in some places and after those attacks in other places, so I listed them as having multiple levels.

Name	Level	Description
Branch Arrow	1	Damages one enemy.
Dust Storm	1	Earth and Wind damage to all enemies. Does more damage when you're at high levels. Sometimes causes Darkness.
Gust	1	Wind damage to one enemy.
Tsunami	1	Damage to all enemies.
Will-o-Wisp	1	Fire damage to one enemy. Does more damage when you're at high levels. Sometimes confuses one enemy.
Earthquake	2	Earth damage to all enemies. Doesn't work on enemies who have the float status effect.
Faen Fantom	2	Kills one enemy. Doesn't always work.
Leaf Dance	2	Wind damage to all enemies. Does more damage when you're at high levels. Causes Darkness.
Quicksand	2	Kills one enemy.
Stalactite	2	Damages one enemy.
Branch Spear	3	Damages one enemy.
Desert Storm	3	Earth and Wind damage to all enemies.
Gale Cut	3	Wind damage to all enemies.
Poison Mist	3	Damage to all enemies. Poison based. Does more damage when you're at high levels. Also gives the enemies the poison status.
Whirlpool	3	Decreases one enemy's HP below 10. Doesn't always work.
Big Tsunami	4	Damage to all enemies.
Heat Sand	4	Earth and Fire damage to all enemies.
Sonic Boom	4	Reduces one enemy's HP by 3/4.
Vine Hell	4	Casts Slow on all enemies.
Cave-in	5	Damages one enemy. The amount of damage it does varies dramatically.
Waterfall	5	Water damage to one enemy.
Tornado	1, 3.5, or 6	Decreases one enemy's HP below 10. Doesn't always work.
Bottomless Swamp	2 or 4	Kills all enemies. Doesn't always work.

SECTION 30 - ANIMALS

This section describes the animals with the Hunter's !Animals ability.

Animals do not need to be found or bought. You get new animals as your level increases. When you first get to a level with a new animal, the chance of getting that animal is fairly low. But the chance of getting that animal increases as your level increases, up until you get the next animal.

(The animal is listed first, then the level at which the animal becomes available, then its effect)

Mysidian Rabbit	1	Doesn't do anything.
Squirrel	1	Damages one enemy at random. Doesn't work on enemies who have the float status effect.
Bee Swarm	5	Damage to all enemies. Does more damage when you're at high levels.
Nightingale	10	Partially heals all party members and removes all Poison and Darkness status effects.
Momonga	20	Paralyzes all enemies.
Falcon	30	Reduces by 3/4 the HP of one enemy at random.
Skunk	40	Poisons and causes Darkness for all enemies.
Wild Boar	50	Damages one enemy at random. Doesn't work on enemies who have the float status effect.
Unicorn	60	Fully heals all party members.

SECTION 31 - CHEMISTRY

This section describes the possibilities of the Chemist's !Combine ability.

To see what result you'll get when you mix two chemistry ingredients, look up the code in the row with the letter for one ingredient and the column with the letter for the other ingredient, then check the key below for what that code does.

- A B C D E F G H I J K L

A A 1 2 D A 3 4 5 I G 6 7

B 1 B 8 9 10 11 12 1 I 13 14 15

C 2 8 C 16 17 18 19 2 I 20 21 22

D D 9 16 D 23 24 25 D 25 26 27 28

E A 10 17 23 E 29 G H I 30 31 32

F 3 11 18 24 29 F 33 3 33 34 35 36

G 4 12 19 25 G 33 G 37 I 4 38 39

H 5 1 2 D H 3 37 H I 40 6 7

I I I I 25 I 33 I I I 41 42 43

J G 13 20 26 30 34 4 40 41 44 45 46

K 6 14 21 27 31 35 38 6 42 45 47 48

L 7 15 22 28 32 36 39 7 43 46 48 49

Ingredients

- A Potion - Restores 90 HP.
- B Antidote - Cures Poison status.
- C Eyedrop - Cure Darkness status.
- D MaidnKiss - Cure Frog status and restores some HP.
- E Revivify - Cures Zombie status and restores some HP.
- F PhenixDwn - Brings a dead character back to life. Can kill undead monsters, although that doesn't always work.
- G Ether - Restores 80 MP.
- H HiPotion - Restores 900 HP.
- I Elixir - Restores full HP and MP.
- J TurtleShell
- K DragnFang
- L DarkMatter

Mixes

Mixes can be used on one enemy or one ally, but the default is for one ally, even if it's a damaging mix. So make sure to switch the target of damaging mixes.

- 1 Neutralize - Restores some of target's HP and cures poison.
- 2 Cure Blind - Restores some HP and cure Darkness.
- 3 Resurrection - Brings target back to life with full HP and MP. Can kill undead monsters, although that doesn't always work.
- 4 X-Potion - Restores all of target's HP.
- 5 Water of Life - Casts Regen on target.
- 6 Dragon Power - Increases target's level by 20.
- 7 Dark Potion - Does 666 damage to target. Doesn't always work.
- 8 Restorative - Cures the target of the status ailments Mute, Charm, Paralyze, Sleep, Aging, and Berserk.
- 9 Levitate - Cast Float on target.
- 10 Sampson Power - Increases target's level by 10.
- 11 Resist Ice - Makes target absorb ice damage.
- 12 Resist Poison - Makes target immune to the status ailment poison.
- 13 Split Shell - Decrease target's defense and magic defense.
- 14 Poison Breath - Poison damage to target in amount of half of caster's HP.
- 15 Poison - Poisons target. Doesn't always work.
- 16 Lamia's Kiss - Charms target.
- 17 Elemental Power - Increase power of target's elemental attacks.
- 18 Resist Thunder - Makes target absorb thunder damage.
- 19 Resist Fire - Makes target absorb fire damage.
- 20 Haste Drink - Casts Haste on target.
- 21 Dark Sigh - Gives the target the Darkness and Confused status ailments and causes it to constantly lose HP.
- 22 Dark Gas - Gives the target the Darkness status ailment. Doesn't always work.
- 23 Kiss of Blessing - Casts Bersk, Haste, and Image on target.
- 24 Kiss of Life - Brings target back to life with half of their maximum HP and full MP. Can kill undead monsters, although that doesn't always work.
- 25 Lillith's Kiss - Drains MP from target. Doesn't always work.
- 26 Drain Kiss - Drain HP from target. Doesn't always work.
- 27 Dragon's Kiss - Gives target the dragon status so that weapons that are strong against dragons will be strong against the target. Also makes the target a boss so that they're immune to the things to which bosses are immune.
- 28 Toad's Kiss - Turns target into a frog.
- 29 Life Shield - Makes target immune to instant death attacks.
- 30 Bacchus' Wine - Berserks target.
- 31 Holy Breath - Holy damages to target in the amount of caster's HP.
- 32 Failure (1) - Poisons target.

- 33 Reincarnation - Brings target back to life with full HP and MP. Can kill undead monsters, although that doesn't always work.
- 34 Panacea - Cures the target of the status ailments Darkness, Poison, Mini, Frog, Mute, Charm, Paralyze, Sleep, Aging, Berserk, Slow, and Stop.
- 35 Dragon Armor - Casts armor, shell, and wall on target.
- 36 Death Potion - Kills target.
- 37 Half Elixir - Fully restores target's MP.
- 38 Dragon Shield - Makes target immune to Fire, Ice, and Thunder damage.
- 39 Dark Ether - Decrease target's MP by 3/4. Doesn't always work.
- 40 Ether Dry - Restores 160 MP to target.
- 41 Failure (2) - Sometimes decreases target's HP below 10. Sometimes causes it to constantly lose HP.
- 42 Giant Drink - Doubles target's Maximum HP.
- 43 Dark Elixir - Decreases target's HP below 10. Doesn't always work.
- 44 Protect Drink - Casts Armor and Shell on target.
- 45 Failure (3) - Charms target and decrease target's HP by 1/4.
- 46 Explosive - Damages target by the amount of caster's HP, then caster dies.
- 47 Dragon Breath - Fire, Ice, and Thunder damage to target in the amount of caster's HP.
- 48 Dark Breath - Damages target.
- 49 Shadow Flare - Damages target and causes it to constantly lose HP.

SECTION 32 - DANCES

This section describes the dances with the Dancer's !Dance ability.

Dances do not need to be found or bought. When you use the !Dance ability, you'll do one of the four dances at random. Although if you have the helmet Tiara, the body armor Rainbow, or the accessory Red equipped, they will increase your chance of doing the Sword Dance by letting you do the Sword Dance when you otherwise would've done the Tempting Tango.

- Sword Dance Attacks one enemy for multiple times the amount of damage a normal attack would cause. The amount of extra damage is a complicated formula that varies with your enemy's defense, but it does at least 4 times as much damage as attacking normally. Never misses (except sometimes when you're using a Rod). Note that the amount of damage it does depends on the attack power of your weapon.
- Mystery Waltz Steals MP from one enemy.
- Jitterbug Duet Steals HP from one enemy.
- Tempting Tango Charms one enemy.

SECTION 33 - CATCHES

This section describes the attacks with the Mediator's !Catch ability.

There are lots of monsters that use the Strong Fight attack when you catch and release them. I'm listing all of them and their stats below so that you can compare them easily.

(The code for hacking is listed first, then whether you can catch it without

hacking, then the monster's name, then its attack power and attack multiplier, which are parts of the formula that determine how much damage the attack does. See J.L. Tseng's (a.k.a. InstructorTreppe's) FFV Algorithms and Stats FAQ for more information about the formula that determines how much damage the attack does. It can be found on the page for the SNES version of Final Fantasy 5 at www.gamefaqs.com. Note that some of the monsters are only available in the Gameboy Advance version, so I've listed their SNES hacking number as NA.)

MONSTERS THAT USE STRONG FIGHT WHEN YOU CATCH AND RELEASE THEM

NA	Y	Soul Eater	50	30
5C	*	Skull Eater	50	30
D8	N	Gilgamesh (X-Zone)	109	13
CD	Y	Great Drgn	100	13
NA	Y	Duelist	100	12
NA	Y	Assassin	110	10
CC	Y	Ninja	90	12
DE	Y	SeaScorpio	59	18
96	N	ExdethSoul	77	13
C3	Y	Cherie	78	12
BB	Y	SwrDancer	75	12
A3	Y	DuelKnight	78	11
A5	Y	Berserker	77	11
90	Y	Sekmet	70	11
A8	Y	Iron Dress	70	11
F3	Y	LonkaKnght (ZephyrZone)	70	10
9C	Y	ShdwDancer	75	9
8F	Y	Barette	61	10
E2	Y	Sea Devil	71	8
80	Y	Motordrive	63	9
7E	Y	AdamaGolem	62	9
72	N	Shoat	55	10
AD	Y	Unknown (Blob)	61	9
F1	Y	AdamaGolem (ZephyrZone)	60	9
E5	N	Golem (2nd form)	50	10
EF	N	ZombieDrgn (Metamorpha)	50	10
EA	N	Gala Cat (Metamorpha)	55	8
79	Y	Blind Wolf	54	8
EB	N	Wyvern (Metamorpha)	40	10
EC	N	Elf Toad (Metamorpha)	40	10
ED	N	Crew Dust (Metamorpha)	40	10
EE	N	Whirl Demon (Metamorpha)	40	10
78	Y	TwinLizard (ExDeath Castle)	54	7
70	Y	Land Turtle	42	9
85	Y	Treeman	52	7
67	N	Golem (1st form)	40	8
54	Y	Kuzar	45	7
41	Y	Sand Bear	36	8
52	Y	Devourer	37	7
59	Y	Acrophese	36	7
63	Y	Likaon	36	7
4E	Y	Jail Bear	37	6
4B	Y	Torrent	36	6
43	Y	LonkaKnght	36	6
35	N	Ifrit	29	6
37	Y	TwinLizard	29	5
33	Y	Page 128	28	5
32	Y	Page 64	27	5
D9	Y	Sahagin	27	5
2A	N	Motor Trap	24	5

1F	N	Padosule	19	6
24	Y	GrassTurtle	20	5
1E	N	Wyvern	17	5
2F	Y	Karnak	20	4
23	Y	Wild Nack	20	3
0F	Y	Bighorn	10	4
1D	N	RikaldMage	17	2
10	N	????	11	3
10	Y	Tatu	11	3
0D	N	Octoraken	8	3
0C	N	Sucker	7	3
07	Y	Black Goblin	5	3
02	Y	Nut Eater	5	2
03	Y	Stray Cat	5	2
05	Y	Dearo	4	1

Below is a full list of what attack each monster uses when you catch and release them. Some monsters use attacks that your characters could use on their own (like the Black Magic spell Flare). But when you catch and release some monsters they'll use enemy magic.

(The code for hacking is listed first (FF is no monster), then whether you can catch it without hacking, then the monster's name, then what attack it uses.)

ALL MONSTERS CATCH LIST

E4	N	????	Strong Fight
D6	Y	Achelone	Snowstorm
59	Y	Acrophese	Strong Fight
7E	Y	AdamaGolem	Strong Fight
F1	Y	AdamaGolem (ZephyrZone)	Strong Fight
21	Y	Aegil	Rainbow Wind
B6	Y	Alcumia	Kurururu!
BF	Y	Ammona	Quicksand
61	Y	Andagranda	Quake
BE	Y	Anku Heggu	Quake
5D	Y	Aquathone	Doom
7A	Y	Arage	WhiteWind
94	Y	Archaeosaur	Blaze
47	Y	ArchaeToad	FrogSong
DD	Y	Armon	Wind Slash
NA	Y	Assassin	Strong Fight
CE	Y	AvisDragon	Breath Wing
7F	Y	BandelKuar	Blaster
11	Y	Bander S.	Blaster
BC	Y	Bardandels	Aero 3
8F	Y	Barette	Strong Fight
NA	Y	Behemoth	Fight
F7	Y	Belfegor	Hurricane
C2	Y	Bella Donna	WhiteWind
A5	Y	Berserker	Strong Fight
FE	N	Big Boss	Fight
0F	Y	Bighorn	Strong Fight
38	Y	BioSoldier	Bio
F4	Y	BioSoldier (ZephyrZone)	Flame
07	Y	Black Goblin	Strong Fight
3A	Y	BlackFlame	DrkShock
91	Y	BlandLamia	Allure
79	Y	Blind Wolf	Strong Fight

AA	Y	Blizzard	Snowstorm
1A	Y	Blocks	Flash
58	Y	Blood Slime	Vampire
81	Y	BlueDragon	Snowstorm
D7	Y	Bodyguard	Reaper's Sword
71	Y	Bold Mani	L3 Flare
36	Y	Bomb	Exploder
64	Y	BoneDragon	Bone
B9	Y	BoneDragon (Alcumia)	Bone
A1	Y	BoneDragon (Golem Battle)	Fight
20	N	Byblos	Wind Slash
55	Y	Cactus	Blowfish
14	Y	Carcurser	Hug
C1	Y	Chamcubia	Allure
C3	Y	Cherie	Strong Fight
E6	Y	Chimera	Fight
NA	Y	Claret Dragon	Flare
19	Y	Cockatrice	Beak
5F	Y	Conago	FrogSong
B2	Y	Coral	Spore
DC	Y	Corvette	Tailscrew
39	Y	Crescent	Wind Slash
28	Y	Crew Dust	Flash
ED	N	Crew Dust (Metamorpha)	Strong Fight
D5	Y	CrysDragon	Explosion
6F	Y	Cure Beast	Cure3
9D	Y	Cursed One	Condemn
3E	Y	D.Chimera	AquaRake
F0	Y	D.Chimera (ZephyrZone)	AquaRake
NA	Y	Dark Elemental (buckshot)	Fire3
NA	Y	Dark Elemental (ether)	Bolt3
NA	Y	Dark Elemental (hipotion)	Ice 3
7D	Y	DarkWizard	XZone
05	Y	Dearo	Strong Fight
C8	N	Death Claw	Hammer
2B	Y	Defeater	Electric Shock
8E	Y	Desertpede	Quicksand
52	Y	Devourer	Strong Fight
50	Y	Dilure	Fusion
A0	Y	Dim Master	XZone
NA	Y	Dinozombie	Bone
BD	Y	DoomDealer	Condemn
62	Y	Drippy	Void
A7	Y	Druid	Circle
NA	Y	Duelist	Strong Fight
A3	Y	DuelKnight	Strong Fight
1B	Y	Elf Toad	FrogSong
EC	N	Elf Toad (Metamorpha)	Strong Fight
89	Y	Elm Gigas	Hurricane
96	N	ExdethSoul	Strong Fight
NA	Y	Exoray	Fire3
51	Y	Faerie Orc	Cure3
B5	Y	Fall Guard	Rocket Punch
CA	Y	Farfarerro	Psych
A2	Y	Flare	Flare
D2	Y	Fury	Flare
FB	Y	Gabbldegak	Mustard Bomb
74	Y	GajraGajri	Rainbow Wind
18	Y	Gala Cat	Float
EA	N	Gala Cat (Metamorpha)	Strong Fight

12	N	Galura	Remedy
2C	Y	Garkimasra	Condemn
FA	Y	Garkimasra (ExDeath Castle)	Old
0E	Y	Gatlings	Needle
E0	Y	Gel Fish	X-Zone
B4	Y	Gel Water	AquaRake
E1	Y	Giant Bird	Breath Wing
30	Y	Gigas	Aero 3
FC	N	Gil Turtle	Fight
D8	N	Gilgamesh (X-Zone)	Strong Fight
98	Y	GloomWidow	Thread
00	Y	Goblin	Flare
67	N	Golem (1st form)	Strong Fight
E5	N	Golem (2nd form)	Strong Fight
CF	Y	Gorchimera	Tidal Wave
24	Y	GrassTurtle	Strong Fight
6D	Y	Gravido	Qrter
CD	Y	Great Drgn	Strong Fight
BA	Y	Grenade	Exploder
86	Y	Hedgehog	Blowfish
49	Y	Hydra	Earth Shaker
B8	Y	Hydra (Alcumia)	Quake
48	Y	Hyudora	Thunder
1C	Y	IceSoldier	Ice 2
35	N	Ifrit	Strong Fight
E8	N	Ifrit (Metamorpha)	Fight
76	Y	Imp	Charm
F8	Y	Imp (ExDeath Castle)	Charm
A4	Y	Ion	Earth Shaker
A8	Y	Iron Dress	Strong Fight
C7	N	Iron Giant	Rocket Punch
AB	Y	Isteritos	Atomic Ray
9A	Y	Ixecrator	L5 Doom
4E	Y	Jail Bear	Strong Fight
C9	Y	K.Behemoth	Giga Flare
2F	Y	Karnak	Strong Fight
01	Y	Killer Bee	Needle
54	Y	Kuzar	Strong Fight
46	Y	Lamia	Blowfish
C0	Y	Land Crawl	Maelstrom
70	Y	Land Turtle	Strong Fight
D0	Y	LevelCheck	L3 Flare
63	Y	Likaon	Strong Fight
43	Y	LonkaKnght	Strong Fight
F3	Y	LonkaKnght (ZephyrZone)	Strong Fight
5B	Y	Lopros	Breath Wing
4F	Y	Lunenta	Sonic Wave
F5	Y	Lunenta (ZephyrZone)	????
7C	Y	Magic Drgn	Flame
0B	N	Magic Pot	Kurururu!
69	Y	Magnetes	Electromagnetic Field
75	Y	Mammon	Bersk
53	Y	Mandrake	Stomach Acid
0A	Y	ManiWizard	Doom
NA	Y	Medusa	Allure
B1	Y	MercuryBat	Vampire
8C	Y	Metamorpha	Old
D1	Y	Mind Mage	MindBlst
NA	Y	Mini Satana	Charm
3C	Y	MiniDragon	Holy

73	Y	MiniMage	Fire3
26	Y	Mithril Drgn	Blaze
09	Y	Mold Wind	Aero 2
5A	Y	MooglEater	AquaRake
C5	Y	MossFungus	X-Zone
2A	N	Motor Trap	Strong Fight
80	Y	Motordrive	Strong Fight
D4	Y	Mover	Delta Attack
99	Y	Mukare	Time Slip
CB	Y	Necromancr	WhiteWind
68	Y	Neon	Wall
93	Y	Nile	Flash
CC	Y	Ninja	Strong Fight
02	Y	Nut Eater	Strong Fight
0D	N	Octoraken	Strong Fight
FD	N	Omega	Fight
C6	Y	Orcat	Demon's Eye
9B	Y	Owazoral	Rainbow Wind
F9	Y	Owazoral (ExDeath Castle)	Blaster
1F	N	Padosule	Strong Fight
33	Y	Page 128	Strong Fight
34	Y	Page 256	Comet
31	Y	Page 32	XZone
32	Y	Page 64	Strong Fight
8A	Y	Pao	Medicine
29	Y	Poltergeist	Drain
3D	Y	Prototype	Mega Flare
16	Y	PsychoHead	Charm
92	Y	Pyra Layer	AquaRake
87	Y	Python	Entangle
42	Y	Ra Mage	Break
8B	Y	Radiator	Vampire
27	N	Ramuh	Thunder
E9	N	Ramuh (Metamorpha)	Fight
82	Y	Red Dragon	Atomic Ray
B7	Y	Red Dragon (Alcumia)	Atomic Ray
60	Y	Ridicule	Hammer
1D	N	RikaldMage	Strong Fight
4C	Y	Rock Brain	DeathClaw
17	Y	RockGarter	Mucus
D9	Y	Sahagin	Strong Fight
41	Y	Sand Bear	Strong Fight
56	Y	Sand Crawl	Maelstrom
40	Y	Sand Killer	Quicksand
3F	Y	Sand Porky	Spore
DB	Y	Sea Avis	Beak
E2	Y	Sea Devil	Strong Fight
DE	Y	SeaScorpio	Strong Fight
90	Y	Sekmet	Strong Fight
2D	Y	Sergeant	Escape
88	Y	Shadow	Vampire
9C	Y	ShdwDancer	Strong Fight
57	Y	ShieldDrgn	Almagest
E7	N	Shiva (Metamorpha)	Fight
72	N	Shoat	Strong Fight
25	Y	Silent Bee	Needle
DF	Y	Silvune	Almagest
13	Y	Skeleton	Bolt2
5C	*	Skull Eater	Strong Fight
84	Y	Sleepy	Sleep

9E	Y	Slownin	Reaper's Sword
97	Y	Slug	Stomach Acid
2E	Y	Sorcerer	Wall
NA	Y	Soul Eater	Strong Fight
AC	Y	Spizner	Wind Slash
A9	Y	Statue	Break
04	Y	Steel Bat	Vampire
65	Y	Sting Eagle	Float
E3	Y	Stingray	Tidal Wave
44	Y	StonedMask	Wall
3B	Y	StoneGolem	Quake
03	Y	Stray Cat	Strong Fight
06	Y	Stroper	Spore
0C	N	Sucker	Strong Fight
BB	Y	SwrDancer	Strong Fight
4D	Y	Tarantula	Thread
10	Y	Tatu	Strong Fight
DA	Y	Th.Anemone	Spore
D3	Y	Thing	MghtyGrd
9F	Y	TinyMage	Bolt3
B3	Y	Tonberi	Doom
4B	Y	Torrent	Strong Fight
F6	Y	Tote Avis	Beak
6B	Y	Traveler	Time Slip
85	Y	Treeman	Strong Fight
6C	Y	Tricker	L4 Qrter
37	Y	TwinLizard	Strong Fight
78	Y	TwinLizard (ExDeath Castle)	Strong Fight
15	Y	UndeadRusk	Break
AD	Y	Unknown (Blob)	Strong Fight
B0	Y	Unknown (Skeleton)	Condemn
AF	Y	Unknown (Spore, 1st form)	Mucus
8D	Y	Unknown (Spore, 2nd form)	Fight
AE	Y	Unknown (Worm)	Stomach Acid
6A	Y	Wall Knight	????
7B	Y	Wall Mage	Bolt3
4A	Y	Water Buzz	Fusion
5E	Y	Weresnake	Entangle
45	Y	Whirl Demon	Snowstorm
EE	N	Whirl Demon (Metamorpha)	Strong Fight
C4	Y	White Flame	WhiteWind
08	Y	White Snake	Entangle
23	Y	Wild Nack	Strong Fight
77	Y	Wyrn	Breath Wing
1E	N	Wyvern	Strong Fight
EB	N	Wyvern (Metamorpha)	Strong Fight
83	Y	Yellow Drgn	Thunder
95	Y	ZephyrZone	XZone
6E	Y	Ziggurat	Hurricane
F2	Y	Ziggurat (ZephyrZone)	Aero 3
66	Y	ZombieDrgn	Poison Breath
A6	Y	ZombieDrgn (Golem Battle)	Earth Shaker
EF	N	ZombieDrgn (Metamorpha)	Strong Fight
22	Y	Zuu	Breath Wing

* Before you can catch an enemy, you have to lower its HP. Skull Eater only has 1 HP, so you can't catch it normally, since it's either at full HP or dead. But if its HP could be lowered without killing it, you would be able to catch it. Using savestate hacking to give it the Zombie status is one way to do that.

SECTION 34 - CONDEMN

I don't have descriptions for the Condemn ability yet, since this game is so new. Check some other guide for that. This section is really just here as a placeholder.

SECTION 35 - PREDICT

I don't have descriptions for the Predict ability yet, since this game is so new. Check some other guide for that. This section is really just here as a placeholder.

SECTION 36 - EXPLOSIVES

I don't have descriptions for the Explosives yet, since this game is so new. Check some other guide for that. This section is really just here as a placeholder.

SECTION 37 - DARK ARTS

This section describes the magic used with the Necromancer's !Dark Arts ability. In order to learn each Dark Arts spell, you have to find and kill a particular enemy, and have one of your characters deliver the final blow while they have the Necromancer job. Dark Arts spells can not be reflected by Walls.

Some Dark Arts spells can be used on one enemy or all enemies. Their effect will be stronger if you just use them on one enemy.

(The spell is listed first, then that spell's level, then the MP, then the monster you have to kill to get the spell and its location)

Drain Touch	1	15	Mindflayer (Cloister of the Dead)
Dark Haze	1	18	Lemure (Phoenix Tower)
Deep Freeze	2	38	Assassin (Bonus dungeon)
Evil Mist	2	38	Zombie Dragon (Drakenvale)
Meltdown	3	38	Liquid Flame (Guards stairwells in Phoenix Tower)
Hellwind	3	38	Objet d'Art (Castle Bal Basement)
Chaos Drive	4	38	Mini Satana (Bonus dungeon)
Curse	4	42	Ironclad (Bonus dungeon)
Dark Flare	5	52	Tonberry (Istory Falls)
Doomsday	5	66	Hades (Bonus dungeon)

I don't have descriptions for the effects of the Dark Arts spells yet, since

this game is so new. Check some other guide for that.

SECTION 38 - DEMONS

I don't have descriptions for the Demons yet, since this game is so new. Check some other guide for that. This section is really just here as a placeholder.

SECTION 39 - ENEMY MAGIC

(The spell is listed first, then the MP, then whether or not it can be reflected by walls, then the effect. The locations are listed separately below.)

Kurururu!	5	N	Changes one or all allies or enemies from a human to a frog, or from a frog to a human.
Level Down	0	N	?
Escape	0	N	Runs away.
Stalker Attack	0	N	This spell is used by the monsters Pantera and Stalker, who each have multiple decoys. When they use this spell the real enemy will change places with one of the decoys.
Byblos Attack	0	N	?
No Clue	0	N	Kills the caster.
Grand Cross	0	N	Gives all enemies a random status ailment or decreases their HP below 10.
Delta Attack	30	Y	Damages one or all enemies. Does more damage when the caster is at high levels. Sometimes gives the target the stone status effect.
Interceptor Rocket	0	N	Causes one or more enemies to stop jumping, if they were using the Dragoon's !Jump ability.
Barrier Change	0	N	The monster Merugene casts this spell before she switches to another one of her forms with different weaknesses. The spell doesn't actually do anything, but the spell's label serves as a label for her switching forms.
Nothing	0	N	Do nothing for a turn.
Wind Slash	0	N	Medium Wind damage to all enemies.
No-Damage Magic	0	N	During a few fights the monsters interact with each other or with themselves (for example, when the Sergeant commands the Karnaks to attack). This is the spell that one monster uses to trigger a reaction in another monster.
Targeting	0	Y	This spell doesn't do any damage on its own, but it indicates what the target of the caster's next attack will be.
Gravity 100	10	Y	Removes float status of all enemies.
Darkness	0	N	Kills the caster.
Reaper's Sword	0	N	Does medium damage to one enemy and kills it. Doesn't always work.
Punishment	0	N	Kills one or all allies.
Blaster	10	Y	Sometimes kills one enemy. Sometimes gives one enemy the paralyzed status effect.

Beak	0	N	Gives one enemy the stone status effect. Doesn't always work.
Hug	0	N	Restores one enemy to full HP and gives it the stone status effect. Doesn't always work.
Spore	0	N	Gives one or all enemies the poison status effect. Doesn't always work.
Poison Breath	0	N	Does Poison damage to all enemies. Does more damage when the caster is at high levels. Sometimes gives the target the poison status effect.
Dance of the Dead	0	N	Reduces one enemy's HP to 0 and gives it the zombie status effect.
Zombie Powder	0	N	Reduces one enemy's HP to 0 and gives it the zombie status effect.
Zombie Breath	0	N	Damages all enemies. The amount of damage it does varies dramatically. Gives the zombie status effect to anyone who dies from the attack.
Spirit	0	N	Revives one dead enemy with 1/8 their maximum HP, but gives them the Zombie status effect half the time.
Allure	0	N	Gives one or all enemies the charm status effect. Doesn't always work.
Entangle	0	N	Gives one enemy the paralyzed status effect. Doesn't always work.
Rainbow Wind	0	N	Gives one or all enemies the darkness and mute status effects and causes them to constantly lose HP.
Strange Dance	0	N	Gives one enemy the sleep status effect. Doesn't always work.
Electromagn Field	0	Y	Gives one or all enemies the stop status effect. Doesn't always work.
White Hole	99	N	Kills one enemy and gives it the stone status effect. Doesn't always work.
Needle	0	N	Sometimes gives one enemy the darkness status effect. Sometimes gives one enemy the mute status effect.
Maelstrom	0	N	Decreases all enemies' HP below 10. Doesn't always work.
Bone	0	N	Decreases one enemy's HP below 10. Doesn't always work.
Tailscrew	0	N	Decreases one enemy's HP below 10. Doesn't always work.
Stomach Acid	0	N	Does weak damage to one enemy and causes it to constantly lose HP.
Rocket Punch	0	N	Damages one enemy in the amount of half its current HP and gives them the charm status effect. Doesn't always work.
Mustard Bomb	0	N	Does medium damage to one enemy and causes it to constantly lose HP.
Almagest	50	N	Does strong Holy damage to all enemies and causes them to constantly lose HP.
Quicksand	0	N	Weak Earth damage to all enemies and causes them to constantly lose HP.
Atomic Ray	0	Y	Medium Fire damage to all enemies.
Mini Blaze	0	Y	Weak Ice damage to all enemies.
Snowstorm	0	N	Strong Ice damage to all enemies.
Blaze	0	N	Does medium Ice damage to all enemies and causes them to constantly lose HP.
Electric Shock	0	Y	Weak Thunder damage to one enemy.
Earth Shaker	0	N	Strong Earth damage to all enemies. Doesn't work on enemies who have the float status effect.

True Edge	0	N	Damages all enemies. The amount of damage it does varies dramatically.
Tidal Wave	0	N	Strong Water damage to all enemies.
Mega Flare	0	Y	Strong damage to all enemies.
Sonic Wave	0	N	Cuts one or all enemies' level in half. Doesn't always work.
Thread	0	N	Gives one or all enemies the slow status effect. Doesn't always work.
Mucus	0	N	Gives one or all enemies the slow status effect and causes them to constantly lose HP. Doesn't always work.
Quake	0	N	Strong Earth damage to all enemies. Doesn't work on enemies who have the float status effect.
Strong Fight	0	N	Damages one enemy.
Medicine	0	N	Cures one or all allies of the status ailments Darkness, Poison, Mini, Frog, Mute, Charm, Paralyze, Sleep, Aging, and Berserk.
Image	0	N	Nullifies the next two physical attacks on one ally.
Breath Wing	0	N	Does Wind damage to all enemies in the amount of one fourth of their maximum HP.
Flame	0	N	Does Fire damage to all enemies in the amount of one fourth of their maximum HP.
Thunder	0	N	Does Thunder damage to all enemies in the amount of one fourth of their maximum HP.
Surge Beam	0	N	Damages all enemies in the amount of half of their maximum HP and causes them to constantly lose HP.
Fight	0	N	Damages one enemy.
Remedy	0	N	Restore the target to full HP if you cast it on just one ally. Restores a large amount of HP if you cast it on multiple allies.
Valiant Attack	0	N	Damages one enemy in the amount of half its current HP and gives them the aging status effect. Doesn't always work.
Giga Flare	0	N	Very strong damage to all enemies.
Circle	5	N	Removes one enemy from battle. Doesn't always work.
Wormhole	0	N	Removes one enemy from battle.
Possess	0	N	Removes one enemy from battle. Doesn't always work.
Dynamo	0	N	Change row of all enemies. Doesn't always work.
Magnet	0	N	Move one enemy in the back row to the front row. Doesn't always work.
Reverse Polarity	0	N	Reverses the image of the caster. This has no practical effect, but monsters sometimes use it when they interact with other monsters behind them.
Jump	0	N	Jumping attack against one enemy. For one turn while the caster is in the air, the enemy can't attack them.
X-Zone	0	N	Kills the caster.
Hurricane	0	N	Decreases one enemy's HP below 10. Doesn't always work.
Demon's Eye	0	N	Gives one enemy the stone status effect. Doesn't always work.
Pull	0	N	Moves one enemy closer to the caster. The monster Atmos only uses the Wormhole spell when your party members are close to him, and he uses this to get them close to him.
Terminate	0	N	Ends the fight.

SECTION 40 - MONSTERS

For information on enemy magic, catching monsters, monsters locations, and monsters from whom you can learn Blue Magic, see the Enemy Magic, Catches, Monsters Locations, and Blue Magic sections of this guide. But if you want additional information on monsters, I recommend the monsters list in J.L. Tseng's (a.k.a. InstructorTreppe's) FFV Algorithms and Stats FAQ. It can be found on the page for the SNES version of Final Fantasy 5 at www.gamefaqs.com. The Can't Evade field for each monster refers to the attack category of the weapon you use. See that guide's weapons section for information on each weapon's attack category. Its separate Monster Formations section also has additional information, including how much ABP you get from each fight, whether you can run from each fight, and whether void or analyze work in each fight. Although J.L. Tseng's guide doesn't have information on the monsters that are new in the Gameboy Advance version's Bonus Dungeon.

My guide uses the names for equipment and items that are used in the game's menus. But J.L. Tseng's FAQ uses different names for some things. For example, I refer to a staff that is called Judgment, but J.L. Tseng's FAQ refers to the same weapon as the Staff of Judgement. So if you search J.L. Tseng's FAQ for all references to something, make sure you're using the name that it uses. My guide refers to some monstes as being beast-type. J.L. Tseng's FAQ refers to those monsters as having a Creature Type of Creature. And my guide says that most bosses are immune to some types of attacks. J.L. Tseng's FAQ refers to those monsters as having a Creature Type of Heavy.

SECTION 41 - MONSTERS LOCATIONS (ALPHABETICAL)

Note that some monsters can be found on some floors on a dungeon, but not other floors. So don't spend too much time looking for a monster on a floor where it can't be found.

If you're playing the Playstation or Gameboy Advance versions of Final Fantasy 5, see the Location Translations and Monster Translations sections for translations of the information in this section.

MONSTERS (excluding bosses, which are listed below)

- Abductor (ExDeath Castle) Exdeath's Castle after Kelgar transforms it
- Achelone Cave of the Cleft of Dimension and the Bonus Dungeon
- Acrophese Underground River
- AdamaGolem Exdeath's Castle after Kelgar transforms it
- Aegil World Map on the plains near Karnak and the Ancient Library in world 1 or on the eastern part of the plains that are south of the bridge that is west of Tycoon in world 3
- Alcumia (BoneDragon) Dummy enemy?
- Alcumia (Hydra) Istory Falls
- Alcumia (Red Dragon) Istory Falls
- Ammona World map in desert near Phoenix Tower in world 3 and Desert of the Cleft of Dimension
- Andagranda Cave between Castle Bal and Exdeath's Castle in world 2
- Anku Heggu World map in desert near Phoenix Tower in world 3 and Desert of the Cleft of Dimension

Aquathone	World map near Castle Bal in world 2
Arage	Upstairs in Exdeath's Castle and the Castle of the Cleft of Dimension
Archaeosaur	Inside treasure chests in the Pyramid and randomly encountered in the Bonus Dungeon
ArchaeToad	Lonka Ruins and Ruins of the Cleft of Dimension
Armon	Sea in southwest corner of the world in world 3 or south of Mirage in world 3
Assassin	Bonus dungeon
AvisDragon	Towers of the Cleft of Dimension and the Bonus Dungeon
BandelKuar	Exdeath's Castle after Kelgar transforms it and sometimes inside one of the treasure chests in the Pyramid
Bander S.	World Map on the land surrounding the entrance to the Torna Canal in world 1 or near Tycoon in world 3 and in the Fork Tower in world 3
Bardandels	Ruins of the Cleft of Dimension
Barette	World map near Pyramid in world 3
Behemoth	Bonus dungeon
Belfegor	Void at the end of the Cleft of Dimension and the Bonus Dungeon
Bella Donna	Phoenix Tower
Berserker	Fork Tower
Big Boss	Dummy enemy
Bighorn	World Map near Carwen in world 1 or near Tycoon in world 3
BioSoldier	World map near Crescent in world 1
Black Goblin	Wind Shrine
BlackFlame	World map near Crescent in world 1 and Sunken Worus Tower in world 3
BlandLamia	Pyramid, Sunken Worus Tower, and the Bonus Dungeon
Blind Wolf	Upstairs in Exdeath's Castle and the Castle of the Cleft of Dimension
Blizzard	World map near Rugor in world 3
Blocks	North Mountain
Blood Slime	Underground River and Sunken Worus Tower
BlueDragon	Exdeath's Castle after Kelgar transforms it, the Castle of the Cleft of Dimension, and the Bonus Dungeon
Bodyguard	Castle of the Cleft of Dimension and the Bonus Dungeon
Bold Mani	World map near northwest lake in world 2
Bomb	World map near Jacole in world 1 and Sunken Worus Tower in world 3
BoneDragon	Hiryuu Valley
Cactus	World map in desert near Moogle Village in world 2
Carcursor	Ship Graveyard
Chamcubia	Phoenix Tower
Cherie	Phoenix Tower
Chimera	Dummy enemy
Claret Dragon	Bonus dungeon
Cockatrice	North Mountain
Conago	World map near Castle Bal in world 2 and near Jacole in world 3
Coral	Istory Falls
Corvette	Sea south of Guido's Cave in world 3
Crescent	World map near Crescent in world 1
Crew Dust	Steamship and Sunken Worus Tower
CrysDragon	Void at the end of the Cleft of Dimension and the

	Bonus Dungeon
Cure Beast	World map near northwest lake in world 2
Cursed One	Inside treasure chests in the Pyramid and randomly encountered in the Solitary Island Temple
D.Chimera	World Map in desert south of Karnak in world 1 and Sunken Worus Tower and Desert of the Cleft of Dimension in world 3
Dark Elemental (type 1)	Bonus dungeon
Dark Elemental (type 2)	Bonus dungeon
Dark Elemental (type 3)	Bonus dungeon
DarkWizard	Exdeath's Castle after Kelgar transforms it and sometimes inside one of the treasure chests in the Pyramid
Dearo	Pirates' Cave
Death Claw	Castle of the Cleft of Dimension and the Bonus Dungeon
Defeater	Steamship
Desertpede	World map near Pyramid in world 3
Devourer	World map near Rugor in world 2
Dilure	World map near Rugor in world 2 and Sunken Worus Tower in world 3
Dim Master	Fork Tower and the Bonus Dungeon
Dinozombie	Bonus dungeon
DoomDealer	Ruins of the Cleft of Dimension
Drippy	Hiryuu Valley, Sunken Worus Tower, and Cave of the Cleft of Dimension
Druid	Cave to northwest lake in world 2 and Cave to Istory Falls in world 3
Duelist	Bonus dungeon
DuelKnight	Fork Tower
Elf Toad	Worus Castle Behind Waterfall, Worus Tower, and Sunken Worus Tower
Elm Gigas	World map near Surgate in world 3
ExdethSoul	Kuzar
Exoray	Bonus dungeon
Faerie Orc	World map near Rugor in world 2
Fall Guard	Sometimes inside one of the treasure chests in the Pyramid and randomly encountered in Istory Falls
Farfarerro	Forest of the Cleft of Dimension
Flare	Fork Tower and the Bonus Dungeon
Fury	Castle of the Cleft of Dimension and the Bonus Dungeon
GajraGajri	Great Forest of Mua and the Castle of the Cleft of Dimension
Gala Cat	North Mountain
Galura	World Map on the plains west of Carwen in world 1, near Worus Tower in world 1, or on the eastern part of the second forest south of the bridge that is west of Tycoon in world 3
Garkimasra	Worus Castle Basement and Sunken Worus Tower
Garkimasra (ExDeath Castle)	Exdeath's Castle after Kelgar transforms it
Gatlings	World Map near Carwen in world 1 or near Tycoon in world 3
Gel Fish	Sea in southwest corner of the world in world 3
Gel Water	Istory Falls
Giant Bird	Sea west of Crescent in world 3 or the Bonus Dungeon
Gil Turtle	Cave between Castle Bal and Exdeath's Castle in world 2. At the end of the hidden path that branches off to the south (it's just after the

GloomWidow	first set of stairs). Or in the Bonus Dungeon.
Goblin	World map near Castle Bal in world 3 Inside a treasure chest in Tule and randomly encountered on the World Map near Pirates' Cave in world 1 or on the plains south of the Pirates' Cave in world 3, in the Fork Tower in world 3, and in the Sunken Worus Tower in world 3
Gorchimera	Void at the end of the Cleft of Dimension and the Bonus Dungeon
GrassTurtle	World Map on the plains near Karnak and the Ancient Library in world 1 or on the eastern part of the plains that are south of the bridge that is west of Tycoon in world 3 or in the eastern part of the forest north of the Pirates' Cave in world 3
Gravido	Barrier Tower
Great Drgn	Cave of the Cleft of Dimension and the Bonus Dungeon
Grenade	Ruins of the Cleft of Dimension and the Bonus Dungeon
Hades	Bonus dungeon
Hedgehog	World map in the forests on the small islands in the southeast in world 2 or near Surgate in world 3
Hydra	Lonka Ruins and Ruins of the Cleft of Dimension
Hyudora	Lonka Ruins
IceSoldier	Worus Castle Behind Waterfall and Worus Tower
Imp	Great Forest of Mua
Imp (ExDeath Castle)	Exdeath's Castle after Kelgar transforms it
Ion	Fork Tower
Iron Dress	Cave to northwest lake in world 2 and Cave to Istory Falls in world 3
Iron Giant	Castle of the Cleft of Dimension and the Bonus Dungeon
Ironclad	Bonus dungeon
Isteritos	World map near Rugor in world 3
Ixecrator	Solitary Island Temple
Jail Bear	Exdeath's Castle before Kelgar transforms it
K.Behemoth	Void at the end of the Cleft of Dimension and the Bonus Dungeon
Karnak	Karnak Castle
Killer Bee	World Map near Pirates' Cave in world 1 or on the plains south of the Pirates' Cave in world 3
Kuzar	World map near Kuzar in world 2
Lamia	Lonka Ruins and Ruins of the Cleft of Dimension
Land Crawl	World map in desert near Phoenix Tower in world 3 and Desert of the Cleft of Dimension
Land Turtle	World map near northwest lake in world 2
LevelCheck	Ruins of the Cleft of Dimension, Sunken Worus Tower, and Bonus Dungeon
Likaon	Hiryuu Valley, and if you've beaten Golem then Likaon will also be in the Cave of the Cleft of Dimension
LonkaKnght	Lonka Ruins and Ruins of the Cleft of Dimension
Lopros	Underground River
Lunenta	World map near Rugor in world 2
Magic Drgn	Exdeath's Castle after Kelgar transforms it, Sunken Worus Tower, and the Castle of the Cleft of Dimension
Magnetes	Barrier Tower
Mammon	Great Forest of Mua and the Castle of the Cleft of Dimension

Mandrake	World map near Rugor in world 2
ManiWizard	Wind Shrine and Fork Tower
Medusa	Bonus dungeon
MercuryBat	Istory Falls
Metamorpha [Ifrit, Wyvern, Whirl Demon]	Guido's Cave
Metamorpha [Ramuh, Crew Dust, ZombieDrgn]	Guido's Cave and Cave of the Cleft of Dimension
Metamorpha [Shiva, Gala Cat, Elf Toad]	Guido's Cave
Metamorpha [Shiva, Ifrit, Ramuh]	Guido's Cave
Mind Mage	Void at the end of the Cleft of Dimension and the Bonus Dungeon
Mini Satana	Bonus dungeon
MiniDragon	World map in the forests near Istory in world 1
MiniMage	Great Forest of Mua, Sunken Worus Tower, and the Castle of the Cleft of Dimension
Mithril Drgn	World Map in the forests near the Ancient Library in world 1 or in the eastern part of the forest north of the Pirates' Cave in world 3, and if you've beaten Ramuh then Mithril Drgn will also be on the world map in the forests near Istory in world 1 and in the Castle of the Cleft of Dimension in world 3
Mold Wind	Wind Shrine and Sunken Worus Tower
MooglEater	Underground River
MossFungus	Forest of the Cleft of Dimension and the Bonus Dungeon
Motor Trap	They appear in the Steamship after you win a fight in which the enemy Defeater is the last enemy you kill
Motordrive Mover	Exdeath's Castle after Kelgar transforms it
Mukare	Void at the end of the Cleft of Dimension and the Bonus Dungeon
Necromancr	World map near Castle Bal in world 3
NeoGoblin	Dummy enemy
Neon	Barrier Tower
Nile	Pyramid
Ninja	Towers of the Cleft of Dimension and the Castle of the Cleft of Dimension
Nut Eater	World Map near Wind Shrine in world 1, in the JacoleCave, in the forest south of the Pirates' Cave in world 3, and in the Bonus Dungeon
Octoraken	Torna Canal
Orcat	Cave of the Cleft of Dimension
Owazoral	Solitary Island Temple
Owazoral (ExDeath Castle)	Exdeath's Castle after Kelgar transforms it
Padosule	Worus Tower
Page 128	Ancient Library
Page 256	Ancient Library
Page 32	Ancient Library
Page 64	Ancient Library
Pao	World map at beginning of world 2
Poltergeist	Steamship
Prototype	World map two islands southwest of Crescent in world 1, Sunken Worus Tower in world 3, and sometimes inside one of the treasure chests in the Solitary Island Temple in world 3
PsychoHead	Ship Graveyard
Pyra Layer	Pyramid

Python	World map near Surgate in world 3
Ra Mage	Lonka Ruins
Radiator	Guido's Cave
Red Dragon	Sometimes inside treasure chests in the Barrier Tower and randomly encountered in Exdeath's Castle after Kelgar transforms it, the Castle of the Cleft of Dimension, and the Bonus Dungeon
Ridicule	World map near Castle Bal in world 2 and near Jacole in world 3
RikaldMage	Worus Tower in world 1 and Fork Tower in world 3
Rock Brain	World map on the plains near Exdeath's Castle in world 2
RockGarter	North Mountain
Sahagin	World map in oceans in world 1 and the northern part of the sea that is southwest of Carwen in world 3
Sand Bear	Quicksand Desert in world 1 and in the desert south of the Pirates' Cave in world 3
Sand Crawl	World map in desert near Moogle Village in world 2
Sand Killer	Quicksand Desert in world 1 and in the desert south of the Pirates' Cave in world 3
Sand Porky	Quicksand Desert in world 1 and in the desert south of the Pirates' Cave in world 3
Sea Avis	World map in oceans in world 1 and the northern part of the sea that is southwest of Carwen in world 3
Sea Devil	Sea west of Crescent in world 3 and in the Bonus Dungeon
SeaScorpio	Sea south of Guido's Cave in world 3
Sergeant	Karnak Castle
Shadow	World map in the forests on the small islands in the southeast in world 2 or near Surgate in world 3
ShdwDancer	Solitary Island Temple
ShieldDrgn	Kuzar and the Bonus Dungeon
Silent Bee	World Map near the Ancient Library in world 1 or in the eastern part of the forest north of the Pirates' Cave in world 3
Silvune	Sea in southwest corner of the world in world 3 and in the Bonus Dungeon
Skeleton	Ship Graveyard
Skull Eater	Jacole Cave and the Bonus Dungeon
Sleepy	World map in the forests on the small islands in the southeast in world 2 or near Surgate in world 3
Slownin	Solitary Island Temple
Slug	World map near Castle Bal in world 3
Soul Eater	Bonus dungeon
Spizner	World map near Rugor in world 3
Statue	Castle Bal Basement and inside one of the treasure chests in the Pyramid
Steel Bat	Pirates' Cave
Sting Eagle	Hiryuu Valley and Cave of the Cleft of Dimension
Stingray	The northern part of the sea that is southwest of Carwen in world 3 or in the Bonus Dungeon
StonedMask	Lonka Ruins and Ruins of the Cleft of Dimension
StoneGolem	World map near Istory in world 1
Stray Cat	World Map near Wind Shrine in world 1 or in the forest south of the Pirates' Cave in world 3
Stroper	Pirates' Cave
Sucker	Torna Canal
SwrDancer	Castle of the Cleft of Dimension and the Bonus

	Dungeon
Tarantula	Exdeath's Castle before Kelgar transforms it
Tatu	World Map near Carwen in world 1 or near Tycoon in world 3
Th.Anemone	World map in oceans in world 1 and the northern part of the sea that is southwest of Carwen in world 3
Thing	Void at the end of the Cleft of Dimension and in the Bonus Dungeon
TinyMage	Fork Tower
Tonberi	Istory Falls
Torrent	World map on the plains and in the forests near Exdeath's Castle in world 2 and Sunken Worus Tower in world 3
Tote Avis	Solitary Island Temple
Traveler	Barrier Tower and Sunken Worus Tower
Treeman	World map in the forests on the small islands in the southeast in world 2 or near Surgate in world 3
Tricker	Barrier Tower
TwinLizard	World map near Crescent in world 1
TwinLizard (ExDeath Castle)	Upstairs in Exdeath's Castle
UndeadRusk	Ship Graveyard
Unknown (Blob)	Great Trench
Unknown (Skeleton)	Great Trench
Unknown (Spore, 1st form)	Great Trench
Unknown (Spore, 2nd form)	Great Trench
Unknown (Worm)	Great Trench
Wall Knight	Barrier Tower
Wall Mage	Upstairs in Exdeath's Castle
Water Buzz	World map on the marshes and plains near Exdeath's Castle in world 2
Weresnake	World map near Castle Bal in world 2 and near Jacole in world 3
Whirl Demon	Lonka Ruins, Sunken Worus Tower, and Ruins of the Cleft of Dimension
White Flame	Forest of the Cleft of Dimension
White Snake	Wind Shrine
Wild Nack	World Map in the forests near Karnak in world 1, on the plains south of the eastern part of the big bridge (the small area between the sea and the mountains) in World 3, or in the Sunken Worus Tower in world 3
Wyrn	Great Forest of Mua
Wyvern	Worus Tower
Yellow Drgn	Sometimes inside treasure chests in the Barrier Tower and randomly encountered in Exdeath's Castle after Kelgar transforms it, the Castle of the Cleft of Dimension, and the Bonus Dungeon
ZephyrZone [AdamaGolem, BioSoldier]	Pyramid
ZephyrZone [D.Chimera, LonkaKnght]	Pyramid
ZephyrZone [Ziggurat, Lunenta]	Pyramid
Ziggurat	Barrier Tower
ZombieDrgn	Hiryuu Valley and Cave of the Cleft of Dimension
Zuu	World Map on the plains near Karnak and the Ancient Library in world 1 or on the eastern part of the plains that are south of the bridge that is west of Tycoon in world 3

????	Hiryuu Valley
Abductor (Bal Castle)	Castle Bal
Abductor (Butz Solo Battle)	Solitary Island at beginning of world 2
AdamanTiMi	Meteor at Tycoon
Alte Roite	Castle of the Cleft of Dimension
Antlion	Cave near Tule in world 3
Apanda	Library of the Cleft of Dimension
Apocalypse	Castle of the Cleft of Dimension
ArchaeAvis	Lonka Ruins
Archeodemon	Bonus dungeon
Aspis	Pyramid
Atmos	Barrier Tower
Bahamut	North Mountain in world 3
BandelKuar (Phoenix Tower)	Guards stairwells in Phoenix Tower
Barrier	Void at the end of the Cleft of Dimension
BoneDragon (Golem Battle)	Hiryuu Valley and Cave of the Cleft of Dimension
Byblos	Ancient Library
Calotisteri	Forest of the Cleft of Dimension
Carbunkle	Exdeath's Castle after Kelgar transforms it
Catastroph	Castle of the Cleft of Dimension
Chim.Brain	Meteor at the Ruins
Commander	Worus Castle Behind Waterfall
Crayclaw	Ruined City
Enkidou	Zeza's Ship
Enuo	Bonus dungeon
Exdeath (Exdeath Castle)	Exdeath's Castle after Kelgar transforms it
Exdeath (Final)	Void at the end of the Cleft of Dimension
Exdeath (Galuf Solo Battle)	Great Forest of Mua
Fishman	Big Bridge
Flamegun	Lonka Ruins
FlyingKillr	Big Bridge
Forza	North Mountain
Gabbldegak	Zeza's Ship
Galura (Worus Tower)	Worus Tower
Gargoyle	Pyramid, Solitary Island Temple, Great Trench, and Istory Falls
Gigas	Inside treasure chests in Karnak Castle
Gilgamesh (Bridge)	Big Bridge
Gilgamesh (Dungeon)	Boss in Exdeath's Castle before Kelgar transforms it
Gilgamesh (ExDeath Castle)	Exdeath's Castle after Kelgar transforms it
Gilgamesh (Morphed)	Exdeath's Castle after Kelgar transforms it
Gilgamesh (Necrofobia)	Appears during the fight with Necrofobia in the Void at the end of the Cleft of Dimension
Gilgamesh (Ship)	Zeza's Ship
Gilgamesh (X-Zone)	Void at the end of the Cleft of Dimension
Goblin (Butz Solo Battles)	At and after the Meteor at Tycoon
Gogo	Sunken Worus Tower
Golem	Hiryuu Valley and Cave of the Cleft of Dimension
Grand Aavis	Bonus dungeon
GrandMummy	Pyramid
Guardian	Bonus dungeon
Halicarnaso	Castle of the Cleft of Dimension
HiryuuFlowr	Hiryuu Valley
HiryuuPlant	Hiryuu Valley
Hole	Quicksand Desert
Ifrit	Ancient Library
Invisible	Sometimes inside one of the treasure chests in the Solitary Island Temple
Iron Claw	Karnak Castle

Jura Avis	Castle of the Cleft of Dimension
Karlabos	Torna Canal
Karnak (Iron Claw Battle)	Karnak Castle
Kuzar (Phoenix Tower)	Guards stairwells in Phoenix Tower
Launcher	Lonka Ruins
Launcher (Bonus dungeon)	Bonus dungeon
Leviathan	Istory Falls
Lil'Chariot	Big Bridge
LiquiFlame	Steamship
LiquiFlame (Phoenix Tower)	Guards stairwells in Phoenix Tower
MachinHead	Pyramid, sometimes inside one of the treasure chests in the Solitary Island Temple, and the Bonus Dungeon
Magic Pot	Inside a pot in the Phoenix Tower
Magisa	North Mountain
Merugene	Elder Tree after the Pyramid
Minotauros	Fork Tower
Mummy	Pyramid
Necrofobia	Void at the end of the Cleft of Dimension
Neo Shinryu	Bonus dungeon
NeoExdeath	Void at the end of the Cleft of Dimension
NeoGalura	Big Bridge
Neregeid	Great Trench
Odin	Castle Bal basement in world 3
Omega	Cave of the Cleft of Dimension
Omega Mk.II	Bonus dungeon
Omniscient	Fork Tower
Pantera	Sometimes inside one of the treasure chests in the Solitary Island Temple
Phobos	Great Trench
Puroboros	Meteor at Worus
Ramuh	World map in the forests near Istory in world 1 and the Castle of the Cleft of Dimension in world 3
Rocket	Lonka Ruins
Sandworm	Quicksand Desert
Seal Guardian	Great Forest of Mua
Sekmet	Pyramid
Sergeant (Iron Claw Battle)	Karnak Castle
Shinryuu	Inside a treasure chest in the Void at the end of the Cleft of Dimension
Shiva	Worus Castle Behind Waterfall
Shoat	World map near northwest lake in world 2
Siren	Ship Graveyard
Sol Cannon	Lonka Ruins
Sol Cannon (Phoenix Tower)	Guards stairwells in Phoenix Tower
Sorcerer	Inside treasure chests in Karnak Castle
Stalker	Solitary Island Temple
Titan	Meteor at Karnak
Triton	Great Trench
Twin Tania	Castle of the Cleft of Dimension
Tyrasaurus	Underground River
Wave Cannon	Bonus dungeon
WingRaptor	Wind Shrine
ZombieDrgn (Golem Battle)	Hiryuu Valley and Cave of the Cleft of Dimension

SECTION 42 - MONSTERS LOCATIONS (CHRONOLOGICAL)

This list uses the monster names from the GBA translation, since I think people playing the GBA game and trying to complete the bestiary are the most likely to want to use this section. But it still uses the locations names from the SNES translation, because I don't want to take the time to translate them. See the Location Translations and Monster Translations sections for translations of the information in this section.

Each monster's number in the GBA version's bestiary is also listed. Note that to avoid spoilers, this list only has the first location of each monster. For all locations, see the list that's in alphabetical order.

xxx Goblin (Butz Solo Battles)	At the Meteor at Tycoon
002 Steel Bat	Pirates' Cave
003 Devil Crab	Pirates' Cave
004 Stroper	Pirates' Cave
001 Goblin	Randomly encountered on the World Map near Pirates' Cave in world 1
005 Killer Bee	World Map near Pirates' Cave in world 1
006 Nutkin	World Map near Wind Shrine in world 1
007 Stray Cat	World Map near Wind Shrine in world 1
008 Black Goblin	Wind Shrine
009 White Serpent	Wind Shrine
010 Moldwynd	Wind Shrine
011 Mani Wizard	Wind Shrine
243 Wing Raptor	Boss in the Wind Shrine
019 Bandersnatch	World Map on the land surrounding the entrance to the Torna Canal in world 1
191 Sucker	Torna Canal
192 Octokraken	Torna Canal
244 Karlabos	Boss of Torna Canal
012 Skeleton	Ship Graveyard
013 Calcruthl	Ship Graveyard
014 Undead Husk	Ship Graveyard
015 Mindflusher	Ship Graveyard
245 Siren	Boss of Ship Graveyard
016 Gatling	World Map near Carwen in world 1
017 Big Horn	World Map near Carwen in world 1
018 Tatou	World Map near Carwen in world 1
020 Garula	World Map on the plains west of Carwen in world 1
021 Rock Slug	North Mountain
022 Gaelicat	North Mountain
023 Cockatrice	North Mountain
024 Headstone	North Mountain
247 Forza	Boss of North Mountain
246 Magissa	Boss of North Mountain
030 Jackanapes	Worus Castle Basement
025 Elf Toad	Worus Castle Behind Waterfall
026 Ice Soldier	Worus Castle Behind Waterfall
248 Ice Commander	Boss in Worus Castle Behind Waterfall
249 Shiva	Boss in Worus Castle Behind Waterfall
027 Ricard Mage	Worus Tower in world 1
028 Wyvern	Worus Tower
029 Pas de Seul	Worus Tower
250 Garula (Walse Tower)	Boss of Worus Tower
031 Aegir	World Map on the plains near Karnak and the Ancient Library in world 1
032 Zu	World Map on the plains near Karnak and the Ancient Library in world 1

034 Grass Tortoise	World Map on the plains near Karnak and the Ancient Library in world 1
033 Wild Nakk	World Map in the forests near Karnak in world 1
037 Crew Dust	Steamship
038 Poltergeist	Steamship
039 Defeater	Steamship
040 Motor Trap	They appear in the Steamship after you win a fight in which the enemy Defeater is the last enemy you kill
251 Liquid Flame	Boss of Steamship
041 Sergeant	Karnak Castle
043 Cur Nakk	Karnak Castle
042 Sorcerer	Inside treasure chests in Karnak Castle
044 Gigas	Inside treasure chests in Karnak Castle
252 Iron Claw	Boss of Karnak Castle
xxx Sergeant (Iron Claw Battle)	Boss of Karnak Castle
xxx Cur Nakk (Iron Claw Battle)	Boss of Karnak Castle
058 Dhorme Chimera	World Map in desert south of Karnak in world 1
035 Silent Bee	World Map near the Ancient Library in world 1
036 Mythril Dragon	World Map in the forests near the Ancient Library in world 1
045 Page 32	Ancient Library
046 Page 64	Ancient Library
047 Page 128	Ancient Library
048 Page 256	Ancient Library
253 Ifrit	Boss halfway through Ancient Library
254 Byblos	Boss of Ancient Library
193 Sahagin	World map in oceans in world 1
194 Thunder Anemone	World map in oceans in world 1
195 Sea Ibis	World map in oceans in world 1
050 Doublizard	World map near Crescent in world 1
051 Bio Soldier	World map near Crescent in world 1
052 Harvester	World map near Crescent in world 1
053 Black Flame	World map near Crescent in world 1
049 Bomb	World map near Jacole in world 1
057 Skull Eater	Jacole Cave
054 Stone Golem	World map near Istory in world 1
055 Mini Dragon	World map in the forests near Istory in world 1
255 Ramuh	World map in the forests near Istory in world 1
056 Prototype	World map two islands southwest of Crescent in world 1
256 Sandworm	Boss in Quicksand Desert
xxx Hole	Boss in Quicksand Desert
059 Sandboil	Quicksand Desert in world 1
060 Desert Killer	Quicksand Desert in world 1
061 Sand Bear	Quicksand Desert in world 1
257 Cray Claw	Boss of the Ruined City
258 Adamantoise	Boss in the meteor at Tycoon
xxx Flame Thrower	Boss at the entrance to the Lonka Ruins
xxx Rocket Launcher	Boss at the entrance to the Lonka Ruins
260 Launcher	Boss at the entrance to the Lonka Ruins
261 Launcher	Boss at the entrance to the Lonka Ruins
259 Soul Cannon	Boss at the entrance to the Lonka Ruins
062 Ra Mage	Lonka Ruins
063 Ronkan Knight	Lonka Ruins
064 Stone Mask	Lonka Ruins
065 Enchanted Fan	Lonka Ruins

066 Lamia	Lonka Ruins
067 Archeotoad	Lonka Ruins
068 Hydra	Lonka Ruins
069 Ghidra	Lonka Ruins
262 Archeoaevis	Boss of Lonka Ruins
265 Manticore	Boss in the Meteor at the Ruins
264 Titan	Boss in the Meteor at Karnak
263 Purobolos	Boss in the Meteor at Worus
070 Pao	World map at beginning of world 2
266 Abductor (Butz Solo Battle)	Boss on the Solitary Island at beginning of world 2
071 Tarantula	Exdeath's Castle before Kelgar transforms it
072 Shell Bear	Exdeath's Castle before Kelgar transforms it
267 Gilgamesh (Dungeon)	Boss in Exdeath's Castle before Kelgar transforms it
073 Devilfish	World map on the marshes and plains near Exdeath's Castle in world 2
074 Treant	World map on the plains and in the forests near Exdeath's Castle in world 2
075 Strapparar	World map on the plains near Exdeath's Castle in world 2
076 Merrow	Big Bridge
077 Flying Killer	Big Bridge
078 Little Chariot	Big Bridge
079 Neo Garula	Big Bridge
268 Gilgamesh (Bridge)	Big Bridge
080 Tunneller	World map near Rugor in world 2
081 Birostris	World map near Rugor in world 2
082 Fairy Orc	World map near Rugor in world 2
083 Devourer	World map near Rugor in world 2
084 Mandrake	World map near Rugor in world 2
085 Kuza Beast	World map near Kuzar in world 2
086 Shield Dragon	Kuzar
088 Blood Slime	Underground River
089 Acrophies	Underground River
090 Moogle Eater	Underground River
091 Lesser Lopros	Underground River
269 Tyrannosaur	Boss of Underground River
092 Cactus	World map in desert near Moogle Village in world 2
093 Sandcrawler	World map in desert near Moogle Village in world 2
099 Objet d'Art	Castle Bal Basement
270 Abductor (Castle Bal)	Boss after Castle Bal
094 Aquathorn	World map near Castle Bal in world 2
095 Weresnake	World map near Castle Bal in world 2
096 Kornago	World map near Castle Bal in world 2
097 Cursed Being	World map near Castle Bal in world 2
100 Drippy	Hiryuu Valley
101 Lycaon	Hiryuu Valley
102 Bone Dragon	Hiryuu Valley
103 Poison Eagle	Hiryuu Valley
104 Zombie Dragon	Hiryuu Valley
xxx ???	Hiryuu Valley
271 Golem	Hiryuu Valley
xxx Bone Dragon (Golem Battle)	Hiryuu Valley
xxx Zombie Dragon (Golem Battle)	Hiryuu Valley
272 Dragon Pod	Boss of Hiryuu Valley
273 Dragon Flower	Boss of Hiryuu Valley
105 Gobbledygook	Zeza's Ship

274 Gilgamesh (Ship)	Boss of Zeza's Ship
275 Enkidu	Boss of Zeza's Ship
106 Neon	Barrier Tower
107 Magnetite	Barrier Tower
108 Reflect Knight	Barrier Tower
109 Traveler	Barrier Tower
110 Level Tricker	Barrier Tower
111 Gravitator	Barrier Tower
112 Ziggurat Gigas	Barrier Tower
276 Atomos	Boss of Barrier Tower
176 Druid	Cave to northwest lake in world 2
177 Ironback	Cave to northwest lake in world 2
115 Cure Beast	World map near northwest lake in world 2
116 Land Turtle	World map near northwest lake in world 2
117 Dechirer	World map near northwest lake in world 2
281 Catoblepas	World map near northwest lake in world 2
113 Dark Aspic	Guido's Cave
114 Metamorph [Ifrit, Wyvern, Enchanted Fan]	Guido's Cave
114 Metamorph [Ramuh, Crew Dust, Zombie Dragon]	Guido's Cave
114 Metamorph [Shiva, Gaelicat, Elf Toad]	Guido's Cave
114 Metamorph [Shiva, Ifrit, Ramuh]	Guido's Cave
118 Mini Magician	Great Forest of Mua
119 Galajelly	Great Forest of Mua
120 Mammon	Great Forest of Mua
121 Imp	Great Forest of Mua
122 Wyrn	Great Forest of Mua
277 Crystal	Boss of Great Forest of Mua
278 Crystal	Boss of Great Forest of Mua
279 Crystal	Boss of Great Forest of Mua
280 Crystal	Boss of Great Forest of Mua
xxx Exdeath (Galuf Solo Battle)	Boss of Great Forest of Mua
098 Undergrounder	Cave between Castle Bal and Exdeath's Castle in world 2
282 Gil Turtle	Cave between Castle Bal and Exdeath's Castle in world 2. At the end of the hidden path that branches off to the south (it's just after the first set of stairs).
124 Blind Wolf	Upstairs in Exdeath's Castle
125 Hellraiser	Upstairs in Exdeath's Castle
126 Reflect Mage	Upstairs in Exdeath's Castle
123 Twin Lizard	Upstairs in Exdeath's Castle
127 Magic Dragon	Exdeath's Castle after Kelgar transforms it
128 Black Warlock	Exdeath's Castle after Kelgar transforms it
129 Adamantite Golem	Exdeath's Castle after Kelgar transforms it
xxx Imp (Castle Exdeath)	Exdeath's Castle after Kelgar transforms it
xxx Oiseaurare (Castle Exdeath)	Exdeath's Castle after Kelgar transforms it
xxx Jackanapes (Castle Exdeath)	Exdeath's Castle after Kelgar transforms it
xxx Abductor (Castle Exdeath)	Exdeath's Castle after Kelgar transforms it
130 Bandercoeur	Exdeath's Castle after Kelgar transforms it
131 Iron Fist	Exdeath's Castle after Kelgar transforms it
133 Red Dragon	Sometimes inside treasure chests in the Barrier Tower and randomly encountered in Exdeath's Castle after Kelgar transforms it
134 Yellow Dragon	Sometimes inside treasure chests in the Barrier Tower and randomly encountered in Exdeath's Castle after Kelgar transforms it
132 Blue Dragon	Exdeath's Castle after Kelgar transforms it
283 Carbuncle	Boss in Exdeath's Castle after Kelgar transforms it
284 Gilgamesh (Castle Exdeath)	Boss in Exdeath's Castle after Kelgar

	transforms it
285 Exdeath (Exdeath Castle)	Boss of Exdeath's Castle after Kelgar transforms it
286 Antlion	Boss in cave near Tule in world 3
135 Sleepy	World map near Surgate in world 3
136 Triffid	World map near Surgate in world 3
137 Hedgehog	World map near Surgate in world 3
138 Python	World map near Surgate in world 3
139 Shadow	World map near Surgate in world 3
140 Elm Gigas	World map near Surgate in world 3
141 Desertpede	World map near Pyramid in world 3
142 Bulette	World map near Pyramid in world 3
288 Gargoyle	Boss at the entrance to the Pyramid
143 Lamia Queen	Pyramid
144 Rajiformes	Pyramid
147 Zephyrus [Adamantite Golem, Bio Soldier]	Pyramid
147 Zephyrus [Dhorme Chimera, Ronkan Knight]	Pyramid
147 Zephyrus [Ziggurat Gigas, Tunneller]	Pyramid
145 Ushabti	Pyramid
151 The Damned	Inside treasure chests in the Pyramid and randomly encountered in the Solitary Island Temple
153 Sekhmet	Pyramid
148 Mummy	Boss in Pyramid
149 Aspis	Pyramid
146 Archeosaur	Inside treasure chests in the Pyramid
152 Grand Mummy	Boss in Pyramid
150 Mecha Head	Pyramid
287 Melusine	Boss at Elder Tree after the Pyramid
087 Exdeath's Soul	Kuzar
154 Slug	World map near Castle Bal in world 3
155 Gloom Widow	World map near Castle Bal in world 3
156 Mykale	World map near Castle Bal in world 3
174 Istory Lythos	World map near Rugor in world 3
173 Frost Bull	World map near Rugor in world 3
175 Spizzner	World map near Rugor in world 3
196 Corbett	Sea south of Guido's Cave in world 3
198 Water Scorpion	Sea south of Guido's Cave in world 3
197 Nix	Sea south of Mirage in world 3
199 Vilia	Sea in southwest corner of the world in world 3
200 Gel Fish	Sea in southwest corner of the world in world 3
201 Rukh	Sea west of Crescent in world 3
202 Sea Devil	Sea west of Crescent in world 3
203 Stingray	The northern part of the sea that is southwest of Carwen in world 3
290 Odin	Boss in Castle Bal basement in world 3
298 Bahamut	Boss on North Mountain in world 3
184 Ankheg	World map in desert near Phoenix Tower in world 3
185 Ammonite	World map in desert near Phoenix Tower in world 3
186 Landcrawler	World map in desert near Phoenix Tower in world 3
187 Lemure	Phoenix Tower
188 Parthenope	Phoenix Tower
189 Cherie	Phoenix Tower
xxx Bandercoeuri (Phoenix Tower)	Guards stairwells in Phoenix Tower
xxx Liquid Flame (Phoenix Tower)	Guards stairwells in Phoenix Tower

xxx Kuza Beast (Phoenix Tower)	Guards stairwells in Phoenix Tower
xxx Soul Cannon (Phoenix Tower)	Guards stairwells in Phoenix Tower
190 Magic Pot	Inside a pot in the Phoenix Tower
157 Executor	Solitary Island Temple
158 Oiseaurare	Solitary Island Temple
161 Tot Aegis	Solitary Island Temple
159 Shadow Dancer	Solitary Island Temple
160 Numb Blade	Solitary Island Temple
xxx Covert	Sometimes inside one of the treasure chests in the Solitary Island Temple
xxx Pantera	Sometimes inside one of the treasure chests in the Solitary Island Temple
289 Wendigo	Boss of Solitary Island Temple
162 Tiny Mage	Fork Tower
163 Chrono Controller	Fork Tower
164 Flaremancer	Fork Tower
165 Dueling Knight	Fork Tower
166 Iron Muscles	Fork Tower
167 Berserker	Fork Tower
292 Omniscient	Boss of Fork Tower
291 Minotaur	Boss of Fork Tower
297 Famed Mimic Gogo	Boss of Sunken Worus Tower
168 Unknown (Spore, 2nd form)	Great Trench
169 Unknown (Blob)	Great Trench
170 Unknown (Worm)	Great Trench
171 Unknown (Spore, 1st form)	Great Trench
172 Unknown (Skeleton)	Great Trench
293 Triton	Boss of Great Trench
294 Nereid	Boss of Great Trench
295 Phobos	Boss of Great Trench
178 Mercury Bat	Istory Falls
179 Coral	Istory Falls
183 Tonberry	Istory Falls
180 Aquagel	Istory Falls
181 Steel Fist	Sometimes inside one of the treasure chests in the Pyramid and randomly encountered in Istory Falls
182 Alchymia (Red Dragon)	Istory Falls
182 Alchymia (Ghidra)	Istory Falls
182 Alchymia (Bone Dragon)	Dummy enemy?
296 Leviathan	Boss of Istory Falls
204 Grenade	Ruins of the Cleft of Dimension
205 Baldanders	Ruins of the Cleft of Dimension
206 Death Dealer	Ruins of the Cleft of Dimension
207 Level Checker	Ruins of the Cleft of Dimension and Sunken Worus Tower
208 White Flame	Forest of the Cleft of Dimension
209 Moss Fungus	Forest of the Cleft of Dimension
210 Farfarello	Forest of the Cleft of Dimension
300 Calofisteri	Boss of Forest of the Cleft of Dimension
211 Orukat	Cave of the Cleft of Dimension
212 Great Dragon	Cave of the Cleft of Dimension
213 Achelon	Cave of the Cleft of Dimension
311 Omega	Cave of the Cleft of Dimension
299 Apanda	Boss of Library of the Cleft of Dimension
214 Ninja	Towers of the Cleft of Dimension
215 Dragon Aegis	Towers of the Cleft of Dimension
220 Iron Giant	Castle of the Cleft of Dimension
216 Sword Dancer	Castle of the Cleft of Dimension
217 Death Claw	Castle of the Cleft of Dimension

218 Fury	Castle of the Cleft of Dimension
219 Yojimbo	Castle of the Cleft of Dimension
302 Alte Roite	Castle of the Cleft of Dimension
303 Jura Aevis	Castle of the Cleft of Dimension
301 Azulmagia	Boss in Castle of the Cleft of Dimension
304 Catastrophe	Boss in Castle of the Cleft of Dimension
305 Halicarnassus	Boss in Castle of the Cleft of Dimension
306 Twintania	Boss in Castle of the Cleft of Dimension
221 King Behemoth	Void at the end of the Cleft of Dimension
223 Necromancer	Void at the end of the Cleft of Dimension
224 Gorgimera	Void at the end of the Cleft of Dimension
225 Mindflayer	Void at the end of the Cleft of Dimension
226 Crystelle	Void at the end of the Cleft of Dimension
228 Mover	Void at the end of the Cleft of Dimension
222 Crystal Dragon	Void at the end of the Cleft of Dimension
227 Belphegor	Void at the end of the Cleft of Dimension
307 Gilgamesh (X-Zone)	Boss in Void at the end of the Cleft of Dimension
312 Shinryu	Inside a treasure chest in the Void at the end of the Cleft of Dimension
309 Barrier	Boss in Void at the end of the Cleft of Dimension
308 Necrophobe	Boss in Void at the end of the Cleft of Dimension
310 Gilgamesh (Necrofobia)	Appears during the fight with Necrofobia in the Void at the end of the Cleft of Dimension
313 Exdeath (Final)	Boss of Void at the end of the Cleft of Dimension
314 Neo Exdeath	Boss of Void at the end of the Cleft of Dimension
230 Assassin	Bonus dungeon
239 Dinozombie	Bonus dungeon
232 Behemoth	Bonus dungeon
236 Exoray	Bonus dungeon
229 Mini Satana	Bonus dungeon
231 Soul Eater	Bonus dungeon
233 Dark Elemental (type 1)	Bonus dungeon
234 Dark Elemental (type 2)	Bonus dungeon
235 Dark Elemental (type 3)	Bonus dungeon
241 Ironclad	Bonus dungeon
237 Duelist	Bonus dungeon
240 Claret Dragon	Bonus dungeon
238 Medusa	Bonus dungeon
242 Hades	Bonus dungeon
315 Grand Aevis	Boss in Bonus dungeon
316 Archeodemon	Boss in Bonus dungeon
317 Guardian	Boss in Bonus dungeon
318 Launcher (Bonus dungeon)	Boss in Bonus dungeon
319 Launcher (Bonus dungeon)	Boss in Bonus dungeon
320 Wave Cannon	Boss in Bonus dungeon
321 Omega Mk.II	Boss in Bonus dungeon
322 Neo Shinryu	Boss in Bonus dungeon
323 Enuo	Boss of Bonus dungeon
xxx Chimera?	Dummy enemy
xxx Big Boss?	Dummy enemy
xxx NeoGoblin?	Dummy enemy

SECTION 43 - STATUS EFFECTS

For information on Status Effects I recommend the Status Effects section of J.L. Tseng's (a.k.a. InstructorTrape's) FFV Algorithms and Stats FAQ. It can be found on the page for the SNES version of Final Fantasy 5 at www.gamefaqs.com. Note its separate section on status duration determination.

SECTION 44 - HACKING

If you want to hack savestates, you'll need a hex editor. You can get Hex Workshop at <http://www.bpssoft.com/>.

For information on savestate hacking, I recommend TuxedoCyan's hacking guide and Dark Penguin's magic hacking guide. You can find them both on the page for the SNES version of Final Fantasy 5 at www.gamefaqs.com. TuxedoCyan's list of items uses an old translation, so instead of that part of his guide, you can use the codes in the weapons, armor, and item sections in my guide. I put a * for the code for items that are only available in the Gameboy Advance game, since there is no code for them for hacking in the SNES game.

Also note that offsets 170F and 1710 control the timer in Karnak Castle and the Sunken Worus Tower if you aren't in a battle. Offsets 88A8 and 88A9 control the timer in Karnak Castle, the Sunken Worus Tower, and the fight against Odin if you are in a battle. The unit is 60ths of a second.

And offsets 1128, 1178, 11C8, and 1218 control what monsters your characters have caught using the Mediator's !Catch ability if you aren't in a battle. Offsets 2C28, 2CA8, 2D28, and 2DA8 control what monsters your characters have caught using the Mediator's !Catch ability if you are in a battle. See the codes in the Catches section of my guide. Although if you haven't caught a monster, and then you use savestate hacking when you're in a battle to simulate having caught one monster in particular, you'll also have to change your character's ability so it registers that you've caught a monster in general. If you don't do that, then your character will still try to catch another monster rather than release the one he already has. Offsets 436F, 4370, 4371, and 4372 control your first character's abilities. Offsets 4383, 4384, 4385, and 4386 control your second character's abilities. Offsets 4397, 4398, 4399, and 439A control your third character's abilities. Offsets 43AB, 43AC, 43AD, and 43AE control your fourth character's abilities. If those offsets are set to 1D, then they'll be Catch. If you change them to 1E, then they'll be Release.

Offset 15C7 controls what spell the MagicLamp will cast next if you aren't in a battle. Offset 8887 controls what spell the MagicLamp will cast next if you are in a battle. 00 to 0C are the summons other than Chocobo (and Phenix, which the MagicLamp doesn't summon), with the lower numbers corresponding to stronger summons. 0D to 1F all cast Chocob, and 20 to FF all cast Egg Chop.

Offset 15C8 contains the number of times you've run away if you aren't in a battle. Offset 8888 contains the number of times you've run away if you are in a battle. The number of times you've run away affects the attack power of the BraveBld and Chicken Knife.

Offset 15C9 controls what spell the Wonder Rod will cast next if you aren't in a battle. Offset 8889 controls what spell the Wonder Rod will cast next if you

are in a battle. The Wonder Rod can normally only cast White or Black magic, but if you use savestate hacking, you can get it to cast other types of magic. Note that it skips 01, it goes back to 00 after 23, and it goes back to 00 after FF). I haven't identified what all the codes do. If you can identify something I haven't, let me know. The Wonder Rod has 0 attack power, so there are several types of abilities (like Sword Dance or Aim) that would all just do 0 damage, so it's hard to identify them. Here's what I've been able to determine:

00-11 are White magic
12-23 are Black magic
24-35 are Dimen magic
36-44 are ?
45-4C are Songs
4D-5B are Espers (only Chocob's first attack, Chocobo Kick, and Odin's first attack, True Edge, are included in this group)
5C is the Esper Chocob's second attack, Fat Chocobo.
5D is the Esper Odin's second attack, Gungnir.
5E is ? (maybe nothing)
5F is DrgnSwd's HP draining
60 is DrgnSwd's MP draining
61 is ? (maybe nothing)
62 is the spell cast by the Silver Harp
63 is the spell cast by the Dream Harp
64 is the spell cast by the Lamia Harp
65 is the spell cast by the Apollo Harp
66 is ? (maybe the dance Sword Dance)
67 is the dance Mystery Waltz
68 is the dance Jitterbug Duet
69 is the dance Tempting Tango
6A is the Mystic Knight's Barrier spell
6B is ? (maybe nothing)
6C is ? (maybe nothing)
6D is the spell cast by many whips that paralyzes the target 50% of the time
6E is ?
6F is ?
70-8D are Blue magic
8E-DB are Enemy magic
DC is ?
DD wins the battle instantly
DE-FF are ? (maybe nothing)

White magic spells are in the order in which they're listed in the white magic section of this guide (and the same for other types of magic). DD, which causes you to win the battle instantly, is an especially interesting code.

SECTION 45 - MAPS

You can find a world map for Final Fantasy 5 at <http://www.uffsite.net/ff5/>.

SECTION 46 - MISC TRANSLATIONS

I'm not going to provide translations for all the equipment, since I don't think people need it. But here are a few of the things for which I think people might be most likely to search and keywords for search engines.

Latest SNES name	Other names
Butz	Bartz
Boco	Boko
Lenna	Reina
Cara	Krile or Kururu
Guido	Gill or Ghido
Exdeath	X-Death
Normal Job	Suppin or Traveler
By RPGe	Efu Efu or EfuEfu
Cursed Shield	Bloodied Shield or Blood Shield
Dragoon Spear	Dragon Lance, Dragon Spear, or Hiryou Spear
Drain Sword	Blood Sword
Guard Ring	Protect Ring
Mythril Staff	Mithril Staff
Soot	Ash
Tempest Katana	Nimbus Katana, Strato Katana, or Murakumo Katana

Note that Final Fantasy 5 is also known as Final Fantasy V, FF5, or FFV. Final Fantasy 5 Advance is also known as Final Fantasy V Advance, FF5A, or FFVA.

SECTION 47 - VERSION DIFFERENCES

The Playstation game is essentially the same as the SNES game, except that they use different translations. The Gameboy Advance game is essentially the same as the SNES and Playstation games, except that it uses a third translation, and it has some extra stuff. It has a bonus dungeon that has some of the old monsters, but also some new bosses and monsters and new equipment. The Gameboy Advance game also has four extra jobs which have their own abilities, and their own spells which you can learn after you get the last of the extra jobs. Note that the new jobs use the same types of equipment as the old jobs. And some of the bugs apply to one version of the game, but not another version.

SECTION 48 - MISSING INFORMATION

This guide doesn't have detailed descriptions of all of the abilities of the jobs that are new to the Gameboy Advance version yet, since it's so new.

This guide doesn't have any information about codes, since I don't use codes (although it does have information on savestate hacking, which is better). And it doesn't have any Final Fantasy 5 art, fanfics, or information about Final Fantasy 5 music, since I'm not especially interested in any of that. It doesn't have any information about the mythology behind some of the things in the game (like the sword Excalibur, or the Esper Shiva). It doesn't have specific strategies for all the bosses, since I don't think they're especially necessary. Some other guides and websites have information on those things, so you can search them for that. I don't have recommendations on which ones to use, although you can find a lot of guides at www.gamefaqs.com.

But other than that, I think my guide is complete. It has, or has links to,

all the information available on FF5. I read through all the other FF5 guides when I was writing it, and tried to combine information from all of them. Although there are some niche guides (like guides to doing a straight character challenge, low level game, or speed run) that have information that mine doesn't, for people interested in those things.

SECTION 49 - THANKS

When I wrote this there were lots of guides that had already been written on Final Fantasy 5, but none of them were complete. I combined information from lots of different sources to make this guide, in addition to adding information of my own. In particular, thanks go to VeghEsther, Chen Guojun, dingo_jellybean, Exdeath, Bob the Almighty, Matt Hobbs, Dragon Fogel, Ian Diaz (a.k.a. iLikeSwords), Samurai Goroh, TopperCop, Chris Kohler, Nora Stevens, Tatsushi Nakao, TuxedoCyan, Dark Penguin, Mystery Moogle, Vilurum, Ray, silktail, Nati, <http://www.uffsite.net/ff5/>, <http://ffvspirit.com/>, and <http://www.geocities.jp/zonolab/ff/ffindex.html>. I never would've been able to come up with most of the information in the Tips or Bugs sections without them. Most of all, thanks goes to J.L. Tseng (a.k.a. InstructorTrape), whose guide gave me a lot of the information for my own guide.

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