

Final Fantasy I

Weapons/Armor/Items/Magic/Monster

Translations

by Red Scarlet

Updated to v1.0 on Dec 13, 2002

Final Fantasy I (Sony Playstation)
Weapons, Armor, Items, Magic, and Monster Translations

Version 1.0 12/13/02
By Red Scarlet (akaiscarlet@hotmail.com)

Version 1.0 12/13/02-Faq Created.

This FAQ is for personal use only. It cannot be altered without the consent of the FAQ's owner (me), nor published in any magazines or any reproduced form. This FAQ is not meant for sale and is copyright 2002 Red Scarlet. If you want to use this FAQ on your Website or page, please email me for permission (akaiscarlet@hotmail.com) Go to www.njstar.com to get the Japanese text to display how it would on the game (or use some other kind of Japanese text viewing program).

This FAQ is for anyone who has Final Fantasy I for the Sony Playstation and needs to know what the heck all the names of items, magic, characters, or monsters are. I assume you already know the game, so there are very few actual strategies in this FAQ. There are already a few at Gamefaqs already made, so view one of those if you need direction on where to go. The newest updates will always be at Gamefaqs.

In pretty much all of the lists, the order of what things are in will be: Japanese Kana that the game uses/romanized version/my translation/name in the US version of FF1 on the NES (if it is different).

Enjoy!

A few helpful hints first...

A Warrior equipped with a fuf^{◆◆}[fhf\[◆][fh: Bro-doso-do (Broadsword)/Short Sword will do 2 hits at Level 5. Do not buy that fofg<fAfNfX: Batoruakusu (Battle Axe)/Hand Axe in Provoka.

A Red Mage equipped with a f~fXfšf<f\[◆][fh: -Misuriruso-do (Mithril Sword)/Silver Sword will do 2 hits at Level 6.

A Monk with no weapon equipped will do 3-4 hits at level 10.

A Monk with no weapon equipped will do 5-6 hits at level 21.

A Monk with no weapon equipped will do 7-8 hits at level 32.

Don't throw that old Scimitar away! A Thief can equip a Saber as well early on in the game, but if you haven't gotten the Mystic Key yet, and are at Level 10, give him that fVf~f^[◆][: Shimita- (Scimitar)/Scimtar again.

Even though it is 3 attack power points lower than the fT[◆][fxf<: Sa-beru (Saber)/Saber, it has 5% more hit percent. A Thief equipped with a Scimitar at Level 10 will do 2 hits. With the Saber, it might not be until Level 13 or so (which you hopefully will have a better weapon for that character by that time).

A Warrior equipped with a Mithril Sword will do 3 hits at Level 14.

A Red Mage equipped with an Icebrand will do 3 hits at Level 17.

A Knight equipped with the Excalibur will do 5 hits at Level 29.

A Ninja equipped with Sasuke's Katana will do 4 hits at Level 29.
A Red Wizard equipped with a Sun Blade will do 4 hits at Level 31.

Some monsters seem to have received more HP, namely the big bosses.

fŠfbf` : Ricchi (Lich) Earth Cave: 800 HP.
fŠfbf` : Ricchi (Lich) Chaos Temple: 1000 HP.
f)fŠfŠfX: Maririsu (Malilith)/Kary Gulg Volcano: 1200 HP.
f)fŠfŠfX: Maririsu (Malilith)/Kary Chaos Temple: 1400 HP.
fNf%◆[fPf` : Kura-ken (Kraken) Sea Shrine: 1600 HP.
fNf%◆[fPf` : Kura-ken (Kraken) Chaos Temple: 1800 HP.
fefBfAf}fbfg: Tiamatto (Tiamat) Sky Castle: 2000 HP.
fefBfAf}fbfg: Tiamatto (Tiamat) Chaos Temple: 2200 HP.
fJfIfX: Kaosu (Chaos): 4000 HP.
ffXf}fV◆[f` : Desumashi-n (Death Machine)/WarMech: 2000 HP, and recovers 100
HP per round.

Look out!

To view the World Map, hold the X button down while pushing Start.

Bonus Game

I've seen a couple of sites with information about the bonus slide puzzle game in this, and they have been giving out incorrect information. They all seem to say that if you solve the puzzle in less than a minute, you will get 10,000 gil. That is partially correct, but not fully. Here's the real deal:

To play the classic slide puzzle game, board your ship, and hold the O button down and push the X button about 39 times. Get the numbers arranged in numerical order (1234 5678 etc) to win. You will get 100 gil if you finish.

An added bonus is the time. The default times are:
1st: 2'00'00.
2nd: 4'00'00
3rd: 6'00'00

The amount of bonus gil you receive depends on what new record you set. If you get a new 1st place time, you will get a Potion, Antidote, Gold Needle, and a 10,000 gil bonus. A new 2nd place time nets you 5,000 gil extra. A new 3rd place time gives you a 2,000 gil bonus.

This is where people have messed up. Note that the default 1st place time is 2 minutes. Simply finish the puzzle as close to 2 minutes that you can and get under, and you will get 10,100 gil. Do it again, and get just a smidge faster than the last time, and you will get another 10,100.

The puzzle is a very quick and easy way to rack up gil early (my fastest time is around 26 seconds). Just keep finishing slightly before the last time, and you will literally have more than enough money in the entire game after maybe an hour of doing this. Or, simply get around four new first-place times ASAP, and you should be able to outfit any party at the Elf Village with ease.

The character types are:

,¹,ñ,μ: Senshi (Warrior)/Fighter fV♦[ft: Shi-fu (Thief)/Thief
f,f`fN: Monku (Monk)/BlBelt , ,©,Ü,¶,ã,Â,μ: Akamajutsushi
,μ,ë,Ü,¶,ã,Â,μ: Shiromajutsushi (White Mage) (Red Mage)
,,ë,Ü,¶,ã,Â,μ: Kuromajutsushi (Black Mage)

The upgraded version of each character type:

fifCfG: Naito (Knight) ,É,ñ,¶,á: Ninja (Ninja)
fX♦[fp♦[f,f`fN: Su-pa-monku (Super Monk)/Master , ,©,Ü,Ç,μ: Akamadoushi
,μ,ë,Ü,Ç,μ: Shiromadoushi (White Wizard) (Red Wizard)
,,ë,Ü,Ç,μ: Kuromadoushi (Black Wizard)

,Ô ,«: Buki (Weapons)

Swords

fEfCfsfA: Reipia (Rapier)/Rapier
Attack:9/Hit%:5 Buy:\$10/Sell:\$5
Can equip: Warrior, Thief, Red Mage, Knight, Ninja, Red Wiz
fuf♦♦[fhf\♦[fh: Buro-doso-do (Broadsword)/Short Sword
Attack:15/Hit%:10 Buy:\$550/Sell:\$275
Can equip: Warrior, Red Mage, Knight, Ninja, Red Wizard
fVf~f^♦[: Shimita- (Scimitar)/Scimtar
Attack:10/Hit%:10 Buy:\$200/Sell:\$100
Can equip: Warrior, Thief, Red Mage, Knight, Ninja, Red Wizard
fT♦[fxf<: Sa-beru (Saber)/Saber
Attack:13/Hit%:5 Buy:\$450/Sell:\$225
Can equip: Warrior, Thief, Red Mage, Knight, Ninja, Red Wizard
f~fXfŠf<f\♦[fh: Misuriruso-do (Mithril Sword)/Silver Sword
Attack:23/Hit%:15 Buy:\$4,000/Sell:\$2,000
Can equip: Warrior, Red Mage, Knight, Ninja, Red Wizard
f<♦[f`fufE♦[fh: Ru-nbure-do (Rune Blade)/Rune Sword
Attack:18/Hit%:15 Buy: -/Sell:\$2,500
Effective against magic enemies.
Can equip: Warrior, Thief, Red Mage, Knight, Ninja,
Red Wizard
fEfGfAfofXf^♦[: Ueabasuta- (Were Buster)/Were Sword
Attack:18/Hit%:15 Buy: -/Sell:\$3,000
Can equip: Warrior, Red Mage, Knight, Ninja, Red Wizard
Effective against were-type monsters.
ftfH♦[f<f`f+f`": Fo-ruchon (Falchon)/Falchon
Attack:15/Hit%:10 Buy:\$550/Sell:\$225
Can equip: Warrior, Thief, Red Mage, Knight, Ninja,
Red Wizard
fEfBf<fEfLf♦[: Uirumukira- (Wyrn Killer)/Dragon Sword
Attack:19/Hit%:15 Buy: -/Sell:\$4,000
Can equip: Warrior, Thief, Red Mage, Knight, Ninja,
Red Wizard
Effective against dragon-type monsters.
f♦f`fOf\♦[fh: Ronguso-do (Long Sword)/Long Sword
Attack:20/Hit%:10 Buy:\$1,500/Sell:\$750
Can equip: Warrior, Red Mage, Knight, Ninja, Red Wizard
,³,ñ,²,Ì,Â,é,-: Sango no Tsurugi (Coral Sword)/Coral Sword
Attack:19/Hit%:15 Buy: -/Sell:\$4,000
Can equip: Warrior, Thief, Red Mage, Knight, Ninja,
Red Wizard
Effective against water-type monsters.
fAfCfXfuf%f`fh: Aisuburando (Icebrand)/Ice Sword
Attack:39/Hit%:25 Buy: -/Sell:\$7,500

Can equip: Warrior, Red Mage, Knight, Ninja, Red Wizard
Ice-elemental attack.

fOfE[f]g[\]: Gure-toso-do (Great Sword)/Giant Sword
Attack:21/Hit%:20 Buy: -/Sell:\$4,000
Can equip: Warrior, Red Mage, Knight, Ninja, Red Wizard
Effective against giant-type monsters.

ftfE[f]f[\]: Fureimuso-do (Flame Sword)/Flame Sword
Attack:26/Hit%:20 Buy: -/Sell:\$5,000
Can equip: Warrior, Red Mage, Knight, Ninja, Red Wizard
Fire-elemental attack.

ffBftfFf`f_[: Difenda- (Defender)/Defense
Attack:30/Hit%:35 Buy: -/Sell:\$20,000
Can equip: Knight, Ninja, Red Wizard
Casts fufšf`fN: Burinku (Blink)/Ruse when used as an item
in battle.

fVff[f]v[\]: Sha-puso-do (Sharp Sword)/Vorpal
Attack:24/Hit%:25 Buy: -/Sell:\$15,000
Can equip: Knight, Ninja, Red Wizard

fTf`fufE[f]: Sanbure-do (Sun Blade)/Sun Sword
Attack:32/Hit%:30 Buy: -/Sell:\$10,000
Can equip: Warrior, Red Mage, Knight, Ninja, Red Wizard
Effective against undead-type monsters.

fEfCfYfT[f]x<: Reizusa-beru (Raise Sabre)/Bane Sword
Attack:22/Hit%:20 Buy: -/Sell:\$30,000
Can equip: Knight, Ninja, Red Wizard
Casts fN%fEf_: Kurauda (Cloud)/Bane when used in battle.

fGfNfXfJfšfo[: Ekusukariba- (Excalibur)/Xcalber
Attack:45/Hit%:35 Buy: -/Sell:\$30,000
Can equip: Knight

fTfXfP,ì,©,½,È: Sasuke no Katana (Sasuke's Katana)/Katana
Attack:33/Hit%:35 Buy: -/Sell:\$30,000
Can equip: Ninja

f}fTfEfl: Masamune (Masamune)/Masmune
Attack:56/Hit%:50 Buy: -/Sell:\$30,000
Can equip: All

Knives

fifCft: Naifu (Knife)/Small Knife
Attack:5/Hit%:10 Buy:\$5/Sell:\$2
Can equip: Warrior, Thief, Red Mage, Black Mage, Knight, Ninja,
Red Wizard, Black Wizard

f_fK[: Daga- (Dagger)/Large Knife
Attack:7/Hit%:10 Buy:\$175/Sell:\$87
Can equip: Warrior, Thief, Red Mage, Black Mage, Knight, Ninja,
Red Wizard, Black Wizard

f~fXfšf<fifCft: Misurirunaifu (Mithril Knife)/Silver Knife
Attack:10/Hit%:15 Buy:\$800/Sell:\$400
Can equip: Warrior, Thief, Red Mage, Black Mage, Knight,
Ninja, Red Wizard, Black Wizard

flfR,ìfcf[: Neko no Tsume (Cat Claw)/Catclaw
Attack:22/Hit%:20 Buy:\$65,000/Sell:\$32,500
Can equip: Knight, Ninja, Red Wizard, Black Wizard

Staves

,Â, |: Tsue (Staff)/Wooden Staff
Attack:6/Hit%:0 Buy:\$5/Sell:\$2

Can equip: All but Thief

,μ,á,,¶,â,¤: Shakujou (Tin Staff)/Iron Staff
Attack:14/Hit%:0 Buy:\$200/Sell:\$100
Can equip: Warrior, Monk, Knight, Ninja, Super Monk

,ç,©,ç,ì,Â,!: Chikara no Tsue (Power Staff)/Power Staff
Attack:12/Hit%:0 Buy: -/Sell:\$6,172
Can equip: Warrior, Monk, White Mage, Black Mage, Knight, Ninja, Super Monk, White Wizard, Red Wizard

,ç,â,μ,ì,Â,!: Iyashi no Tsue (Heal Staff)/Heal Staff
Attack:6/Hit%:0 Buy: -/Sell:\$12,500
Can equip: White Mage, Ninja, White Wizard
Casts fq◆[f<: Hi-ru (Heal)/Heal when used in a battle.

,Û,ç,¤,μ,ì,Â,!: Madoushi no Tsue (Wizard Staff)/Wizard Staff
Attack:15/Hit%:15 Buy: -/Sell:\$25,000
Can equip: Black Wizard
Casts fRf"ftf...: Konfyu (Confuse)/Conf when used in battle.

,Û,¶,ã,Â,ì,Â,!: Majutsu no Tsue (Mage Staff)/Mage Staff
Attack:12/Hit%:10 Buy: -/Sell:\$12,500
Can equip: Black Mage, Ninja, Black Wizard
Casts ftf@fCf%: Faira (Fira)/Fir2 when used in battle.

Hammers

fnf"f}◆[: Hanma- (Hammer)/Iron Hammer
Attack:9/Hit%:0 Buy:\$10/Sell:\$5
Can equip: Warrior, White Mage, Knight, Ninja, White Wizard

f~fXfŠf<fnf"f}: Misuriruhanma (Mithril Hammer)/Silver Hammer
Attack:12/Hit%:5 Buy:\$2,500/Sell:\$1,250
Can equip: Warrior, White Mage, Knight, Ninja, White Wizard

fg◆[f<fnf"f}◆[: To-ruhanma- (Thor Hammer)/Thor Hammer
Attack:18/Hit%:15 Buy: -/Sell:\$20,000
Can equip: Knight, Ninja, White Wizard
Casts fTf"f_f%: Sandara (Thundara)/Lit2 when used in battle.

Nunchakus

fkf"f`fffN: Nunchaku (Nunchaku)/Wooden
Attack:15/Hit%:0 Buy:\$10/Sell:\$5
Can equip: Monk, Ninja, Super Monk

feffcƒkf"f`fffN: Tetsununchaku (Iron Nunchaku)/Iron
Attack:20/Hit%:0 Buy:\$200/Sell:\$100
Can equip: Monk, Ninja, Super Monk

Axes

fofgf<fAfNfX: Batoruakusu (Battle Axe)/Hand Axe
Attack:16/Hit%:5 Buy:\$550/Sell:\$275
Can equip: Warrior, Knight, Ninja

f~fXfŠf<fAfNfX: Misuriruakusu (Mithril Axe)/Silver Axe
Attack:25/Hit%:10 Buy:\$4,500/Sell:\$2,250
Can equip: Warrior, Knight, Ninja

fOfE◆[fgfAfNfX: Gure-toakusu (Great Axe)/Great Axe
Attack:22/Hit%:5 Buy: -/Sell:\$1,000
Can equip: Warrior, Knight, Ninja

f%fCƒgfAfNfX: Raitoakusu (Light Axe)/Light Axe
Attack:28/Hit%:15 Buy: -/Sell:\$5,000
Can equip: Warrior, Knight, Ninja
Casts fAfffBfA: Adia (Harm2)/Hrm2 when used in battle.

Armor

,½,Ä: Tate (Shield)

,©,í,ì,½,Ä: Kawa no Tate (Leather Shield)/Wooden Shield

Defense:2/Evade%:0 Buy:\$15/Sell:\$7

Can equip: Warrior, Knight, Ninja

,Ä,Â,ì,½,Ä: Tetsu no Tate (Iron Shield)/Iron Shield

Defense:4/Evade%:0 Buy:\$100/Sell:\$50

Can equip: Warrior, Knight, Ninja

f~fXfŠf<,ì,½,Ä: Misuriru no Tate (Mithril Shield)/Silver Shield

Defense:8/Evade%:0 Buy:\$2,500/Sell:\$1,250

Can equip: Warrior, Knight, Ninja

föbfNf%◊[: Bakkura- (Buckler)/Buckler

Defense:2/Evade%:0 Buy:\$2,500/Sell:\$1,250

Can equip: Warrior, Thief, Red Mage, Knight, Ninja, Red Wizard

,Û,ì,¨,ì,½,Ä: Honoo no Tate (Fire Shield)/Flame Shield

Defense:12/Evade%: 0 Buy: -/Sell:\$5,000

Can equip: Warrior, Knight, Ninja

fAfCfXfV◊[f<fh: Aisushi-rudo (Ice Shield)/Ice Shield

Defense:12/Evade%: 0 Buy: -/Sell:\$5,000

Can equip: Warrior, Knight, Ninja

f_fCf,,fV◊[f<fh: Daiyashi-rudo (Diamond Shield)/Opal Shield

Defense:16/Evade%: 0 Buy: -/Sell:\$7,500

Can equip: Knight

fC◊[fWfX,ì,½,Ä: I-jisu no Tate (Aegis Shield)/Aegis Shield

Defense:16/Evade%: 0 Buy: -/Sell:\$20,000

Can equip: Knight

Protects against ,¹,«-Seki (Stone).

,Û,à,è,ìf}f"fg: Mamori no Manto (Protect Mantle)/ProCape

Defense:8/Evade%: -2 Buy: -/Sell:\$10,000

Can equip: All but Monk and Super Monk

, ,½,Û: Atama (Head)

,©,í,ì,Û,µ,µ: Kawa no Boushi (Leather Hat)/Cap

Defense:1/Evade%: -1 Buy:\$80/Sell:\$40

Can equip: All

,©,Ô,Æ: Kabuto (Helmet)/Wooden Helmet

Defense:3/Evade%: -3 Buy:\$100/Sell:\$50

Can equip: Warrior, Knight, Ninja

,¨,¨,©,Ô,Æ: Ookabuto (Big Helmet)/Iron Helmet

Defense:5/Evade%: -5 Buy: -/Sell:\$225

Can equip: Warrior, Knight, Ninja

f~fXfŠf<,©,Ô,Æ: Misurirukabuto (Mithril Helmet)/Silver Helmet

Defense:6/Evade%: -3 Buy:\$2,500/Sell:\$2,500

Can equip: Warrior, Knight, Ninja

fŠf{f": Ribon (Ribbon)/Ribbon

Defense:1/Evade%: -1 Buy: -/Sell:\$1

Can equip: All

Protects against all status effects except paralysis and death.

All magic damage reduced.

f_fCf,,ì,©,Ô,Æ: Daiya no Kabuto (Diamond Helmet)/Opal Helmet

Defense:8/Evade%: -3 Buy: -/Sell:\$5,000

Can equip: Knight

,ç,â,µ,ì,©,Ô,Æ: Iyashi no Kabuto (Heal Helmet)/Heal Helmet

Defense:6/Evade%: -3 Buy: -/Sell:\$10,000
Can equip: Knight, Ninja
Casts fQ[f<: Hi-ru (Heal)/Heal when used as an item in battle.

,©,ç,¾: Karada (Body)

,Ó, : Fuku (Cloth)/Cloth
Defense:1/Evade%: -2 Buy:\$10/Sell:\$5
Can equip: All

,©,í,æ,ë,ç: Kawayoroi (Leather Armor)/Wooden
Defense:4/Evade%:-8
Can equip: Warrior, Thief, Monk, Red Mage, Knight, Ninja,
Super Monk, Red Wizard

,,³,è,©,½,Ñ,ç: Kusarikatabira (Chain Mail)/Chain Armor
Defense:15/Evade%: -15 Buy:\$80/Sell:\$40
Can equip: Warrior, Red Mage, Knight, Ninja, Red Wizard

,Ä,Â,æ,ë,ç: Tetsuyoroi (Iron Armor)/Iron Armor
Defense:24/Evade%: -23 Buy:\$800/Sell:\$400
Can equip: Warrior, Knight, Ninja

,Ç,¤,ì,¤,Å,í: Dou no Udewa (Copper Armlet)/Copper Armlet
Defense:4/Evade%: -1 Buy:\$1000/Sell:\$500
Can equip: All

,¬,ñ,ì,¤,Å,í: Gin no Udewa (Silver Armlet)/Silver Armlet
Defense:15/Evade%: -1 Buy:\$5,000/Sell:\$2,500
Can equip: All

f~fXfŠf<fCf<: Misurirumeiru (Mithril Mail)/Silver Mail
Defense:18/Evade%: -8 Buy:\$7,500/Sell:\$3,750
Can equip: Warrior, Red Mage, Knight, Ninja, Red Wizard

fifCfç,ì,æ,ë,ç: Naito no Yoroi (Knight Armor)/Steel Armor
Defense:34/Evade%: -33 Buy:\$45,000/Sell:\$22,500
Can equip: Warrior, Knight

f<fr[f,ì,¤,Å,í: Rubi- no Udewa (Ruby Armlet)/Gold Armlet
Defense:24/Evade%: -1 Buy:\$50,000/Sell:\$25,000
Can equip: All

ftfEfCfEfCf<: Fureimumeiru (Flame Mail)/Flame Armor
Defense:34/Evade%: -10 Buy: -/Sell:\$15,000
Can equip: Warrior, Knight, Ninja

fAfCfXfA[f]: Aisua-ma- (Ice Armor)/Ice Armor
Defense:34/Evade%: -10 Buy: -/Sell:\$15,000
Can equip: Warrior, Knight, Ninja

f_fCf,,ì,¤,Å,í: Daiya no Udewa (Diamond Armlet)/Opal Armlet
Defense:34/Evade%: -1 Buy: -/Sell:\$32,500
Can equip: All

f_fCf,,fA[f]: Daiyaa-ma (Diamond Armor)/Opal Armor
Defense:42/Evade%: -10 Buy: -/Sell:\$30,000
Can equip: Knight

fhf%fSf"fCf<: Doragonmeiru (Dragon Mail)/Dragon Armor
Defense:42/Evade%: -10 Buy: -/Sell:\$30,000
Can equip: Knight

,,ë,ìf[fu: Kuro no Ro-bu (Black Robe)/Black Shirt
Defense:24/Evade%: -2 Buy: -/Sell:\$1
Can equip: Black Wizard
Casts fufŠfUf%: Burizara (Blizzara)/Ice2 when used in battle.

,µ,ë,ìf[fu: Shiro no Ro-bu (White Robe)/White Shirt
Defense:24/Evade%: -2 Buy: -/Sell:\$1
Can equip: White Wizard
Casts fCf"frfA: Inbia (Invia)/Inv2 when used in battle.

, ¢, Å: Ude (Arms)

, ©, í, Ä, Ô, , ë: Kawatebukuro (Leather Gloves)/Gloves

Defense:1/Evade%: -1 Buy:\$60/Sell:\$30

Can equip: All

, ^, ¢, Ç, ¢, Ì, ±, Ä: Seidou no Kote (Bronze Glove)/Copper Glove

Defense:2/Evade%: -3 Buy:\$200/Sell:\$100

Can equip: Warrior, Knight, Ninja

, í, ^, È, Ì, ±, Ä: Hagane no Kote (Steel Glove)/Iron Glove

Defense:4/Evade%: -5 Buy: -/Sell:\$375

Can equip: Warrior, Knight, Ninja

f~Xfšf<, Ì, ±, Ä: Misuriru no Kote (Mithril Glove)/Silver Glove

Defense:6/Evade%: -3 Buy:\$2,500/Sell:\$1,250

Can equip: Warrior, Knight, Ninja, Red Wizard

fKf`fgfEfbfg: Gantoretto (Gauntlet)/Zeus Gauntlet

Defense:6/Hit%:-3 Buy: -/Sell:\$7,500

Can equip: Knight, Ninja, Red Wizard

Casts fTf`f_f%: Sandara (Thundara)/Lit2 when used in a battle.

, Ü, à, è, Ì, ä, Ñ, í: Mamori no Yubiwa (Protect Ring)/Protect Ring

Defense:8/Evade%:-1 Buy:\$20,000/Sell:\$10,000

Can equip: All

Protects against death magic.

f_fCf,,, Ì, ±, Ä: Daiya no Kote (Diamond Glove)/Opal Glove

Defense:8/Evade%: -3 Buy: -/Sell:\$10,000

Can equip: Knight

, «, à, ¶, ñ, Ì, ±, Ä: Kyojin no Kote (Giant Glove)/Power Gauntlet

Defense:6/Evade%: -3 Buy: -/Sell:\$5,000

Can equip: Warrior, Knight, Ninja, Red Wizard

Casts fZ♦[fo♦[: Se-ba- (Sabre)/Sabr when used as an item in battle.

fAfCfef€: Aitemu (Item)

f|♦[fVf†f": Po-shon (Potion)/Heal Buy:\$60/Sell:\$30

Heals about 20 HP to one character.

, Ç, ^, µ: Dokukeshi (Antidote)/Pure Buy:\$75/Sell:\$37

Cures , Ç, : Doku (Poison) status.

, È, Ô, , ë: Nebukuro (Sleeping Bag)/Tent Buy:\$75/Sell:\$37

Restores some HP, and allows you to save the game on the field.

fef`fg: Tento (Tent)/Cabin Buy:\$250/Sell:\$125

Restores more HP than a Sleeping Bag, and allows you to save the game on the field.

fRfe♦[fW: Kote-ji (Cottage)/House Buy:\$3,000/Sell:\$1500

Restores 120 HP and all MP, and allows you to save the game on the field.

, «, ñ, Ì, Í, è: Kin no Hari (Gold Needle)/Soft Buy:\$800/Sell:\$400

Cures , ^, «, ©: Sekika (Stone).

, ¾, ¢, ¶, È, à, Ì: Daijinamono (Important Items)

fšf...♦[fg: Ryu-to (Lute)/Lute

fNf%fEf": Kuraun (Crown)/Crown

, ·, ¢, µ, à, ¢, Ì, ß: Suishou no Me (Crystal Eye)/Crystal

, ß, ^, ß, Ì, , ·, è: Mezame no Kusuri (Awake Drink)/Herb

, µ, ñ, Ò, Ì, ©, ¬: Shinpi no Kagi (Mystery Key)/Mystic Key

fjfgf♦, Ì, ©, à, : Nitoro no Kayaku (Nitro Chemical)/TNT

fXf^◆[f<fr◆[: Suta-rubi- (Star Ruby)/Ruby
,Â,ç,î,Â,!: Tsuchi no Tsue (Earth Rod)/Rod
,Ë,.,Ý,î,µ,Á,Û: Nezumi no Shippo (Rat Tail)/Tail
,Ó,ä,¤,¹,«: Fuyuseki (Pumice Stone)/Floater
,æ,¤,¹,ç,îfrf": Yousei no Bin (Fairly Bottle)/Bottle
,,¤,«,î,Ý,,: Kuuki no Mizu (Air Water)/Oxyale
f◆◆[fvfLf...◆[fu: Wa-pukyu-bu (Warp Cube)/Cube
f◆f[fbf^,ç,µ: Rozettaishi (Rosetta Stone)/Slab
f`fffCf€: Chaimu (Chime)/Chime
fAf_f}f`f^fCfG: Adamantaito (Adamantite)/Adamant

"-,-@: Shiromahou (White Magic)

Level 1

fPfAf<: Kearu (Cure)/Cure Cost:\$100
Can learn: Red Mage, White Mage, Knight, Red Wizard, White Wizard
Heals one ally's HP between 16-32 HP.
ffBfA: Dia (Harm)/Harm Cost:\$100
Can learn: White Mage, White Wizard
Attacks all undead monsters for 20-80 damage.
fvf◆fefX: Purotesu (Protect)/Fog Cost:\$100
Can learn: Red Mage, White Mage, Knight, Red Wizard, White Wizard
One target's Defense is increased by 8.
fufŠf`fN: Burinku (Blink)/Ruse Cost:\$100
Can learn: White Mage, Knight, Red Wizard, White Wizard
One target's Evade % is increased by 80.

Level 2

fuf%fi: Burana (Lamp)/Lamp Cost:\$400
Can learn: Red Mage, White Mage, Knight, Red Wizard, White Wizard
Cures ,,ç,â,Ý: Kurayami (Darkness).
fTfCfEfX: Sairesu (Silence)/Mute Cost:\$400
Can learn: Red Mage, White Mage, Knight, Red Wizard, White Wizard
Attempts to block enemy spells from being cast.
CAUTION: the FROST attack from those FrWOLF's is no longer stopped
by this spell.
fofTf`f_: Basanda (Anti Thunder)/Alit Cost:\$400
Can learn: Red Mage, White Mage, Knight, Red Wizard, White Wizard
Lessens damage from Lightning attacks to all members of the party.
fCf`frfW: Inbiiji (Invisi)/Invs Cost:\$400
Can learn: Red Mage, White Mage, Knight, Red Wizard, White Wizard
Evade% increases by 40.

Level 3

fPfAf<fA: Kearua (Cura)/Cur2 Cost:\$1,500
Can learn: Red Mage, White Mage, Knight, Red Wizard, White Wizard
Heals one ally's HP between 33-66 HP.
fAffBfA: Adia (Harm 2)/Hrm2 Cost:\$1,500
Can learn: White Mage, White Wizard
Attacks all undead monsters for 40-160 damage.
foftf@fC: Bafai (Anti Fire)/Afir Cost:\$1,500
Can learn: Red Mage, White Mage, Knight, Red Wizard, White Wizard

Lessens damage from fire attacks to all members of the party.

fq[f<: Hi-ru (Heal)/Heal Cost:\$1,500

Can learn: White Mage, White Wizard

Restores 12-24 HP to all party members simultaneously.

Level 4

f|fCf]fi: Poizona (Poisona)/Pure Cost:\$4,000

Can learn: Red Mage, White Mage, Red Wizard, White Wizard

Cures ,Ç,: Doku (Poison).

ftfBfA[: Fia- (Fear)/Fear Cost:\$4,000

Can learn: White Mage, White Wizard

Causes some enemies to become terrified and run away from battle.

fofRf<fh: Bakorudo (Anti Cold)/Aice Cost:\$4,000

Can learn: Red Mage, White Wizard, Red Wizard, White Wizard

Lessens damage from ice attacks to all members of the party.

f{fLfff<: Bokyaruru (Anti Silence)/Amut Cost:\$4,000

Can learn: White Mage, Red Wizard, White Wizard

Protects against fTfCfX: Sairesu (Silence) attacks on the party.

Level 5

fPfAf<f_: Kearuda (Curada)/Cur3 Cost:\$8,000

Can learn: Red Mage, White Mage, Red Wizard, White Wizard

Heal's one ally's HP by 66-132.

fCfY: Reizu (Raise)/Life Cost:\$8,000

Can learn: White Mage, Red Wizard, White Wizard

Bring an ally back to life with 1 HP.

f_fffBfA: Dadia (Harm3)/Hrm 3 Cost:\$8,000

Can learn: White Mage, White Wizard

Damages all undead monsters for 60-240 damage.

fq[f%: Hi-ra (Heala)/Hel2 Cost:\$8,000

Can learn: White Mage, White Wizard

Restores 24-48 HP to all party members simultaneously.

Level 6

fXfgfi: Sutona (Stona)/Soft Cost:\$20,000

Can learn: White Mage, White Wizard

Cures ,¹,«,©: Sekika (Stone) status.

f_fef|: Daterepo (Datelepo)/Exit Cost:\$20,000

Can learn: Red Wizard, White Wizard

Warp to the entrance of a cave.

fvf[fefA: Purotea (Protea)/Fog2 Cost:\$20,000

Can learn: White Mage, Red Wizard, White Wizard

Increases defense power to all allies by 12.

fCf`frfA: Inbia (Invia)/Inv2 Cost:\$20,000

Can learn: White Mage, Red Wizard, White Wizard

Increases evade% to all allies by 40%.

Level 7

fPfAf<fK: Kearuga (Curaga)/Cur4 Cost:\$45,000

Can learn: White Wizard

Heals one ally's HP by 80-320.

fKffBfA: Gadia (Harm4)/Hrm4 Cost:\$45,000

Can learn: White Wizard
Damages all undead monsters for 80-320 damage.
fof}fWfN: Bamajiku (Anti Magic)/Arub Cost:\$45,000
Can learn: White Mage, Red Wizard, White Wizard
Protection against instant death spells.
f%fq[f%: Rahi-ra (Raheala)/Hel3 Cost:\$45,000
Can learn: White Mage, White Wizard
Restores 48-96 HP to all allies simultaneously.

Level 8

fz[fš[: Ho-ri- (Holy)/Fade Cost:\$60,000
Can learn: White Wizard
Attacks all enemies with a beam of holy light.
fofIf<: Baoru (Anti-All)/Wall Cost:\$60,000
Can learn: White Wizard
Protects against all elemental attacks.
fffXfyf<: Desuperu (Dispel)/Xfer Cost:\$60,000
Can learn: White Wizard
Removes positive status affects to enemies (eg: a Clay Golem uses
Haste on itself, cast Dispel to remove the Haste).
fAfEfCfY: Areizu (Arise)/Lif2 Cost:\$60,000
Can learn: White Wizard
Revive an ally with full HP.

◆•-, -@: Kuromahou (Black Magic)

Level 1

ftf@fCfA: Faia (Fire)/Fire Cost:\$100
Can learn: Red Mage, Black Mage, Ninja, Red Wizard, Black Wizard
Attacks one target for 10-40 damage.
fXfšfvf<: Suripururu (Sleep)/Slep Cost:\$100
Can learn: Red Mage, Black Mage, Ninja, Red Wizard, Black Wizard
Attempts to put all enemies to sleep.
fVfFfCfv: Sheipu (Shape)/Lock Cost:\$100
Can learn: Red Mage, Black Mage, Ninja, Red Wizard, Black Wizard
One monster's evade% is decreased by 10%.
fTf`f_◆[: Sanda- (Thunder)/Lit Cost:\$100
Can learn: Red Mage, Black Mage, Ninja, Red Wizard, Black Wizard
Attacks one target for 10-40 damage.

Level 2

fufšfUfh: Burizado (Blizzard)/Ice Cost:\$400
Can learn: Red Mage, Black Mage, Ninja, Red Wizard, Black Wizard
Attacks one target for 20-80 damage.
f_fNflfX: Dakunesu (Darkness)/Dark Cost:\$400
Can learn: Red Mage, Black Mage, Ninja, Red Wizard, Black Wizard
fXfgf%fC: Sutorai (Strike)/Tmpr Cost:\$400
Can learn: Red Mage, Black Mage, Ninja, Red Wizard, Black Wizard
One ally's Attack Power increases by 14 points.
fXf◆fE: Surou (Slow)/Slow Cost:\$400
Can learn: Red Mage, Black Mage, Ninja, Red Wizard, Black Wizard
Lowers the amount of hits an enemy lands if the spell is

successful.

Level 3

- ftf@fCf%: Faira (Fira)/Fir2 Cost:\$1,500
Can learn: Red Mage, Black Mage, Ninja, Red Wizard, Black Wizard
Attacks all enemies for 30-120 damage each.
- fz◆[f<fh: Ho-rudo (Hold)/Hold Cost:\$1,500
Can learn: Red Mage, Black Mage, Ninja, Red Wizard, Black Wizard
Attempts to paralyze one enemy.
- fTf`f_f%: Sandara (Thundara)/Lit2 Cost:\$1,500
Can learn: Red Mage, Black Mage, Ninja, Red Wizard, Black Wizard
Attacks all enemies for 30-120 damage each.
- fVfFfCf%: Sheira (Shara)/Lok2 Cost:\$1,500
Can learn: Red Mage, Black Mage, Ninja, Red Wizard, Black Wizard
All monster's Evade% is decreased by 10%.

Level 4

- fXfŠfvf%: Suripura (Sleepra)/Slp2 Cost:\$4,000
Can learn: Red Mage, Black Mage, Ninja, Red Wizard, Black Wizard
Stronger spell than sleep. Only works on 1 foe.
- fwfCfXfg: Heisuto (Haste)/Fast Cost:\$4,000
Can learn: Red Mage, Black Mage, Ninja, Red Wizard, Black Wizard
Increases the number of hits a party member can do in a battle.
- fRf`ftf...: Konfyu (Confuse)/Conf Cost:\$4,000
Can learn: Red Mage, Black Mage, Ninja, Red Wizard, Black Wizard
Attempts to confuse all monsters, making them attack one another.
- fufŠfUf%: Burizara (Blizzara)/Ice2 Cost:\$4,000
Can learn: Red Mage, Black Mage, Ninja, Red Wizard, Black Wizard
Attacks all enemies for 40-160 damage each.

Level 5

- ftf@fCfK: Faiga (Firaga)/Fir3 Cost:\$8,000
Can learn: Red Mage, Black Mage, Red Wizard, Black Wizard
Attacks all enemies for 50-200 damage each.
- fNf%fEf_: Kurauda (Cloud)/Bane Cost:\$8,000
Can learn: Black Mage, Red Wizard, Black Wizard
Attempts to kill all enemies with a poison gas.
- fefEf|: Terepo (Telepo)/Warp Cost:\$8,000
Can learn: Red Wizard, Black Wizard
Warp 1 floor closer to the entrance in a dungeon.
- f%fXf◆fE: Rasurou (Raslow)/Slo2 Cost:\$8,000
Can learn: Red Mage, Black Mage, Red Wizard, Black Wizard
Lowers the amount of hits an enemy lands if the spell is
successful.

Level 6

- fTf`fK◆[: Sanga- (Thunga)/Lit3 Cost:\$20,000
Can learn: Black Mage, Red Wizard, Black Wizard
Attacks all enemies for 60-240 damage.
- fffX: Desu (Death)/Rub Cost:\$20,000
Can learn: Black Mage, Black Wizard
Attempt to kill one enemy.

fNfGfCfN: Kueiku (Quake)/Qake Cost:\$20,000
Can learn: Black Mage, Black Wizard
Attempt to kill all enemies with earthquakes.
fXf^f": Sutan (Stun)/Stun Cost:\$20,000
Can learn: Black Mage, Black Wizard
Attempt to paralyze one enemy.

Level 7

fufŠfUfK: Burizaga (Blizzaga)/Ice3 Cost:\$45,000
Can learn: Black Mage, Red Wizard, Black Wizard
Attacks all enemies for 70-280 damage.
fufEfCfN: Bureiku (Break)/Brak Cost:\$45,000
Can learn: Black Wizard
Turn 1 enemy into stone if successful.
fZ◆[fo◆[: Se-ba- (Sabre)/Sabr Cost:\$45,000
Can learn: Black Wizard
Attack power up by 16 points, Hit% up 10. Can only use this spell
on the caster.
fuf%fCf": Burain (Blind)Blnd Cost:\$45,000
Can learn: Black Mage, Black Wizard
Blind 1 enemy.

Level 8

fXfgfbfv: Sutoppu (Stop)/Stop Cost:\$60,000
Can learn: Black Wizard
Attempt to paralyze all enemies on the battlefield.
ffWf+f": Dejon (Dejon)/Zap! Cost:\$60,000
Can learn: Black Wizard
Attempt to instantly kill all monsters on the battlefield.
fLf<: Kiru (Kill)/XXXX Cost:\$60,000
Can learn: Black Wizard
Kill 1 monster if successful. Higher chance of success
than fffX: Desu (Death).
ftfEfA◆[: Furea- (Flare)/Nuke Cost:\$60,000
Can learn: Black Wizard
Attacks all monsters with non-elemental damage. The most damaging
spell in the game; along with the White Magic spell Holy.

-,•": Mamono (Monster) List

All of the monsters in this list are in the order I fought them. They still follow the kana on screen-romanized (translation)/US version name formula.

fSfufŠf": Goburin (Goblin)/IMP
f]f"fr: Zonbi (Zombie)/ZOMBIE
fuf%fbfNfEfBfhfE: Burakkuidou (Black Widow)/SPIDER
fo◆[f<: Gu-ru (Ghoul)/GHOUL
fXfP<fgf": Sukeruton (Skeleton)/BONE
fNfEfCfW◆[fz◆[fX: Kureiji-ho-su (Crazy Horse)/MADPONY
fSfufŠf"fk◆[fh: Goburinga-do (Goblin Guard)/GrIMP
fMfK◆[fXfEfH-fE: Giga-suuo-mu (Gigas Worm)/CREEP
fk◆[f%f"fh: Ga-rando (Garland)/GARLAND
fEf<ft: Urufu (Wolf)/WOLF
fEfH◆[fOfEf<ft: Uo-guurufu (Wargwolf)/GrWOLF

fšfU[fh: Riza-do (Lizard)/IGUANA
,©,¢,¼,: Kaizoku (Pirate)/PIRATE
fI[fK: O-ga (Ogre)/OGRE
fVff[fN: Sha-ku (Shark)/SHARK
frfbfOfAfC: Bigguai (Big Eye)/ODDEYE
fTfnfMf": Sahagin (Sahagin)/SAHAG
fpfCfE[fc: Paire-tsu (Pirates)/KYZOKU
fEfGfAfEf<ft: Ueaurufu (Werewolf)/WEREWOLF
fI[fKf`[ft: O-gachi-fu (Ogre Chief)/GrOGRE
fKfXfg: Gasuto (Ghast)/GHEIST
f^f%f`f`f...f%: Taranchura (Tarantula)/ARACHNID
f~fmf^fEf[f]f`fr: Minotaurozonbi (Minotaur Zombie)/ZOMBULL
fqf<fMfK[fX: Hirugiga-su (Hill Gigas)/GIANT
fgf[f<: Tororu (Troll)/TROLL
fEfBf`f`[fEf<ft: Uinta-urufu (Winter Wolf)/FrWOLF
fRfuf%: Kobura (Cobra)/ASP
fVfffhfE: Shadou (Shadow)/SHADOW
fNf[fEf%[: Kuroura- (Crawler)/CRAWL
fK[fSfCf<: Ga-goiru (Gargoyle)/GARGOYLE
fOfš[f`fXf%fCf€: Guri-nsuraimu (Green Slime)/SCUM
fuf%fbffBf{[f": Buraddibo-n (Bloody Bone)/R. BONE
fOfEfCfE[fY: Gureiu-zu (Grey Ooze)/MUCK
fsfXfRffB[f,f": Pisukodi-mon (Pisco Demon)/WIZARD
fAfXfgfX: Asutosu (Astos)/ASTOS
fAfifRf`f_: Anakonda (Anaconda)/COBRA
fEfCfX: Reisu (Wraith)/WRAITH
f}f~[: Mami- (Mummy)/MUMMY
,³,»è: Sasori (Scorpion)/SCORPION
fTfnfMf`f`[ft: Sahaginchi-fu (Sahagin Chief)/R.SAHAG
fA[fXfGfEf[f]fg: A-sueremento (Earth Element)/EARTH
f~fmf^fEf[fX: Minotauros (Minotaurus)/BULL
f[fCfG: Waito (Wight)/WIGHT
fI[fJ[f[fš[: O-ka-zeri- (Orka Jelly)/OOZE
fRfJfgfšfX: Kokatorisu (Cocatrice)/COCTRICE
fof`fpfCfA: Banpaia (Vampire)/VAMPIRE
fLfefBf^fCfK[: Kititaiga- (Kitty Tiger)/TIGER
fI[fKf[fCfW: O-gameiji (Ogre Mage)/WzOGRE
fnfCfGfifhf": Haienadon (Hyeenadon)/HYEENA
fXftfBf`fNfX: Sufinkusu (Sphinx)/SPHINX
fšfbf`: Ricchi (Lich)/LICH
fAf`fNfwfbfO: Ankuhegg (Centipede)/PEDE
fqfhf%: Hidora (Hydra)/HYDRA
fIf`f...[: Ochu- (Ochu)/OCHO
fz[f`fhfffrf<: Ho-ndodebiru (Horned Devil)/R. GOYLE
fNfEfCfS[fEf€: Kureigo-remu (Clay Golem)/MUDGOL
fifCfGfA: Naitomea (Nightmare)/NITEMARE
fLf`fOf}f~[: Kingumami (King Mummy)/WzMUMMY
f`fff...[fT: Medyu-sa (Medusa)/MEDUSA
f}fCf`fhftfEfCfA: Maindofureia (Mindflayer)/SORCEROR
f%fNfVff[fT: Rakusha-sa (Rakshasa)/MANCAT
fofVfšfXfN: Bashirisuku (Basilisk)/SAURIA
fhf%fSf`f]f`fr: Doragonzonbi (Dragon Zombie)/ZOMBIED
fEfEfAf^fCfK[: Ueataiga- (Weretiger)/CATMAN
fsf%fjA: Pirania (Pirahna)/CARIBE
fNf[fRf_fCf<: Kurokodairu (Crocodile)/GATOR
fTf`fhfEfH[f€: Sandouo-mu (Sand Worm)/SANDWORM
fffU[fgfofEfbfE: Deza-tobarette (Desert Ankylosaurus)/ANKYLO
ftf@fCfA[: Faia- (Fire)/FIRE
ftf@fCfAfqfhf%: Faiahidora (Fire Hydra)/R. HYDRA
fsf[fšfXfN: Pirorisuku (Perilisk)/PERILISK

f%❖[fofEfH❖[f€: Ra-bauo-mu (Larva Worm)/GrWORM
 fwf<fnfEf`fh: Heruhaundo (Hellhound)/CEREBUS
 ftf@fCfAfSfU❖[fh: Faiariza-do (Fire Lizard)/AGAMA
 ftf@fCfAfMfK❖[fX: Faiagiga-su (Fire Gigas)/R. GIANT
 fEfbfhfhf%fSf`": Reddodoragon (Red Dragon)/R. DRAGON
 f}fSfSfX: Maririsu (Malilith)/KARY
 fXfyfNf^❖[: Supekuta- (Spectre)/SPECTER
 f_❖[fNfEfBfU❖[fh: Da-kuuiza-do (Dark Wizard)/MAGE
 fzf❖fCfghf%fSf`": Howaitodoragon (White Dragon)/FROST D
 fAfCfXfMfK❖[fX: Aisugiga-su (Ice Gigas)/FrGIANT
 fCfrf<fAfC: Ibiruai (Evil Eye)/EYE
 fzf❖fCfghf_fCf<: Howaitodairu (Whitedile)/FrGATOR
 fEfbfhfsf%fjJA: Reddopirania (Red Pirahna)/R. CARIBE
 fEf, f%❖[fY: Remora-zu (Great Centipede)/GrPEDE
 f❖fCfo❖[f`": Waiba-n (Wyvern)/WYVERN
 fAf❖fUfEf<fX: Arozaurusu (Allosaurus)/TYRO
 fT❖[fxf<f^fCfK❖[: Sa-berutaiga- (Saber Tiger)/Saber T
 fEfBf<f€: Uirumu (Wyrn)/WYRM
 flfIf`f...❖[: Neochu- (Neochu)/NAOCHO
 fEfH❖[f^❖[fi❖[fK: Uo-ta-na-ga (Water Naga)/NAGA
 fEfH❖[f^❖[: Uo-ta- (Water)/WATER
 f`f%fmfUfEf<fX: Chiranozaurusu (Tyranosaurus)/T REX
 fV❖[fgf❖f<: Shi-tororu (Sea Troll)/SEATROLL
 , ¢, ¥fTf\`fS: Umisasori (Sea Scorpion)/LOBSTER
 fzf❖fCfghfVff❖[fN: Howaitosha-ku (White Shark)/GrSHARK
 fTfnfMf`fvfSf`fX: Sahaginpurinsu (Sahagin Prince)/WzSAHAG
 fV❖[fXflfCfN: Shi-suneiku (Sea Snake)/SEASNAKE
 fS❖[fXfg: Go-suto (Ghost)/GHOST
 ffb❖[fvfAfC: Di-puai (Deep Eye)/BIGEYE
 fnf%❖[fPf`": Kura-ken (Kraken)/KRAKEN
 fofEfbfef: Barette (Ankylosaurus)/R.ANKYLO
 fuf%fbfNfifCfg: Burakkunaito (Black Knight)/BADMAN
 fK❖[fffBfAf`": Ga-dian (Guardian)/GUARD
 fLf❖f%: Kimera (Chimera)/CHIMERA
 fuf<❖[fhf%fSf`": Buru-doragon (Blue Dragon)/BlDRAGON
 f}f`fefBfRfA: Mantikoa (Manticore)/MANTCORE
 fXfsfSfBfBfgfi❖[fK: Supirittona-ga (Spirit Naga)/GrNAGA
 fGfAfGfEf❖f`f^f<: Eaerementaru (Air Elemental)/AIR
 fA❖[fXf❖fff...❖[fT: A-sumedyu-sa (Earth Medusa)/GrMEDUSA
 fffXfifCfg: Desunaito (Death Knight)/EVILMAN
 fXfg❖[f`fS❖[fEf€: Suto-ngo-remu (Stone Golem)/STONEGOL
 f_❖[fNftf@fCf^❖[: Da-kufaita- (Dark Fighter)/FIGHTER
 fof`fPfCfAf❖❖[fh: Banpaiaro-do (Vampire Lord)/WzVAMP
 f\<fWff❖[: Soruja- (Soldier)/SENTRY
 fuf%fbfNfvfSf`": Burakkupurin (Black Pudding)/SLIME
 fffXf}fV❖[f`": Desumashi-n (Death Machine)/WarMech
 fefBfAf}fbfg: Tiamatto (Tiamat)/TIAMAT
 fp❖[fvf<fEfH❖[f€: Pa-puruuo-mu (Purple Worm)/WORM
 fS❖[fLf❖f%: Go-kimera (Gore Chimera)/JIMERA
 fffXfAfC: Desuai (Death Eye)/PHANTOM
 fOfS❖[f`fhf%fSf`": Guri-ndoragon (Green Dragon)/GAS DRGN
 fAfCfAf`fS❖[fEf€: Aiango-remu (Iron Golem)/IRONGOL
 fJfIfX: Kaosu (Chaos)/CHAOS

That's it for now, unless I get enough emails about anything else or any additions/changes. Thank you for reading my FAQ and email with any questions (akaiscarlet@hotmail.com) or if you just want to talk to someone about any of the Final Fantasy games, or any other games I have written FAQ's for.

Copyright Red Scarlet, 2002.

This document is copyright Red Scarlet and hosted by VGM with permission.