

# Breath of Fire III Masters FAQ

by Kixer

Updated to v1.4 on Oct 2, 2004

```
-----  
          33333  33333  33333  
          333    333    333  
          333    333    333  
BBBBBBBB    333    FFFFFFFF  
BB   BB   ooooo    FF  
BBBBBBBB  ooo   ooo   FFFFFF  
BB   BB  ooo   ooo   FF  F  
BB   BB  ooo   ooo   FF  
BBBBBBBB  ooooooo  FFFF  
          333    333    333  
          333    333    333  
          33333  33333  33333
```

Breath of Fire III

Masters 101

Written By: David Stiefermann--kixer\_mcdohl@hotmail.com

---

This FAQ can be found at:

-GameFAQs [[www.gamefaqs.com](http://www.gamefaqs.com)]

-Neoseeker [[www.neoseeker.com](http://www.neoseeker.com)]

-Alexandria RPG Classics Game Database [[alexandria.rpgclassics.com](http://alexandria.rpgclassics.com)]

If found somewhere else, please inform me.

-----  
This FAQ Copyright 2002 David Stiefermann

All other rights reserved by respective parties  
-----

-Version 1.0 (and hopefully the last)      Wednesday, June 26, 2002  
-Version 1.1 (I guess I lied)              Sunday, March 30, 2003  
-Version 1.2 (Damn, I'm getting sloppy)    Tuesday, April 1, 2003  
-Version 1.3 (Seems I've been lazy lately) Friday, March 5, 2004  
-Version 1.4 (Just some maintenance)      Saturday, October 2, 2004

-----Table of Contents

1. Technical Info (You should read this)
2. Introduction (You should read this, too)
3. FAQ History
4. Things You Should Know/Tips

5. Masters 101

I----Bunyan

II---Mygas

III--Yggdrasil

IV---D'lonzo

V----Fahl

VI---Durandal  
VII--Giotto  
VIII-Hondara  
IX---Emitai  
X----Deis  
XI---Hachio  
XII--Bais  
XIII-Lang  
XIV--Lee  
XV---Wynn  
XVI--Ladon  
XVII-Meryleep

## 6. Credits/Thanks

-----

### 1----Technical Info

Feel free to put this FAQ on your own website, just as long as you e-mail me and give me the URL and all that. I don't want you selling this FAQ, as I wrote it and it, therefore, belongs to me.

If you've got any questions, comments, etc., feel free to e-mail me. I, of course, will give you full credit for any new information you give me.

And if you'd like to put parts of this FAQ in your own, contact me and give me credit.

### 2----Introduction

Welcome to Masters 101!

This FAQ, which coincidentally is my first, contains all the information on the Masters System in Bof III that you'll need. Hopefully.

The reason that I'm writing this FAQ so late in the game is because some people still have questions about Masters (including me) and that this is, I think, one of the coolest parts of the game. I originally wrote this for my use only, you know, for whenever I decide to go through BoF III again. It's the only guide I use.

THIS FAQ IS NOT A WALKTHROUGH! This is just a humble guide to the Masters system.

### 3----FAQ History

Version 1.0 - The first version of this FAQ. Hopefully it's the last since I believe I have covered everything.

Version 1.1 - After much delay and complaints and other crap, I decided to finally try to clean up some of this guide. Changes include:

- \* The addition of a shameless plug included to make me money
- \* A new treat for true fans in the Introduction
- \* The minor change of some text
- \* Changes in the Personal Thoughts sections for the following Masters:
  - I Bunyan
  - III Yggdrasil
  - V Fahl

- VI Durandal
- VIII Hondara
- X Deis
- XVII Meryleep
- \* A new note for the following Masters:
- VII Giotto
- \* An overall cleanup of the FAQ

Version 1.2 - Something I forgot...

- \* Added a list of sites this FAQ can be found on

Version 1.3 - Some changes

- \* Added another site to list of places this FAQ can be found
- \* Removed shameless plug. I'm a new person
- \* Removed so called special treat for fans of BoF III (didn't work out)
- \* Added small bit to the Introduction
- \* Added small spoiler warning
- \* Added a note to:
  - 4-Things You Should Know/Tips
- \* Misc. other changes
- \* Corrected errors for the following Masters:
  - VII Giotto
  - XVI Ladon

Version 1.4 - Maintenance

- \* Fixed some typos

4----Things You Should Know/Tips

-In order to learn skills from a Master, bring their apprentice(s) back to them every so often after leveling up. If they have met the level requirements, the Master will teach them a skill.

-Check the Master List in the tent. If the Master has a star by his/her name, your character has learned all the skills that they have to teach.

-You can only learn a skill once. For example, let's say Nina and Ryu are apprenticed to Mygas. Mygas won't teach both of them Magic Ball.

-If you run out of room on any character's Skill list, just use a Skill Ink to unload some useless skills. You can get a Skill Ink from any of the Fishing Spot Manillos.

-If you are using a Master just to learn the skills, DO NOT stop training as this will cancel any levels you have built up under them and you'll have to start over. Not pretty.

-You can't combine levels. For example, let's say that Ryu and Rei are apprenticed to Ladon. You can't build Ryu up three levels and Rei up six and expect Ladon to teach you Aura.

-If a character knows skills and leaves your party due to storyline, the skills will go to the Skill List.

\*TIP\*-- When you want to level up quickly to learn a skill, or otherwise, use Monopolize (more info later).

\*TIP\*-- If you have any really low level characters, use them to learn the skills. Then all you have to do is Skill Ink them to the character you want to have the skill. You'll find it's much quicker than leveling up a level 50 Ryu.

---Regarding Stat Boosts/Penalties Due to Master's Influence---

Many thanks to \*Benjamin Lee\* for this  
Stat Boost/Penalty Section!  
Credit belongs to him!

-Boosts

\*A character levels up and due to level gain, that character will add a +2 to his/her Power Stat. But since this character is apprenticed to a Master that gives a +3 Power boost, this character gains +5 in his/her Power Stat.

-Penalties

\* A character levels up and due to level gain, that character will earn a +4 to his/her Power Stat. But since this character is apprenticed to a Master that deals a -2 stat penalty, this character will only add +2 to his/her Power.

\*If a character was apprenticed to a Master that dealt a -2 penalty to Power, but gained +0 Power at a level up what would happen? Can tutelage under a Master actually decrease your stats? In my honest opinion, I really don't think so. But this is waiting to be clarified as you read this.

5----Masters 101

This is the meat of my FAQ. I will give you all information on each Master in the game, in the order that the Master List lists them. I will give you:

- Basic Master Info
- Their location
- Any tasks they may want you to complete and some tips to help
- The benefits of being taught
- Any skills, other rewards that they'll give you
- My personal thoughts on the Master

Let's get on with it, then.

!!!READ THIS SPOILER WARNING!!!

This FAQ contains some minor (and some possibly major) spoilers. C'Mon people, if this is your first playthrough, explore the game and have fun before you dig into the FAQs. The storyline is the best part.

I----Bunyan - Woodsman

Where is he?

- He's chopping wood at his cabin in the Cedar Woods, in the Yraall Region.

Any tasks?

- Nope. After Rei, Teepo, and Ryu are separated after the battle with Balio and Sunder, Bunyan finds you. Bunyan can, from that point on, be a master. Just go back to him and he'll be your Master.

Stat Benefits?

- HP+2
- Power+2
- Defense+1
- AP-2
- Intelligence-3

What can you learn?

- Risky Blow....at 2 levels  
   Ap cost.....0  
   Description...Critical damage if enemy is hit
- Focus.....at 5 levels  
   AP cost.....0  
   Description...Raise Pwr when used; max. X2
- Super Combo...at 8 levels  
   AP cost.....12  
   Description...Attack (one target); press button
- Disembowel....at 10 levels  
   AP cost.....0  
   Description...Fatal blow; MAX HP down

My personal thoughts?

- Early on in the game Bunyan is worth it. With his stat boosts and Disembowel, he's a good Master for the fighter of your party. In the beginning I use him for Rei.

II---Mygas - Journeyman wizard

Where is he?

- Mygas can be found at the stump of the Yggdrasil Tree in the Yraall Region.

Any tasks?

- After Rei, Teepo, and Ryu defeat the Nue, Spring comes to the Yraall Region. Mygas then appears. Mygas will be your Master on the condition that you give him all of your zenny.

\*TIP\*-- Use most of the zenny you have to buy equipment. After you've got all the equipment and items you need, agree to Mygas' terms and you get his skills while paying him the lowest amount of zenny possible... Heh, heh. Sucker.

Stat Benefits?

- AP+1
- Intelligence+2
- Power-1
- Defense-1

What can you learn?

- Frost.....at 1 level  
   Ap cost.....2  
   Description...Frost attack vs one target
- Meditation....at 4 levels  
   AP cost.....0  
   Description...Raises Int when used; max. x2
- Magic Ball....at 6 levels  
   AP cost.....2

Description...Attack using solid ball of magic

- Typhoon.....at 8 levels  
AP cost.....7  
Description...Wind attack vs all targets

My personal thoughts?

- When Mygas first becomes available, I apprentice Teepo, but later on I apprentice Nina until she has learned all of his skills.

III--Yggdrasil - Sacred tree of wisdom

Where is it?

- It is the Yggdrasil located in Eastern Wyndia. Near the Plant.

Any tasks?

- Use Peco to talk to it and then give it a Wisdom Fruit.

\*NOTE\*-- Only Peco can talk to Yggdrasil.

Stat Benefits?

- AP+1
- Defense+1
- Intelligence+2
- HP-1
- Power-2
- weak vs flame

What can you learn?

- Sanctuary.....at 2 levels  
AP cost.....5  
Description...Dispels all support magic
- Recall.....at 5 levels  
AP cost.....2  
Description...Cast random magic spell
- Shield.....at 8 levels  
AP cost.....4  
Description...Raise all targets' Def

My personal thoughts?

- I put Peco with Yggdrasil... They're both plants, right? Actually I don't use Yggdrasil much.

IV---D'lonzo - Female cat burglar

Where is she?

- She is in the Coffee House area, at the highest point on the hill.

Any tasks?

- You must be holding 15 different kinds of weapons. Only weapons in your inventory count.

\*TIP\*-- Once she agrees to be a Master, sell the weapons. I'm sure you need the extra cash, plus she doesn't hold it against you if you sell them after she becomes your Master.

#### Stat Benefits?

- Power+1
- Agility+1
- HP-1
- AP-2
- Accuracy

#### What can you learn?

- Monopolize....at 2 levels  
Ap cost.....0  
Description...Steals all EXP
- Intimidate....at 3 levels  
AP cost.....0  
Description...Cancels one target's movement
- Steal.....at 4 levels  
AP cost.....0  
Description...Steals item from enemy

#### My personal thoughts?

- I use Rei for D'lonzo but I give up the Steal skill since Pilfer is the same exact thing.

V----Fahl - Bartender of Genmel

#### Where is he?

- He's in the bar in Genmel (Balio and Sunder charged him with the task of keeping Ryu and Nina prisoner).

#### Any tasks?

- After the Contest of Champions he will be a Master on the condition that you win thirty battles in a row, without resting.

\*TIP\*-- Just go back to the Cedar Woods, or any "!" mark on the world map, in the Yraall Region to easily meet his objective.

#### Stat Benefits?

- HP+4
- Power+1
- Defense+3
- Agility-3
- Intelligence-3

#### What can you learn?

- Charge.....at 2 levels  
Ap cost.....0  
Description...Damage altered based on Def
- Counter.....at 4 levels  
AP cost.....0  
Description...Auto counter-attack when in use
- Resist.....at 6 levels  
AP cost.....2  
Description...Invulnerability for 1 turn

#### My personal thoughts?

- Fahl is a defender. Apprentice anyone to him that you feel needs to raise

their defense.

#### VI---Durandal - Wanderer

Where is he?

- On the world map near Wyndia, you notice a path running around Wyndia, just to the right of the entrance to the city. Follow the path to a "?" area and enter. There is a cabin and inside that cabin is Durandal.

Any tasks?

- Nope. If you talk to him he'll teach you.

Stat Benefits?

- ????

- ???? (Ooooh... Mysterious!)

What can you learn?

- Unmotivate....at 1 level

Ap cost.....0

Description...Target loses will to fight

- Feign Swing...at 2 levels

AP cost.....0

Description...Take a practice swing

- Backhand.....at 3 levels

AP cost.....0

Description...Attack vs one target; non-lethal

My personal thoughts?

- Just as Durandal says, he really is no good. I learn the skills because it opens up Hondara, but that's it. I kind of feel sorry for him, the poor bastard.

#### VII--Giotto - Strange fishman

Where is he?

- There is a beach south of Rhapala. You can find Giotto there.

Any tasks?

- Answer that you think fishing is a true sport (in his words) and then pull out your rod and tacklebox because you're gonna need 2000 fishing points.

\*NOTE\*-- The 2000 fishing point requirement has been verified by \*Tsukai Mikado\*! Thanks!

\*TIP\*-- It's best to start fishing as soon as you can, so as to get a head start.

Stat Benefits?

- HP+4

- AP+3

- Power-1

- Defense-1

- Agility-1

- Intelligence-2

What can you learn?



- Trump.....at 2 levels  
Ap cost.....0  
Description...Usable at 0AP; casts random spell
- Berserk.....at 5 levels  
AP cost.....2  
Description...Raises Pwr for 3 turns; then death
- SuddenDeath...at 8 levels  
AP cost.....1  
Description...Casts Death on random target

My personal thoughts?

- With that HP+4 and AP+3, it's Ryu all the way. At least until I learn the skills.

VIII-Hondara - Priest

Where is he?

- In the Urkan Tapa area of worship (the preachy fella behind the podium).

Any tasks?

- He says some crap about how you are too eager for the destruction of your enemies and says that there is a fighting style in the world that allows you to fight without killing your enemies. Durandal teaches that method. Learn all of Durandal's skills and Hondara will train you.

\*TIP\*-- Learn from Durandal before you meet Hondara. Saves time.

Stat Benefits?

- AP+1
- Intelligence+1
- Power-2
- Holy prop UP

What can you learn?

- Purify.....at 2 levels  
Ap cost.....4  
Description...Cures poison
- Kyrie.....at 5 levels  
AP cost.....5  
Description...Destroy undead
- Benediction...at 8 levels  
AP cost.....20  
Description...Restores all dead members...?

My personal thoughts?

- I learn the skills with Peco.

IX---Emitai - Wizard adept

Where is he?

- Emitai can be found in his house in the Dauna Hills.

Any tasks?

- You've gotta cough up 10,000 zenny.

Stat Benefits?

- AP+4
- Intelligence+4
- Power-2
- Defense-2

What can you learn?

- Barrier.....at 2 levels  
Ap cost.....4  
Description...Raise one target's magic Def
- Mind Sword....at 4 levels  
AP cost.....2  
Description...Attack with magic sword
- Enlighten.....at 6 levels  
AP cost.....2  
Description...Raises user's Intelligence

My personal thoughts?

- After Nina learns what she can from Mygas, I apprentice her to Emitai and leave her there because of the AP+4 until Deis becomes available.

X----Deis - Ancient sorceress

Where is she?

- Remember that temple on Mt. Zublo? The Cave of Ages? That's where you find her, but you'll have to wait until after you finally get the boat.

Any tasks?

- Be a smooth ladies man and tell her that you like the way she looks... as a snake.

\*NOTE\*-- Only Ryu can examine the wall that leads to Deis' lair.

\*NOTE\*-- Her "Yes" answer when she asks if you want to be her apprentice is "Yes, ma'am."

Stat Benefits?

- AP+3
- Power+1
- Agility+1
- Intelligence+3
- HP-3
- Defense-3

What can you learn?

- Inferno.....at 2 levels  
Ap cost.....10  
Description...Flame attack vs all targets
- Blizzard.....at 5 levels  
AP cost.....10  
Description...Frost attack vs all targets
- Myollnir.....at 8 levels  
AP cost.....10  
Description...Electric attack vs one target

- Sirocco.....at 11 levels  
AP cost.....12  
Description...Flame&Wind attack vs all targets

- Celerity.....at 15 levels  
AP cost.....0  
Description...Abilities up; usable at fixed time

My personal thoughts?

- I apprentice Nina until I learn the skills. I have Nina keep Inferno and Celerity. I move Nina back to Emitai when I'm done.

XI---Hachio - World's best cook

Where is he?

- He's in the Wyndia Castle kitchen.

Any tasks?

- After you enter the castle as adult Ryu, Hachio becomes available. He wants the ingredients for some recipe and you've got to bring them to him. He wants a Swallow Eye, a Beef Jerky, an Angler, and a Martian Squid.

\*TIP\*-- If you happen by any of these things on your journey, just save them until you get to Hachio. The Martian Squid and the Angler both need to be fished for. I think you can find (at least) two Swallow Eyes on your journey (up to this point) and you get a Beef Jerky from your raid on Bunyan's house. Just save them until you need them.

\*TIP\*-- An Angler can be fished for at the Fishing Spot on the path that leads to the Tidal Caves in the Urkan Region. It will bite a Float. A Float can be bought from the Manillo in the Fishing Spot by McNeil Farm.

\*TIP\*-- A Martian Squid can be fished for at the Fishing Spot to the right of Mt. Myrneg. It will bite a Worm. A Worm can be bought in the McNeil Village Item Shop.

Stat Benefits?

- HP+2  
- Power+2  
- Defense+1  
- AP-2  
- Agility-1  
- Intelligence-1

What can you learn?

- Mighty Chop...at 2 levels  
Ap cost.....0  
Description...Attack vs one target; ignores Def

- Demonbane.....at 4 levels  
AP cost.....1  
Description...Attack; extra damage to devils

My personal thoughts?

- I apprentice Ryu for the skills. I keep Demonbane with Ryu, but I give Mighty Chop to Garr.

XIII--Bais - Oldest quadruplet brother

Where is he?

- Near the fountain in Wyndia.

Any tasks?

- Challenge him and the other three to a game of hide and seek.

\*TIP\*-- Bais will be in the Dauna Mines, near the giant dragon chrysm.

Stat Benefits?

- Power+1

What can you learn?

- Chain Form...at 3 levels

\*NOTE\*-- This is a battle formation.

My personal thoughts?

- Bais is the only useful one of the Hide 'n' Seek gang. Chain form is a useful formation, as it sets all of your characters' speeds to that of the character in point.

XIII--Lang - Youngest quadruplet brother

Where is he?

- Near the fountain in Wyndia.

Any tasks?

- Challenge him and the other three to a game of hide and seek.

\*TIP\*-- Lang will be in the Wyndian Royal Family graveyard behind a tombstone.

Stat Benefits?

- Defense+1

What can you learn?

- Cupid's Lyre..at 3 levels

\*NOTE\*-- This is an item.

My personal thoughts?

- I wouldn't bother with him if I were you. You can find the Cupid's Lyre a few times in the game. Oh well. It's kind of useful.

XIV--Lee - Oldest quadruplet sister

Where is she?

- Near the fountain in Wyndia.

Any tasks?

- Challenge her and the other three to a game of hide and seek.

\*TIP\*-- Lee will be at the Eastern Checkpoint. She is behind the wall, all the way to the left.

Stat Benefits?

- Intelligence+1

What can you learn?

- Magic Form...at 3 levels

\*NOTE\*-- This is a battle formation.

My personal thoughts?

- Do what you will.

XV---Wynn - Youngest quadruplet sister

Where is she?

- Near the fountain in Wyndia.

Any tasks?

- Challenge her and the other three to a game of hide and seek.

\*TIP\*-- Wynn will be in Junk Town, on the lowest level, behind a building. Just look for her.

Stat Benefits?

- HP+1

What can you learn?

- Refuge Form...at 3 levels

\*NOTE\*-- This is a battle formation.

My personal thoughts?

- Despite the fact that the Hide 'n' Seek gang doesn't have any negative stats, they really aren't that useful. At least not to me. I use the Normal Form, mostly.

XVI--Ladon - Divine king of dragons

Where is he?

- In Dragnier. Do you see the blank panel above the entrance to the Relay Point? Use Ryu to examine it.

Any tasks?

- You must have all Dragon Genes and have beaten Jono, the town elder.

\*TIP\*-- Dragon Gene locations:

-----YOUNG RYU

-Flame.....Auto

-Defender.....Auto

-Reverse....."?" spot under Mt. Boumore

-Thorn.....In the clearing after the escape from Momo's tower

-Frost.....At the house by the Maekess Gorge

-Thunder....."?" house north of Rhapala

-Eldritch.....Roof of Lighthouse

-Miracle.....Vocano, Mt. Zublo

-----ADULT RYU

-Shadow.....Auto

-Fusion.....Auto

-Force.....Hidden on the vents inside the Plant

-Gross.....Towards the exit of the Tidal Caves

-???.....Inside Bow's house, to the left of Steel Beach

- Mutant.....On Steel Beach
- Trance.....Lost Shore Yggdrasil
- Failure.....Way, way over to the left side of the Colony Container Yard
- Radiance.....The easiest way to get it is through Relay Point A
- Infinity.....Defeat Jono and grab the gene

\*NOTE\*-- Only Ryu can examine the blank panel.

Stat Benefits?

- Power+2
- Defense+2
- Agility+1
- Intelligence+2
- HP-6
- AP-6

What can you learn?

- Mind's Eye....at 3 levels  
   Ap cost.....0  
   Description...Raises to-hit % temporarily
- Holy Strike...at 5 levels  
   AP cost.....2  
   Description...Holy attack vs one target
- WardOfLight...at 7 levels  
   AP cost.....5  
   Description...Raises Def & counterattack %
- Aura.....at 9 levels  
   AP cost.....20  
   Description...Holy attack vs one target; PwrX2

My personal thoughts?

- It makes sense to apprentice Ryu to Ladon, him being a dragon and all, but that HP-6, AP-6 really doesn't fare too well. Aura is worth it, though. Ladon's good for the skills, but not much else.

XVII-Meryleep - Wandering faerie

Where is she?

- She is in the pond in the Faerie Woods in Eastern Wyndia.

Any tasks?

- After adult Ryu re-recruits Peco, bring Peco to the Faerie Woods. Have Ryu clear the bushes in front of the pond. Give Peco a running start and have him headbutt the conveniently placed rock into the water. Meryleep will come out and lay the "I could have died!" spiel on you. For her forgiveness, she wants you to find her Flower Jewel. In Central Wyndia there is a Fishing Spot that has a description that says "Hangout of the River Gang." Just north of that Fishing Spot, and around a small mountain is a "?" spot. Enter that spot and near the tent, which I'm guessing belongs to the River Gang, is a tree with a crow in it. Use Peco to headbutt it and the Flower Jewel will fall out. Bring it back to Meryleep and she'll teach your characters.

\*NOTE\*-- Be prepared to bring Peco with you every time you visit, as he is the only way to get Meryleep to come out.

Stat Benefits?

- Agility+2
- HP-1
- Power-1
- Defense-1

What can you learn?

- Charm.....at 2 levels  
AP cost.....0  
Description...Increases chance of finding item
- Shadowwalk....at 5 levels  
AP cost.....8  
Description...Warp attack; critical blow
- War Shout.....at 8 levels  
AP cost.....6  
Description...Raise all targets' Pwr

My personal thoughts?

- Meryleep is a good Master for Rei because of the Agility+2.

5----Credits/Thanks

Well, there you have it, my little contribution to the Breath of Fire III players of the world. I'd like to thank the following people/organizations:

-First of all, I'd like to thank me, for writing this FAQ and going through BoF III for the 7th time just to get the information.

-Next I would like to thank the contributors to this FAQ!

\*Benjamin Lee

\*Tsukai Mikado

Let's give them a round of applause!

-The people of the GameFAQs Breath of Fire III message board for any info they might have given me.

-Capcom, for making my all-time favorite videogame.

-Squaresoft for making the Final Fantasy titles so I could figure out those infernal damn Roman Numerals.

-And a big "screw you" goes out to the people of the ESRB for taking scenes out of BoF IV. What the hell is wrong with you people?

-Close Curtains-