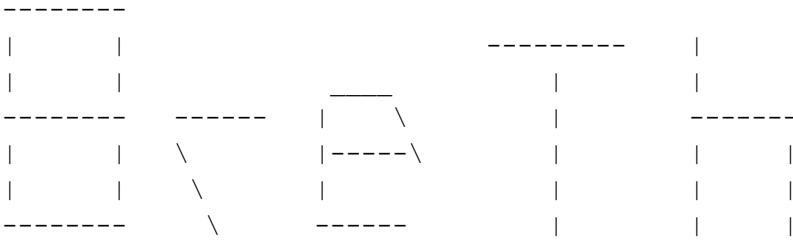


Breath of Fire IV FAQ

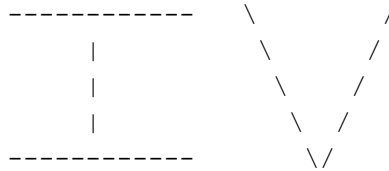
by Crush

Updated to v0.90 on May 12, 2001



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FIRE



Breath of Fire IV FAQ

Dragon Powers, Magic, Battle Skills, Master Skills, Combo Attacks, Secrets, Treasure Trading, and a Complete Fish List

This FAQ May be seen at: GameFAQs.com
Neoseeker.com

```
\      Breath of Fire IV      /
\      Steven Dunbar         /
\      Final_Fantasy_Kid@hotmail.com /
\      V0.90 5-12-01         /
\      Copyright (C) 2001 All Rights Reserved /
\      =====/
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V0.90 (5-12-01) - FAQ ERROR: Now I think I know why GameFAQs didn't post it up: The whole thing was screwed. There we're basically no paragraphs just a big long line. I sent my FAQ through e-mail using my JUNO e-mail address the first time I've done so (I sent my first FAQ through my Hotmail e-mail address. I used my JUNO e-mail so I could work on the FAQ offline and I didn't have to worry about coping the whole thing). The JUNO e-mail messed up and I'm pretty sure it wasn't a coping error so here goes. Hopefully the FAQ comes up right this time. I've only added the "Tips" chapter so it may take a while because of this error.

V0.75 (5-8-01) - I sent this FAQ to GameFAQs.com, and they still haven't posted the damn thing up! man, they update the site but not put this FAQ up.

Thank god for Neoseeker! they posted my Madden NFL 2001 FAQ so hopefully they post this one up. I'll have to delay the fishing for 2-5 days from this update because of this situation.

V0.5 (5-6-01) - I've finished everything but fishing. I'm going to send the FAQ to GameFAQs today and finish the Fishing section in 2-5 days!

V0.3 (5-5-01) - Finished everything but Battle Skills and Fishing Index. I plan on finished them tomorrow.

V0.25 (5-4-01) - I've gotton all of the Magic and Master Skills Done today.

V.01 (5-3-01) - Started this FAQ up. It's not a full walk through (that would take for ever to complete) It's my second FAQ (I've also created one for Madden 2001 and currently working on one for a PC game called Toonstruck) So far it looks OK.

-----Contents-----

Chapter I - Intro

Chapter II - Dragon Powers

- A.) Dragon Powers
- B.) Weyr Dragon
- C.) Myrmidon Dragon
- D.) Behemoth Dragon
- E.) Mutant Dragon

Chapter III - Magic

- A.) Ryu's Magic
 - A1.) Flood Tide (Sea Dragon)
 - A2.) Fulgurayion (Rock Dragon)
 - A3.) Healing Wind (Grass Dragon)
 - A4.) Holy Circle (Tree Dragon)
 - A5.) Mud Flow (Mud Dragon)
 - A6.) Onslaught (Grass Dragon)
- B.) Cray's Magic
- C.) Ershin's Magic
- D.) Nina's Magic
- E.) Skias' Magic
- F.) Ursula's Magic

Chapter IV - Battle Skills

- A.) Acquiring Skills
- B.) Monster Skill's Index

Chapter V - Master Skills

- A.) Master Skills
- B.) Master Skills Index

Chapter VI - Combo Attacks

- A.) New Magic By Combination
- B.) Extra Combo Effects
- C.) High Hitting Combo's

Chapter VII - Treasure Trading

- A.) Full Treasure Trading Index

Chapter VIII - Fishing (COMING SOON!)

Chapter IX - Tips (NEW!)

- A.) TIP 1
- B.) TIP 2
- C.) TIP 3
- D.) TIP 4
- E.) TIP 5

Chapter X - Secrets

- A.) Hidden Treasure and Boss
- B.) Hidden Fish Spot

Chapter XI - In The End

- A.) End Statement
- B.) Special Thanks To...

Chapter XII - Copyright Statement

- A.) Copyright Statment

-----Intro-----

Chapter I

OUR PRINCESS. TWO WAR-TORN LANDS. AN EPIC QUEST FOR PEACE

After centuries of war, two lands bordering an impenetrable swampland have finally reached an armistice. Mysteriously, the noble Princess Elena disappears somewhere near the war-ravaged front lines. Distraught, her sister Nina goes in search of the Princess alone on her journey, meets a mysterious young warrior names Ryu. There distiniies soon entwine. The next chapter in the epic tale of magic and mystery now unfolds. The fate of what lies ahead is now in your control.

Breath of Fire IV

PSX

ESRB - Teen

Genre - RPG

CapCom

-----Dragon Powers-----

Chapter II

A.) Ryu's Magic - Ryu can transform into different Dragons by finding Dragon Gems that are scattered around the region. He's imbued with Aura and Kaiser Dragon Forms automatically during the game, but he must find four on his own. Here are the remaining four dragon forms and the location of each gem.

B.) Weyr Dragon -

Collect the Fire Gem on Mt. Giga

C.) Myrmidon Dragon -

Collect the Wind Gem at the ? spot located to the west of Tomb (Zhing Mts.)

D.) Behemoth Dragon -

Collect the Earth Gem located in the islands of Saldine.

E.) Mutant Dragon -

Collect the East Gem from En Zhou (Paedra Region)

NOTE: After you obtain the gem, do not trade it with Fu Chuman in Chiqua. Speak by Koshka and have the craftsman make a jar; when the item is ready, trade it to Chuman for information on how to get to the capital.

-----Magic-----

Chapter III

A.) Ryu's Magic -

Each character can acquire new magic spells by raising their level through combat. Ryu, however, can acquire new magic only by meeting with fellow Endless. Here's each magic skill Ryu can acquire, along with the location of each endless who taught that magic to him.

A1.) Flood Tide (Sea Dragon) -

Take the ship at Shikk (Shikk Region). When you hit the open sea, head to the shallow area northwest of town. Position your ship and press Triangle to explore the hidden area. You should be left off at a small island where you can learn Flood Tide.

A2.) Fulguration (Rock Dragon) -

The ? spot to the west of Pauk (Zhing Mts.) on the coast.

A3.) Healing Wind (Grass Dragon) -

Enter the Plains (Golden Plains) and head east until you reach the big rock with three white stripes. Stop at the rock, look for a glowing bird, and follow the bird until it flies away (it should travel to the northwest) If you pass a rock with two red stripes then you've headed to the right direction.

A4.) Holy Circle (Tree Dragon) -

The ? spot located to the northwest of Checkpoint (Shikk Region)

A5.) Mud Flow (Mud Dragon)

The ? spot located to the north of the dam (South Desert)

A6.) Onslaught (Grass Dragon)

Once you've got the Sandflier, go to Shyde and use the vehicle to travel to the Shikk Region. When the travel/race sequence begins, look at the on-screen map in the lower left corner of the screen. The endless is located in the isolated area of the left of your starting location.

B.) Cray's Magic -

Level 8: Rock Blast

Level 11: Slow

Level 17: Stone Pillar

Level 21: Might

Level 25: Shield

Level 30: Quake

C.) Ershin's Magic -

Level 7: Wild Shot

Level 23 : Quake

Level 28: Inferno

Level 35 : Typhoon

Level 45 : Primus

D.) Nina's Magic -

Level 8: Barrier

Level 11: Rejuvenate

Level 14: Cyclone

Level 17: Raise Dead

Level 20: Remedy

Level 23: Vitalica

Level 26: Inspire

Level 29: Typhoon

Level 31: Kyrie

Level 34: Restore

Level 36: Resurrect

Level 39: Vigor

E.) Scias' Magic -

Level 16 : Ice Blast

Level 19 : Rejuvenate

Level 22 : Raise Dead

Level 25 : Remedy

Level 28 : Blizzard

Lavel 31 : Viltimize

Level 34 : Lifesaver

Level 37 : Restore

F.) Ursula's Magic

Level 21 : Cyclone

Level 24 : Enfeeble

Level 27 : Drain

Level 28 : Leech Power

Level 31 : Inferno

Level 35 : Death

-----Battle Skills-----

Chapter IV

A.) Acquiring Skills - In addition to magic, characters can learn another set of abilities: skills. To learn a skill from an enemy select guard during a fight. If the name of a spell that an enemy casts in blue you can learn that ability. If the skill is used and a ! appears over the head of the guarding character, that character will learn that skill. However, some enemy skills cannot be learned, and you must have an open slot in your skill inventory in order to learn a skill. Here's a list of monsters, their locations, and skills you can learn from them.

NOTE: Some of these skills can be learned from other monsters as well

B.) Monster Skills Index:

Monster	Skill	AP	Monster Location
Bad Coil	Command	0	Fane
Beetroop	Risky Blow, Wild Swing	0	Kasq Woods
Bilbao	Blitz	0	Secturn, MT. Yogy
Bilbao	Last Resort	0	Kasq Woods
BoltArch	Multistrike	5	River
Bolt Trp	Knock Out	2	River
Cadaver	Feint	2	Wyndia Basement
Cap	Distracted	0	Kurok
Chingol	Shadowwalk	12	Castle
Cracker	Mind Fly	2	Kasq Woods
Crawler	Air Raid	2	? Northwest of Chek
Eye Goo	Rest	0	? near Saria
Fireant	Flame Strike	2	Jungle
Gold Fly	Chlorine	2	Astana
Gonger	Timed Blow	13	Astana
Guardian	Triple Blow	8	Tomb (Inside)
Gulper	Transfer	20	Cove
Icebeak	Icicle	4	Ice Peak
Istalk	Sacrifice	13	Cove
Kolpum	Frost Strike	2	Castle
Krabby	Knock Out	2	Cove Ghost Ship

Lampkin	Palliate	20	? near Highway
LizardMn	Wind Strike	2	En Jhou, Shan River
Mage Goo	Burn	1	Valley
Mask	Counter	1	? South of Lyp
Mouse	Snap	2	Synesta
Mud Pup	Snooze	0	Mr. Ryft (inside)
NutTroop	Double Blow	3	Wychwood
Poppy	Curse	3	? North of Highway
Pusopool	Molasses	2	Jungle
Red Cap	Command	0	Kurok South Wharf
Ryu (Behemoth)	Searing Sand	2	Earth Gem Saldine
Ryu (Mutant)	Curse	13	Earth Gem En Jhou
Salt Claw	Reversal	0	Astana
Saruge	Muffle	2	Mt. Giga
Scorpion	Blind	2	Kurok
Sepoy	Sword Breaker	2	Cove; Castle
Shadow	Disembowel Target	1	Chedo; Castle
StarGazr	Ebonfire	9	Castle
Tar Baby	Douse	1	Jungle
ToxicFly	Chlorine	2	Synesta (Basement)
Wizard	Bad Back	0	Cove
Zombie	Feign Swing	0	Chamba (Hexed Area)

-----Master Skills-----
Chapter V

A.) Master Skills Index -

Another way to learn skills us by completing specific tasks as assigned to you by masters. Here are all the Masters in the game, there location, and the skills they teach:

Rwolf

Location: Kurok

Will: Haste

Task and Skill -

Perform a Combo of 5+ Hits	Eddy
Perform a Combo of 10+ Hits	Platea
Perform a Combo of 15+ Hits	Magic Ball
Perform a Combo of 20+ Hits	Flame Pillar

Stoll

Location: Hideout

Will: Filch

Must Give all of your Zenny in order to become his apprecentise

Have 80+ Different Kinds of items in inventory Steal

Have 1200+ Different Kinds of items in inventory Cowards Way

Una

Location: Warent

Will: Wild

Must Defeat Kahn in Warrent before you can become Una's apprentice

Inflick 1500+ damage with a combo Pilfer

Inflick 3000+ damage with a combo Super Combo

Inflick 10,000+ damage with a combo Blitz

Njomo

Location: ? Northwest of Ahm Fen

Will: Pique

Must build one house in Faerie Village before you can become Njomo's
Appearance

Faerie Village has 8+ Faeries Faerie Attack

Faerie Village has 12+ Faeries Faeroe Breath

Faerie Village has 16+ Faeries War Shout

Faerie Village has 20+ Faeries Faerie Charge

Momo

Location: Wyndia

Will: Drowse

Gameplay time of 25+ Hours Spray

Gameplay time of 30+ Hours Clip

Gameplay time of 40+ Hours Oracle

Gameplay time of 50+ Hours Egghead

Abbess

Location: Chek

Will: Reck

You must find 2 Dragon Powers before you can be Abbess's apprentice

Defeat 70 Different Monsters Concentrate

Defeat 85 Different Monsters Sanctuary

Defeat 100 Different Monsters Celerity

Marlock

Location: Synesta

Will: Greed

Must have Copper Ball in order to become Marlock's apprentice

Have Silver Ball in you Inventory Charm

Have Electrum Ball in you Inventory Monopolize

Have Platinum Ball in you Inventory Roulette

Kryrik

Location: Shikk

Will: Finale

You must perform a Combo attack of at least 25 Hits to become Kryrik's Apprentice

Perform a Combo with 30+ Hits Megaphone

Perform a Combo with 40+ Hits Spirit Blast

Perform a Combo with 50+ Hits Cleave

Perform a Combo with 70+ Hits Disembowel

Gyosil

Location: Lyp

Will: Ward

Must have at least 3000 Fishing Points to become Gyosils Apprentice

4000+ Fishing Points Ring of Ice

6000+ Fishing Points Spanner

9500+ Fishing Points Master's Rod

Lyta

Location: Synesta

Will: Guard

Ryu must be at level 20 Supplication

Ryu must be at level 25 Holy Strike

Ryu must be at level 30 Resist

Ryu must be at level 35 Benediction

Kahn

Location: ? Northwest of Saldine

Will: Valor

Engage in at least 300 Fights	Shout
Engage in at least 400 Fights	Focus
Engage in at least 500 Fights	Tiger Fist
Engage in at least 600 Fights	Flex

Bunyan

Location: Hut

Will: Vision

You must be reconized by all other masters to become Bunyan's Appertice

3000+ Damage in one hit	Backhand
5000+ Damage in one hit	Counter
8000+ Damage in one hit	Shadowwalk
12,000+ Damage in one hit	Final Hope

-----Combo Attacks-----

Chapter VI

Breath of Fire IV offers a new wrinkle to its combat system called Combo Attacks. A combo attack occurs when mutiple hits are chained together to increase damage to an opponent. There are two basic types of combo attacks: new magic by combination and extra combo effecrs. You can practice your combo's and other attacks by on monsters by going to the ? northwest of chek.

A.) New Magic by Combination.

Blizzard + Quake = Disaster
Blizzard + Rock Blast = Storm
Cyclone + Blizzard = Thunderstorm
Fireblast + Cyclone = Simoon
Fireblast + Typhone = Gigaflare
Ice Blast + Stone Pillar = Temptest
Plateau + Flare = Eruption
Rock Blast + Fireblast = Megma Blast
Rock Blast + Flame Pillar - Ragnarok
Sever + Frost = Jolt
Sever + Ice Blast = Lightning

B.) Extra Combo Effects

An Extra combo effect occurs when you hit a monstere with consecutive spells that are of the same kind (wind, earth, fire, water) For example, if one character casts Eddy as his first spell, it will score one hit; if the second casts cyclone and the third casts typhoon , it will scire a total of six hits on a single target.

C.) Some High Hitting Combo's

Typhoon + Typhoon + Nah P'ung (Ryo's Myrmidon form)
Typhoon + Blizzard + Rock Blast
Fire Blast + Rock Blast + Dragon Breath (Ryo's Aura Form)
Megaphone + Triple Blow + Tiger Fist

-----Treasure Trading-----
Chapter VII

A.) In order to get the Platinum Ball for Marlock (so you can get his Roulette Skill) you must exchange treasure with 10 different people. Here's the location of each character and what they trade you:

Purchase the Lead Ball from the Frogman in the bar in Saria, at shyde trade the man under the staircase the Lead Ball for the Bronze Ball, at Ludia trade a guy with an orange hat the night when you break into the castly to rescue Cray trade the Bronze Ball for the Iron Ball, at Shrine as you exit the dungeon trade a treasure trader the Iron Bakk for the Brass Ball, at Wyndia trade the Brass Ball for the Tin ball with the Prisoner, at the Crash Site trade the Tin ball for the Copper ball, at Shikk on the lower dock level trade the Cooper ball for the Silver Ball, at Synesta trade a child the Silver Ball for the Electrum ball, at Chiqua trade Fu Manchu the Electrum ball for the Gold Ball, and then finnally trade the Gold Ball for the Platinum ball at Sonne with a woman sitting on the ground.

-----Fishing-----
Chapter VIII

COMING SOON!

-----Tips-----
Chapter IX

- A.) TIP 1 - When playing as Fou-Lu, don't take treasure-chest items; If you do, they'll be unavailable for the main party later on in the game.
- B.) TIP 2 - Some masters will not teach you anything unless you know certain skills. For example, you must learn Ward from Gyosil before Lyta can make any party member apperenice.
- C.) TIP 3 - To the northeast of Chek is a ? area with near-invincible monsters, Trean, who hardly ever counterattack. Visit this place to praxtice your magic and combo attacks.
- D.) TIP 4 - The Golden Plains travel sequence is one of the most time-consuming and frusterating events in the game. To find Cray's mother, travel east until the path is blocked by the big rock with three white stripes; then go southeast until you find her camp.
- E.) TIP 5 - The games battling is fairly easy. Of the whole game through, I've never lost a battle only to Rider one time and my characters weren't at the highest level. You don't need to waste time gaing EXP in battles.

-----Secrets-----
Chapter X

A.) Hidden Treasure and Boss -

You can find a hidden boss and treasure chest in Mutko. After pasing through tomn, enter Mutko from the south and enter the cave in the

upper left hand corner. Have Eshrin headbutt the crack on the wall and then enter the crack you've just created. Make your way through the next three rooms until you reach a treasure chest and a dead end. You'll find Dragon Tear in the chest and a new monster. Rider. Rider is the toughest Monster in the game, he packs about 400,000 GO and regenerates half each round. Rider also casts some nasty spells including disasterr and Prumis. However, you can use Pifler to steal a valuable item from Rider: King Armor which packs Def100!

B.) Hidden Fish Spot -

After you reach the west region, return to North Chamba and talk to the man sitting on the ground. Climb the ladder and defeat Angler. After the battle, the area becomes a new fish spot.

-----In The End-----

(Got the name from Linkin Park's song on Hybrid Theory ,the Untitled "In The End")

Chapter XI

A.) End Statement --

That is my FAQ for Breath of Fire IV. I know, there is a million typing errors. I did this in a rush, I'll fix them and finish the Fishing Part of the FAQ in 2-5 days. Feel free to e-mail me at: final_fantasy_kid@hotmail.com for questions about the game and I'll try to get back to you. You can also contact on MSN by using that e-mail. Thanks a lot for reading,

--Steven

B.) Special Thanks To...

I just sent this in so right now I'm the only person who've read this. If there some things you think I should put on the FAQ e-mail me and I'll credit what you put. I'd like to thank:

Capcom for creating a not perfect, but good RPG...

Neoseeker.com and GameFAQs.com for posting this up...

and you for reading.

-----Copyright Statement-----

Chapter XI

A.) E-Mail me at Final_Fantasy_Kid@hotmail.com if you want my FAQ(s) on your website. Copyright (C) 2001 No part of this FAQ may be reproduced in whole or in part, or transformed in any form or any means, electronical, mechanical, recording, or otherwise without permission of Steven Dunbar (Final_Fantasy_Kid@hotmail.com)

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