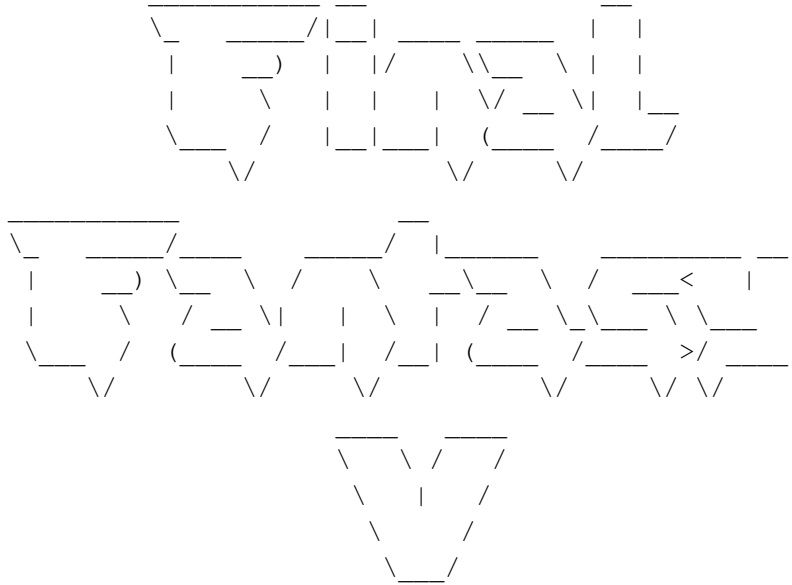


Final Fantasy V FAQ/Walkthrough Final

by A I e x

Updated on Jul 15, 2007

This walkthrough was originally written for Final Fantasy Anthology on the PSX, but the walkthrough is still applicable to the PSX version of the game.



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○=====○
| Controls (00090) |
○=====○

○=====○	○=====○	○=====○
Controls	Function	
X Button	Execute, talk, ride, dismount, execute	
Circle Button	Cancel or run	
Square Button	Bring up the map	
Triangle Button	Bring up the menu	
D-Pad	Move characters and control menu cursor	
R1 Button	Use with L1 to escape from battle	
R2 Button	Not used	

L1 Button	Use with R1 to escape from battle
L2 Button	Not used
Select Button	Not used
Start Button	Pause the game
All Buttons	Soft reset

=====O
| Full Walkthrough (00000) |
O=====O

Final Fantasy V /-----o
| -----o-----\ Opening |
(00001) \-----o

o----- Item Checklist -----o Following the game's introduction the first
| | thing you get to control is a Chocobo on the
| None..... / | world map. Your destination is just to the
| | East, a meteor it seems has crash landed.
o-----o Step onto the rock to enter the Tycoon
Meteor. Now with control of the main
character head right to trigger a battle. These things shouldn't be too hard
to defeat, simply select the "fight" command twice to defeat them. You'll
have a chance to name you main character, choose any name you like as there is
no default. Note that in the instruction manual his name is "Bartz" in each
of the screenshots so I guess that's as good a default name as any other, for
the purposes of the walkthrough I'll be referring to him as Bartz (however I
will name him "Alex" because that's a great name, I encourage you to name him
that too.) When you have control again go to the upper right to find someone
laying on the ground. Return to your Chocobo and leave the meteor. Head
around to the left and go up to enter another area. You'll need to fight
another couple of battles before you can continue. After the scene here and
once you're back on the world map ride the Chocobo up to the cave.

Final Fantasy V /-----o
| -----o-----\ Cave |
(00002) \-----o

o----- Item Checklist -----o Note that this is the first place in the
| | game where you will encounter random battles
| Leather Cap..... | so watch out, fortunately for you on the
| | left side of the first room there is a
o-----o recovery spring which will heal your HP & MP
back to full when you step down into it.

Obviously you can use this if you get seriously hurt in battle. Head up into
the next room and climb the first set of stairs/ You'll see a pirate who
opens the door using the button on the wall, so now you know how to open the
door. Before you do be sure to open the chest on your left and get the
'Leather Cap.' Climb the stairs and press that button on the right to open up
the door. Follow the path around to the left side and go up through the door
of the cave to reach the pirate's lair. After a quick scene go to the left
side, on the left of the flag is another button on the wall, press it then go
up. Cross the dock to the right and when you get onto the ship go to the top
and examine the steering wheel to trigger another event. Following this
you'll have control of the boat, you can have them automatically take you to


```

o----- Item Checklist -----o  It would be a good idea now to choose what
|                               |  jobs you want everyone to be, I'm kind of
|                               |  set in my ways, each time I play this game I
| Tent....._____ |  always make Bartz the Knight, Reina the
| Tonic....._____ |  Black Mage, Galuf the White Mage and Faris
| LeatherShoes....._____ |  the Blue Mage.  It always works out pretty
| 100 GP....._____ |  well but feel free to experiment however you
| Tent....._____ |  like.  Okay, first things first.  Head up to
| Phoenix Down....._____ |  the Northern side of the village where
| Tonic....._____ |  you'll find a bridge with many barrels and
| Ether....._____ |  boxes beside it.  Check off of them to find
| LeatherShoes....._____ |  a 'Tent' and a 'Tonic.'  Cross the bridge
o-----o  and watch a quick scene, then make a right
                past the fence up toward the spinning water

```

wheel. If you examine the crate beside this shack you'll receive

'LeatherShoes.' Now you're free to explore the town and do some shopping if you wish.

Note that you'll find the item shop at the back of the inn. Check out the house at the lower left end of town. This is the Beginner's House where you can learn all about the basics of the game. Simply speak

to the woman and tell her you're a beginner to be let it. At the upper left side you can open the chest to receive '100 GP.'

Examine the box for a 'Tent,' the barrel for a 'Phoenix Down' and the pot for a 'Tonic.'

You may be wondering how to get that chest in the upper left corner. Access the main menu and change someone into a Thief, you'll notice that a white path appears in the wall.

Thieves have the power to see invisible paths so that's one bonus of keeping a Thief in your party. They also let you run super fast. Cross the secret

path and open the chest to receive 'Ether.'

Climb the stairs and open the chest to fight a monster-in-a-box. This will happen sometimes when you open chests in this game so be careful. After defeating the monster

you receive 'LeatherShoes.' That's about it for this place so leave the house. If you're ready to proceed with the game go

across the bridge and enter the mansion to the North. Speak with the man inside and a scene follows including a flashback.

Overnight you will be given the key so now you can access the canal. Head to the pub in the morning and go up to the girls that

are dancing on the stage. Stand on the stool on the left side and a quick little dancing event occurs. When it's

over you can access the piano and play it, this is the first of eight pianos in the game that you can play and get better each time. Return to your ship. You will find the canal directly East of the village, it looks

like a metal gate around a small river, approach it with the ship.

o- Weapon Shop -----o

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|                               |
| Broadsword.....280 GP |
| Wooden Rod.....200 GP |
| Staff.....200 GP |
|                               |
o-----o

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o- Armour Shop -----o

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|                               |
| LetherShield.....90 GP |
| Leather Cap.....50 GP |
| LeatherArmor.....80 GP |
|                               |
o-----o

```

o- Magic Shop -----o

```

|                               |
| Fire.....150 GP |
| Ice.....150 GP |
| Bolt.....150 GP |
| Cure.....180 GP |
| Scan.....80 GP |
| Antdot.....90 GP |
|                               |
o-----o

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o- Item Shop -----o

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|                               |
| Tonic.....40 GP |
| Tent.....250 GP |
|                               |
o-----o

```

| -----o-----\ | Torna Canal |
| (00005) \-----o-----|

o----- Item Checklist -----o Approach the gate to automatically use the
| | key to open it. Make your way along the
| None..... / | canal until you encounter something in the
| | water. Unfortunately it's not exactly happy
o-----o to see you and jumps out to attack.

O=====O=====O=====O
| Boss: Karl Boss | HP: 650 | Level: 5 |
O=====O=====O=====O

| |
| This boss is powerful but with you're new job classes you will be equally |
| as powerful. The key to winning this battle is the Bolt spell which can |
| be cast by a Black Mage and deals over 150 damage with each hit. Make |
| sure you also have a White Mage available to heal your party as well. The |
| boss has an attack called Tail Screw which automatically brings your life |
| down to below ten putting you at great risk of dying. Just have your |
| White Mage heal every turn and let the Black Mage so all the work. |
| |

—
| Final Fantasy V /-----o-----|
| -----o-----\ | Ship Graveyard |
| (00006) \-----o-----|

o----- Item Checklist -----o Note that you can go down into your ship and
| | rest in the back right hand room to fully
| Tent..... | restore your HP & MP. That comes in pretty
| 990 GP..... | handy especially considering you just fought
| Phoenix Down..... | a boss. Cross the fallen mast over to the
| Tonic..... | right side and enter the door on the ship at
| World Map..... | the top. Descend the stairs and go down
| Antidote..... | through the door in the middle to find a
| Antidote..... | chest with a 'Tent' in it. Return to the
| Phoenix Down..... | previous room and go down through the door
| | below the stairs. You can go underwater via
o-----o the stairs on the left side and head down
the stairs under the water. You'll find a

box here marked with a skull and crossbones. Examine it to receive a whopping
'990 GP.' Go up the stairs on the left and then through the upper door.

There's a staircase in this room on the left side that leads down to a chest
containing 'Phoenix Down.' Leave this room and go down through the next one,
there's a set of stairs here at the bottom right corner leading down. Grab
the treasure chest on the right side containing 'Tonic' and then ascend the
stairs above you. Watch out for the holes in the floor here, if you step on
them you'll drop down to the room below. Head South out of this room and
watch the scene in the next one., you'll get a chance to rest and heal here.

Head up through the door at the upper right and save your game here. Climb up
the stairs to find yourself back outside once again. Cross the broken mast to
the right and go down until you reach another broken ship. Through the door
you'll see something in the corner, pick it up to receive 'World Map.' Now go
downstairs and open all three chests which contain 'Antidote,' 'Antidote,' and
'Phoenix Down.' Leave this room and jump across the rocks to the right. When
you open the chest it reveals the entire other section of the ship. The rocks
up at the top lead you across to the other side where a scene triggers.

O=====O=====O=====O

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| Boss: Siren | HP: 900 | Level: 2 |
O=====O=====O=====O
|
| The Siren has two forms, a normal form and an undead form and she will
| switch between them periodically during the battle. The first form is
| weak to physical attacks and immune to magic while the second form is weak
| to magic and extremely strong against physical attacks. For the first
| form just attack normally and work on keeping your HP up. Note that you
| can make your cure spell target everybody by press right on the D-pad
| after you select it. When she changes to undead her attacks become a lot
| more powerful but do do yours. She has a weakness to fire and also to
| healing magic. Cast cure on her to do damage! Also in most Final Fantasy
| games using a Phoenix Down on the undead kills them instantly, I didn't
| try it but it may work. Use the appropriate attacks for each form.
|
O-----O

```

Head up to exit the Ship graveyard and you'll find yourself on the world map. Go right and then head Southeast from there, then Southwest to stay along the coast and stop when you come to the small village of Kerwin Town.

```

| Final Fantasy V /-----O
| -----\ Kerwin Town |
| (00007) \-----O

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```

o----- Item Checklist -----o
| Antidote..... | When you enter Kerwin town go under the arch
| Ice Rod..... | and the next arch on the right side of the
| | stairs. You'll find five barrels side by
| | side here, the one second from the left has
| | an 'Antidote' in it. Head right and then
o-----o | down to find some more boxes. Notice that
| | you can fit between the two boxes here, this

```

is a secret route that leads down under the arch. Examine the box at the bottom to get an 'Ice Rod.' That about does

```

it for things to find in this town so head o- Weapon Shop -----o
around to the various shops and get some |
nice shopping done. Head to the pub and | Dirk.....300 GP |
you'll find a piano in the back. Approach | Long Sword.....480 GP |
this piano and examine it to play, you have | Wooden Rod.....200 GP |
improved slightly over the last time you | Staff.....200 GP |
played in Tule Village! Head up the stairs |
on the right and speak to the man there. o-----o

```

```

Now you know of your next destination. If o- Armour Shop -----o
you're hurt then sleep at the inn, otherwise |
it's time to leave Kerwin Town. Northeast | BronzeShield.....300 GP |
of the village you will eventually come to | BronzeHelmet.....480 GP |
the North Mountain. There's a small little | Bronze Armor.....200 GP |
path you can see at the base of the | Bronze Plate.....200 GP |
mountain, approach that to enter. | Cotton Robe.....300 GP |
|
o-----o

```

```

o- Magic Shop -----o o- Item Shop -----o
| | | |
| Fire.....150 GP | | Tonic.....40 GP |
| Ice.....150 GP | | Antidote.....30 GP |
| Bolt.....150 GP | | Eye Drop.....20 GP |
| Sleep.....300 GP | | Maiden's Kiss.....60 GP |
| Cure.....180 GP | | Cornucopia.....50 GP |

```


Antidot.....90 GP	Soft.....150 GP
Mute.....280 GP	Phoenix Down.....1000 GP
Protes.....280 GP	Tent.....250 GP
o-----o	o-----o

Final Fantasy V /-----o
 | -----o-----\
 | (00008) \-----o
 | North Mountain |

o----- Item Checklist -----o Head through the open cave door and go left
 | | at the fork, down at the bottom you'll find
 | Phoenix Down..... | a chest with a 'Phoenix Down' inside it.
 | Soft..... | Return to the fork at go up, before you
 | | reach the door follow the path down and open
 o-----o the chest to get a 'Soft.' Leave through
 the door at the upper left corner. Follow
 the outer path up and enter back into the cave. This just leads you to a door
 on the other side. Note that once you're outside again you absolutely must
 not touch those purple flowers, doing so will poison you and that isn't the
 most pleasant thing in the world. Across the bridge going North and then West
 back into the cave again you'll find a save point which comes in pretty handy.
 When you go outside a scene automatically takes over, be sure you're prepared.

o=====o=====o=====o
 | Boss: Magissa / Faltzer | HP: 650 / 850 | Level: 8 / 8 |
 o=====o=====o=====o

| This battle starts as just a fight against Magissa, after she's had her
 | fill she decides to summon Faltzer into battle. Faltzer has more health
 | than her and his Tackle is extremely powerful. Magissa only has 650 HP
 | so you should try to wipe her out as quickly as possible. I find that
 | Ice magic seems to be the most effective against her even though it really
 | isn't a weakness. The same goes for Faltzer. Just use your most powerful
 | attacks to take them down. I believe it may actually be possible to kill
 | Magissa before she has the time to summon Faltzer, in order to do this you
 | will need to be extremely fast of course, but it eases the fight a lot.
 |
 o-----o

If you didn't already during the battle you'll need to use an Antidote on
 Reina thanks to Magissa's poison arrow. You might also want to go back and
 save your game. Now head left and go through the door to find the dragon at
 the top of the mountain. Now you'll find yourself back on the world map with
 control of the dragon, you can fly over pretty much anything except mountains.
 You also won't get into any random battles which is nice. If you fly directly
 South of Kerwin Town you'll find another small town called Walz.

Final Fantasy V /-----o
 | -----o-----\
 | (00009) \-----o
 | Walz |

o----- Item Checklist -----o Enter the town part first, there isn't a lot
 | | to do here but what you can do is check out
 | Tent..... | all the shops and make some purchases to
 | Phoenix Down..... | upgrade your equipment (especially your
 | 490 GP..... | armour.) Once this is done head left to
 | 1000 GP..... | find Walz Castle. Head up into the throne
 | 1000 GP..... | room and speak to the king. Head down from
 | Elf Cloak..... | the throne room and go into the large door

	MythrilShield.....590 GP		o-----o
	MythrilHelmt.....550 GP		
	Plumed Hat.....350 GP		o- Magic Shop -----o
	MythrilArmor.....700 GP		
	Silver Plate.....600 GP		Fire2.....600 GP
	Silk Robe.....500 GP		Ice2.....600 GP
	MythrilGlove.....600 GP		Bolt2.....600 GP
	SilvrArmBand.....500 GP		Poison.....290 GP
			Sleep.....300 GP
o-----o			Fire.....150 GP
			Ice.....150 GP
o- Item Shop -----o			Bolt.....150 GP
			Cure2.....620 GP
	Tonic.....40 GP		Raise.....700 GP
	Antidote.....30 GP		Muddle.....650 GP
	Eye Drop.....20 GP		Mute.....280 GP
	Maiden's Kiss.....60 GP		Protes.....280 GP
	Cornucopia.....50 GP		Cure.....180 GP
	Soft.....150 GP		Scan.....80 GP
	Phoenix Down.....1000 GP		Antdot.....90 GP
	Tent.....250 GP		Demi.....620 GP
			Stop.....580 GP
			Haste.....320 GP
			Mute.....320 GP
			Slow.....80 GP
			Regen.....100 GP
o-----o			o-----o

Final Fantasy V /-----o
 | -----o-----\
 (0000C) \-----o

o----- Item Checklist -----o Enter the Fire ship and head down the stairs
 | | once and then again to reach the true
 | MythrilGlove..... | entrance to the mechanical insides. Start
 | Cottage..... | by going through the door above you and
 | Elixir..... | opening the treasure chest to get
 | Elixir..... | 'MythrilGlove.' Head back out and climb the
 | Phoenix Down..... | stairs on the left, on the left side at the
 | Thief'sGlove..... | top is another chest containing 'Cottage.'
 | Green Beret..... | On the right side you'll find a set of
 | Moonring..... | stairs leading down, descend them and get
 | Elixir..... | the 'Elixir' from the chest. Now go back up
 | | and through the door at the lower left. Run
 o-----o across this upper walkway to the right side
 and go through the door to find a chest with
 an 'Elixir' inside. Return to the first floor and this time take the door at
 the top. Press the switch on the left to make the elevator go up and when you
 get to the top exit the elevator and open the chest on the right which has a
 'Phoenix Down.' Head left and go up through the door where you'll find
 another elevator. Ride it up then climb the stairs on the left when you come
 out to find yourself in a vent. Follow the linear path until you come to a
 door, through it is another elevator. Coming out of the elevator you've got
 your choice of four vents and three doors. Take the vent that's second to the
 right and you'll land right beside a treasure box. Open it to receive
 'Thief'sGlove.' Ride the conveyer belt across and take the vent again to get
 back where you were. Now take the far right vent. When you drop head right
 then down and run through the vents until you reach a chest containing 'Green

Beret.' Descend the stairs and ride the conveyer belt back across to where you came from, then go up through the door and ride the ladder up. Now take the vent that's second from the left. Use the stairs at the upper right then press the button to open a door. The room has a chest with 'Moonring' inside. Return back up the stairs and enter the room on the left. Don't cross the conveyer belt but instead go through the door on the left and save your game.

Head through the door above the save point to reach a large room. Go up and press the button on the left to ride the platform up a bit. Now press the button just above you to move the platform below the chest over one square. Head down and around to the switch on the left and press it. Run across to the right side and press both the switches that you come to. Head down and left. There are two switches here, get on the platform beside the upper switch and press the switch while standing on it. When you reach the top you'll be able to access the chest and get the 'Elixir.' Heal your characters and head up through the door, prepare yourself for a boss fight.

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O=====O=====O=====O=====O
| Boss: LiquidFlame           | HP: 3000           | Level: 19         |
O=====O=====O=====O=====O
```

```
|
| Depending on how your party is set up this will either be a very difficult |
| boss, or a somewhat difficult boss. It has a weakness to ice, an extreme |
| weakness so much that the Ice2 spell deals 900 damage and with only 3000 |
| HP you can see it isn't going to last long. The problem is that its      |
| attacks are extremely powerful, just the Fire2 spell can deal nearly 300 |
| damage to a single character. Fortunately he only casts this as a        |
| counterattack which means that Ice2 is the only thing you should be using |
| to hurt him so all your attacks count. There is one exception however,   |
| the boss has three forms, humanoid, hand and tornado. During the hand    |
| state magic cannot be used and in order to get him to the next phase he  |
| must take damage so the only time you should use a physical attack is in |
| the hand form. Cast Ice2 a few times in other forms and he'll go down.  |
|
O-----O
```

Following the boss battle head up to the crystal and watch the scene.

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___
|___ inal Fantasy V /-----O
| -----o-----\                Karnak Castle                |
|         (0000D)   \-----O
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o----- Item Checklist -----o
|                               | When you find yourself in front of the save
|                               | point go back down and examine the pot to
| 2000 GP....._____ | restore your HP & MP back to full again.
| Elixir....._____ | Save your game and then head up through the
| Ribbon....._____ | door. Open the cell door on your right and
| Shuriken....._____ | grab the chest containing '2000 GP.' Note
| 2000 GP....._____ | that the Gigas enemies you find in the
| Elixir....._____ | treasure chests here can teach a Blue Mage
| HuntingKnife....._____ | both Aero and Aero 2. Head up and when you
| Elixir....._____ | reach the door then go down into the cell,
| Elixir....._____ | there's two chests here and the one that
| Elixir....._____ | isn't open has a monster-in-a-box. After
| Elixir....._____ | defeating them you get an 'Elixir.' When
| Elf Cloak....._____ | you go through the door make a left and open
| LgtningSkill....._____ | the one chest among the three of them,
| Fire Rod....._____ | there's monsters inside and once they area
|                               | defeated you receive 'Ribbon.' Run to the
o-----o right and open the chest for more monsters
```

and a 'Shuriken.' Go up through the double doors and around to the lower doors, from here continue up the stairs to the main hall and then take the upper right door. Open the two chests here for '2000 GP' and 'Elixir.' Take the stairs at the upper right and follow the path around to reach a chest with monsters in it and then a 'HuntingKnife.' Return to the room with all the chests and run to the bottom where you'll find two more both containing monsters and two 'Elixir.' Take the bottom exit and go left into the next room ,right here are tow more chests and two more 'Elixir' with monsters. At the top is one 'Elixir' with monsters and '2000 GP' without. Follow the upper left stairs around to the bottom again and battle the monsters in the chest for an 'Elf Cloak.' Finally it's time to return to the front hall, before leaving the castle take the path left of the front door and battle the monsters in the chest, afterward you automatically learn the magic Esna. Open the chest on the right side and defeat the monsters for a 'LgtningSkill.' Now leave the castle and get ready for...

```

O=====O=====O=====O
| Boss: Iron Claw                | HP: 900          | Level: 39        |
O=====O=====O=====O
|
| This boss actually starts out as a Sergeant but transforms soon after, you |
| should start by casting Ice2 on all of them to eliminate the guard dogs. |
| Luckily damage you do to the Sergeant counts toward damage to Iron Claw |
| when he transforms. This isn't really a boss so much as its a slightly |
| more difficult normal battle. If you've got extra time you might want to |
| wait until he casts Doom Claw on your Blue Mage so you can learn it.    |
|
O-----O

```

Escape from the castle now just by running down and you're home free. You'll get three new crystal shards and thus, three new job classes: Trainer, Geomancer and Ninja. Head back to the town of Karnak. If you go to the upper right corner fire is no longer blocking the stairs. Climb them and run around to the left side where you'll find a barrel with a 'Fire Rod' inside. That's it, time to leave Karnak (after saving and resting of course.) Make your way Southwest on the map and then Southeast. Watch out when passing through the desert for the dangerous Quadrharpy enemy, however this enemy can teach a Blue Mage the Aqua Rake spell, one of the most powerful Blue Magic spells in the game. Eventually you will reach the Library of Ancients in a forest.

```

| Final Fantasy V /-----o
| -----o-----\                Library of Ancients |
| (0000?)          \-----o

```

```

o----- Item Checklist -----o
|                               |
|                               | second floor, if you examine the pot here
| Ether....._____ | you will heal HP & MP fully. On the top
| Ninja Suit....._____ | floor there are three books on the ground,
| Phoenix Down....._____ | examining the one on the right triggers a
|                               | battle, different pages correspond to
o-----o different enemies here. Page 32 can teach a
                               | Blue Mage Aero 2, Page 64 can teach a Blue
Magel.5 Doom and Page 256 can teach a Blue Mage Moon Flute so it's a great
battle to learn some new skills. Now return to the first floor and go down
the stairs on the left. Head up and the bookshelf moves out of your way.
Step into that little hole in the shelf above you to move it back. Run right
and go down through the two holes to reach the ladder. Climb it and go up to
the right, the shelf will automatically move. Walk across the top of the
shelves and examine the far right wall to move it again. Go down the stairs
and check the shelf with the crack in the floor to reveal a hole. Drop down

```



```

o----- Item Checklist -----o A quick event occurs just as you get inside.
|                               | Try to leave the town only to find you won't
| None..... / | be going anywhere anytime soon. Oh well.
|                               | Start by going into the house at the lower
o-----o right corner of town and speaking to the
                               blue haired person. You'll learn the
"Strength Song" for a Bard to sing. Now play the piano to bring your total up
to four. Now check out the various shops in
this town, that's about all there is to do
here. Head South to the small forest and go
into it, here you'll find a Black Chocobo.
You simply need to run up to it and press X
to catch it, afterward you'll be ready to
fly it but first you get a special present,
two new job classes: Hunter and Bard.
Nifty. Anyway now that you can fly this
thing, follow the chain of islands West
until they stop and reach land again at the
bottom of the large continent. Note there
is an area of forest here which is good
because Black Chocobos can only land in
forested areas. You'll find a forest here
and along the way you'll pass a cave. This
is Jachol Cave and is entirely optional, no
bosses or anything in fact just a short
couple rooms with three chests at the end.

```

```

o- Item Shop -----o
|                               |
| Tonic.....40 GP |
| Antidote.....30 GP |
| Eye Drop.....20 GP |
| Maiden's Kiss.....60 GP |
| Cornucopia.....50 GP |
| Soft.....150 GP |
| Phoenix Down.....1000 GP |
| Tent.....250 GP |
|                               |
o-----o
o- Weapon Shop -----o
|                               |
| Fire Bow.....2500 GP |
| Ice Bow.....2500 GP |
| LightningBow.....2500 GP |
| Silver Harp.....800 GP |
|                               |
o-----o
o- Armour Shop -----o
|                               |
| Plumed Hat.....350 GP |
| Poet Robe.....1000 GP |
|                               |
o-----o
o- Magic Shop -----o
|                               |
| Fire2.....600 GP |
| Ice2.....600 GP |
| Bolt2.....600 GP |
| Poison.....290 GP |
| Sleep.....300 GP |
| Fire.....150 GP |
| Ice.....150 GP |
| Bolt.....150 GP |
|                               |
|                               |
|                               |
o-----o

```

Note that the next two sections are optional, but one is a very short cave and the other is a town where you can upgrade your weapons for an upcoming dungeon so checking both of them out is still highly recommended, it won't take long.

```

|___ inal Fantasy V /-----o
| -----\
| (0000F) \-----o

```

```

o----- Item Checklist -----o
|                               |
| Shuriken..... |
| Tent..... |
| Spark Whip..... |
|                               |
o-----o
When you enter Jachol Cave press the button
to move the wall. The only enemies you will
encounter in here are squirrels, ones that
you fought at the beginning of the game and
another called SkullEater that cannot be
killed at the moment and you must run from
because its attack deals over 1000 damage.
They're not too hard to run from so you
should be okay. Go down to the bottom where you will see a whole bunch of
buttons but only one is the real one. After a few seconds it reveals itself
and you have to press it before they all come back, otherwise it changes
position and you must try again. When you hit it the wall moves and you can

```


get to the upper right corner. Examine the open chest to find a switch that unlocks the door. Now in this room go up and head left to find a chest with 'Shuriken' inside. At the bottom the chest has a 'Tent' and at the top around the left side of the path and down is a chest with a 'Spark Whip.' If these chests are empty then it means you let that pickpocketing wolf out of jail, and empty chests are your punishment for your jailbreaking habits. Anyway leave the cave through the same way you came in. Once you're back on the world map again head West and then South to reach the small village of Jachol.

```

_____
| Final Fantasy V /-----o
| -----o-----\
|           Jachol Village           |
| (0000G)      \-----o

```

```

o----- Item Checklist -----o All your have to do here is upgrade your
|                               | equipment, the armour shop kind of sucks as
| None..... / | do the magic and item shops but the weapon
|                               | shop has new and powerful weapons for just
o-----o about every job class you have right now.

```

The other thing you'll want to do is head into the pub and play the piano bringing your total up to five. Now from here return to your Black Chocobo and ride it

```

North to the Library of Ancients. Head o- Weapon Shop -----o
inside and speak to Cid and Mid. |                               |

```

<pre> o- Armour Shop -----o Green Beret.....2500 GP Ninja Suit.....3000 GP Poet Robe.....1000 GP o-----o </pre>	<pre> Cleaver.....3200 GP Coral Sword.....2800 GP Mage Slasher.....900 GP Trident.....2700 GP Katana.....5800 GP Silver Bow.....1500 GP o-----o </pre>
---	--

<pre> o- Item Shop -----o Tonic.....40 GP Antidote.....30 GP Eye Drop.....20 GP Maiden's Kiss.....60 GP Cornucopia.....50 GP Soft.....150 GP Phoenix Down.....1000 GP Tent.....250 GP o-----o </pre>	<pre> o- Magic Shop -----o Cure2.....620 GP Raise.....700 GP Muddle.....650 GP Mute.....280 GP Protes.....280 GP Cure.....180 GP Scan.....80 GP Antdot.....90 GP o-----o </pre>
--	---

```

_____
| Final Fantasy V /-----o
| -----o-----\
|           The Sand Tides           |
| (0000H)      \-----o

```

```

o----- Item Checklist -----o When you arrive at the Library of Ancients
|                               | it seems Cid and Mid have a plan but first
| None..... / | you must go to the Sand Tides. The Sand
|                               | Tides are located West of the Library of
o-----o Ancients, you must travel there on foot as
|                               | there is no forest to land your Chocobo.

```

Enter the tides and try to cross to trigger a scene with Cid and Mid. Select yes or no depending on whether you're ready to fight a boss or not. You can leave and save your game, then return and speak to Mid to trigger the fight.

=====o=====o=====

```

| Boss: Sandworm | HP: 3000 | Level: 18 |
O=====O=====O=====O
|
| This boss shouldn't be too difficult even if you can't exploit his
| weakness. The boss has a weakness to water meaning that you probably
| don't have any magic of this element unless you dared to go up against the
| Quadhrarpy and learn the Aqua Rake spell, if you did then you can totally
| annihilate this boss. If not than stick with normal attacks and ice magic
| which won't be too effective but slowly but surely you can take him down.
| Usually the boss seems too busy changing from hole to hole to attack you,
| if he uses Quicksand on your party simply counter it with a Cure2 on all.
|
O-----O

```

Cross on the dirt bridge and step off into the sand on the right. You'll be brought down to another safe place. From here take a couple of steps down and ride the sand to the next safe place where you can walk off the bottom again, then take a couple of steps left and drop off the bottom. At the final one right above the exit walk left once and go down to reach it. Leave the Sand Tides and make your way South to reach the abandoned town of Gorn.

```

| Final Fantasy V /-----O
| -----\                Gorn Town |
| (0000I)  \-----O

```

```

O----- Item Checklist -----O Head up toward the stairs to see a
|                               | mysterious figure, then to the lower right
| Shuriken....._| to see it again. Follow it up the stairs
| Shuriken....._| and into the broken building at the top,
|                               | you'll be dropped down into a rather odd
O-----O looking area. Gather your party and head
|                               | through the door at the upper right corner.

```

When you step into the square you'll be warped to a completely different part of the world. Climb up two flights of stairs and then go around through the door leading down. Take the door on the left and check the bottom corner, you'll see three chests behind a wall. Pull the switch on the wall and the path opens up. Check the three chests to receive two 'Shuriken' items and the third one teaches you the Mini spell. If you go into the middle room you can rest and heal back to full HP & MP. Now exit back to the room you came from and press the switch on the upper left wall to unlock the door. Save your game here and then continue up along the linear path until a scene takes over. Follow Cid down into the ship and speak to him. Prepare for a boss battle.

```

O=====O=====O=====O
| Boss: Clay Claw | HP: 2000 | Level: 43 |
O=====O=====O=====O
|
| Well this is pretty much just a filler boss because its HP is painfully
| low, its attacks aren't strong and its weakness is easy to exploit. All
| you have to do is cast Bolt2 about three times, maybe throw a Lightning
| Skill item with a Ninja too. If you have a Knight equipped with a Coral
| Sword from Jachol Village you'll be seeing some massive damage too.
|
O-----O

```

Now you'll be able to pilot your very own airship. The next thing you want to do is fly it back to Gorn Town, when you get close a scene occurs as something comes up out of the sand. Return to Crescent Island and land your ship on the dock where you came from and speak to Cid and Mid. When you learn of your next destination you can head there immediately (Tycoon Meteor) or you can

check out a couple villages you haven't been to before. Skip ahead to the Tycoon Meteor section if you aren't going to bother exploring the world.

```
Final Fantasy V /-----o
| -----\
| (0000J)  \-----o
|
|                                     Rikks Village
|
```

```
o----- Item Checklist -----o Rikks Village is Bartz's hometown, it's
|                                     | located directly Northwest of the Wind
| None..... / | Shrine, just past the mountain range.
|                                     | There's a single space of green grass where
o-----o you can land your airship here. Staying at
|                                     | the inn here is 100% free and it triggers a
```

scene during the night if you wish to view it. Head to the small house at the upper left corner of town and examine the purple music box on the table to trigger a flashback. Afterward speak to the person who lives in your house to learn the "Temptation Song." Besides some shopping there isn't much else to do in this town.

```
o- Armour Shop -----o
|                                     |
| Green Beret.....2500 GP |
| Ninja Suit.....3000 GP |
|                                     |
o-----o
```

```
o- Weapon Shop -----o
|                                     |
| Ninja Knife.....600 GP |
| Shuriken.....2500 GP |
| Fire Skill.....200 GP |
| Water Skill.....200 GP |
| LgtningSkill.....200 GP |
|                                     |
o-----o
```

```
o- Item Shop -----o
|                                     |
| Ether.....750 GP |
| Tonic.....20 GP |
| Antidote.....15 GP |
| Eye Drop.....10 GP |
| Cornucopia.....25 GP |
| Maiden'sKiss.....30 GP |
| Soft.....75 GP |
| Tent.....125 GP |
|                                     |
|                                     |
|                                     |
o-----o
```

```
o- Magic Shop -----o
|                                     |
| Esna.....3000 GP |
|                                     |
|                                     |
o-----o
```

```
Final Fantasy V /-----o
| -----\
| (0000K)  \-----o
|
|                                     Easterly Village
|
```

```
o----- Item Checklist -----o You'll find this village at the Northwest
|                                     | corner of the world. When you enter this
| Ramuh....._____ | village the first thing you should do is
|                                     | make your way to the upper right where
o-----o you'll find a bunch of sheep grazing. Go
|                                     | behind the sheep at the left corner and
```

examine it, remember you must be BEHIND it. The sheep will kick you over the fence, then you can talk to the Bard and say you're here to save the crystal. The Bard teaches you the "Love Song," now just follow the path to exit the town, and immediately head back in. There's no weapons shop and this town and good luck trying to afford anything in the armour shop. Now there's a special little thing you can do to acquire the next summon spell, Ramuh. What you need to do is prepare yourself for battle and then cross the bridge East of the village. Walk around here until you get into a random

```
o- Armour Shop -----o
|                                     |
| Fire Ring.....50,000 GP |
| Coral Ring.....50,000 GP |
| Angel Ring.....50,000 GP |
|                                     |
o-----o
```

```
o- Magic Shop -----o
|                                     |
| Demi.....620 GP |
|                                     |
o-----o
```

battle and the first fight will almost	Stop.....580 GP
always be against Ramuh. Defeat him in this	Haste.....320 GP
forest to get the 'Ramuh' item which can be	Mute.....320 GP
used in your menu to get the Ramuh Summon.	Slow.....80 GP
	Regen.....100 GP

O=====O=====O=====O | |

Boss: Ramuh	HP: 4000	Level: 21	o-----o
-------------	----------	-----------	---------

O=====O=====O=====O | |

	o- Item Shop -----o
Before you start this battle make sure	
to unequip the Coral Sword as it makes	Tonic.....40 GP
things much easier. Despite what you	Antidote.....30 GP
think, Ramuh doesn't really have a	Eye Drop.....20 GP
weakness to water so pretty much any	Maiden'sKiss.....60 GP
attack is as effective as the last. If	Cornucopia.....50 GP
you don't mind using them, throwing	Soft.....150 GP
Shurikens deals about 1000 damage and	Phoenix Down.....1000 GP
spells like Ice2 are decent enough.	Tent.....250 GP
Normal attacks work fine, not the Coral	
Sword obviously but if you can't beat	
him, the leveling up is your best bet.	

o-----o o-----o

Final Fantasy V /-----o

-----o-----\	Tycoon Castle	
(0000L) \		

-----o

o----- Item Checklist -----o	Head to Tycoon Castle and speak to the guard
	out front to have him open the gate.
Potion....._____	Immediately go to the throne room to meet
Cottage....._____	with the chancellor, then during the night
Ether....._____	there is a flashback scene. After sleeping
Phoenix Down....._____	leave the room and go down the stairs, below
Elixir....._____	you are two pots and a barrel, examine the
Ether....._____	pot for a 'Potion.' Return to the front
Elixir....._____	hall and head up the stairs on the right
Phoenix Down....._____	side. When you reach the room from the
Maiden'sKiss....._____	flashback examine all the objects in here to
Shuriken....._____	get a 'Cottage,' 'Ether,' 'Phoenix Down,'
Katana....._____	and 'Elixir.' Head to the throne room and
Monster Bell....._____	go through the door on the upper right side
HealingStaff....._____	and ascend the stairs. Examine all the pots
	here to get 'Ether,' 'Elixir,' 'Phoenix
o-----o	Down,' and 'Maiden'sKiss.' Leave the

through the front door of the castle but before you take the stairs out of here entirely head left, the guard that was blocking the archway before has now stepped aside. Follow the path up and into the room. Press the button on the wall to reveal a secret door and a secret path that leads to the upper left where you will find 'Shuriken,' 'Katana,' and after speaking to the guy, a 'Monster Bell' in the chest behind him. Speaking to him also put the 'HealingStaff' in your inventory which is incredibly useful. Equip it on a White Mage and have him attack your party for a free healing spell. Now it's finally time to head for Tycoon Meteor.

Final Fantasy V /-----o

-----o-----\	Tycoon Meteor	
(0000M) \		

-----o

o----- Item Checklist -----o	Approach the front of the meteor and examine
------------------------------	--

| it to open the door, now head inside and
 | Adamantite....._____ | grab the 'Adamantite.' When you try to
 | leave however a boss attacks. When the boss
 o-----o has been defeated return to the airship dock
 at Crescent Island and give Cid and Mid the
 Adamantite to install. Now whenever you press X an arrow appears near the
 ship and you have the choice of either landing or flying up to the sky.

O=====O=====O=====O=====O=====O=====O=====O=====O=====O=====O=====O=====O
 | Boss: Adamantaim | HP: 2000 | Level: 20 |
 O=====O=====O=====O=====O=====O=====O=====O=====O=====O=====O=====O=====O

| His health total may seem low but that's deceptive considering his defense |
 | is so high. The only way you're going to be able to deal a good amount |
 | of damage to him is using spells like Ice2 and Shiva, but even though he's |
 | weak against them they still only deal about normal damage, but at least |
 | they aren't significantly reduced like physical attacks. Have Cure2 |
 | ready because he does a dangerous double attack, you had just better hope |
 | he doesn't do both of them to the same person, or they're as good as dead. |
 |

| Final Fantasy V /-----o-----o-----o-----o-----o-----o-----o-----o-----o-----o-----o-----o
 | -----o-----\ Ruins of Ronka |
 | (0000N) \-----o-----o-----o-----o-----o-----o-----o-----o-----o-----o-----o-----o

o----- Item Checklist -----o When you ascend up into the sky you'll have
 | the Floating Castle right in front of you.
 | Gold Armor....._____ | before you can go inside you must first
 | Elixir....._____ | defeat all the guns however, there are four
 | Phoenix Down....._____ | of them, two on the left and two on the
 | Gold Shield....._____ | right. Note that you can learn the Missile
 | Potion....._____ | Blue Magic from the Rocket Gun and the Burn
 | 5000 GP....._____ | Ray Blue Magic from the FlameThrow enemy.
 | Shuriken....._____ | If you make a stop at Rikks Village before
 | Power Wrist....._____ | this and pick up a few extra LgtningSkills
 | Moonring....._____ | you can really speed these battles up, not
 | AncientSword....._____ | that they're that hard anyway, just exploit
 | Cottage....._____ | their weakness to lightning magic and
 | Ether....._____ | attacks (including the Coral Sword) and
 | they'll be down in no time. If you return
 o-----o to the surface in between battles the guns
 will still be destroyed when you come back
 up again. When the four cannons have been defeated a central cannon pops out,
 approach it and press the X button to examine it and trigger the battle.

O=====O=====O=====O=====O=====O=====O=====O=====O=====O=====O=====O=====O
 | Boss: Soul Gun | HP: 22,500 | Level: 36 |
 O=====O=====O=====O=====O=====O=====O=====O=====O=====O=====O=====O=====O

| What this boss has going for it is a lot of HP but not a lot else. There |
 | are three parts, the main gun part and a couple of Launchers which will |
 | be taken out quickly. The two most effective things you can do are |
 | summon Ramuh and throw LgtningSkills. After that there's a Bolt2 spell |
 | targeting all. A knight with the 2-handed ability and a Coral Sword |
 | equipped is devastating here as well. After the Launchers are gone the |
 | gun will spend the rest of the battle changing up its super attack. The |
 | beam cannon is powerful but at only about 200 damage to each person in |
 | your party, the power doesn't live up to the charge time it takes. |
 |

-----o
Fly the ship into the opening created by destroying the cannon. Enter the Ruins of Ronka and descend the stairs on the left side. You may want to place a Thief into your party at this point because there will be a few hidden paths in this area, but it's not required. Cross the invisible bridge to the right and then another one below you to reach the chest containing 'Gold Armor.' Descend the stairs to the next room. The secret path is on the left side, next you'll come to a choice of four paths. Take the second from the right path up and go left on the second highest panel, from there head up to reach the chest containing 'Elixir.' Return to the bottom and take the far left path. Now you'll come to two staircases, ignore both of them and head right to find a chest with a 'Phoenix Down' in it. Go right then down. Take the stairs down and back up again to find yourself in the same room. Up at the top of this path there's an invisible panel leading across to the other side where you'll find a chest with a 'Gold Shield' in it. Return back down the stairs and up again. Make your way to the two staircases you passed before.

Take the stairs that are leading up to reach a save point where you should save your game (obviously) and you'll probably need to use a Cottage by now. Head back down these stairs and then down the ones on your left. Up the stairs on the right and then up the stairs again. Then down the stairs. Go right and down through the door and then up the stairs again. Open the chest right above you to receive 'Potion' and then take the stairs down on the right side, they lead up around to a super treasure chest room. Note that the panel exactly two steps up from the stairs is a booby trap and will drop you down, but only the floor you just came from and it takes about two seconds to get back. Walk around the edge regardless. The chests contain '5000 GP,' 'Shuriken,' 'Power Wrist,' 'Moonring,' and 'AncientSword.' Drop down the hole in the middle and head up the stairs below you. This time go through the door leading down beside the stairs and continue down the stairs at the bottom.

Climb up the stairs and go through the door below you, watch out for that little open space you'd be surprised how easy it is to actually fall in. Make your way to the upper left corner and go down the stairs. There's another set of stairs here and a door, take the stairs up to find a save point which should come in handy around now. Return to the previous floor and this time go through the door to reach another set of stairs. Proceed through the door on this floor and go down the stairs on the right. At the bottom of this path is an invisible platform you can walk on to reach the two chests containing 'Cottage' and 'Ether.' Back up the stairs again head down through the door and press the button on the wall. This reveals a staircase down to the lower level. Speak to the man and prepare yourself for the boss battle.

o=====o=====o=====o
| Boss: Archeoavis | HP: 6400/2500 | Level: 21 |
o=====o=====o=====o

|
| By far the hardest boss in the game up to this point Archeoavis is going |
| to truly test your team's worth. You had better not come into this battle |
| until you are fully prepared. Archeoavis has multiples weaknesses and |
| immunities that change without any warning and the only ways to know |
| what his immunity is, is to either Scan him or watch his attacks. If he |
| casts Lightning he's immune to lightning, if he casts Blaze he's immune to |
| fire. That's the idea. Personally I try to avoid keeping up with all |
| his immunities and focus on other methods of damage. A 2-handed knight |
| equipped with the AnceintSword can do fairly good damage but to be honest |
| most of the damage for me came from throwing the Skurikens I had been |
| picking out of treasure boxes up to this point, each one you throw will |
| deal about 1000 damage. The tricky thing is that when you beat the boss |

| he just comes back to life again with between 2000 and 3000 HP and extra
| powerful physical attacks. Annoying yes, but it seemed like his physical
| resistance disappeared after being killed once, suddenly the Knight was
| deal twice as much and the Ninja could hit for more than 50 so... attack.
|
|

Follow the man up into the crystal room and watch the scene here. Afterward
you'll get four new job classes: Samurai, Lancer, Dancer, and Chemist. When
you've got control of your airship again simply land it anywhere to continue
the scene. Return to the ship dock at Crescent Island and speak to Cid.
You'll find a note in the room with the bookshelves, the one beside the
resting room. The note is on the table. Off to Tycoon Meteor.

Final Fantasy V /-----
| -----o-----\ The Meteors |
| (00000) \-----o-----

o----- Item Checklist -----o Visit Tycoon Meteor and speak with Cid and
| | Mid, now your job is to visit all the other
| None..... / | meteors which isn't really a problem. Head
| | Northwest to reach the Karnak Meteor. When
o-----o you arrive it seems the place is a "den of
| | monsters." Enter the meteor and you'll see
an odd shape on top of the warp panel. Examine it to trigger a boss fight.

o=====o=====o=====o
| Boss: Titan | HP: 2500 | Level: 1 |
o=====o=====o=====o

|
| Titan is a fairly basic boss with some powerful physical attacks and not
| much else. Have someone designated to be be able to cast Cure2 on whoever
| was hit by the most recent physical attack. Keep their HP up as much as
| possible (or correction, keep ONE person's HP up as much as possible)
| because when Titan is defeated he lets loose the Earth Shaker attack
| before he dies which deals about 500 damage to everyone in your party.
|
|

Following the battle you get the ability to summon Titan in battle from this
point on which is kind of nice. Leave the meteor and make your way East to
reach the Walz meteor. You might think this one is safe, but think again!

o=====o=====o=====o
| Boss: Byurobolos | HP: 2200 | Level: 22 |
o=====o=====o=====o

|
| Seriously for 600 GP you can win this fight easily. Head to Rikks and
| buy three LgtnngSkills and just use them when the battle starts for a
| guaranteed win. Regardless of what your strategy is you MUST NOT use
| any attacks under any circumstances that do not target every single
| enemy. When each of them dies they cast the Arise spell which revives
| every single other one automatically, but doesn't work if none are dead.
|
|

The next meteor is of course the Gorn Meteor right below where the floating
castle used to be. Enter the meteor to find Cid and Mid and a boss as well.

o=====o=====o=====o

| Boss: KimaBrain | HP: 3300 | Level: 19 |
O=====O=====O=====O

|
| Well this boss is just a test to see whether you can survive the Blaze
| attack or not. If Galuf was you're White Mage turn your Black Mage into
| a White Mage for this battle because you're going to need someone capable
| of casting Cure2 on everyone. The boss will also occasionally cast the
| Aqua Rake spell so if you haven't learned it by now that I guess this
| would be the perfect opportunity since you'll probably be hit anyway.
|
O-----O

On your map now are four moving indicators showing where you need to go, where they all meet. Fly your airship to this peninsula and step on the warp panel to trigger a scene. This is you last chance to do whatever you want to do in this world so GET IT DONE before stepping on to the warp portal.

—
| Final Fantasy V /-----O
| -----o-----\ The Island |
| (0000P) \-----O

o----- Item Checklist -----o When you arrive in Galuf's world you'll find
| | yourself on an island with nothing to do but
| None..... / | get in random battles. What you need to do
| | is use a Tent to continue the game, and the
o-----o enemy Pao you fight on this island will drop
one every time so if you want an infinite
supply of Tents then keep fighting battles. Something I just noticed while
typing this that I've never seen before is that if you just stand still on the
island for long enough you'll get a quick little scene suggesting you use a
tent. Do so to proceed with the game. You'll get into a fight with the
Abductor, whether you win or lose this fight makes no difference. If you win
you get an Ether but you're still kidnapped when you open the chest.

—
| Final Fantasy V /-----O
| -----o-----\ X-Death's Castle |
| (0000Q) \-----O

o----- Item Checklist -----o You'll be in cntrol of Galuf when everything
| | is all set. Through the door at the top of
| None..... / | the room you'll find a save point (which you
| | need to use) and a couple of healing springs
o-----o in the next room up. Back in the front hall
again take the stairs on the left side down
and go down again on the next floor and the floor after that. Now prepare
yourself for a boss fight... kind of. It's just you against Gilgamesh. His
attacks are weak considering you battle him with only Galuf. You'll need to
deal about 1500 damage before the battle ends. I recommend changing Galuf to
a Monk with the ability to use White magic, that's pretty much a guaranteed,
so is changing to a Monk and just using items. If your level is too low
simply level up against the enemies and heal back to full at the springs on
the main floor. When Gilgamesh is defeated you'll have your entire party back
together again. Return to the main floor and leave X-Death's Castle. Head
West until you reach the Big Bridge, save your game and step onto it.

—
| Final Fantasy V /-----O
| -----o-----\ Big Bridge |
| (0000R) \-----O

o----- Item Checklist -----o As you make your way across the Big Bridge


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|                               | you'll have to fight your way through hordes
| None..... / | of enemies. You'll have to fight probably
|                               | around seven or eight groups of enemies
o-----o before you can finally reach the other end
              of the bridge. Now head through the door.

```

```

O=====O=====O=====O
| Boss: Gilgamesh           | HP: N/A           | Level: N/A       |
O=====O=====O=====O

```

```

|
| Do not underestimate this boss or he will absolutely waste you. I say
| this because it's easy to underestimate him at the beginning, his attacks
| are weak and his spells are weaker. After awhile of pummeling you'll be
| wondering if the battle actually started yet. Eventually Gilgamesh
| surrenders saying you're too strong... NOT! While pretending to surrender
| he's casting all sorts of support magic on himself including Haste which
| makes him move lightning fast in this battle, he has higher defense now
| and he's got the Jump attack which deals about 400 damage or more when it
| connects with a single character, and despite this only being a single
| character hit, his incredible speed will make you wonder what happened to
| your party at the game over screen. Hit as hard as you can with whatever
| magic you have and if you've got any Shurikens left throw them now. You
| might also want to pick up the GobPunch and Aero 2 Blue Magic spells.
|
o-----o

```

Following the battle make sure to heal because you're still going to have to face two more normal fights after this. Eventually a number of events occur and you find yourself on the world map. Begin the long trek East until you reach the small village Lugor Bordertown, there's no way you can miss it.

```

| Final Fantasy V /-----o
| -----o-----\           Lugor Bordertown           |
| (0000S)          \-----o

```

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o----- Item Checklist -----o The most important thing in the game,
|                               | there's a secret here you can do to make
| None..... / | infinite money. Enter the bar and step onto
|                               | the stage. Agree to dance and you will make
o-----o 100 GP. Do it again and you'll make another
              100 GP. Keep doing it. Infinite money!

```

Well in practice it doesn't quite work out as well as you would think because it takes too long and 100 GP is pretty insignificant at this point, you'll get more than that in the same amount of time fighting outside and you'll get experience for that. Before you leave the pub there's a secret path through the wall below the bar that leads up to the sixth piano. Getting there. Anyway all there is left to do now is some shopping, the weapon and armour shops are pretty well stocked and the magic store has new new (albeit not very useful) spells. Before you leave town stay at the inn for a scene during the night, it's free too. Leave the town and head South past the castle, then East, then North and finally East again to reach the Moogles Forest.

```

o- Weapon Shop -----o
|                               |
| HalcyonBlade.....3400 GP |
| War Hammer.....6400 GP |
| Katana.....5800 GP |
| Half Moon.....5600 GP |
| Wind Lance.....5400 GP |
| Dark Bow.....3800 GP |
| Dream Harp.....1600 GP |
| Chain Whip.....3300 GP |
|                               |
o-----o
o- Armour Shop -----o
|                               |
| Gold Shield.....3000 GP |
| Gold Helmet.....3500 GP |

```

```

o- Item Shop -----o

```



```

_
|_ inal Fantasy V /-----o
| -----o-----\
| (0000U) \-----o

```

```

o----- Item Checklist -----o You'll find the Moogle that you just saved
|                                     | at the upper right corner of the village.
| Ether....._____ | Speak to him and then follow the Moogle into
| Cottage....._____ | his house to find a gold mine. There are
| Dancing Dirk....._____ | six chests here containing 'Ether,'
| Phoenix Down....._____ | 'Cottage,' 'Dancing Dirk,' 'Phoenix Down,'
| 10,000 GP....._____ | '10,000 GP,' and '1 GP.' Leave the house
| 1 GP....._____ | and enter the house in the middle to find a
| Elf Cloak....._____ | Moogle costume, put it on then enter the
|                                     | house on the left. Speak to the Moogle in
o-----o here and then open the chest to receive 'Elf
Cloak.' Exit the village to get the costume
off then go back in and talk to the Moogle in front of his house at the upper
right corner. This will trigger a scene and then you'll be brought to...

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_
|_ inal Fantasy V /-----o
| -----o-----\
| (0000V) \-----o

```

```

o----- Item Checklist -----o Following the events in the throne room you
|                                     | might want to put a Thief into your party so
| Hero Drink....._____ | you can see the hidden paths. Open the
| Angel Robe....._____ | chest on the left side to get a 'Hero
| RegalCutlass....._____ | Drink' and then below that down the hidden
|                                     | path is a chest that teaches you the spell
o-----o Telepo when opened. Ascend the stairs on
the right side and to all the way to the top

```

```

of the castle. Speak to Krile to learn about your next destination and then
return to the throne room. Head down two
rooms to reach the outside courtyard of the
castle. The first door you come to has an
inn and an item shop inside. Enter the door
on the far left side. There's weapon,
armour and magic shops here but your
destination is the set of stairs at the top.
Go up until you're on the roof and then go
down the hidden steps on your right that
cannot be seen because of the tower in
front. At the bottom you'll find a chest
with 'Angel Robe' inside. Leave this whole
shop area. If you go down you'll find a
pool of water and when you stand at the
lower left corner it sucks you outside of
the castle. Run all the way around to moat
the the far upper right side and examine all
around that area until you find something
called a great sword which is in fact the
'RegalCutlass.' Return to the upper left
side and pull the switch to be brought back
into the castle. Once you leave the castle
it'll be awhile before you are allowed back
in again so make sure you've done everything
you want to do and found the items before
you actually go. When you leave a familiar
face comes to attack you.

```

```

o- Weapon Shop -----o
|                                     |
| HalcyonBlade.....3400 GP |
| War Hammer.....6400 GP |
| Katana.....5800 GP |
| Half Moon.....5600 GP |
| Wind Lance.....5400 GP |
| Dark Bow.....3800 GP |
| Dream Harp.....1600 GP |
| Chain Whip.....3300 GP |
|                                     |
o-----o

```

```

o- Armour Shop -----o
|                                     |
| Gold Shield.....3000 GP |
| Gold Helmet.....3500 GP |
| Green Beret.....2500 GP |
| Wizard Hat.....1500 GP |
| Gold Armor.....4000 GP |
| Ninja Suit.....3000 GP |
| Earth Robe.....2000 GP |
| Gauntlet.....3000 GP |
|                                     |
o-----o

```

Boss: Abductor			HP:	Level:	o- Magic Shop -----o	
					Drain.....	3000 GP
					Break.....	3000 GP
					Bio.....	3000 GP
This time you actually do have to win					Blink.....	3000 GP
the battle fortunately the thing is					Shell.....	3000 GP
painfully easy and shouldn't take more					Esna.....	3000 GP
than a couple hits to take down, if you					Comet.....	3000 GP
were able to beat it by yourself you can					Slow2.....	3000 GP
certainly beat it now, even if not.					Return.....	3000 GP

Once the boss has been defeated make your way North to reach Kelb Village.

o- Item Shop -----o		o- Item Shop -----o	
Potion.....	360 GP	Ether.....	1500 GP
Tonic.....	40 GP	Holy Water.....	150 GP
Phoenix Down.....	1000 GP	Cottage.....	600 GP
Soft.....	150 GP	Giant Drink.....	110 GP
Maiden'sKiss.....	60 GP	Power Drink.....	110 GP
Cornucopia.....	50 GP	Speed Drink.....	110 GP
Eye Drop.....	20 GP	Hard Body.....	110 GP
Antidote.....	30 GP	Hero Drink.....	110 GP

Final Fantasy V /-----o
 Kelb Village |
 (0000W) \-----o

o----- Item Checklist -----o When you arrive at the village there isn't
 | much you can do at all besides enter the
 | Kornago's Gourd..... | house at the upper left corner. Approach
 | | the door at the top to find it locked and
 o-----o then when you try to leave it triggers a

scene. Afterward you can access everything
 in the town. The first thing you want to do is leave the house. You'll find
 three wolves at the upper right corner,

o- Weapon Shop -----o	
Cluster.....	5100 GP
Crossbow.....	5000 GP
Poison Rod.....	1500 GP
Shuriken.....	2500 GP
Fire Skill.....	200 GP
Water Skill.....	200 GP
LgtningSkill.....	200 GP
HalcyonBlade.....	3400 GP
War Hammer.....	6400 GP
Katana.....	5800 GP
Half Moon.....	5600 GP
Wind Lance.....	5400 GP
Dark Bow.....	3800 GP
Dream Harp.....	1600 GP
Chain Whip.....	3300 GP

o-----o

Find one of the frog enemies called Kornago and deal approximately 800 damage to it or so, not enough to kill it. Now use the Trainer's Catch command to catch the frog. Return to Kelb Village and examine the well at the lower left corner. If you give him the frog you just caught along with a total of 10,000 GP then he'll give you the 'Kornago's Gourd' in return. Open the North gate and leave the town. Head directly North to find the entrance to Valley of Dragons.

o- Armour Shop -----o	o- Magic Shop -----o
RopeHeadband.....3500 GP	Drain.....3000 GP
Power Tasuki.....4500 GP	Break.....3000 GP
Power Wrist.....2500 GP	Bio.....3000 GP
Gold Shield.....3000 GP	Blink.....3000 GP
Gold Helmet.....3500 GP	Shell.....3000 GP
Green Beret.....2500 GP	Esna.....3000 GP
Wizard Hat.....1500 GP	Comet.....3000 GP
Gold Armor.....4000 GP	Slow2.....3000 GP
Ninja Suit.....3000 GP	Return.....3000 GP
Earth Robe.....2000 GP	
Gauntlet.....3000 GP	
o-----o	o-----o

o- Item Shop -----o	o- Item Shop -----o
Potion.....360 GP	Ether.....1500 GP
Tonic.....40 GP	Holy Water.....150 GP
Phoenix Down.....1000 GP	Cottage.....600 GP
Soft.....150 GP	Giant Drink.....110 GP
Maiden'sKiss.....60 GP	Power Drink.....110 GP
Cornucopia.....50 GP	Speed Drink.....110 GP
Eye Drop.....20 GP	Hard Body.....110 GP
Antidote.....30 GP	Hero Drink.....110 GP
o-----o	o-----o

Final Fantasy V /-----o
 | -----o-----\
 | (0000X) \-----o

o----- Item Checklist -----o I'm telling you now that before you begin to
 | | climb this mountain you should put a Bard in
 | 5000 GP....._____ | your party, in fact I'm not asking, I demand
 | Cottage....._____ | you put a Bard in your party. It's for your
 | Golem....._____ | own good anyway, that Requiem song you just
 | 7000 GP....._____ | learned will absolutely devastate many of
 | Coronet....._____ | the enemies on this mountain. Start heading
 | Wind Sword....._____ | up and go through the first cave door you
 | Phoenix Down....._____ | come to, in this chest you will find '5000
 | Dragon Grass....._____ | GP.' Leave the cave and continue up into
 | | the next one. When you come out of the cave
 o-----o go down, right and up to the next one.

You'll find a chest with a 'Cottage' inside at the bottom of the stairs. Now leave the cave and cross the bridge. Follow the path down, through the cave and outside again. Here's something you may want to keep in mind, there is a special random battle you can encounter in this area, actually two of them but the first really doesn't do anything. The first is just a ???? enemy attacking you and then running away. The second however is when you get into a battle with the Golem and a Skelesaur and an undead dragon. You must save the Golems life here which is so painfully easy. Think of a good way to hurt those two enemies without hurting the golem? The Requiem song will deal about 2000 damage to each of them while leaving the Golem untouched since it's not an undead creature. After the battle the Golem joins you as a new summon spell, simply use his item in the menu.

Head down until you reach a cave room with a blocked door and a button you

can't reach. There's a trap door in the floor on the right side here, drop down and open the chest to receive '7000 GP.' Go through the door on your left and press the button. Return to the previous room and exit through the door at the top. Now when you leave the cave there is a new path leading down. When you enter the next cave make a left and go down to reach two chests with 'Coronet' and 'Wind Sword' in them. Head to the other side and grab the chest at the bottom containing 'Phoenix Down.' Through the door at the bottom of the stairs is a save point, save your game and use a Tent or a Cottage. Leave the cave via the left exit and follow the path right until you eventually reach the Dragon Grass... actually... the EVIL Dragon Grass.

```

O=====O=====O=====O
| Boss: Drgn Grass          | HP: 12,000   | Level: 33   |
O=====O=====O=====O
|
| You can defeat this boss without getting hit, quite easily I may add |
| though it will require about seven or eight of the Skill items that can |
| be thrown by a Ninja. What the boss does is summon its little helpers |
| to attack you, but if you throw a LgtningSkill or something similar, |
| perhaps a summon spell, they will all be killed and the boss will not |
| attack you, instead it will just summon them again on its next turn. Have |
| the rest of your party attacking the boss between sessions of killing the |
| little Dragon Grasses to eventually take it down. Note that the grasses |
| attack using dangerous status effects so if they manage to stay alive for |
| even a single turn it might get VERY dangerous. To be on the safe side |
| you might want to change your best attacker like your Knight to the Bare |
| job class before the battle just so they can equip the Ribbon headgear. |
|
O-----O

```

Following the battle your party receives the 'Dragon Grass' for their efforts. Rather than climbing all the way back down the mountain simply change someone into a Time Mage if you don't already have them in your party and cast the Telepo spell that you learned while in Val Castle to get back to the bottom. Return to Val Castle and jump into the moat. The switch at the upper left corner still works to get you back in the castle. Head up to the top and speak to Krile, then give the Dragon Grass to the dragon. Now you'll have control of the dragon, fly North and then East of the valley. When you head North over the edge of the continent you'll find Gill's cave on the island right above you. Enter it and watch the scene. Well now you have to go somewhere else, head West until you reach a castle and pull the door switch.

```

|__ inal Fantasy V /-----O
| -----o-----\                Surgate Castle                |
|          (0000Y)  \-----O

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o----- Item Checklist -----o  When you find yourself in the throne room
|                                | take the lower left set of stairs up and
| 5000 GP....._____ | examine the book to learn the "Song of
|                                | Speed." Now take the upper left stairs in
o-----o                       | the throne room and follow the path all the
|                                | way until you reach the bottom floor of the
library. There are three books on the table at the bottom and a number of
bookshelves. Grab the second from the right
book "Registry of Monsters" and place it on o- Weapon Shop -----o
the right hand shelf one up from the bottom. |                                |
Pick up the far right book "Weird Ronka" and | RegalCutlass.....8400 GP |
place it on the bottom shelf second from the | Short Spear.....8100 GP |
left. The last book "Forbidden Book" goes | Bizen'sPride.....8800 GP |
on the top shelf in the middle. After | Poison Ax.....9600 GP |

```

you're done speak to the old woman and a doorway opens up. Ascend the stairs and descend the next ones to reach a storeroom with a chest in the lower right corner containing '5000 GP.' Head through the door at the bottom, now out here you can go left underneath the bridge above you to reach another storeroom. This one has a chest that teaches you the magic spell Float when you open it. Make your way back to the throne room and go down the lower right stairs to find the shopping area with some new weapons that you can buy, but not many.

o-----o	
o- Armour Shop -----o	
Gold Shield.....3000 GP	
Gold Helmet.....3500 GP	
Green Beret.....2500 GP	
Wizard Hat.....1500 GP	
Gold Armor.....4000 GP	
Ninja Suit.....3000 GP	
Earth Robe.....2000 GP	
o-----o	

o- Item Shop -----o	o- Item Shop -----o	o- Magic Shop -----o
Potion.....360 GP	Ether.....1500 GP	Drain.....3000 GP
Tonic.....40 GP	Holy Water.....150 GP	Break.....3000 GP
Phoenix Down..1000 GP	Cottage.....600 GP	Bio.....3000 GP
Soft.....150 GP	Giant Drink...110 GP	Blink.....3000 GP
Maiden'sKiss....60 GP	Power Drink...110 GP	Shell.....3000 GP
Cornucopia.....50 GP	Speed Drink...110 GP	Esna.....3000 GP
Eye Drop.....20 GP	Hard Body.....110 GP	Comet.....3000 GP
Antidote.....30 GP	Hero Drink...110 GP	Slow2.....3000 GP
		Return.....3000 GP
o-----o o-----o o-----o		

Final Fantasy V /-----o
 | -----o-----\
 | (0000Z) \-----o

o----- Item Checklist -----o What you need to do now is fly East to X-
 | | Death's castle. Just below it and directly
 | None..... / | East you will find a fleet of ships, and it
 | | is possible to land your dragon on the back
 o-----o of the largest one. After a quick scene
 head to the lowest part of the ship and
 enter the room on the right, choose to rest for a bit. In the morning what
 you're going to want to do is access the menu and put a Thief into your party,
 trust me. Now head up to the deck of the ship and speak to Zeza. Note that
 if you battle the Gobbldigoo enemies on the ship you can learn the Mustard
 Bomb Blue Magic for a Blue Mage. Fight the enemy at the bottom and go down...

o=====o=====o=====o
 | Boss: Gilgamesh | HP: 8888 | Level: 31 |
 o=====o=====o=====o

| This battle has a certain element of luck and while that isn't to say that |
 | it's dominated by luck, you'll certainly notice when you begin the battle. |
 | What I'm referring to is the fact that Gilgamesh's attacks are just |
 | pathetically weak, but there are attack which are just incredibly strong. |
 | As you hurt Gilgamesh more and more he will eventually summon Enkidoh who |
 | comes into the battle and heals Gilgamesh for 4000 HP. Enkidoh is |
 | actually the more dangerous boss. His attacks are weak, like 70-80 damage |
 | weak but then he'll randomly use something like Wind Slash which deals |
 | 400 damage to everyone in your party, so you can see how you'd be lucky |
 | if you manage to beat him without having it cast on you. Defeat Enkidoh |
 | before Gilgamesh to make the battle easier. Another element of luck comes |

| as follows, for this battle and subsequent battles against Gilgamesh you
 | can start to steal the entire set of Genji equipment. In this particular
 | fight having a Thief in your party will enable you to steal the Genji
 | Glove accessory. Equip the Thief's Glove on your thief to increase thier
 | success at stealing, then finish off the two bosses and you're set.

Head downstairs and go into the room on the left, examine the opposite side of
 the box in front of Zeza to reveal a secret passage. After speaking with Zeza
 you can go down the stairs and rest up your party. Now leave the sub and
 speak to Zeza again. It's time to blast into the Barrier Tower.

Final Fantasy V /-----o
 | -----o-----\ Barrier Tower |
 | (00010) \-----o

o----- Item Checklist -----o When you arrive here you'll receive the
 | | 'Whisper Grass' to use as a communication
 | Whisper Grass....._____ | device. If you climb to the top of ths
 | 9000 GP....._____ | stairs here you will find a save point. In
 | Blood Sword....._____ | the next room there are two chests, the
 | 18,000 GP....._____ | lower right one contains '9000 GP' and the
 | HairOrnament....._____ | upper right one has a monster-in-a-box which
 | | is extremely difficult and then yields a
 o-----o Blood Sword which heals for every point of
 damage it deals and is well worth it. Leave

this room and climb up to the fourth floor. Contine climbing until you reacha
 room with a chest on the left when you enter. This chest contains a hefty
 '18,000 GP' with no monsters. Zeza will speak to you on the next floor and
 then when you exit the room through the top door make a left and at the top of
 the stairs you will find a chest trapped with monsters that has a
 'HairOrnament' in it. Now take the right path to find a save point. Leave
 the room and climb to the very top of the tower, be prepared to fight a boss.

O=====O=====O=====O
 | Boss: Atomos | HP: 19,997 | Level: 41 |
 O=====O=====O=====O

| This odd boss gives you a time limit but not in the traditional sense,
 | instead what it does is kill your party members individually almost beyond
 | your control and then slowly suck them into another dimension. There is
 | quite a large element of luck in this battle. What Atomos does is choose
 | either one or two of your party members and then kill them off. You're
 | lucky if he chooses to kill only ONE member and if that member is someone
 | unimportant. A White Mage will be useless here as there is no reason to
 | heal. All of Atomos' normal attacks are Gravity based and cannot kill you
 | while his Comet spell is only cast when he's choosing who to kill and
 | you're going to die anyway. After he's chosen the members to die start
 | pounding the crap out of him with your attacks and magic in hopes you can
 | take him down before he sucks the dead members in and and kills the rest.

Watch the scene after the boss is defeated. Wait beside the sub with Galuf
 and after enough time has passed Galuf will stop and turn around. Now that
 you have control of the submarine ride it to the flashing dot in the centre of
 your map. You will find a cave there underwater. Leave the sub and head in.

Final Fantasy V /-----o


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| | | | |
o-----o o-----o o-----o
|
|_ inal Fantasy V /-----o
| -----\
| (00013) \-----o

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```

o----- Item Checklist -----o
|
| 2500 GP.....|
| Ether.....|
| 4900 GP.....|
| Phoenix Down.....|
| 9500 GP.....|
| Cottage.....|
| Elixir.....|
| Mace.....|
| Aegis Shield.....|
|
o-----o

```

Take a few steps up and you will automatically use the Elder's Branch to gain access to the forest. Directly above you at the start you will find a chest with '2500 GP' inside. Check the upper right corner for another chest containing 'Ether.' Examine the hole in the tree beside the chest. This reveals the path to the next area. Head straight up from the entrance to this area staying along the edge to find a chest containing '4900 GP.' If you continue right and up from there you'll find another with a 'Phoenix Down' between two trees.

Head to the lower right corner where you will find a path leading across to the other section. There's a chest at the upper right corner here with '9500 GP' in it and the tree you need to examine to reach the next area is in the upper left corner of this section. Go left immediately on the other side and grab the 'Cottage' from the chest. Directly right from this chest is another treasure chest on the other side containing 'Giant Drink.' At the upper right corner you will find a somewhat odd looking save point, but it's a save point nonetheless. Make your way up and left from the save point, as you pass the first tree check the left side for a chest containing 'Elixir.' At the top of this path you can find a 'Mace' in the treasure chest. There's a thin path between the flowers leading West of here. A scene automatically takes over as you reach the other side.

When the flames appear head up and right to find a treasure chest. Note that this chest contains the 'Aegis Shield' right now but if you wait another few minutes until after the next event it will contain a 'Flame Shield.' Personally I would choose the Aegis Shield. Soon after a Moogles will appear out of the ground, drop down the hole where he came from and refresh yourself in the spring. When enough time has passed the Moogles standing in front of the door will move out of the way and you can leave the cave. Continue West and grab the chest on way containing 'Ash' and then one left of it with a 'Flame Saber.' If you head South from here you can return to the world map and save your game. Back in the forest go North and use the branch at the dead end in order to get through. Before heading up through that door prepare yourself for one of the hardest boss fights in the game... level up I guess.

```

O=====O=====O=====O
| Boss: N/A | HP: 7777 | Level: 77 |
O=====O=====O=====O

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Let me give you the low-down on how to defeat this boss almost guaranteed, but you must follow these steps exactly. First I recommend you actually fight the battle at least once first to get a feel for it. There are four crystals each with its own elemental immunity. When they have less than 3000 HP remaining they will cast powerful magic on your entire party based on their element. Usage of the Reflect spell is rather limited as you can't cast cure spells on yourself when it is in effect and it tends to reflect the boss' spells back and them and heal them. Instead this is what you should do is you absolutely desperately must win without hours of leveling up, and I was able to win at level 25, which I meant I didn't

| do any extra leveling at all. First go to the configure menu and reduce
 | the battle speed to as low as you're willing to set it without going crazy
 | with boredom during fights. Secondly make sure the ATB is set to wait as
 | opposed to active. Now turn three members of your party into summoners
 | and the last member into a Time Mage. Have the Time Mage cast the Float
 | spell on your entire party and then change the Time Mage to a Summoner
 | so you have a party of four floating summoners. Heal up and enter the
 | battle. Start off by summoning Golem to eliminate all physical damage
 | which is good because physical damage is all the boss can do. Now summon
 | Titan EXACTLY five times, no more more. After the fifth summoning of
 | Titan sit still until every member of your party has their turn gauges
 | full and are ready to move. Here's what to do. The second the crystal
 | on the far right attacks select the Summon command for whichever character
 | you are on and summon Titan. After this three of the four bosses will be
 | ready to cast their magic on you since they've taken so much damage but
 | you're more prepared than them. Because the battle speed is so low and
 | your other three characters are ready to move you should be able to select
 | and summon Titan three more times before any of the bosses get to attack.
 | The great thing is that even if the boss does manage to get one attack
 | through, the bottom one gets a turn after the right one and since that is
 | the Earth one it won't be using its magic since it has full health. On
 | fourth casting of Titan in a row which you were hopefully able to do
 | before any bosses got a turn, it will kill off three out of the four of
 | them. Here's the great thing. The last one has full health and you have
 | to switch to some other means of damage since Titan will heal it BUT no
 | matter what you do or how slow it goes you cannot die. Keep casting Golem
 | to protect you from physical attacks and since your entire party is
 | Floating the Earth Shaker spell cannot hit you. It's definitely win win.

o-----o

Following the tiresome battle there is a scene and you're thrown right into
 another one soon after. Fortunately this is not a battle you can lose as you
 only character who is fighting is invincible. If you're still a Summoner just
 cast Titan over and over and it shouldn't take too long. When you find
 yourself back on the world map again you will have control of the dragon, your
 next destination is X-Death's Castle on the West side of the world. But first
 there is a little side trip you should make before going there.

Final Fantasy V /-----o
 | -----o-----\ The Island |
 | (00014) \-----o-----o

o----- Item Checklist -----o Get into your submarine and dive underwater.
 | | Notice the white dot on the Northwest
 | Shoat..... | continent, this is an underwater cave.
 | | Enter it and you will pop out in a forest on
 o-----o the world map. The summon monster Shoat
 will appear as a random battle around here.

o=====o=====o=====o
 | Boss: Shoat | HP: 5000 | Level: 38 |
 o=====o=====o=====o

| Shoat is a fairly simplistic boss if you know what to do. All he really
 | has are physical attacks so summon Golem at the beginning of battle so
 | render them meaningless. The other thing he does is counterattack with
 | a petrify spell each time he is hit, meaning that in order to reduce the
 | amount of petrified characters you have you should make your attacks

| count. Defeat Shoat by equipping the FlameSword on a knight with the
| 2-handed ability and throwing Shurikens which can be bought in Kelb
| Village. Doing this Shot will go down in four or five hits.

Now it's off to X-Death's castle, Shoat will come in handy when you're there.

Final Fantasy V /-----o
| -----o-----\ X-Death's Castle |
| (00015) \-----o

o----- Item Checklist -----o Enter the castle and note that the save
| | point and healing spring through the upper
| Ether..... | door are still there and work as well as
| DiamndShield..... | they always have. Now the lower door is
| Ice Shield..... | unlocked so you can go through it and ascend
| Ether..... | up the stairs. Check around behind the
| Gale Bow..... | lower wall for two chests containing
| Elixir..... | 'Ether' and 'DiamondShield.' On the next
| Blizzard..... | floor head to the left side of the room and
| Kotetsu..... | you will realize there is nowhere to go,
| Elixir..... | when you try to go back an event triggers
| 9900 GP..... | automatically. Afterward a staircase
| 8000 GP..... | appears and you can continue to the next
| | floor. Head down and then right. When you
o-----o come to a fork go up, left and pull the
switch. This moves the wall so you can open

the chest on your right and grab the 'Ice Shield.' Now take the down path at
the fork and zig zag your way to the stairs. There's a secret invisible
shortcut right below the stairs that you can use to avoid going around the
left side, but it only saves like three seconds or so. A better shortcut can
be seen about two panels up in the right wall on the next floor, you may want
to put a thief in your party to make it easier. Despite this shortcut you
should ignore and and go up to the top. There you will find a shortcut
leading to the right. Grab the chest for an 'Ether' and go through the door.

In order to walk on lava without taking damage you're going to need a
Geomancer in your party. Take those little steps beside the stairs you just
came from down to the bottom and head right along the invisible path to reach
the chest containing 'Gale Bow.' Return to the entrance of the room and
follow the safe path around the top past the stairs at the bottom up to the
chest with an 'Elixir' in it. On this floor you need to press the X button in
order to stop the moving bridge, try to stop it in front of the left chest to
get the 'Blizzard' then step on it again and stop it on the right chest to get
the 'Kotetsu' and finally stop in in the middle to get across. If at any
point you stop it in front of the pillars you will have to fight an enemy. In
the next room you'll find a save point and it will give you a chance to heal.

Turn right at the fork in the next room and take the hidden path to reach the
chest containing 'Elixir.' Open the chest on the left side to get '9900 GP.'
Now climb the stairs to the next floor. Head down the stairs and make your
way across the lava to the right side. Up the stairs you will find a chest
with '8000 GP' inside. Descend down again and go up the other stairs in the
middle. If you have a Geomancer in your party like I suggested it will help
here as well. Many of those skullpanels are trapped and Geomancers cannot
fall down trap holes so you're free to experiment however you wish. If you
don't have a Geomancer though then start by going across the upper one of the
first three, then the upper one of the far right three to reach the chest with
the 'Double Lance.' The centre skull of the bottom three is not trapped and

the right one of the top three is not trapped. The lowest skull icon will create the bridge to the next area while the highest skull icon will warp you right in front of your next summon target, optional of course but easy.

```
O=====O=====O=====O
| Boss: Carbuncle                | HP: 15,000    | Level: 44    |
O=====O=====O=====O
|
| You cannot lose this battle if you are adequately prepared. Carbuncle
| is a difficult boss that does heavy damage with nasty status effects
| and has a lot of HP however there is a very simple easy kill. Carbuncle
| can be petrified, summon Shoat which you just acquired and you win.
|
O-----O
```

Head back down the stairs and it warps you. Go up and step on the lowest skull icon to create the bridge and continue down the stairs. Save your game then go through the door. There is a treasure chest in the middle of the room. The chest is empty but will trigger a battle which I believe is entirely optional. You will miss out on a unique piece of equipment if you skip it though, so open the chest and head up toward the door.

```
O=====O=====O=====O
| Boss: Gilgamesh                | HP: N/A      | Level: 53    |
O=====O=====O=====O
|
| This fight won't be as difficult as previous fights with Gilgamesh, he's
| kind of relaxed though some of his status ailment spells can get rather
| annoying. You're definitely going to want a Thief in your party for this
| one. Don't try to steal at the start, he's only got a Potion or something
| like that. Just do whatever you can to keep damaging him. Eventually
| after he's taken enough damage he will begin talking to you. During this
| time damage doesn't really matter, when he finishes talking he will use
| the Morph ability to transform. Now here's the challenging part, and I
| don't mean difficult, it's pure luck. He absolutely cannot hurt you at
| all here but the battle only goes on for three or more turns or so before
| it automatically ends and now is your only chance to steal the Genji
| Helmet. If the battle ends without you getting it then you have no choice
| but to reset but... with the Thief's Glove, you'll probably get it.
|
O-----O
```

Don't bother trying to equip that new sword, it's as useless as it was for Gilgamesh. Notice it's a "p" at the end and not a "b." That means it's a big fake. Return to the previous room and save your game. Now head up through the next couple of rooms until you finally confront X-Death.

```
O=====O=====O=====O
| Boss: X-Death                  | HP: 32,768   | Level: 66    |
O=====O=====O=====O
|
| The key to surviving this battle as in many previous battles in the
| Golem summon spell. Summon it at the beginning of battle and other times
| later in battle when it wears off, remember that it wears off after taking
| a lot of damage not after a long period of time. That means that the
| only danger at that point becomes his magic and if you're willing to
| sacrifice the ability to use Cure3 on all you can summon Carbuncle to
| pretty much make your party invincible. Now not only will his spells
| not hurt you, they'll bounce back and hurt him. Couple that with some
| Shuriken throwing and some Fire3 magic of your own and you're laughing.
|
O-----O
```

Watch the scene after the fight. That's all there is to do at this point.

Final Fantasy V /-----o
| -----o-----\ Home World |
| (00016) \-----o

o----- Item Checklist -----o Enter Tycoon Castle and head up to speak
| | with the Chancellor. After the scene check
| Sealed Book..... | the upper left door and read the diary in
| | King Tycoon's room for a flashback scene,
o-----o then return to the throne room and take one
of the lower exits to find Krile. With her
in your party again leave the castle. Head West across the bridge and up to
reach the cave. When you've got your Chocobo again ride it Northwest of
Tycoon Castle across the river and far West past Tule Village until you enter
a special area automatically on the world map. Prepare yourself for a fight.

o=====o=====o=====o
| Boss: Antolyon | HP: 8100 | Level: 34 |
o=====o=====o=====o

| If you had your entire party with you this boss would be a normal enemy,
| but you don't have your entire party with you. The Dischord spell gets
| really annoying really fast and only serves to lengthen the battle by
| weakening your attack. As long as one character is proficient at physical
| attacks and the other is a healer you pretty much can't lose, but
| depending on who gets Dischorded when, the battle might take awhile.
o-----o

Just stand in the hole without doing anything and eventually a rope will
descend down. Run to the top of the cave and grab the rope. Head South until
you reach a cave, go inside and watch the scene in there. Eventually when you
reach the Library of Ancients you will receive the 'Sealed Book' and a new
quest. Obtain the 12 weapons. When you have control again climb to the roof
and speak with the guy on the right to learn the "Song of Magic." Leave the
Library of Ancients and make your way West until you reach the Pyramids.

Final Fantasy V /-----o
| -----o-----\ Pyramids |
| (00017) \-----o

o----- Item Checklist -----o Every time you enter one of the Lithograph
| | dungeons you will have to fight the same two
| Ice Shield..... | guardian gargoyles, so get used to it.
| Hex Ring..... | Similar to the fireball boss you fought in
| Dark Matter..... | the meteor, the trick is to kill them at the
| Flame Shield..... | same time so one doesn't revive the other
| White Robe..... | and you fall into a pattern where you just
| Elixir..... | can't kill them both, avoid that by sticking
| Thornlet..... | only with group targeting spells. Head left
| Elixir..... | past the first door and go up to the top.
| Black Robe..... | You'll find three buttons on the wall here,
| Dark Matter..... | press the left and right buttons but not the
| Crystalmail..... | middle one to form a path between the
| BlackCostume..... | spikes. As you go along this path you will
| Dark Matter..... | be swept down to the lower floor by the

Dark Matter....._____	sand. Open the chest at the bottom which
Dark Matter....._____	contains monsters-in-a-box. After defeating
8000 GP....._____	them you get an 'Ice Shield.' Ascend up the
9000 GP....._____	stairs and go around the path up past the
Earth Hammer....._____	sand waterfall through the door. Move
10,000 GP....._____	between the secret paths in these walls down
Ribbon....._____	and here you will fight a miniboss mummy
HairOrnament....._____	enemy. Through the door after it is
Protect Ring....._____	defeated is a chest containing the 'Hex
12,000 GP....._____	Ring.' Head back and push the button beside
Dark Matter....._____	the sand waterfall to stop it and return all
Elixir....._____	the way to the front entrance. Go through
Dark Matter....._____	the door on the left and up the stairs.
Lithograph....._____	
	Proceed through the door and they all shut
o-----o	o on you. Press all three buttons to open all
	three doors and then continue up the stairs.

There are three chests above you, the middle one has monsters and then a 'Dark Matter.' The left chest has monsters and then a 'Flame Shield.' The last one has a 'White Robe' inside. Head up the stairs on the right side but make sure to time it right, wait until the stairs turn into a slide and then quickly run up them afterward. Watch out for the enemies in this area, use lightning elemental magic and attacks to destroy them. Open the chest at the upper right corner to get an 'Elixir.' Approach the sarcophagus in the centre and battle the mummy to get through to the chest behind containing 'Thornlet.' The chest at the upper left corner also contains an 'Elixir.' Press the button at the lower left corner and go up the spikey path to reach a chest with monsters and a 'Black Robe' in it. Approach the sarcophagus on the left side and battle the mummy to reveal the path leading up to the next floor.

In this small room you will find a save point and have the opportunity to use a Cottage. Climb the stairs and make a left on the next floor around and up the stairs. You will find two chests here both containing monsters, the one on the left has a 'Dark Matter' and the one on the right has a 'Crystalmail.' Return to the previous floor and go around the the path on the right that leads down. When you reach the bottom keep going down to find a secret path, go about five steps right and then up to reach the treasure chest in the middle room which contains monsters and a 'BlackCostume.' Head back to the main path and go up the stairs. There are a number of sand waterfalls here, fall down the first one on purpose and examine the chest to battle monsters and find a 'Dark Matter.' Return up the stairs and this time turn off the first waterfall and go through the door. Press the left button to move the wall back and open the chests. The second from the left one contains monsters and a 'Dark Matter' while the far left one also contains monsters and a 'Dark Matter.' You'll find '8000 GP' and '9000 GP' in the two chests on the right. Leave the room and press the other two buttons to stop the sand waterfalls and give you access to the next set of stairs leading to the seventh floor.

Through the left door you'll find a chest along a hidden path which contains monsters and an 'Earth Hammer.' A couple steps back to the right from the Earth Hammer chest the invisible path branches up and leads you to a chest on the right side containing '10,000 GP.' Return to the lower section and go up the stairs in the middle. Now here's something you're going to have to watch out for. The path here magically teleports between two phases so you need to keep a close eye on it. The trick is to watch for panels that remain in place for both phases and move between them. If you consider the time it takes to move between them the path actually stays for quite a long time so there's no reason to risk running, just walk. Walk up two squares on the left when the time is right, then up one and over two. You should be at the chest on the left which contains 'Ribbon.' Try and get to the chest on the right to grab

the 'HairOrnament.' For the one in the middle walk one square either left or right then run up to open it and get the 'Protect Ring' then walk back to the left side. Make your way to the upper right and go down the stairs. Open the two chests here, the one on the left contains '12,000 GP' while the one on the right contains monsters and another 'Dark Matter.' Climb up to the previous floor and make your way to the upper left corner. Descend the stairs and open the two chests here, you'll find 'Elixir' in the left chest then monsters and a 'Dark Matter' in the right. Head up the stairs in the centre by staying only on the darker steps to reach the door at the top. Enter the next room and grab the first 'Lithograph.' Watch the scene and then save your game back on the world map, sometime before you enter the forest to the East.

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O=====O=====O=====O
| Boss: Mellusion          | HP: 20,000   | Level: 29   |
O=====O=====O=====O
|
| Difficult battle and easy battle, really depending on how you want to
| fight it. Trust me, just do this. Make everyone in your party a Black
| Mage and put them in the back row. Now at the beginning of the battle
| use Scan on the boss to determine her weakness (someone will need White
| Magic as a secondary ability to do this obviously) and say her weakness
| starts out as fire, which I believe it always does. Cast Fire3 as many
| times as you can for about 4000 damage each time. She's extremely slow
| so often you can kill her before she even moves. If she manages to use
| Wall Change again, just Scan for her new weakness and finish her off.
|
O-----O

```

Now from here head to the boat that is North of where the Library of Ancients used to be. After boarding a scene triggers and then head Southwest from where you airships starts near the Wind Shrine to find the Sealed Castle near Tule Village. Head up to the top of the castle and place the Lithograph. Now you must choose three of the twelve fabled weapons. One is a no-brainer and that of course is the real Excalibur at the twelve o'clock position. The rest are really up to you, you'll get all of them eventually so choose based on what you think you'll need right now. I'd probably grab the two daggers at the one and two o'clock positions as well, you can't go wrong with daggers. After choosing the weapons you want it's time to leave the castle. Speak to the chancellor before you go to learn of your next destination. The next one is located along the Big Bridge which is directly South of the Sealed Castle. However first there is an optional final town you might want to visit.

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_
|__ inal Fantasy V /-----O
| -----O-----\           Mirage Village           |
|           (00018)  \-----O

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O----- Item Checklist -----O In the exact centre of the long land path
|                                     | that leads across the South end of the world
| Thief Knife....._____ | there is a small area of forest which I can
|                                     | only describe as shaped like a squished
O-----O Africa. When you walk around in this forest
                                     | you will encounter the Mirage Village... as
a random battle. That is how you enter the town. Well here's what you want
to do. Locate the pub then go around behind
it, there is a secret back entrance. Notice o- Weapon Shop -----O
all the barrels lined up behind the bar, |
examine the second last one to find a 'Thief | Flame Saber.....10,000 GP |
Knife.' Go down the stairs on the left | Blizzard.....11,000 GP |
side. Leave the pub and head down to find a | Earth Hammer.....12,800 GP |
house. The pot here will completely refill | Mace.....7800 GP |

```


your HP & MP. Descend the stairs and at the bottom of the path make a left, there is a secret path here, don't be fooled by that first staircase though, ignore it and continue left to find the eighth piano. If you have found all of the pianos up to this point you are now the piano master. Forget about that for now however. The stairs you passed by lead you up to a Black Chocobo which you don't need at the moment but will be used for a sidequest later. Head right and up the stairs to find a secret merchant who sells some pretty awesome stuff like MagiShurikens. There's one more thing that is noteworthy, head to the armour shop and examine the upper part of the counter to reveal a secret path over to the left side of the store where you will find the Relics Shop. No go nuts with all the shopping you want. The magic shop also has a secret back entrance to access some additional magic spells. That's about it for the secret town.

```

| Magic Bow.....10,000 GP |
| Ichimonji.....14,800 GP |
| Partisan.....10,200 GP |
|
o-----o
o- Guild Shop -----o
|
| MagiShuriken.....25,000 GP |
| Shuriken.....2500 GP |
| Double Lance.....10,800 GP |
| Moonring.....1100 GP |
| Fire Skill.....200 GP |
| Water Skill.....200 GP |
| LgtningSkill.....200 GP |
|
o-----o
o- Armour Shop -----o
|
| CrystlShield.....9000 GP |
| CrystalHelmt.....10,000 GP |
|

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o- Magic Shop -----o  o- Relics Shop -----o  +
|
| Mini.....300 GP | | Winged Shoes.50000 GP | | Black Hood...6000 GP |
| Toad.....300 GP | | Angel Ring...50000 GP | | Circlet.....4000 GP |
| Speed.....30 GP | | Fire Ring...50000 GP | | Crystalmail.12000 GP |
| Float.....300 GP | | Coral Ring...50000 GP | | BlackCostume.9000 GP |
| Telepo.....600 GP | | Lamia'sTiara..2500 GP | | Black Robe...8000 GP |
| Chocobo.....300 GP | | Angel Robe....3000 GP | | White Robe...8000 GP |
| Sylph.....350 GP | |
| Remora.....250 GP | |
|
o-----o  o-----o  o-----o

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o- Secret Magic Shop ---o  o- Item Shop -----o  o- Item Shop -----o
|
| Arise.....10000 GP | | Tonic.....40 GP | | Elixir.....50000 GP |
| Dispel.....10000 GP | | Potion.....360 GP | | Ether.....1500 GP |
| Doom.....10000 GP | | Phoenix Down..1000 GP | | Holy Water...150 GP |
| Asper.....10000 GP | | Maiden'sKiss...50 GP | | Giant Drink...110 GP |
| Quick.....10000 GP | | Antidote.....30 GP | | Power Drink...110 GP |
| X-Zone.....10000 GP | | Eye Drop.....20 GP | | Speed Drink...110 GP |
|
| Soft.....150 GP | | Hard Body....110 GP |
|
| Cornucopia.....50 GP | | Hero Drink....110 GP |
|
o-----o  o-----o  o-----o

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|  inal Fantasy V /-----o
| -----o-----\
| (00019) \-----o

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```

o----- Item Checklist -----o  Head to the Shrine located on the Big Bridge
|
| 12,000 GP....._____ | and defeat the two gargoyles at the entrance
| Elixir....._____ | who fight the exact same way they did in the
| 9000 GP....._____ | previous dungeon. This time however there's
| Razor Ring....._____ | one thing you need to watch out for. If
| Ether....._____ | you've got the Excalibur equipped do not hit
| the gargoyles with it otherwise you will

```

Protect Ring....._____	heal them for a ridiculous amount of HP.
CrystalHelmt....._____	When the gargoyles have been destroyed enter
Ether....._____	the shrine and climb up the stairs. There's
Dragon Fang....._____	a hidden path on your right here, follow it
Dark Matter....._____	up to reach a chest containing '12,000 GP.'
Circlet....._____	Return to the room and descend the stairs.
Lithograph....._____	When you step in front of the vent you'll be
	sucked in. Press the switch on the right
o-----o	then step into the vent. You'll end up in a

room with a chest containing 'Elixir.' Go back and press both switches this time. Open the chest here containing '9000 GP.' This time pull the right switch up so only the left switch is down and go through the vent. Open the chest to get... monsters! Defeat the badass ninja and the treasure chest contains 'Razor Ring.' Proceed through the door to find a save point. It's a good time to save your game and use a Cottage.

Head left immediately when you enter this room and go all the way up to the top where you will find a chest with 'Ether' inside. The chest in the middle of the room is trapped with monsters and then has a 'Protect Ring' inside after you win the fight. There's a secret path on the right wall leading to a chest on the right side with a 'CrystalHelmt' in it. Return to the upper left side and go up the stairs. You're going to want to put a Geomancer into your party for this floor, there are numerous traps around the area. There's a secret path on your right at the beginning however there is also a trap in front of it so head left, up, and right to reach the stairs. Continue up until you reach the fifth floor, now there's tons of traps in this area. In order to get the chest above you, you must open it from the left side, do so to receive 'Ether.' Head around to the upper side of the chest on the right and grab the 'Dragon Fang.' You'll find a save point in the room right above you. Before going through the door in the next room open the chest on the left side containing 'Dark Matter' and then the one on the right containing a 'Circlet.' Now proceed through the centre door and grab the 'Lithograph.'

o=====o=====o=====o=====			
Boss: Stoker		HP: 20,000	Level: 7
o=====o=====o=====o=====			

There's three images and one real boss, when you hit the boss it changes	
to a random one of the images and you need to find it again. Do not and	
I repeat do NOT use spells or abilities that target all three of them	
unless you like being hit by magic that does 250 damage to your party...	
once, and then again, and then again. To be honest since his attacks	
aren't too powerful normally you should be safe just playing the guessing	
game over and over again with singular attacks. It's slow but it	
works perfectly fine, and you can avoid the Blaze spell that way. Also	
note that you can learn the Blue Magic spell Mind Blast from Stoker.	
Here's a tip, sometimes you'll attack three of them and it won't be any,	
but this means you know exactly which one is real by the process of	
elimination. Now maybe you'd be willing to throw one of those expensive	
MagiShurikens from Mirage Village for massive damage. You do however	
have to take into consideration that Stoker can switch even without taking	
damage. If I'm not mistaken he always attacks and then switches and while	
it doesn't narrow it down much, you might want to avoid attacking the	
image that most recently attacked since he has probably switched.	
o-----o	

Watch the scene after obtaining the Lithograph and then use the Telepo magic to get out of the tower. Return to the Sealed Castle to obtain the next three legendary weapons. Your next destination is the Fork Tower which is now

located on top of the airship dock to the West of Crescent Town.

Final Fantasy V /-----o
| -----o-----\ Fork Tower |
| (0001A) \-----o

o----- Item Checklist -----o You need to split your group into two, one
| | tower is the physical tower and the other is
| Ether..... | the magic tower. Send your two characters
| Wonder Wand..... | with the most physical prowess right and
| Potion..... | your two most impressive mages left. As you
| Defender..... | climb the tower grab the chest containing
| | 'Ether' on your way up. Grab the 'Wonder
o-----o Wand' as well on the seventh floor and then
you automatically stop at the top as you
wait for the other group. On the way up the other tower grab the 'Potion' and
the 'Defender.' Equip the Defender now, you aren't going to want to be using
the Excalibur for the boss fight. Continue up until you reach the top.

o=====o=====o=====o
| Boss: Minitaurus | HP: 19,850 | Level: 37 |
o=====o=====o=====o
| |
| This has got to be one of the hardest bosses in the game, if you used my |
| strategy you'd just go blow 75,000 GP on three MagiShurikens to take him |
| out. I'll outline some of the other things I had considered though. |
| First of all he absorbs damage from Excalibur so don't use it. You may |
| want to incorporate the Blood Sword into your strategy somehow as a means |
| of healing, also equip a decent shield if you've been using the 2-handed |
| ability up to this point. Don't forget the back row halves the damage you |
| take. Other than that you'll need a lot of leveling and luck for this. |
| |
o-----o

o=====o=====o=====o
| Boss: Omniscient | HP: 16,999 | Level: 53 |
o=====o=====o=====o
| |
| This guy is a weakling, but that doesn't make him easy. You're going to |
| have to have characters in your party capable of dealing good magic damage |
| with spells like Ice3 and Bolt3 etc. These take a long time to kill |
| him but will eventually. The trick to winning this battles is summoning |
| Carbuncle over and over and over again, you can never be hit. Near the |
| end of the battle he'll really be damaging himself with his own third |
| level magic and his final attack, Flare, which just bounce right off you. |
| If you learned Aero 3 Blue Magic you can REALLY exploit his weakness. |
| |
o-----o

You now have the powerful Flare and Holy magic which you can use whenever you
wish. This makes things a little bit easier for you. Following the battle
fly your airship into the docking area and go down inside to find Cid. Once
Cid has turned your airship into a submarine as well you can now access the
underwater Lithograph dungeon. To access the next dungeon find the large
waterfall on the world map and dive underwater in your sub South of the
waterfall around where the river meets to ocean to find an underwater cave.
When you come out of it you can walk right into the waterfall itself.

Final Fantasy V /-----o
| -----o-----\ Easterly Falls |


```

o----- Item Checklist -----o  As usual the two gargoyles are there
|                               | blocking your path, take them out and enter
| Water Skill....._____ | the dungeon.  Technically yes I guess I am
| Fire Ring....._____ | aware this is the "third" Lithograph but I
| Dragon Fang....._____ | like doing it in that order.  Anyway this
| Ether....._____ | place is probably the best place in the game
| Phoenix Down....._____ | to have a Bard in your party, so many of the
| KaisrKnuckle....._____ | enemies down here are undead so the Requiem
|                               | works wonders.  Head right and go down at
o-----o  the fork to find a 'Water Skill' in the

```

chest. Take the right branch at the fork and go down to find a save point. Continue down and press the button on the wall to crate a bridge. Don't press the second button and go up through the door. Press the button on the upper right pillar and that creates a path at the top of this area leading to a 'Fire Ring.' Now take the lower right set of stairs down to the lower level. Pass through the lava and make your way to the top of the area where you will find a chest containing 'Dragon Fang' then descend the stairs at the lower right.

```

o- Weapon Shop -----o
|                               |
| Earth Hammer.....12,800 GP |
| Mace.....7800 GP |
| Magic Bow.....10,000 GP |
| Ichimonji.....14,800 GP |
|                               |
o-----o

```

When you come to a fork in this area follow the downward branching path to a chest up a small set of steps which contains 'Ether.' Continue around to the right, up and down the stairs again. Open the chest on your left to receive 'Phoenix Down.' Down the stairs to the right is another save point. Through the door above the save point you will find an armour shop if you speak to the dwarf from the front, and a weapon shop from the side. Head down the path below the save point trough the water and out into the

```

o- Armour Shop -----o
|                               |
| CrystlShield.....9000 GP |
| CrystalHelmt.....10,000 GP |
| Black Hood.....6000 GP |
| Circlet.....4000 GP |
| Crystalmail.....12,000 GP |
| BlackCostume.....9000 GP |
| Black Robe.....8000 GP |
| White Robe.....8000 GP |
|                               |
o-----o

```

magma again. Head to the upper right corner and press the button to open the door on your left, go up there and get the 'KaisrKnuckle' from the chest. Press the lower buttons down at the bottom and open the first chest so that it opens the door instead of sending you down the lava slide. Head up through the door and prepare yourself for a boss fight when you try to grab it.

```

O=====O=====O=====O
| Boss: Triton / Nergade / Phobos          | HP: 13,333      | Level: Varies |
O=====O=====O=====O

```

```

|
| Another battle where a cheap trick works, as long as you have a decently
| leveled summer. Put everyone in the back row and make them all Bards.
| Now give one Bard the additional ability to summon. Have that Bard
| summon Carbuncle at the beginning of the battle and then every single
| Bard from that point on should just sing Requiem for about 2000 damage to
| each one of them every character turn. Since you need to kill them all
| at the same time this works great however it will not block the powerful
| Blizzard spell, but you should only have to weather it once so if your
| party has HP totals over 800 you should bea able to win the battle fine.
|
o-----o

```

After you receive the final 'Lithograph' and learn the Meteo spell cast Telepo

to get out of the cave. Return to the Sealed Castle and get the last of the weapons. That pretty much takes care of it all, you're ready for the final area of the game however there are still a few optional things you will probably want to look into and those things are detailed in the coming sections, if you don't care for whatever reason skip ahead to the N-Zone.

```

_
|__ inal Fantasy V /-----o
|  -----o-----\                Miscellaneous                |
|          (0001D)  \-----o

```

```
o----- Item Checklist -----o   There are a few extra things you can do that
|                                     | don't really fall under any category.  If
| None..... / | you head to Crescent Town and talk to the
|                                     | Minstrel you can learn the "Power Song" and
o-----o   if you've played all the pianos he will also
                                     | teach you the "LVL Song."  You can whip over
to Moore Village and go through the secret back door of the house at the lower
left to find a place where you can choose between the Brave Blade and Chicken
Knife, one is better depending on how many times you have or haven't run away.
Finally whip over to Lugor Bordertown where you will find a secret path in the
equipment shop leading to a little girl who gives you another Ribbon.
```

```

_
|__ inal Fantasy V /-----o
|  -----o-----\                Yellow Chocobo                |
|          (0001E)  \-----o

```

```
o----- Item Checklist -----o   Lets ride the airship West of Tule Village
|                                     | to Gill's Shrine where you left your Yellow
| Magic Lamp..... | Chocobo, Boko.  There's a couple of things
| Mirage Vest..... | you can only do with the help of the Yellow
|                                     | Chocobo.  Ride it East past Tule Village
o-----o   down, around the Tycoon void onto the long
                                     | stretch of land that leads down to the
forest with Mirage Village.  As you pass through the forest with your Chocobo
you should encounter the town.  Enter the pub through the back and speak to
the man down the stairs you challenges you to ride around the world on a
Yellow Chocobo, no problem!  Leave the village and get on your Chocobo.  Start
by going West, then turn North up past Kelb Village, North of the Valley of
Dragons, North past the Surgate Castle, then a bit East and then Southwest of
Karnak where you will find your airship and Gill's Shrine.  This time however
you're going to want to head North when you reach Tule Village.  Go North and
then turn West.  Keep following this direction until you reach the waterfall.
The Yellow Chocobo can run through the river so do that and approach the top
of the falls to be brought into a secret area.  Examine the falls directly
beneath you to receive the 'Magic Lamp.'  Now your trip to Mirage Village
counted as the first half of the trip so you're done, return to your airship
at Gill's Shrine and fly it to the Mirage Village.  Speak to the man
downstairs in the pub and he'll reward you with the 'Mirage Vest.'
```

```

_
|__ inal Fantasy V /-----o
|  -----o-----\                Jachol Cave                |
|          (0001F)  \-----o

```

```
o----- Item Checklist -----o   You may remember this cave before, well now
|                                     | it's located directly West of Val Castle.
| None..... / | Enter the cave and make your way to the end
|                                     | where you will find a set of stairs leading
o-----o   to a dead end.  It turns out this isn't
                                     | really a dead end and you can climb the wall
here.  At the top of this room is another of the little glowing summon balls
```

of energy, this one is Odin, defeat him and you've got yourself a new summon.

```

O=====O=====O=====O
| Boss: Odin | HP: 17,000 | Level: 2 |
O=====O=====O=====O
|
| Your goal is to dish out 17,000 damage in 60 seconds and if you're well
| prepared it shouldn't be too hard to do. The most important thing to
| remember is NOT to come into battle with the Excalibur equipped and do NOT
| cast Holy under any circumstances. What you should do is cast a spell
| like Flare or Fire3 along with powerful attacks from Knights or Berserkers
| or something. Also consider throwing MagiShurikens to speed things up.
|
O-----O

```

```

_
| Final Fantasy V /-----O
| -----\
| (0001G) \-----O

```

```

o----- Item Checklist -----o Walz Tower is not on the surface any longer,
| | it is located South of the large desert
| None..... / | underwater. To access is simply get into
| | your submarine and check that area. When
o-----o you enter Walz Tower you find that you have
a time limit. Simply put a Thief into your
party so you can run faster and make your way through the tower until you find
the crystal shard at the end. Before you can go you must face a test though.

```

```

O=====O=====O=====O
| Boss: Gogo | HP: N/A | Level: N/A |
O=====O=====O=====O
|
| Any action is dangerous in this battle since Gogo is a Mime that means
| he will Mime anything you do, well... sort of. Regardless the point is
| that when you move you die, and when you look at it the solution seems
| pretty obvious. After a little while of inactivity, victory is yours.
|
O-----O

```

```

_
| Final Fantasy V /-----O
| -----\
| (0001H) \-----O

```

```

o----- Item Checklist -----o The Cave I'm referring to is Boko's cave or
| | the Pirate's cave or whatever you want to
| None..... / | call it that is located West of Tycoon
| | Castle (or where it used to be.) Make your
o-----o way through the cave and check out the back
pirate area. Here you will meet up with an
old friend and get the Hydra summon spell.

```

```

_
| Final Fantasy V /-----O
| -----\
| (0001I) \-----O

```

```

o----- Item Checklist -----o In order to reach the Phoenix Tower you must
| | get yourself a Black Chocobo. To get a
| None..... | Black Chocobo head to Mirage Village and go
| | around the secret entrance behind the pub.
o-----o Head down back out into the town, through

```


| Red Shoes....._____ | fork between three chains grab onto the
| Prism Dress....._____ | right one to have it bring you up to a chest
| Man-eater....._____ | containing 'Elixir.' Now ride up on the
| MagiShuriken....._____ | left side to reach the door. At the fork
| MagiShuriken....._____ | here in the next room go up the staircase on
| Elixir....._____ | the right and open the chest to receive
| MagiShuriken....._____ | another 'Blood Sword.' Head to the door on
| | the left side and climb the chain find the
o-----o door that leads out of this area.

You'll find yourself in a frozen version of Mirage Village, you can't do much but the pot still works to fully restore your HP & MP. Make your way up and out of the town to find a forest area. Follow the path until you reach a tree and then look around above it and to the right to find a chest containing 'Dragon Fang.' Take the thin left path beside the tree around to the large open area. Stay kind of along the lower wall and along the way you will encounter three chests, the first has a 'Ribbon' while the second has an 'Enchanter' and the third has a 'Power Rod.' There's a thin path at the lower right hand corner which leads you around to a tree with a hole in it. Examine the hole but only after you have prepared yourself for a boss fight.

O=====O
| Boss: WoodSprite | HP: 18,000 | Level: 68 |
O=====O
| |
| Pretty much the only thing the WoodSprite is good at is healing herself |
| and attacking you with your own magic thanks to the Reflect spell. In |
| order to avoid the second thing cast Carbuncle on your party and bounce |
| all your magic off your own characters first to make sure it isn't |
| reflected back at you. Spells like Holy and Flare work great in this |
| battle, normal attacks are less effective and often miss. Bounce Holy |
| and Flare off your party and the boss should drop in no time. |
| |
o-----o

Proceed through the hole to reach a cave. Follow the path here until you come to a door, enter it and open the chest to receive 'Coral Ring.' Now outside this room there is an optional boss wandering around, this is the second most difficult boss in the game so you sure as hell better know what you're doing if you choose to fight it, if not then simply walk around and come back later.

O=====O
| Boss: Omega | HP: 55,530 | Level: High |
O=====O
| |
| First of all you're going to need Fire Rings, four of them, no question |
| otherwise Omega's Atom Ray will pulverize you. Omega is extremely fast so |
| Haste2 is a must and as many Ribbons as possible meaning that the Bare job |
| class is quite appealing here. Personally what I use to damage the boss |
| more than anything else is the powerful assisting abilities of the |
| Sorcerer. Cast Bolt3 on your weapons, that should be your main source |
| of damage. You should also upgrade a Hunter to the point where the |
| members of your party learn the SShot ability which acts like a 4x Cut |
| allowing you to attack four times in a row. Throwing MagiShurikens is |
| always good of course and you MAY want to use reflect on your party but |
| the inability to Cure3 on all means it has its pros and its cons. |
| |
o-----o

Trying to dodge around Omega can be extremely obnoxious sometimes but that's

why they give you the nearby save point in case you accidentally encounter it. Continue to the right and open the book on the table in the next room.

```
O=====O=====O=====O
| Boss: Apprehendr          | HP: 22,200   | Level: 59   |
O=====O=====O=====O
|
| I would tell you to make a party of Black Mages for this fight but to
| be honest you should only need one. One Black Mage with the Magus Staff
| equipped casting the Fire3 spell which just happens to exploit his only
| weakness means approximately 8000 damage with a single cast. Given the
| boss only has 22,000 HP it wouldn't take an exact derivative approximation
| to see that the number of turns this battle takes barely approaches three.
|
O-----O
```

Now that the book is open leave the room and make your way along the paths, both invisible and visible until you reach the door on the left side. It's pretty straightforward and you shouldn't need a Thief in your party to figure out where you're going. When you enter the castle go left and through the door below you to find a chest containing 'Thor'sHammer.' On the opposite side in the same position is a chest containing 'Winged Shoes.' Back in the main room descend the stairs at the top. Each of the magicians in these cells is a difficult enemy so ignore them for the moment. First you must approach the lower left cell and battle the boss there to reveal the save point.

```
O=====O=====O=====O
| Boss: Azulmagia          | HP: 27,900   | Level: 57   |
O=====O=====O=====O
|
| Most of this boss' attacks fall more into the annoying category than
| powerful, but he has solid defensesto both physical attacks and magic
| spells so he still remains a challenging foe. Cast spells like Flare and
| Holy which while effective will still be weaker against him than most but
| certainly not useless. The boss casts Roulette and from my experiences
| that means there's a chance of it landing on him, but I've never seen that
| happen. Maybe you'll get lucky. Regardless just attack as always.
|
O-----O
```

Enter the upper cell with the three magicians in it and fight them off, they're all the same and each can be defeated with a decent repeat of Holy and Flare magic. The chest in the upper cell contains 'Red Shoes' while the chest in the lower right cell has a 'Prism Dress.' Now here's what you want to do. Have a time mage cast Float on your party and then examine the monster behind the bars of the upper right jail cell with the woman in it.

```
O=====O=====O=====O
| Boss: Catastroph        | HP: 19,997   | Level: 71   |
O=====O=====O=====O
|
| This boss cannot hurt you at all as long as you have a Time Mage in your
| party, in fact it's better to have two. The boss' only attack is the
| Earth Shaker and you are immune to it if you are floating however the boss
| does have one more ability. The Gravity 100 spell will lower your party
| to the ground so you have to refresh the Float spell each turn but that
| also means you have three characters per turn with nothing to do but
| attack, it makes the boss go down fairly quickly that way.
|
O-----O
```

Head up the stairs past the woman to the top. Run around to the left past the main castle door on down the other stairs. In this little room there is a secret exit on the right side leading to another staircase and down to a chest containing 'Man-eater.' Head back up the stairs and go into the throne room, as you approach the upper left door it's time to fight ANOTHER boss.

```
O=====O=====O=====O
| Boss: Halycanos                | HP: 33,333   | Level: 97   |
O=====O=====O=====O
|
| She'll start off by turning your entire party into frogs, so hopefully
| you have a few extra Maiden'sKiss items in your inventory. She also
| has a nasty habit of casting Holy on one character to deal 9999 damage
| so something like Carbuncle and Reflect on your party comes in handy.
| The same traditional effective magic spells are just as effective as
| always here so Holy/Flare/Meteo your way to another victory.
|
O-----O
```

You can return and save if you wish because there's another boss upstairs.

```
O=====O=====O=====O
| Boss: Twin Tania                | HP: 50,000   | Level: 97   |
O=====O=====O=====O
|
| Contrasting the difficulty of the fights up to this point you're either
| going to have to level up a lot or rely on a good deal of luck here. What
| I mean by luck is if he casts either Gigaflare or Megaflare it means
| either 3000 damage to your party or 1200 damage to your party. The boss
| has other attacks that are mostly weak, the Tidal Wave can even be
| absorbed by Coral Rings. The boss has an extreme weakness to Holy so
| attacks with the Excalibur are the most powerful attacks you can use along
| with the Holy spell and Holy Sword caster by a Sorcerer all work well.
|
O-----O
```

You're definitely going to want to go back and save your game after something like that. Head back to where you just fought the boss and climb up the stairs to be warped into the void. Head down and right to find a chest with a 'MagiShuriken' inside. Speak to Gilgamesh on the warp portal below you.

```
O=====O=====O=====O
| Boss: Gilgamesh                | HP: N/A      | Level: N/A   |
O=====O=====O=====O
|
| Yet another battle with Gilgamesh here. Be sure you bring a Thief with
| you as always so you can grab the Genji Shield from him. I'm not even
| sure if this is a battle. Just steal the shield and hit him a bit. He
| starts a conversation and so on and so forth you may leave.
|
O-----O
```

Step onto the warp portal and warp to the next area. Grab the 'MagiShuriken' from the chest on your way along and get the other chest at the end containing 'Elixir' before stepping onto the warp. Just a note if you ever encounter the "Mover" enemies here they drop the best amount of ABP in the game, by far. At 199 per battle it makes maxing out job classes simple, however they appear rarely and you must defeat them quick or the battle just ends. Summoning Bahamut usually works for me. There's another note as well, the next chest

you come to contains the hardest boss in the game by far. Avoid it!

```
O=====O=====O=====O
| Boss: Shinryu                | HP: 59,052    | Level: High  |
O=====O=====O=====O
|
| This is one of the only optional bosses in a Final Fantasy game that I've
| never beaten, given adequate prep time it can be done of course but he's
| still REALLY hard. I've got a couple of words of wisdom though to get
| you started, you absolutely 100% need four Coral Rings to absorb the Tidal
| Wave attack, it's essential. THE best I was ever able to do and what I
| usually see recommended is to make up a party of Lancers and use the Jump
| command which allows you to deal good damage while being off the screen
| most of the time. Obviously it's not an easy win, but it's a start.
|
O-----O
```

Head up and make a left at the fork to find a chest containing 'MagiShuriken.' The warp portal is located over on the right side. When you reach a fork in this next area go left to find a glowing orb, this is a boss covering a save point so get ready to do battle beforehand.

```
O=====O=====O=====O
| Boss: Necrophobe             | HP: 44,044    | Level: High  |
O=====O=====O=====O
|
| What you need to do is destroy the four pods in order to be able to damage
| the boss and to do that spells like Holy and Flare won't be too useful
| since they only target one but summons like Leviathan, Hydra and Bahamut
| will. Use pretty much anything that will target all of them, level three
| magic on all works too. Once the barriers are gone attack the boss
| as much as possible until Gilgamesh eventually shows up. Despite him
| being on your side this time steal the piece of Genji equipment anyway.
|
O-----O
```

With that boss defeated a save point become available. Don't bother trying to level up around this area since you can't get EXP here. When you think you are ready and prepared to face the final boss, head up the stairs to the top.

```
O=====O=====O=====O
| Boss: X-Death                | HP: 49,000    | Level: High  |
O=====O=====O=====O
|
| As most typical boss of the game tyoes you just need to use everything
| you have been using all the way up to this point. Bring a couple of
| Samurai's along, perhaps not for this battle but at least for the next
| one. The most important thing is to be able to heal and protect against
| status ailments here. Some classic powerful offensive magic will work.
|
O-----O
```

```
O=====O=====O=====O
| Boss: Neo X-Death            | HP: 220,000   | Level: High  |
O=====O=====O=====O
|
| I'll admit I know one good way to win this battle, and it's the one I
| always use. !$toss works great, who needs money after the game is over,
| certainly not you. MONEY him to death, or if you're in it for the
| classic non-cheap feel of battle then I guess in theory you could try to
|
```

```
| take him down the traditional way. Put all your characters into the
| Haste status and then pummel him with your most powerful attacks. By now
| I'm sure you've got the idea, but for this one, money is the answer.
```

```
o-----o
You beat the game. Good job!
```

```
Now sit back and enjoy the ending.
```

```
d--(o_o)--b
```

```
o=====o
|                               Locations                               (02000) |
o=====o
```

```
Final Fantasy V /-----o
| -----o-----\                               Blue Magic Locations |
| (00021)          \-----o
```

```
o=====o-----o-----o=====o
| Name | Enemy | Location |
o=====o-----o-----o=====o
```

Name	Enemy	Location
????	Wolves	Woods North of Karnak
Aero	Gigas	Karnak Castle
Aero 2	Fan Wizard	Ruins of Ronka
Aero 3	Crystal Boss	Moore Forest
Aqua Rake	Quadrharpy	Desert South of Karnak
Black Shock	Unknown	Unknown
Blowfish	Lamia	Ruins of Ronka
Burn Ray	FlameThrow	Ruins of Ronka
Condemned	Unknown	Great Sea Trench
Doom Claw	Iron Claw	Karnak Castle
Exploder	Bottletrap	Fire Ship
Flash	Cool Dust	Fire Ship
GobPunch	BlakGoblin	Wind Shrine
Guard Off	Unknown	Unknown
Guardian	Unknown	Unknown
L.2 Old	LvlChecker	N-Zone
L.3 Flare	LvlChecker	N-Zone
L.4 Quarter	LvlChecker	N-Zone

L.5 Doom	Page 64	Library of Ancients
Little Song	Unknown	Unknown
MagHammer	Biblos	Library of Ancients
Mind Blast	Twin Tania	N-Zone
Missile	Rocket Gun	Ruins of Ronka
Moon Flute	Page 256	Library of Ancients
Mustard Bomb	Gobbdigoo	Zeza's Fleet
Pep Up	Pink Lizards	Woods Near Library
Red Feast	BloodSlime	Moogles Forest Cave
Roulette	Azulmagia	N-Zone
Time Slip	Halycanos	N-Zone
Toad Song	Elf Toad	Walz Tower
White Wind	White Spirit Things	Moore Forest

Final Fantasy V /
 (00022) \ Job Class Locations

Name	Location
Bard	Black Chocobo Forest
Berserker	Walz Tower
Black Mage	Wind Shrine
Blue Mage	Wind Shrine
Chemist	Ruins of Ronka
Dancer	Ruins of Ronka
Geomancer	Karnak Castle
Hunter	Black Chocobo Forest
Knight	Wind Shrine
Lancer	Ruins of Ronka
Mime	Walz Tower Underwater
Monk	Wind Shrine
Ninja	Karnak Castle

Red Mage	Walz Tower
Samurai	Ruins of Ronka
Sorcerer	Walz Tower
Summoner	Walz Tower
Thief	Wind Shrine
Time Mage	Walz Tower
Trainer	Karnak Castle
White Mage	Wind Shrine

Final Fantasy V /
 (00023) Song Locations

Name	Location
Love Song	Easterly Village
LVL Song	Crescent Town
Power Song	Crescent Town
Requiem	Kelb Village
Song of Magic	Library of Ancients
Song of Speed	Surgate Castle
Strength Song	Crescent Town
Temptation Song	Rikks Village

Final Fantasy V /
 (00024) Piano Locations

Name	Location
Piano 1	Tule Village in the pub
Piano 2	Kerwin Town in the pub
Piano 3	Town of Karnak in the pub
Piano 4	Crescent Town in the lower right house
Piano 5	Jachol Village in the pub
Piano 6	Lugor Bordertown in the pub

```

-----+-----
| Piano 7          | Moore Village pub |
-----+-----
| Piano 8          | Mirage Village hidden in house outside pub backdoor |
-----o-----o-----

```

```

Final Fantasy V /-----o
| -----o-----\
| (00025)         \ Summon Locations |
-----o-----

```

```

=====o=====o=====
| Name           | Location          |
=====o=====o=====
| Bahamut        | Fight on North Mountain |
-----+-----
| Chocobo        | Purchase in Walz Village |
-----+-----
| Golem          | Fight in Valley of Dragons |
-----+-----
| Hydra          | Find in Pirates Cave |
-----+-----
| Ifrit          | Fight in Library of Ancients |
-----+-----
| Leviathan      | Fight in Easterly Falls |
-----+-----
| Odin           | Fight in Val Castle |
-----+-----
| Phoenix        | Find in Phoenix Tower |
-----+-----
| Ramuh          | Fight in Forest East of Easterly Village |
-----+-----
| Remora         | Purchase in Walz Village |
-----+-----
| Shiva          | Fight in Cave Behind Waterfall in Walz Castle |
-----+-----
| Sylph          | Purchase in Walz Village |
-----o-----o-----

```

```

=====o=====o=====
| Shop List (000Z0) |
=====o=====o=====

```

```

O=(000Z1)=|| Tule Village | O=(000Z2)=|| Kerwin Town |
||-----\ ||-----\
||-----/ ||-----/

```

```

=====o=====o=====o=====o=====o=====
| Weapon         | Price            | | Weapon         | Price            |
=====o=====o=====o=====o=====o=====
| Broadsword     | 280 GP          | | Dirk           | 200 GP          |
-----+-----+-----+-----
| Wooden Rod     | 200 GP          | | Long Sword     | 480 GP          |
-----+-----+-----+-----
| Staff          | 200 GP          | | Wooden Rod     | 200 GP          |
-----+-----+-----+-----
| Staff          | 200 GP          |
-----o-----o-----o-----o-----o-----
| Armour         | Price           |
=====o=====o=====o=====o=====o=====

```


LetherShield	90 GP
Leather Cap	50 GP
LeatherArmor	80 GP

Magic	Price
Fire	150 GP
Ice	150 GP
Bolt	150 GP
Cure	180 GP
Scan	80 GP
Antdot	90 GP

Item	Price
Tonic	40 GP
Tent	250 GP

||-----\
O=(000Z3)=|| Walz |
||-----/

Weapon	Price
Battle Ax	650 GP
Long Sword	480 GP
Dirk	300 GP

Armour	Price
Iron Shield	390 GP
Iron Helmet	350 GP
Iron Armor	500 GP
Kung-fu Suit	450 GP
Cotton Robe	300 GP

Armour	Price
BronzeShield	300 GP
BronzeHelmet	480 GP
Bronze Armor	200 GP
Bronze Plate	200 GP
Cotton Robe	300 GP

Magic	Price
Fire	150 GP
Ice	150 GP
Bolt	150 GP
Sleep	300 GP
Cure	180 GP
Antdot	90 GP
Mute	280 GP
Protes	280 GP

||-----\
O=(000Z4)=|| Town of Karnak |
||-----/

Weapon	Price
MythrilKnife	450 GP
MythrilSword	880 GP
MythrilHammr	1050 GP
Fire Rod	750 GP
Ice Rod	750 GP
LightningRod	750 GP
Flail	750 GP

Armour	Price
MythrlShield	590 GP

Magic	Price	MythrilHelmt	550 GP
Slow	80 GP	Plumed Hat	350 GP
Regen	100 GP	MythrilArmor	700 GP
Mute	320 GP	Silver Plate	600 GP
Haste	320 GP	Silk Robe	500 GP
Chocobo	300 GP	MythrilGlove	600 GP
Sylph	350 GP	SilvrArmBand	500 GP
Remora	250 GP		

Item	Price	Fire2	600 GP
Tonic	40 GP	Ice2	600 GP
Antidote	30 GP	Bolt2	600 GP
Eye Drop	20 GP	Poison	290 GP
Maiden'sKiss	60 GP	Sleep	300 GP
Cornucopia	50 GP	Fire	150 GP
Soft	150 GP	Ice	150 GP
Phoenix Down	1000 GP	Bolt	150 GP
Tent	250 GP	Cure2	620 GP

O=(000Z5)=|| Crescent Town |
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Weapon	Price	Protes	280 GP
Fire Bow	2500 GP	Cure	180 GP
Ice Bow	2500 GP	Scan	80 GP
LighningBow	2500 GP	Antdot	90 GP
Silver Harp	800 GP	Demi	620 GP
		Stop	580 GP

Armour	Price	Haste	320 GP
Plumed Hat	350 GP	Mute	320 GP
Poet Robe	1000 GP	Slow	80 GP

Magic	Price
Fire2	600 GP
Ice2	600 GP
Bolt2	600 GP
Poison	290 GP
Sleep	300 GP
Fire	150 GP
Ice	150 GP
Bolt	150 GP

Item	Price
Tonic	40 GP
Antidote	30 GP
Eye Drop	20 GP
Maiden's Kiss	60 GP
Cornucopia	50 GP
Soft	150 GP
Phoenix Down	1000 GP
Tent	250 GP

O=(000Z7)=|| Rikks Village |

Weapon	Price
Ninja Knife	600 GP
Shuriken	2500 GP
Fire Skill	200 GP
Water Skill	200 GP
LgtningSkill	200 GP

Item	Price
Regen	100 GP
Tonic	40 GP
Antidote	30 GP
Eye Drop	20 GP
Maiden'sKiss	60 GP
Cornucopia	50 GP
Soft	150 GP
Phoenix Down	1000 GP
Tent	250 GP

O=(000Z6)=|| Jachol Village |

Weapon	Price
Cleaver	3200 GP
Coral Sword	2800 GP
Mage Slasher	900 GP
Trident	2700 GP
Katana	5800 GP
Silver Bow	1500 GP

Armour	Price
Green Beret	2500 GP
Ninja Suit	3000 GP
Poet Robe	1000 GP

Magic	Price
Cure2	620 GP
Raise	700 GP

Armour	Price	Muddle	650 GP
Green Beret	2500 GP	Mute	280 GP
Ninja Suit	3000 GP	Protes	280 GP
		Cure	180 GP
Magic	Price	Scan	80 GP
Esna	300 GP	Antdot	90 GP

Item	Price	Item	Price
Ether	750 GP	Tonic	40 GP
Tonic	20 GP	Antidote	30 GP
Antidote	15 GP	Eye Drop	20 GP
Eye Drop	10 GP	Maiden'sKiss	60 GP
Cornucopia	25 GP	Cornucopia	50 GP
Maiden'sKiss	30 GP	Soft	150 GP
Soft	75 GP	Phoenix Down	1000 GP
Tent	125 GP	Tent	250 GP

O=(000Z8)=|| Easterly Village |
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O=(000Z9)=|| Lugor Bordertown |
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Armour	Price	Weapon	Price
Fire Ring	50,000 GP	HalcyonBlade	3400 GP
Coral Ring	50,000 GP	War Hammer	6400 GP
Angel Ring	50,000 GP	Katana	5800 GP
		Half Moon	5600 GP
Magic	Price	Wind Lance	5400 GP
Demi	620 GP	Dark Bow	3800 GP
Stop	580 GP	Dream Harp	1600 GP
Haste	320 GP	Chain Whip	3300 GP
Mute	320 GP		
Slow	80 GP	Armour	Price

Regen	100 GP

Item	Price

Tonic	40 GP

Antidote	30 GP

Eye Drop	20 GP

Maiden'sKiss	60 GP

Cornucopia	50 GP

Soft	150 GP

Phoenix Down	1000 GP

Tent	250 GP

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 O=(000ZA)=|| Val Castle |
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Weapon	Price

HalcyonBlade	3400 GP

War Hammer	6400 GP

Katana	5800 GP

Half Moon	5600 GP

Wind Lance	5400 GP

Dark Bow	3800 GP

Dream Harp	1600 GP

Chain Whip	3300 GP

Armour	Price

Gold Shield	3000 GP

Gold Helmet	3500 GP

Green Beret	2500 GP

Wizard Hat	1500 GP

Gold Armor	4000 GP

Gold Shield	3000 GP

Gold Helmet	3500 GP

Green Beret	2500 GP

Wizard Hat	1500 GP

Gold Armor	4000 GP

Ninja Suit	3000 GP

Earth Robe	2000 GP

Magic	Price

Drain	3000 GP

Break	3000 GP

Bio	3000 GP

Blink	3000 GP

Shell	3000 GP

Esna	3000 GP

Comet	3000 GP

Slow2	3000 GP

Return	3000 GP

Item	Price

Potion	360 GP

Tonic	40 GP

Phoenix Down	1000 GP

Soft	150 GP

Maiden'sKiss	60 GP

Cornucopia	50 GP

Eye Drop	20 GP

Antidote	30 GP

Ether	1500 GP

Holy Water	150 GP

Ninja Suit	3000 GP
Earth Robe	2000 GP
Gauntlet	3000 GP

Cottage	600 GP
Giant Drink	110 GP
Power Drink	110 GP

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Magic	Price
Drain	3000 GP

Speed Drink	110 GP
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Break	3000 GP
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Hard Body	110 GP
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Bio	3000 GP
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Hero Drink	110 GP
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Blink	3000 GP
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O=(000ZB)=|| Kelb Village
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Shell	3000 GP
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Weapon	Price
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Esna	3000 GP
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Cluster	5100 GP
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Comet	3000 GP
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Crossbow	5000 GP
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Slow2	3000 GP
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Poison Rod	1500 GP
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Return	3000 GP
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Shuriken	2500 GP
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Fire Skill	200 GP
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Water Skill	200 GP
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LgtningSkill	200 GP
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HalcyonBlade	3400 GP
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War Hammer	6400 GP
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Katana	5800 GP
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Half Moon	5600 GP
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Maiden'sKiss	60 GP
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Wind Lance	5400 GP
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Dark Bow	3800 GP
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Antidote	30 GP
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Dream Harp	1600 GP
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Ether	1500 GP
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Chain Whip	3300 GP
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Holy Water	150 GP
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Cottage	600 GP
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Fire Skill	200 GP
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Water Skill	200 GP
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LgtningSkill	200 GP
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HalcyonBlade	3400 GP
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War Hammer	6400 GP
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Katana	5800 GP
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Half Moon	5600 GP
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Wind Lance	5400 GP
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Dark Bow	3800 GP
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Dream Harp	1600 GP
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Chain Whip	3300 GP
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Holy Water	150 GP
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Cottage	600 GP
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Armour	Price
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RopeHeadband	3500 GP
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Power Tasuki	4500 GP
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Power Wrist	2500 GP
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Giant Drink	110 GP
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Power Drink	110 GP
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Speed Drink	110 GP
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Power Wrist	2500 GP
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Power Wrist	2500 GP
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Hard Body	110 GP
Hero Drink	110 GP
Surgate Castle	

Gold Shield	3000 GP
Gold Helmet	3500 GP
Green Beret	2500 GP
Wizard Hat	1500 GP
Gold Armor	4000 GP

Weapon	Price
RegalCutlass	8400 GP
Short Spear	8100 GP
Bizen'sPride	8800 GP
Poison Ax	9600 GP

Ninja Suit	3000 GP
Earth Robe	2000 GP
Gauntlet	3000 GP

Armour	Price
Gold Shield	3000 GP
Gold Helmet	3500 GP
Green Beret	2500 GP
Wizard Hat	1500 GP
Gold Armor	4000 GP
Ninja Suit	3000 GP
Earth Suit	2000 GP

Magic	Price
Drain	3000 GP
Break	3000 GP
Bio	3000 GP
Blink	3000 GP
Shell	3000 GP
Esna	3000 GP
Comet	3000 GP
Slow2	3000 GP
Return	3000 GP

Magic	Price
Drain	3000 GP
Break	3000 GP
Bio	3000 GP
Blink	3000 GP
Shell	3000 GP
Esna	3000 GP
Comet	3000 GP
Slow2	3000 GP
Return	3000 GP

Item	Price
Potion	360 GP
Tonic	40 GP
Phoenix Down	1000 GP
Soft	150 GP
Maiden'sKiss	60 GP
Cornucopia	50 GP
Eye Drop	20 GP
Antidote	30 GP
Ether	1500 GP

Item	Price
Potion	360 GP
Tonic	40 GP
Phoenix Down	1000 GP
Soft	150 GP
Maiden'sKiss	60 GP
Cornucopia	50 GP
Eye Drop	20 GP
Antidote	30 GP
Ether	1500 GP
Holy Water	150 GP
Cottage	600 GP
Giant Drink	110 GP
Power Drink	110 GP
Speed Drink	110 GP
Hard Body	110 GP
Hero Drink	110 GP

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O=(000ZE)=|| Mirage Village |
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Weapon	Price
Flame Saber	10,000 GP
Blizzard	11,000 GP
Earth Hammer	12,800 GP
Mace	7800 GP
Magic Bow	10,000 GP
Ichimonji	14,800 GP
Partisan	10,200 GP

Holy Water	150 GP
Cottage	600 GP
Giant Drink	110 GP
Power Drink	110 GP
Speed Drink	110 GP
Hard Body	110 GP
Hero Drink	110 GP

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O=(000ZD)=|| Moore Village |
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Weapon	Price
Air Lancet	6800 GP
Elfin Bow	7500 GP

Armour	Price
DiamndShiield	6000 GP
DiamondHelmt	7000 GP
Tiger Mask	5000 GP
Poet Cap	3000 GP
DiamondArmor	8000 GP
DiamondPlate	6000 GP
LuminousRobe	4000 GP
DimndArmBand	4000 GP

Magic	Price
Cure3	6000 GP
Rflect	6000 GP
Bersrk	6000 GP
Blink	3000 GP
Shell	3000 GP

Guild	Price	Esna	3000 GP
MagiShuriken	25,000 GP	Fire3	6000 GP
Shuriken	2500 GP	Ice3	6000 GP
Double Lance	10,800 GP	Bolt3	6000 GP
Moonring	1100 GP	Drain	3000 GP
Fire Skill	200 GP	Break	3000 GP
Water Skill	200 GP	Bio	3000 GP
LgtningSkill	200 GP	Demi2	6000 GP

Armour	Price	Old	6000 GP
CrystlShield	9000 GP	Comet	3000 GP
CrystalHelmt	10,000 GP	Slow2	3000 GP
Black Hood	6000 GP	Return	3000 GP

Circlet	4000 GP		
Crystalmail	12,000 GP		
BlackCostume	9000 GP		
Black Robe	8000 GP		
White Robe	8000 GP		

Item	Price
Potion	360 GP
Tonic	40 GP
Phoenix Down	1000 GP

Relics	Price
Winged Shoes	50,000 GP
Angel Ring	50,000 GP
Fire Ring	50,000 GP
Coral Ring	50,000 GP
Lamia'sTiara	2500 GP
Angel Robe	3000 GP

Soft	150 GP
Maiden'sKiss	60 GP
Cornucopia	50 GP
Eye Drop	20 GP
Antidote	30 GP
Ether	1500 GP
Holy Water	150 GP
Cottage	600 GP
Giant Drink	110 GP
Power Drink	110 GP
Speed Drink	110 GP
Hard Body	110 GP

Speed	30 GP	Hero Drink	110 GP
Float	300 GP		
Telepo	600 GP	O=(000ZF)=	Great Sea Trench
Chocobo	300 GP		
Sylph	350 GP	Weapon	Price
Remora	250 GP	Earth Hammer	12,800 GP
		Mace	7800 GP
Secret Magic	Price	Magic Bow	10,000 GP
Arise	10,000 GP	Ichimonji	14,800 GP
Dispel	10,000 GP		
Doom	10,000 GP	Armour	Price
Asper	10,000 GP	CrystlShield	9000 GP
Quick	10,000 GP	CrystalHelmt	10,000 GP
X-Zone	10,000 GP	Black Hood	6000 GP
		Circlet	4000 GP
Item	Price	Crystalmail	12,000 GP
Potion	360 GP	BlackCostume	9000 GP
Tonic	40 GP	Black Robe	8000 GP
Phoenix Down	1000 GP	White Robe	8000 GP
Soft	150 GP		
Maiden'sKiss	60 GP	Cottage	600 GP
Cornucopia	50 GP	Giant Drink	110 GP
Eye Drop	20 GP	Power Drink	110 GP
Antidote	30 GP	Speed Drink	110 GP
Ether	1500 GP	Hard Body	110 GP
Holy Water	150 GP	Hero Drink	110 GP

Ability List

(00030)

(00031)

Name	Effect	Level
Cover	Protect allies	Level 1
Guard	Defend against physical attacks	Level 2
2-handed	Hold a sword in two hands for 2x damage	Level 3
EqShield	Can equip shield	Level 4
EqArmor	Can equip armor	Level 5
EqSword	Can equip sword	Level 6

Final Fantasy V /
 (00032) Monk

Name	Effect	Level
!Store	Charge and deal double damage next turn	Level 1
Barefist	Monk attack power for any class unarmed	Level 2
!Chkra	Restore HP and cure ailments	Level 3
Counter	Counter attack when attacked	Level 4
HP+10%	HP up ten percent	Level 5
HP+20%	HP up twenty percent	Level 6
HP+30%	HP up thirty percent	Level 7

Final Fantasy V /
 (00033) Thief

Name	Effect	Level
Secret	Hidden paths visible	Level 1
!Flee	Escape from random battles	Level 2
Dash	Run faster on map	Level 3
!Steal	Steal from enemy	Level 4
Caution	No back attacks	Level 5
!Mug	Steal and damage enemy	Level 6
Footwork	Gain same speed as a Thief	Level 7

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|_inal Fantasy V /-----o
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|          Lancer          |
| (00034)  \-----o

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O=====O=====O=====O=====O
|          Name          |          Effect          | Level |
O=====O=====O=====O=====O
| !Jump                  | Jump into air and land  | Level 1 |
|-----+-----+-----+-----|
| !Lance                 | Absorbs enemy HP & MP  | Level 2 |
|-----+-----+-----+-----|
| EqLance                | Can equip spear        | Level 3 |
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|_inal Fantasy V /-----o
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|          Ninja          |
| (00035)  \-----o

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O=====O=====O=====O=====O
|          Name          |          Effect          | Level |
O=====O=====O=====O=====O
| !Dustb                 | Run away from random    | Level 1 |
|-----+-----+-----+-----|
| !Twin                  | Increases evasion       | Level 2 |
|-----+-----+-----+-----|
| Firestatk              | Increase chances of     | Level 3 |
|-----+-----+-----+-----|
| !Throw                 | Throw objects in your   | Level 4 |
|-----+-----+-----+-----|
| 2-swords               | Can equip two weapons   | Level 5 |
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|_inal Fantasy V /-----o
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|          Samurai       |
| (00036)  \-----o

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O=====O=====O=====O=====O
|          Name          |          Effect          | Level |
O=====O=====O=====O=====O
| !Sslap                 | Petrify enemy           | Level 1 |
|-----+-----+-----+-----|
| !$toss                 | Throw GP at enemies     | Level 2 |
|-----+-----+-----+-----|
| Swrdgrab               | Catches physical attack | Level 3 |
|-----+-----+-----+-----|
| EqKatana               | Can equip katana        | Level 4 |
|-----+-----+-----+-----|
| !Fdraw                 | Use katana for special  | Level 5 |
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|_inal Fantasy V /-----o
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|          Berserker     |
| (00037)  \-----o

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O=====O=====O=====O=====O
|          Name          |          Effect          | Level |
O=====O=====O=====O=====O
| Berserk                | Always in berserk      | Level 1 |

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|-----+-----+-----|
| EqAxe          | Can equip ax          | Level 2 |
|-----+-----+-----|

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| Final Fantasy V /-----o
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| (00038)         \ Hunter
|-----+-----+-----|

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O=====O=====O=====O=====O
| Name          | Effect                | Level |
O=====O=====O=====O=====O
| !Critt        | Call creatures from  | Level 1 |
|-----+-----+-----|
| !Aim          | Increase accuracy    | Level 2 |
|-----+-----+-----|
| EqBow         | Can equip bow        | Level 3 |
|-----+-----+-----|
| !Sshot        | Attack four times    | Level 4 |
|-----+-----+-----|
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| Final Fantasy V /-----o
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| (00039)         \ Sorcerer
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O=====O=====O=====O=====O
| Name          | Effect                | Level |
O=====O=====O=====O=====O
| !Magiwall     | Cast Mbarrier when  | Level 1 |
|-----+-----+-----|
| !Sword        | It's a Sorcerer /LV2 | Level 2 |
|-----+-----+-----|
| !Sword        | It's a Sorcerer /LV3 | Level 3 |
|-----+-----+-----|
| !Sword        | It's a Sorcerer /LV4 | Level 4 |
|-----+-----+-----|
| !Sword        | It's a Sorcerer /LV5 | Level 5 |
|-----+-----+-----|
| !Sword        | It's a Sorcerer /LV6 | Level 6 |
|-----+-----+-----|
| !Sword        | It's a Sorcerer /LV7 | Level 7 |
|-----+-----+-----|
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| Final Fantasy V /-----o
| -----o-----\
| (0003A)         \ White Mage
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O=====O=====O=====O=====O
| Name          | Effect                | Level |
O=====O=====O=====O=====O
| !White        | It's a White Mage /LV1 | Level 1 |
|-----+-----+-----|
| !White        | It's a White Mage /LV2 | Level 2 |
|-----+-----+-----|
| !White        | It's a White Mage /LV3 | Level 3 |
|-----+-----+-----|
| !White        | It's a White Mage /LV4 | Level 4 |
|-----+-----+-----|
| !White        | It's a White Mage /LV5 | Level 5 |
|-----+-----+-----|
| !White        | It's a White Mage /LV6 | Level 6 |
|-----+-----+-----|

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!Summon	It's a summoner /LV4 ability	Level 4
!Summon	It's a summoner /LV5 ability	Level 5
!Call	Random summon, no MP use	Level 6

Final Fantasy V /-----o
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 (0003E) \-----o

Name	Effect	Level
!Check	See enemy HP, weakness	Level 1
Learning	Learn spells from enemies	Level 2
!Blue	It's a Blue Mage /Lv3 Ability	Level 3
!View	See enemy HP, level, weakness, condition	Level 4

Final Fantasy V /-----o
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 (0003F) \-----o

Name	Effect	Level
!Red	It's a Red Mage /LV1 ability	Level 1
!Red	It's a Red Mage /LV2 ability	Level 2
!Red	It's a Red Mage /LV3 ability	Level 3
Redx2	Cast two Red Magic spells in a row	Level 4

Final Fantasy V /-----o
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 (0003G) \-----o

Name	Effect	Level
!Tame	Calm an enemy	Level 1
!Control	Control an enemy	Level 2
EqWhip	Can equip whip	Level 3
!Catch	Catch an enemy	Level 4

Final Fantasy V /-----o
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 (0003H) \-----o

Final Fantasy V /-----o
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 (0003H) \-----o

Name	Effect	Level
Medicine	Double effect for healing items	Level 1
!Mix	Mix items in battle	Level 2
!Drink	Drink special items	Level 3
!Recvr	Restore HP	Level 4
!Rvive	Restore from K.O.	Level 5

Final Fantasy V /
 (0003I) \ Geomancer

Name	Effect	Level
!Earth	Use specific Earth power	Level 1
Findhole	Find traps before you fall	Level 2
Antitrap	Damage floors do not hurt you	Level 3

Final Fantasy V /
 (0003J) \ Bard

Name	Effect	Level
!Hide	Increases evasion	Level 1
EqHarp	Can equip harp	Level 2
!Sing	Sing songs in battle	Level 3

Final Fantasy V /
 (0003K) \ Dancer

Name	Effect	Level
!Flirt	Prevent enemy attack	Level 1
!Dance	Dance the forbidden dance	Level 2
EqRibbon	Can equip Ribbon	Level 3

Final Fantasy V /
 (0003L) \ Mime

Name	Effect	Level
!Mimic	Copy most recent action	Level 1

Item List (00040)

Name	Effect
Antidote	Cures Poison
Ash	N/A
Cornucopia	Cures Mini
Cottage	Heal Overnight
Dark Matter	Cures Alchemy
Dragon Fang	Cures Alchemy
Elixir	Full HP/MP
Ether	Restores MP
Eye Drop	Cures Dark
Fire Skill	"Throw" in Battle, Damage all Enemies
Giant Drink	"Drink" in Battle 2x Max HP
Golem	Use in Menu for Summon
Hard Body	"Drink" in Battle, Raise Defense
Hero Drink	"Drink" in Battle, Strength Raised
Holy Water	Cures Zombie
LgtningSkill	"Throw" in Battle, Damage all Enemies
MagiShuriken	"Throw" in Battle
Maiden'sKiss	Cures Frog
Phoenix Down	Cures KO
Potion	Restores HP
Power Drink	"Drink" in Battle, Raise Attack
Ramuh	Use in Menu for Summon
Shoat	Use in Menu for Summon

Shuriken	"Throw" in Battle
Soft	Cures Petrify
Speed Drink	"Drink" in Battle for Haste
Tent	Heal Overnight
Tonic	Restores HP
Turtle Shell	Cures Alchemy
Water Skill	"Throw" in Battle, Damage all Enemies

Equipment List (00050)

Final Fantasy V / (00051) Weapon

Name	Vig	Spd	Sta	MPw	BPw	Def	Eva	Mdf	Wgt
Air Lancet	0	0	0	0	53	0	0	0	0
AncientSword	0	0	0	0	40	0	0	0	0
Apollo Harp	0	0	0	0	42	0	0	0	0
Artemis	0	0	0	0	108	0	0	0	0
Assassin	0	1	0	0	78	0	0	0	0
Battle Ax	0	0	0	0	20	0	0	0	0
Blizzard	0	0	0	0	62	0	0	0	0
Blood Sword	0	0	0	5	81	0	0	0	0
Brave Blade	5	0	0	0	0	0	0	0	0
Broadsword	0	0	0	0	12	0	0	0	0
Chain Whip	0	0	0	0	49	0	0	0	0
Chicken Knife	0	5	0	0	0	0	0	0	0
Cleaver	0	0	0	0	30	0	0	0	0
Cluster	0	1	0	0	43	0	0	0	0
Coral Sword	0	0	0	0	34	0	0	0	0
Crossbow	0	0	0	0	46	0	0	0	0

Dancing Dirk	0	1	0	1	51	0	0	0	0
Dark Bow	0	0	0	0	40	0	0	0	0
Defender	0	0	0	0	96	0	0	0	0
Dirk	0	0	0	0	11	0	0	0	0
Double Ax	0	0	0	0	88	0	0	0	0
Double Lance	0	0	0	0	58	0	0	0	0
Dream Harp	0	0	0	0	22	0	0	0	0
Earth Bell	0	0	0	0	32	0	0	0	0
Earth Hammer	0	0	0	0	55	0	0	0	0
Elfin Bow	0	0	0	0	53	0	0	0	0
Enchanter	0	0	0	3	99	0	0	0	0
Excalibur	0	0	0	0	107	0	0	0	0
Excalipur	0	0	0	0	97	0	0	0	0
Fire Bow	0	0	0	0	36	0	0	0	0
Fire Bute	2	2	0	0	79	0	0	0	0
Fire Rod	0	0	0	0	13	0	0	0	0
Flail	0	0	0	0	13	0	0	0	0
Flame Saber	0	0	0	0	60	0	0	0	0
Gale Bow	0	0	0	0	66	0	0	0	0
HalcyonBlade	0	0	0	0	38	0	0	0	0
Half Moon	0	0	0	0	46	0	0	0	0
HealingStaff	0	0	0	2	0	0	0	0	0
Holy Lance	3	0	0	0	106	0	0	0	0
HuntingKnife	0	0	0	0	33	0	0	0	0
Ice Bow	0	0	0	0	36	0	0	0	0
Ice Rod	0	0	0	0	13	0	0	0	0
Ichimonji	0	0	0	0	84	0	0	0	0
Katana	0	0	0	0	39	0	0	0	0
Knife	0	0	0	0	4	0	0	0	0
Kotetsu	0	0	0	0	55	0	0	0	0

LightningBow	0	0	0	0	36	0	0	0	0
LightningRod	0	0	0	0	13	0	0	0	0
Long Sword	0	0	0	0	19	0	0	0	0
Mace	0	0	0	0	47	0	0	0	0
Mage Slasher	0	0	0	1	28	0	0	0	0
Magic Bow	0	0	0	0	0	0	0	0	0
Magus Rod	0	0	0	0	37	0	0	0	0
Man-eater	2	2	2	2	86	0	0	0	0
Masamune	0	0	0	0	104	0	0	0	0
Moonring	0	0	0	0	32	0	0	0	0
Monster Bell	0	0	0	0	21	0	0	0	0
MythrilHammr	0	0	0	0	25	0	0	0	0
MythrilKnife	0	0	0	0	20	0	0	0	0
MythrilSword	0	0	0	0	28	0	0	0	0
Ninja Knife	0	1	0	0	26	0	0	0	0
Partisan	0	0	0	0	59	0	0	0	0
Poison Rod	0	0	0	0	29	0	0	0	0
Ragnarok	0	0	0	0	137	0	0	0	0
Razor Ring	0	0	0	0	71	0	0	0	0
RegalCutlass	0	0	0	0	54	0	0	0	0
Rune Ax	0	0	0	3	68	0	0	0	0
Rune Chime	0	0	0	0	42	0	0	0	0
Sage Staff	0	0	0	0	50	0	0	0	0
Sasuke	0	1	0	0	96	0	0	0	0
Shock Whip	0	0	0	0	39	0	0	0	0
Silver Bow	0	0	0	0	35	0	0	0	0
Silver Harp	0	0	0	0	12	0	0	0	0
Staff	0	0	0	0	6	0	0	0	0
Thief Knife	0	1	0	0	63	0	0	0	0
Thor'sHammer	0	0	0	0	78	0	0	0	0

Trident	0	0	0	0	35	0	0	0	0
War Hammer	0	0	0	0	35	0	0	0	0
Whip	0	0	0	0	23	0	0	0	0
Wind Lance	0	0	0	0	41	0	0	0	0
Wind Sword	0	0	0	0	41	0	0	0	0
Wonder Rod	0	0	0	2	0	0	0	0	0
Wooden Rod	0	0	0	1	5	0	0	0	0
Yoichi's Bow	3	3	0	0	98	0	0	0	0

Final Fantasy V /-----o
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 (00052) \-----o

Name	Vig	Spd	Sta	MPw	BPw	Def	Eva	Mdf	Wgt
Aegis Shield	0	0	0	1	0	5	33	0	4
BronzeShield	0	0	0	0	0	1	15	0	5
CrystalShield	0	0	0	0	0	8	45	0	5
DiamndShield	0	0	0	0	0	6	35	0	5
Flame Shield	0	0	0	0	0	7	40	5	5
Genji Shield	0	0	0	0	0	9	50	1	6
Gold Shield	0	0	0	0	0	4	30	0	5
Ice Shield	0	0	0	0	0	7	40	5	5
Iron Shield	0	0	0	0	0	2	20	0	5
LetherShield	0	0	0	0	0	0	10	0	2
MythrlShield	0	0	0	0	0	3	25	0	5

Final Fantasy V /-----o
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 (00053) \-----o

Name	Vig	Spd	Sta	MPw	BPw	Def	Eva	Mdf	Wgt
Black Hood	0	2	0	0	0	12	0	2	0
BronzeHelmet	0	0	0	0	0	2	0	2	4
Circlet	0	0	0	3	0	10	0	2	2

Coronet	0	0	0	1	0	5	0	4	8
CrystalHelmt	0	0	0	0	0	13	0	2	4
DiamondHelmt	0	0	0	0	0	10	0	2	4
Genji Helmet	0	0	0	0	0	15	0	2	5
Gold Helmet	0	0	0	0	0	8	0	2	4
Green Beret	1	1	0	0	0	3	0	2	2
HairOrnament	0	0	0	0	0	0	0	2	2
Iron Helmet	0	0	0	0	0	4	0	2	4
Lamia'sTiara	0	0	0	3	0	3	0	7	2
Leather Cap	0	0	0	0	0	1	0	1	1
MythrilHelmt	0	0	0	0	0	6	0	2	4
Plumed Hat	0	0	0	0	0	2	0	2	2
Poet Cap	0	0	0	2	0	6	0	2	2
Ribbon	5	5	5	5	0	12	0	2	2
RopeHeadband	3	0	0	0	0	6	0	0	2
Thornlet	0	0	0	-5	0	20	0	5	4
Tiger Mask	0	0	0	0	0	9	0	2	2
Wizard Hat	0	0	0	1	0	4	0	2	2

Final Fantasy V /-----o
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 (00054) \-----o

Name	Vig	Spd	Sta	MPw	BPw	Def	Eva	Mdf	Wgt
Angel Robe	0	0	5	0	0	10	0	11	2
BlackCostume	1	1	0	0	0	17	0	2	3
Black Robe	0	0	0	0	5	14	0	14	2
Bronze Armor	0	0	0	0	0	4	0	2	8
Bronze Plate	0	0	0	0	0	3	0	2	4
Cotton Robe	0	0	0	0	0	2	0	4	2
Crystalmail	0	0	0	0	0	20	0	0	0
DiamondArmor	0	0	0	0	0	15	0	2	8

LeatherShoes	0	0	0	0	0	1	0	1	1
MythrilGlove	0	0	0	0	0	3	0	0	5
Power Wrist	3	0	0	0	0	3	0	0	0
Protect Ring	0	0	5	0	0	10	0	10	1
Red Shoes	0	0	0	0	0	11	0	2	1
SilvrArmBand	0	0	0	0	0	2	0	3	3
Thief'sGlove	0	1	0	0	0	4	0	0	1
Wall Ring	0	0	0	0	0	0	0	0	1
Winged Shoes	0	0	0	0	0	0	0	3	1

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| Version History (00060) |
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Version 0.00 - (April 2nd, 2005) - Began the walkthrough
Version 1.00 - (April 8th, 2005) - Completed the walkthrough

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| Legal (00070) |
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I am no longer active writing guides for video games, and thus I will no longer any questions or update with any corrections sent through email. It is likely that after this point this guide will never be updated again. I am aware that there are errors occasionally and I apologize for those. Please do not email me any corrections, or ask me for any help with this particular game, as I will not respond.

It is also not necessary to send any email to thank me for the work, I will say right now that you are very welcome.

Furthermore, please do not contact me about hosting this guide on your website, I will not grant permisson. I am still willing to take action if I find this guide being hosted anywhere other than GameFAQs.com, IGN.com, or a very small number of other select sites.

Finally, if you need to contact me for some reason that is not covered above, then you can reach me at StarOceanDC(a.t)gmail(d.o.t)com.

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| Credits (00080) |
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Thanks to CJayC for continuing to keep GameFAQs running smoothly, and the same to Sailor Bacon. Thanks to Sean, Mark and Jeremy here at the University of Guelph, thanks to everyone in the GameFAQs FAQ contributor community for being great people, and thanks to everyone who takes the time to send feedback.

Thank you very much finally, to anyone and everyone reading this walkthrough.

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