

Final Fantasy VII Enemy Skill FAQ

by Apathetic Aardvark

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Final Fantasy VII: Enemy Skill FAQ

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Version Moogles 8/30/2004

I AM ALSO KNOWN AS SINENOMINE ON THE GAMEFAQS MESSAGES BOARDS

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* = If you're just looking for the basic skill information, these are the only two sections which will be of any use to you. The remaining sections are for users trying to get the biggest bang for their mp buck or alternate uses to the skills.

i) Disclaimer (Legal stuff)

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ii) Version History

5/22/2003 Version 1.0 - Added all the skills, what they do, enemies to learn them from, locations of the enemies and a generic comparison of enemy skills vs. standard spells. Also added a recommended order of obtaining.

5/26/2003 Version 1.1 - Added the data charts to verify claims of damage. Moved monster locations to the skill information area to save time on the searching through this guide. Moved all of the technical stuff to the end of the guide so people who just want to learn about skills don't have to sift through it all.

7/12/2003 Version 1.2 - Very minor changes, added alternate skill uses.

3/11/2004 v1.3 - fixed a few minor details, mostly clarifications. Greatly increased the usefulness of the monster section.

6/20/2004 - version Moogles changed email address... please stop emailing me WRONG information about Trine and White Wind.

iii) Enemy Skill Materia Locations and How do they work

There are four enemy skill materias in the game. Ideally, you're going to want at least three of them, one for every active member in your party. Enemy Skill materia is a command materia, but is not found on the master command. The materia itself adds no stats, such as MP or magic power, but also does not take stats away such as strength and HP. Enemy skill cannot be paired with any support materia.

#1 - Found on the 67th floor of the Shinra headquarters of Midgar. It appears after the boss battle occurs. The materia will be bouncing just in front of the containing device labeled "Sample".

#2 - Found in the intermediate training hall, in Junon. You may get this on your first trip to Junon while dressed up as a Shinra soldier.

#3 - Found in the Ancient City in the building where Cloud and company stop to rest at. It is slightly hidden behind the uppermost bed.

#4 - Found in Chocobo Sages house, talk to the green chocobo there and it will drop it.

To learn an enemy skill, an opponent must use the skill on a character who is equipped with the enemy skill materia. Once hit, your character will spin a circle and you will see "Learned Enemy Skill xxxxxxxx". Once this is said, you may use that skill for the remainder of the battle. Upon winning the battle you will be able to use that skill from that particular enemy skill materia[s] at any time. Should you run from the battle or be kicked off of it, you will NOT retain the skill. You can NOT learn enemy skills in the battle arena and you can NOT learn them by having one party member casting them onto another party member.

iv) The Enemy Skills

Listed in order of Stars. This section will illustrate what each of the twenty four enemy skills do, the pros and cons to the skill and what enemies can cast it. This section will also list the enemies location but if you need a more specific location refer to section v.

Frog Song:

Effect - Turns a single target into a frog and puts them too sleep.

Pros - Frogs do minimal damage and may not cast any spell other than toad. Sleeping enemies are sitting ducks. May also be used to remove toad status from party members.

Cons - Only hits one target. Does not work fully on many enemies.

Mp Cost - 5mp

Can learn from - Touch me [Gongaga area], Toxic frog [Temple of the Ancients], and Christopher [Crater]

L4 Suicide:

Effect - Causes critical damage to enemies with level divisible by four. May also cause 'mini' status as well.

Pros - Critical damage is a HUGE amount of current hp. Hits all enemy targets.

Cons - Many enemies do not have levels divisible by four. This skill can NOT kill an enemy either.

Mp Cost - 10mp

Can learn from - Mu [Chocobo farm area], Trickplay [Icicle area]

Note: Critical damage is defined as $[HP * 31 / 32]$ damage. Furthermore, this spell can be reflected. When reflected the spell only hits one target per reflect.

Magic Hammer:

Effect - Takes up to 100mp from an opponent and gives it to the caster.

Pros - Good way to replenish 97mp per casting. Can drain enemies of MP completely so they have do not have any to cast with.

Cons - This skill can be reflected thus you drain mana from yourself causing a net loss of 3mp. Somewhat timely if being used to remove enemy MPs.

Mp Cost - 3mp

Can learn from - Razor Weed [Wutai Area]

Note: If the enemy has less than 100mp remaining, you will still knock that enemy down 100mp however, you will only gain as much mp as it actually had.

White Wind:

Effect - Heals all allies (or enemies) by the amount of current hp the caster has. Also cures the following status changes: sleep, poison, confusion, silence, slow, stop, frog, mini, slow-numb, petrify, berserk, paralyzed, and darkness, death force and Shield. If shield status is removed, no other status will be removed in that casting.

Pros - This is a healing spell with the built in property of 'all' saving you a materia slot. If you have a lot of life, you can heal your party far cheaper this way than with the standard cure spells, besides, it changes a large amount of status changes.

Cons - When you first get White Wind, you may not have enough HP to make it worth casting. Also changes a lot of unlisted good status such as temporary death immune [death force] back to normal.

Mp Cost - 34mp

Can learn from - Zemzelett [Junon area]. Wind Wing [Whirlwind Maze]*

* = To learn from Wind Wing you must confuse the wind wing. White Wind is not a learnable skill from the manipulate menu.

Big Guard:

Effect - Casts Barrier, Magic Barrier and Haste on all allies (or enemies)

Pros - Is a big mana saver from casting them all individually. Also has a built in 'all' saving you many materia slots as well. You will take half damage from physical and magical attacks while getting more turns.

Cons - The Barrier and Magic Barrier drain faster than they would if you were not in Haste mode*

*A bug exists. If you are immune to Slow and Stop, you will also be made immune to haste, thus the barriers will not drain at double speed

Mp Cost - 56mp

Can learn from - Beach plug [Costa del sol beaches]

Angel Whisper:

Effect - Fully revives one dead ally, heals an injured ally to full. Angel whisper also cures the following status changes: KO, Sleep, poison, confusion, silence, slow, stop, frog, mini, petrify, berserk, darkness and paralyzed.

Pros - This is life2/full cure/semi-Esuna on the same spell, and fairly cheap to cast too.

Cons - Only hits one target

Mp Cost - 50mp

Can learn from - Pollensalta [Crater]

Dragon Force:

Effect - Raises Defense and Magic Defense*

Pros - You take less damage

Cons - Somewhat expensive, targets only one target and seems to be ineffective.

Mp Cost - 19mp

Can learn from - Dark Dragon [Crater]

*Final Fantasy VII has a Magic defense bug. Your magic defense will NOT in fact increase in the game because of the bug. In fact, no magic defense works. The only way to increase your resistance to magic is by raising the 'spirit' stat. Dragon Force will still increase the base spirit stat but the MDef armor stat will not be included, though its multiplier will be.

Death Force:

Effect - Target becomes immune to death

Pros - Protects against sudden death. Will not remove a countdown, but if still active when the timer hits zero, will protect from the dying.

Cons - Only hits on target, very limited use. Easily removed by many friendly spells.

Mp Cost - 3mp

Can learn from - Adamantaimai [Wutai Area]

Flame Thrower:

Effect - Projects a stream of flame at one target

Pros - A source of fire damage which hits one target.

Cons - very weak damage, possibly the most useless of all enemy skills. It is also reflectable, this benefits you in no way though since it's a single target spell, thus, you can reflect it only once per casting.

Mp Cost - 10mp

Can learn from - Ark Dragon [Mithril Mines], Dragon [Mount Nibel]

Laser:

Effect - A gravity based attack which takes one half of a single targets current hp away.

Pros - Cheaper than demi2 and has the same effect.

Cons - Only hits one target, most bosses are immune to gravity attacks. Laser is also reflectable, this benefits you in no way though since it's a single target spell, thus, you can reflect it only once per casting.

Mp Cost - 16

Can learn from - Death Claw [Desert Prison], Dark Dragon [Crater]

Matra Magic:

Effect - Light non-elemental damage to all enemies

Pros - Possibly the best early game spell. Very cheap, hits all enemies and does decent damage. Furthermore, this spell can be reflected. When reflected the spell only hits one target per reflect. If your entire party has reflect set up, you can hit a total of three targets once or one target three times.

Cons - Quickly becomes obsolete because of it's low damage.

Mp Cost - 8mp

Can learn from - Custom Sweeper [Midgar area], Bullmotor [Desert Prison], and Death Machine [Desert Prison]

Bad Breath:

Effect - Casts confusion, frog, mini, poison silence, and sleepel on all enemies.

Pros - A very large amount of status changes which render many enemies defenseless.

Cons - Does not work on most bosses, somewhat expensive

Mp Cost - 58mp

Can learn from - Malboro [Gaea's Cliff, Crater]

Beta:

Effect - Extreme fire damage to all opponents

Pros - Massive fire damage spell which can be obtained very early. Hits all targets.

Cons - None, unless you cast it on fire absorbing opponents

Mp Cost - 35mp

Can learn from - Midgar Zolom [Chocobo farm area]

Aqualung:

Effect - Extreme water damage to all opponents

Pros - Can be obtained very early. Not many enemies are well defended against water. Excellent spell against bosses. Furthermore, this spell can be reflected. When reflected the spell only hits one target per reflect. If your entire party has reflect set up, you can hit a total of three targets once or one target three times. Very effective against bosses.

Cons - None, unless you cast it on the very rare water absorbing opponents.

Mp Cost - 34mp

Can learn from - Harpy [Corel area*], Jenova Life [City of the Ancients], and Serpent [Gelnika Airplane]

Harpy's are found ON THE SAND outside of the gold sacuer ON THE WORLD MAP, you may only go on this area and encounter battles in the buggy. They can also be encountered with Chocobos on the nearby tracks. THESE ARE NOT FOUND INSIDE OF THE DESERT PRISON.

Trine*:

Effect - Strong lightning damage to all opponents

Pros - Very cheap, hits all targets, good damage

Cons - Not as strong as Beta or Aqualung, bad choice against lightning absorbing opponents.

Mp Cost - 20mp

Can learn from - Materia Keeper [Mount Nibel], Godo [Wutai], and Stilva [Gaea's cliff]

*Note: Trine is ONLY taught by these three enemies and they are all one time only. The Materia Keeper you MUST fight before getting the second and third copies of Enemy skill materia. Stilva's MUST be fought before getting the fourth copy of Enemy skill materia. This means Godo is your ONLY source of Trine after you get the Highwind and the fourth enemy skill materia. If you kill him before this you do so AT YOUR OWN LOSS.

Magic Breath:

Effect - Extreme fire/lightning/ice damage to all opponents

Pros - Possibly the most powerful all enemy hitting elemental attack in the entire game.

Cons - If an enemy is able to absorb any one of the elements, that enemy will absorb all of the damage. If any one element is nullified the damage to the enemy will be zero.

Mp Cost - 75mp

Can learn from - Stilva [Gaea's Cliff], Parasite [Crater]

????:

Effect - Does non elemental damage. Casters [max hp - current hp] = damage

Pros - Good damage if you frequently have 1/9999 hp

Cons - not enough damage if you don't have high max hp and

Mp Cost - 3mp

Can learn from - Jersey [Shinra Mansion], Behemoth [Midgar]

Goblin Punch:

Effect - Physical damage to one target based on magical attack. The damage is greater as your level is nearer to an enemy level.

Pros - If you don't want to waste a limit break, this is a good way to do decent damage for no cost.

Cons - Is weak against enemies, especially in the late game as few monsters are above level fifty.

Mp Cost - 0mp

Can learn from - Goblin [Goblin Island]

Chocobuckle:

Effect - Non-elemental damage to a single target. Damage is equal too the number of battles you have run from.

Pros - In theory you can do 9,999 damage with this skill. However, better uses are getting it to 1,111 or 2,222 damage to inflict easy Lucky 7's on your party.

Cons - Takes a VERY long time to power up, somewhat of a pain to learn too.

Mp Cost - 3mp

Can learn from - Chocobos [Chocobo Tracks]

L5 Death:

Effect - Casts instant death on any target with a level divisible by 5.

Pros - Targets all enemies, quickly kills them if able

Cons - Does not effect most enemies, does not effect enemies immune to death.

Mp Cost - 22mp

Can learn from - Parasite [Crater]

Death Sentence:

Effect - Creates a sixty second timer above one targets head. When the timer reaches zero Instant death will be cast.

Pros - None

Cons - 60 seconds if forever in this game. Even if it reaches zero, some enemies will still be immune to the death effect.

Mp Cost - 10mp

Can learn from - Gi Spector [Cave of Gi] , Sneaky Step [Cave of Gi], and Boundfat [Bone village area]

Roulette:

Effect - Selects a random target from ALL targets on the battle screen and casts death on that target

Pros - It is somewhat amusing to watch, though it's pretty useless.

Cons - You can kill yourself!

Mp Cost - 6mp

Can learn from - Death Dealer [Crater]

Shadow Flare:

Effect - Extreme non-elemental damage to a single target

Pros - The damage is huge, more powerful than flare.

Cons - Hits only one target, quite expensive to cast. Shadow flare is also reflectable, this benefits you in no way though since it's a single target spell, thus, you can reflect it only once per casting.

Mp Cost - 100mp

Can learn from - Dragon Zombie [Crater], Ultimate Weapon [Cosmo Canyon]

Pandora's Box*:

Effect - Heavy magical damage to all enemies. This attack is piercing, meaning it ignores defense.

Pros - Hits all targets, does large damage. Furthermore, this spell can be reflected. When reflected the spell only hits one target per reflect. If your entire party has reflect set up, you can hit a total of three targets once or one target three times. Very effective against bosses.

Cons - Very expensive.

Mp Cost - 120mp

Can learn from - Dragon Zombie [Crater]

*=This is a one time learn skill, make sure you have ALL of your enemy skill materias on. When the first Dragon Zombie you kill dies, it will cast this. Once cast, it will set the variable to be disabled so the attack can never be repeated.

-Note: Some people have seen it happen twice in a game, even in a battle, the only explanations I can offer are: 1) The changing of the variable somehow failed due to faulty memory blocks. 2) There is another global variable which is presently unknown which is able to reset it. I lean to explanation one. Plan on only seeing this attack ONCE.

v) Monsters

This section will illustrate which enemies can give what skills, where they are located and if they need to be manipulated to get the enemy skill. It is also a solid reference for anything else you may wish to know about these monsters.

Level: 30
HP: 1600
MP: 240
EXP: 720
AP: 100
Gil: 2000
Steal: Adaman Bangle
Morph: Nothing
Win:
Weak:
Half:
Nullify: Gravity
Absorbs:
Manipulate: Yes, necessary
Location: Wutai Beaches
Learnable Skill - Death Force
Notes: Don't worry about this battle, the pretty turtle will cast barrier and MBarrier on himself before thinking about attacking you.

Name: Ark Dragon
Level: 18
HP: 280
MP: 124
EXP: 84
AP: 10
Gil: 180
Steal: Nothing
Morph: Phoenix Down
Win:
Weak: Wind
Half:
Nullify:
Absorbs:
Manipulate: Yes, not necessary
Location: Mithril Mines, right room
Learnable Skill - Flamethrower
Notes: Appears in the upper right room of the Mithril mines.

Name: Beach Plug
Level: 16
HP: 200
MP: 100
EXP: 95
AP: 10
Gil: 155
Steal: Nothing
Morph: Turbo Ether
Win:
Weak:
Half:
Nullify:
Absorbs:
Manipulate: Yes, necessary
Location: Gongaga Beaches, Costa Del Sol Beaches, Corel Area Beaches
Learnable Skill - Big Guard
Notes: This skill is very helpful, even if it does cost a ton of mp.

Name: Behemoth
Level: 45
HP: 7000
MP: 400
EXP: 1500
AP: 100
Gil: 2200
Steal: Phoenix Down, War Gong
Morph: Nothing
Win: Nothing
Weak:
Half:
Nullify:
Absorbs:
Manipulate: no
Location: Sector 8 Underground [Midgar Raid, Disc 2 only]
Learnable Skill - ????
Notes: Behemoth casts ???? far more often than Jersey seems to, so take advantage of an encounter with them. They can't be manipulated though, and they counter most magic attacks with flare, which will likely kill a party member.

Name: Boundfat
Level: 27
HP: 500
MP: 80
EXP: 420
AP: 40
Gil: 350
Steal: Dazers
Morph: Dazers
Win: Dazers
Weak:
Half:
Nullify:
Absorbs: Cold
Manipulate: Yes, not necessary
Location: Corral Valley
Learnable Skill - Death Sentence

Name: Bull Motor
Level: 19
HP: 420
MP: 96
EXP: 92
AP: 9
Gil: 140
Steal: X-Potion
Morph:
Win:
Weak:
Half:
Nullify:

Absorbs:
Manipulate: Yes, not necessary
Location: Desert Prison
Learnable Skill - Matra Magic

Name: Christopher
Level: 34
HP: 6000
MP: 200
EXP: 1300
AP: 80
Gil: 800
Steal: Earth Drum
Morph: Nothing
Win: Phoenix Down
Weak:
Half:
Nullify:
Absorbs:
Manipulate: No
Location: Crater - left - up
Learnable Skill - Frog Song
Notes: Appears with Gighee, they tend to work as a pair

Name: Chocobo
Level: Varies
HP: Varies, can not be reduced
MP: Varies
Manipulate: no*
Location: anywhere you see chocobo tracks
Learnable Skill: Chocobuckle*

* Feed the chocobo a mimett greens [or skylis] and hit it more than 31/32's of its max hp but don't kill it. Since this is not likely going to happen with most forms of damage there is a much easier way. Be sure the chocobo has a level divisible by four. All chocobos around Mideel are divisible by four and so are some by the chocobo farm. Then, after giving it the green, hit it with L4 suicide.

Name: Custom Sweeper
Level: 15
HP: 300
MP: 100
EXP: 63
AP: 7
Gil: 120
Steal: Atomic Scissors
Morph: X-Potion
Win:
Weak: Lightning
Half:
Nullify:
Absorbs:
Manipulate: Yes, not necessary

Location: Midgar Area - dirt areas

Learnable Skill - Matra Magic

Notes: Matra Magic is a wonderful spell which will carry you clear across the entire continent.

Name: Dark Dragon

Level: 57

HP: 14000

MP: 600

EXP: 5000

AP: 350

Gil: 2500

Steal:

Morph: Vaccine

Win: Elixir

Weak:

Half:

Nullify: Lightning

Absorbs:

Manipulate: Yes, necessary for Dragon Force

Location: Crater - top

Learnable Skill - Laser, Dragon Force

Notes: Manipulate him and cast them on yourself. Be very careful about killing him though, he occasionally casts Ultima.

Name: Death Claw

Level: 19

HP: 400

MP: 120

EXP: 96

AP: 10

Gil: 168

Steal: Platinum Bangle

Morph:

Win:

Weak:

Half:

Nullify:

Absorbs:

Manipulate: Yes, not necessary

Location: Desert Prison

Learnable Skill - Laser

Notes: Just make sure to get laser, it's a long wait if you don't.

Name: Death Dealer

Level: 48

HP: 7000

MP: 400

EXP: 1800

AP: 200

Gil: 2000

Steal: Turbo Ether

Morph: Nothing

Win: Stardust

Weak:

Half:

Nullify:

Absorbs:

Manipulate: Yes, not necessary but highly recommended.

Location: Crater - right

Learnable Skill - Roulette

Notes: Roulette will kill anything not protected against death, this includes the death dealers themselves. Make sure to protect them with death force in case they get hit by the roulette instead of you.

Name: Death Machine

Level: 35

HP: 2500

MP: 150

EXP: 900

AP: 80

Gil: 1200

Steal: W-Machine Gun

Morph: Nothing

Win:

Weak:

Half:

Nullify:

Absorbs:

Manipulate: Yes, not necessary

Location: Junon alarm, Junon path

Learnable Skill - Matra Magic

Name: Dragon

Level: 32

HP: 3500

MP: 250

EXP: 900

AP: 110

Gil: 1400

Steal: Gold Armlet

Morph: Nothing

Win: Fire Fang

Weak:

Half:

Nullify:

Absorbs:

Manipulate: Yes, not necessary

Location: Mount Nibel [Indoor areas]

Learnable Skill - Flamethrower

Notes: Lots of HP and does a good deal of damage for this part of the game. Be careful getting this skill.

Name: Dragon Zombie

Level: 54

HP: 13000

MP: 400

EXP: 4000

AP: 300
Gil: 2800
Steal: Cauldron
Morph: Vaccine
Win:
Weak: Holy, Curative
Half:
Nullify:
Absorbs: Death [this is not an element but is treated as an elixir]
Manipulate: No
Location: Crater - right
Learnable Skill - Shadowflare, Pandora's Box* [usually a final attack]
Notes: Dragon Zombies are very rare to encounter, they are in the right path of the crater. Pandora's Box will be used as a finishing move if you kill it normally. Dragon Zombies are vulnerable to healing spells though highly resistant to normal magic. Using white wind will often petrify them making it impossible for them to cast Pandora's Box

*=This is a one time learn skill, make sure you have ALL of your enemy skill materias on. When the first Dragon Zombie you kill dies, it will cast this. Once cast, it will set the variable to be disabled so the attack can never be repeated.

-Note: Some people have seen it happen twice in a game, even in a battle, the only explanations I can offer are: 1) The changing of the variable somehow failed due to faulty memory blocks. 2) There is another global variable which is presently unknown which is able to reset it. I lean to explanation one. Plan on only seeing this attack ONCE.

Name: Gi Spector
Level: 23
HP: 450
MP: 88
EXP: 260
AP: 20
Gil: 150
Steal: Nothing
Morph:
Win:
Weak: Fire, Holy, Curative
Half:
Nullify:
Absorbs:
Manipulate: Yes, not necessary
Location: Cave of Gi
Learnable Skill - Death Sentence
Notes: There are some mandatory encounters with these so you should not have any problem getting this skill.

Name: Goblin
Level: 40
HP: 2000
MP: 80
EXP: 20
AP: 20
Gil: 20

Steal: Zeio Nut

Morph: Nothing

Win: Zeio Nut

Weak:

Half:

Nullify:

Absorbs:

Manipulate: Yes, not necessary

Location: Goblin Island, North east part of the map, island is covered about half by forest and half by grasslands, very small. They are the only enemies which appear in the forested area.

Learnable Skill - Goblin Punch

Notes: Goblins also house the elusive zeio nuts, might as well steal one while you wait for goblin punch.

Name: Godo(optional boss)

Level: 41

HP: 10000

MP: 1000

EXP: 5000

AP: 60

GIL: 40000

Win: All Creation

Weakness: none

Manipulate - no

Location - Wutai Pagoda, fifth floor

Learnable Skill - Trine

Notes: IF YOU KILL GODO ON DISC ONE YOU WILL BE UNABLE TO GET TRINE ON THE 4TH COPY OF THE ENEMY SKILL MATERIA. KILL HIM AT YOUR OWN RISK.

Name: Harpy

Level: 18

HP: 800

MP: 200

EXP: 148

AP: 14

Gil: 210

Steal: Striking Staff

Morph: Elixir

Win:

Weak:

Half:

Nullify:

Absorbs:

Manipulate: Yes, not necessary

Location: Gold Saucer Area. They appear IN THE SAND around the GOLD SAUCER on the WORLD MAP. NOT, I repeat, NOT inside of the Desert Prison. You may only walk on this area and get in battles with the buggy. They also appear with Chocobos on the nearby tracks.

Learnable Skill - Aqualung

Notes: You may want to have big guard or an Mbarrier on since Aqualung will do a lot of damage this early.

Name: Jenova Life(boss)

Level: 50
HP: 10000
MP: 300
EXP: 4000
AP: 350
GIL: 1500
Win: Wizard Bracelet
Weakness: Earth
Manipulate - no
Location - City of the Ancients
Learnable Skill - Aqualung
Notes: Along with two other water attacks, Aqualung and reflect make up the rest of her arsenal. If you have a water ring on you can't lose the fight so just wait until she casts it.

Name: Jersey
Level: 25
HP: 500
MP: 100
EXP: 320
AP: 30
Gil: 384
Steal: Turbo Ether
Morph: Nothing
Win: Turbo Ether
Weak:
Half:
Nullify:
Absorbs:
Manipulate: No
Location: Shinra Mansion
Learnable Skill - ????
Notes: I really don't remember what causes these guys to cast ????, I know they do, but they're a real pain when they don't.

Name: Malboro
Level: 44
HP: 4400
MP: 900
EXP: 1000
AP: 100
Gil: 100
Steal: M-Tentacles
Morph: Nothing
Win: M-Tentacles
Weak: Water
Half:
Nullify: Gravity
Absorbs: Poison
Manipulate: No
Location: Gaea's Cliff, Crater - right
Learnable Skill - Bad Breath
Notes: They use bad breath very rarely, unlike future Final Fantasy games which is the only attack they seem to use. Anyway, frozen beam is their main attack. As the name suggests, it's an ice attack which does considerable damage. Be careful if you're getting this skill on Gaea's Cliff.

Name: Materia Keeper (boss)

Level: 38

HP: 8400

MP: 300

EXP: 3000

AP: 200

GIL: 2400

Win: Jem Ring

Weakness: none

Absorbs: Fire

Manipulate - No

Location - Nibel Mountains

Learnable Skill - Trine

Notes: He absorbs fire, just so you know. I doubt he'll forget to cast trine on you so there's really nothing to fear.

Name: Midgar Zolom

Level: 26

HP: 4000

MP: 348

EXP: 250

AP: 25

Gil: 400

Steal: Nothing

Morph: Nothing

Win: Nothing

Weak:

Half:

Nullify:

Absorbs:

Manipulate: No

Location: Grasslands - Swamps, Marsh between Chocobo Farm and Mithril Mines

Learnable Skill - Beta

Notes: In theory this can be the fourth enemy skill you'll get. However, the Zolom packs quite a punch and you're going to find it difficult. Elemental and fire paired together in the armor will cut Betas damage in half. To about 650 at very low levels. However, since it's almost always followed up by a bite attack you're going to want to have around 900 hp just to be safe. If you are unable to get it right away, just do it when you come back later.

Name: Mu

Level: 12

HP: 210

MP: 52

EXP: 54

AP: 6

Gil: 130

Steal: Nothing

Morph: Nothing

Win:

Weak:

Half:

Nullify:

Absorbs:

Manipulate: No

Location: Grasslands

Learnable Skill - L4 Suicide

Notes: They will use this skill, sometimes you have to sit around forever though.

Name: Parasite

Level: 51

HP: 6000

MP: 300

EXP: 1100

AP: 100

Gil: 1000

Steal: Remedy

Morph: Remedy

Win:

Weak: Holy, Wind

Half:

Nullify: Earth

Absorbs:

Manipulate: Yes, not necessary

Location: Crater - top and right path

Learnable Skill - L5 Death, Magic Breath

Notes: A rather annoying enemy, it will counter attack magic with a silencing spell. In order to save time just manipulate them.

Name: Pollensalta

Level: 41

HP: 4000

MP: 220

EXP: 1000

AP: 100

Gil: 1000

Steal: Hyper

Morph: Nothing

Win:

Weak:

Half:

Nullify:

Absorbs: Fire

Manipulate: Yes, necessary

Location: Crater - right

Learnable Skill - Angel Whisper

Notes: She's hot, no really, fire heals her. Angel Whisper is the ultimate in healing spells. Pollensalta appears ONLY in the right path of the crater.

Name: Razor Weed

Level: 27

HP: 1000

MP: 145

EXP: 375

AP: 30

Gil: 350

Steal: Nothing
Morph: Nothing
Win: Tranquilizer
Weak:
Half:
Nullify:
Absorbs:
Manipulate: Yes, not necessary
Location: Wutai Area
Learnable Skill - Magic Hammer
Notes: They have a silence attack which can be annoying, otherwise not a threat.

Name: Serpent
Level: 40
HP: 14000
MP: 240
EXP: 1400
AP: 70
Gil: 2500
Steal: Water Ring
Morph: Mind Source
Win:
Weak: Wind
Half:
Nullify: Gravity, Earth
Absorbs: Water
Manipulate: No
Location: Gelnika
Learnable Skill - Aqualung
Notes: Serpents are the rarest of the monsters in the Gelnika Airplane. They have the best appearing ratio right around where you found the Hades materia. They seldom cast Aqualung and you may need to give them a few ethers when they run out of skill power.

Name: Sneaky Step
Level: 21
HP: 600
MP: 65
270EXP:
AP:24
Gil: 330
Steal: Nothing
Morph:
Win:
Weak:
Half:
Nullify:
Absorbs:
Manipulate: Yes, not necessary
Location: Cave of Gi
Learnable Skill - Death Sentence

Name: Stilva

Level: 40
HP: 2000
MP: 300
EXP: 1000
AP: 110
Gil: 1100
Steal: Nothing
Morph: Holy Torch
Win: Ether
Weak:
Half:
Nullify: Gravity
Absorbs:
Manipulate: Yes, not necessary
Location: Gaea's Cliff
Learnable Skill - Magic Breath, Trine
Notes: Gaea's Cliff is a one time area only, if you have already defeated Godo this is your LAST chance to get Trine. They are also difficult enemies so be careful.

Name: Touch Me
Level: 18
HP: 300
MP: 74
EXP: 170
AP: 23
Gil: 180
Steal: Impaler
Morph: Remedy
Win: Maiden's Kiss
Weak:
Half:
Nullify:
Absorbs:
Manipulate: Yes, not necessary
Location: Gongaga Forests
Learnable Skill - Frog Song
Notes: Touch Me is a frog creature who's only other attack is frog jab, a punch which will turn you into a toad and back to yourself if hit again.

Name: Toxic Frog
Level: 26
HP: 500
MP: 100
EXP: 420
AP: 30
Gil: 260
Steal: Impaler
Morph: Remedy
Win: Impaler
Weak: Cold
Half:
Nullify:
Absorbs:
Manipulate: Yes, not necessary
Location: Temple of the Ancients

Learnable Skill - Frog Song

Notes: Also has the annoying attack frog jab which will turn you into a toad and back to yourself if struck again.

Name: Trickplay

Level: 24

HP: 1500

MP: 100

EXP: 480

AP: 35

Gil: 1600

Steal: Nothing

Morph: Nothing

Win: Hi-Potion

Weak:

Half:

Nullify:

Absorbs:

Manipulate: No

Location: Icicle Area - Grasses, Corral Valley

Learnable Skill - L4 Suicide

Notes: If you didn't get L4 suicide, you can encounter these guys in the green grass around chocobo sages house. In addition you can encounter Vlakorados and get carob nuts for mating chocobos.

Name: Ultimate Weapon

Level: 61

HP: 100000

MP: ???

EXP: 0

AP: 0

GIL: 0

Steal: varies with location [Cursed ring, reflect ring, circlet]

Win: Ultima Weapon [last battle only]

Weakness: None

Manipulate - no

Location - All over the world, skill gotten Near Cosmo Canyon

Learnable Skill - Shadow Flare

Notes: He will only use Shadowflare in the final encounter near Cosmo canyon. Shadowflare is his final attack, this it will only target the member who killed him. To ensure you get it on every enemy skill materia, stack all of them on the same character and make sure that character is the only one attacking Ultimate Weapon in this battle. If you wish to get the AP for the battle as well, equip a tough ring, as many hp pluses as you can and have an Mbarrier up. Hopefully, with all of this up his Shadowflare will only do around 4,100 damage to you and you'll be able to make good use of his 3,500ap as well as getting three copies of shadow flare.

Name: Zemzelett

Level: 17

HP: 285

MP: 36

EXP: 70

AP: 7

Gil: 165

Steal: Nothing

Morph: Hi-Potion

Win:

Weak: Wind

Half:

Nullify:

Absorbs:

Manipulate: Yes, necessary

Location: Junon Area, mostly in the grassy areas

Learnable Skill - White wind

Notes: if he casts thunderbolt before you manipulate him you'll need to give him an ether because he won't have enough mp to cast white wind.

vi) Comparison with other materia

This section compares the effectiveness of several enemy skills to similar spells which are usable from other materia. Currently aside from mp cost

Frog Song:

Similar Spells - Toad, Sleepel

Cost of other spells - 14, 8

Final choice - Frog song is far cheaper and is available at about the same point in the game.

White Wind:

Similar Spells - Cure1, Cure2, Cure3, Full cure

Cost of other spells - 5, 24, 64, 99

Final choice - varies, if you have a lot of current hp with the caster, White wind is a far more effective spell than any of the cures.

Big Guard:

Similar Spells - Barrier, MBarrier, Wall, Haste

Cost of other spells - 16, 24, 58, 18

Final choice - Big Guard, far cheaper and much easier to set up than casting all of the other spells. If the haste bothers you, put time-added affect in your armor and you will be unable to enter haste mode, as well as being slowed or stopped.

Angel Whisper:

Similar Spells - Life2, Full Cure

Cost of other spells - 100, 99

Final choice - Angel Whisper is far more effective than full cure and just as good as life2 for half the price.

Flame Thrower:

Similar Spells - Fire, Fire2, Fire3

Cost of other spells - 4, 22, 55

Final choice - Flamethrower does do the most damage per mp point of any fire skill aside from fire[1]. However, since the damage is quite low you will need to take several turns to get to the damage of fire3 and such.

Laser:

Similar Spells - Demi2

Cost of other spells - 33

Final choice - Much cheaper than demi2, however, demi2 can be paired with an 'all' materia to hit many targets or 'Quadra magic' to be cast four times.

Bad Breath:

Similar Spells - Hades

Cost of other spells - 150

Final choice - Bad breath is much cheaper, but Hades deals damage as well as a few additional status effects.

Beta:

Similar Spells - Fire-all, Fire2-all, Fire3-all, Ifrit [Summon]

Cost of other spells - 4, 22, 55, 34

Final choice - Beta is the best off all of these spells. Beta does over 125% the amount of damage of Fire3 for 67.3% of the cost. Compared to Ifrit which has roughly the same casting cost, Beta does just over 200% the damage.

Aqualung:

Similar Spells - Leviathan [Summon]

Cost of other spells - 78

Final choice - Aqualung is a far better spell. For only 43.5% the cost of Leviathan, Aqualung does almost 68% as much damage. Making it far more cost effective. Add into that the animation is shorter and it can be reflected and you have yourself an all purpose spell.

Trine:

Similar Spells - Lightning-all, Lightning2-all, Lightning3-all, Ramuh

Cost of other spells - 5, 22, 55, 40

Final choice - I would be lying if I said trine isn't one of the best spells in the entire game. For only 38.5% the cost of Bolt3, Trine does 80% the amount of damage. Ramuh, the lightning summon, costs twice as much as trine and does only 88.5% of trines damage. Trine has one of the best dmg/mp ratios of any

spell in the game.

Magic Breath:

Similar Spells - Kjata [Summon]

Cost of other spells - 110, 160

Final choice - Magic Breath costs about 68% of Kjata and does almost 78% as much damage.

Pandora's Box:

Similar Spells - Ultima, Bahamut [Summon], Neo Bahamut [Summon], Bahamut Zero [Summon] Knights of the Round [Summon]

Cost of other spells - 130, 100, 140, 180, 250

Note: They are only similar in the effect that they all do huge damage to all targets. All of these spells [except Ultima] ignore defense [in this case magic defense [called piercing]] to ensure large damage.

Final choice - Pandora's Box is 110% more expensive than Bahamut, 79% as expensive as Neo Bahamut, 61% as expensive as Bahamut Zero, and 85% as costly as Ultima. It does about 93% the damage of Bahamut, 50% the damage of Bahamut Zero and only 65% as much damage as Ultima, making it a highly expensive skill with no real advantage over any of the other spells.

vii) Comparing to each other

So, after seeing above how enemy skills are in general far more cost friendly, why not take the time to answer the next question I'm begging. Which enemy skill should I run around casting in random battles?

Of course, the answer does vary depending on the immunities a monster has. But, for the purpose of demonstration, I tested all enemy skills which do variable damage against monsters. While I could have just checked game code, there are many bugs which could throw such a thing off. For anyone who cares, the testing was done on the enemy 'Head Hunter' found near Mideel. This enemy was selected for several reasons. First, and most importantly, they appear close to 75% of the battles in the forests around Mideel. Secondly, they appear in groups of three or four, giving me many targets to hit. Another important reason was the lack of immunity to any element I was testing. They suffered no double damage either, making this a fast process. Each spell was tested 100 times and averaged out. I will include 20 random picks from the testing in this FAQ to demonstrate what occurred.

Note: All testing was done by Vincent, who had 255 magic attack at level 71. I did NOT factor in the magic defense of the head hunter since I was also comparing damages of many spells which pierce magic defense, which would be an unfair comparison. Note, in order to get the 'real' damage of some spells I was forced to use a magic barrier on them, and then doubled the answer. This could cause a VERY small inaccuracy as 5500 doubled could be 10999, 11000, or 11001 damage. However, a total of one hundred possible damage from one hundred testings is a rather small number compared to the 1,300,000+ damage which was done.

Key: B=Beta T=Trine AL=Aqualung MB= Magic Breath MM=Matra Magic

Data:	B	T	AL	MB	MM	SF	FT	PB
mp	35	20	34	75	8	100	10	110
Test1	5670	3656	5498	7424	1182	13178	1455	6971
Test2	5487	3605	5468	8348	1141	13121	1460	7318
Test3	5691	3571	5578	8132	1180	12958	1462	1232
Test4	5648	3627	5550	8177	1167	13043	1436	7181
Test5	5470	3659	5384	8103	1148	13008	1512	7122
Test6	5524	3569	5579	7924	1126	13405	1484	7014
Test7	5502	3437	5374	8348	1157	13596	1496	7039
Test8	5459	3613	5628	8309	1167	12837	1507	7306
Test9	5719	3440	5612	7954	1169	13312	1512	7354
Test10	5561	3445	5345	8248	1184	13585	1482	7225
Test11	5610	3497	5475	7925	1163	13281	1452	7046
Test12	5536	3581	5404	8003	1130	12772	1486	7215
Test13	5691	3485	5346	8031	1135	12872	1431	7183
Test14	5509	3491	5546	7921	1169	13034	1443	7134
Test15	5711	3515	5309	8218	1124	13653	1484	6927
Test16	5703	3607	5592	8082	1170	13354	1477	7172
Test17	5477	3427	5422	7964	1153	13065	1512	7355
Test18	5639	3495	5390	8375	1147	13061	1510	7306
Test19	5687	3611	5429	7884	1170	13162	1485	7289
Test20	5585	3613	5349	8089	1129	13123	1492	7374
Total	111,879	70,944	107,278	161,454	23,110	263,423	29,578	143,762
Avg/tar	5593.95	3574.20	5363.90	8097.70	1155.50	13171.15	1478.90	7188.10

Now, we see that Shadow flare obviously does the most damage per target. But, since it only hits one target it's not such a bargain. In the next set of tables we will go about analyzing the spells more; in hopes of showing which ones are really worth it under what circumstances.

This first table is a comparison of how expensive the enemy skills are in relation to one another. There is a line with each skill's cost being set as 100% the cost and showing others costs around it.

Data:	B	T	AL	MB	MM	SF	FT	PB
mp to cast	35	20	34	75	8	100	10	110
% mp of B	100	57.14	97.14	214.29	22.86	285.71	28.57	315.29
% mp of T	175	100	170	375	40	500	50	550
% mp of AL	104.94	58.82	100	220.59	23.53	294.12	29.41	323.53
% mp of MB	46.67	26.67	45.33	100	10.67	133.33	13.33	146.67
% mp of MM	437.50	250	425	937.5	100	1250	125	1375
% mp of SF	35	20	34	75	8	100	10	110
% mp of FT	350	200	340	750	80	1000	100	1100
% mp of PB	31.81	18.18	30.91	68.18	7.27	90.91	9.09	100

This next table will compare the average damage done to a target of one spell to the average damage of the same target with a different spell. After doing this, they will be compared by how much damage they do to a single target in relation to how much damage they do to that target. Since this obviously benefits skills which hit only one target, they will then be compared by how much total damage they do to a full screen of targets, five, in one casting. Since this will obviously dis-favor skills which only hit one target I decided to compare and ultimately rank them in both ways.

Data:	B	T	AL	MB	MM	SF	FT	PB
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Avg/tar	5593.95	3574.20	5363.90	8097.70	1155.50	13171.15	1478.90	7188.10
% dmg of B	100	63.41	95.89	144.76	20.66	235.45	26.44	128.50
% dmg of T	157.70	100	151.22	228.28	32.57	371.31	41.69	202.64
% dmg of AL	104.29	66.13	100	150.97	21.54	245.55	27.57	134.00
% dmg of MB	69.08	43.81	66.24	100	14.27	162.65	18.26	88.77
% dmg of MM	484.22	307.05	464.31	700.95	100	1140.11	128.02	622.12
% dmg of SF	42.45	26.92	40.71	61.45	8.77	100	11.22	54.55
% dmg of FT	378.25	239.85	362.70	547.55	78.13	890.60	100	486.04
% dmg of PB	77.82	49.35	74.62	112.65	16.07	183.24	20.57	100
mp to cast	35	20	34	75	8	100	10	110
Dmg/Mp 1 tar	159.83	177.36	157.76	107.97	144.44	131.71	147.89	65.35
Rank 1 tar	2	1	3	7	5	6	4	8
Dmg/Mp 5 tar	799.15	886.80	788.80	539.85	722.20	131.71	147.89	326.75
Rank 5 tar	2	1	3	5	4	8	7	6

viii) Other Notes

About a third of all enemy skills are able to be reflected. The following ones can be reflected;

- L4 Suicide - 1 target per reflect
- Magic Hammer
- Flame Thrower
- Laser
- Matra Magic - 1 target per reflect
- Aqualung - 1 target per reflect
- Shadow Flare
- Pandora's Box - 1 target per reflect

Be weary of these and use them to your advantage whenever possible.

White Wind has a hidden status attack when used as an offensive spell against the unholy/undead. It will frequently petrify them. Angel Whisper can also be used offensively.

Frog Song can both inflict and cure Toad and sleep statuses

Big Guard can be used to clear the statuses of Slow and Stop since it casts haste, however, if you defend slow and stop big guard will not be able to grant you haste at all.

ix) Order of Obtaining

Depending on how many enemy skills materias you wish to complete will depend on the order you get the skills. Some skills, such as trine, are only available in areas which can not be accessed over and over.

If you're using only one enemy skill materia you will get them in this order.

1. Matra Magic [Custom Sweeper]
2. L4 Suicide [Mu]
3. Chocobuckle [Chocobo]
4. Beta [Midgar Zolom]*
5. Flamethrower [Ark Dragon]
6. Laser [Death Claw]
7. Big Guard [Beach Plug]
8. Aqualung [Harpy]
9. White Wind [Zemzelett]
10. Frog Song [Touch Me]
11. Death Sentence [Gi Spector]
12. ???? [Jersey]
13. Trine [Materia Keeper]
14. Death Force [Adamantaimai]
15. Magic Hammer [Razor Weed]
16. Magic Breath [Stilva]
17. Bad Breath [Malboro]
18. Goblin Punch [Goblin]
19. Shadowflare [Ultimate Weapon]
20. Dragon Force [Dark Dragon]
21. L5 Death [Parasite]
22. Roulette [Death Dealer]
23. Angel Whisper [Pollensalta]
24. Pandora's Box [Dragon Zombie]

*the Midgar Zolom will likely be too powerful at this point in the game, come back for beta when you backtrack to pick up White wind from Zemzelett.

If you're using the first two enemy skill materias, the most efficient ways to get the skills you will have missed are;

1. Matra Magic [Bullmotor]
2. L4 Suicide [Mu* or Trickplay]
3. Chocobuckle [Chocobo]
4. Flamethrower [Dragon or Arc Dragon*]
5. Beta [Midgar Zolom]*

*Since you will likely be backtracking to get Beta on the first enemy skill as well, it's just as easy to pick up all of these skills from the weaker enemies.

If you're using the first three enemy skill materias, the first skill you will get on the third on is Aqualung, from Jenova Life. You will pick up starting at Magic Breath. The best way to learn the first 15 skills are:

1. Matra Magic [Custom Sweeper]
2. L4 Suicide [Trickplay]
3. Chocobuckle [Chocobo]*
4. Beta [Midgar Zolom]
5. Flamethrower [Ark Dragon]
6. Laser [Dark Dragon]
7. Big Guard [Beach Plug]
8. Aqualung [Serpent]
9. White Wind [Zemzelett]
10. Frog Song [Touch Me]
11. Death Sentence [Boundfat]
12. ???? [Behemoth]

