

Final Fantasy V Four Job Fiesta Handbook

Garlyle Wilds (@GarlyleWilds) @Andycyca (markdown/HTML/PDF formatting)

2019-07-21 06:32

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Intro

This handbook is specifically intended for the Final Fantasy V Four Job Fiesta¹, and has been written by Garlyle Wilds (@GarlyleWilds). It does not provide all the information you may need for a regular playthrough and omits several bits of information (such as Freelancer/Mime) which won't apply to players undertaking the FJF, but includes a large amount of information on strategies, dangers from enemies, available abilities, and so forth which will be invaluable.

Handbook Version 1.09 Uploaded June 12th, 2014

It is a compilation of information from the following articles:

Game Mechanics, Algorithms, and Data by instructrtrepe: <http://www.gamefaqs.com/snes/588331-final-fantasy-v/faqs/30040>

General Walkthrough/Lists/etc guide by ebmid2: <http://www.gamefaqs.com/snes/588331-final-fantasy-v/faqs/43438>

Job Data Guide by mewsterus: <http://www.gamefaqs.com/snes/588331-final-fantasy-v/faqs/61987>

Compilation page of FFV Solo Runs by Sulla: <http://www.sullla.com/FF/finalfantasy.html>

Editor's note: dead link ahead!: <http://www.garath.net/Sulla/FF/finalfantasy.html>

Enemy List by appearance order courtesy of pmac135: <https://docs.google.com/spreadsheet/ccc?key=0As1XoaEFimODdEdpbXVYVFNuaUQ0TEZnRlliajZtMFE#gid=0>

FJF-oriented general information by ???: **Editor's note: dead link** <https://docs.google.com/document/d/1MrmmtZPyCjnRL8eclp>

Should you be having any real difficulty with things not covered here, I suggest you read these. ESPECIALLY Sulla's solo challenges—you can get a very, very good picture of what options are available to classes.

This guide refers to the various stages of the game as "Act 1", "Act 2", "Act 3", and "Cleft of Dimensions". Those familiar with the game should immediately know what these mean. Those who will be playing FFV for the first time will be able to understand quite clearly when the game changes Acts—believe me, you'll understand.

Because there's three different translations of FFV (SNES, PS1, GBA) not every term may necessarily match the version you're playing. I'm sorry. Hopefully there's at least some internal consistency going on, and you should be able to figure out where you are and where these places are and hopefully what enemy is what.

It is recommended you save this file to your computer, and cut out sections that are irrelevant to your playthrough (Such as job classes you won't be using) in order to provide the most concisely available data. However, this guide also tends to be updated over the course of the FJF.

Please note that information—especially hardcore mechanical data—on the iOS version is a little scarce and inaccurate, so unfortunately I can't give some information (such as the success rate of Samurai's [!Sword slap](#))

Good luck to all players of the FJF!

A note on the markdown/HTML/PDF version

Markdown/HTML/PDF version 1.09.01

The present markdown, HTML or PDF version of the notebook you're seeing was formatted by @andycyca², based on **Handbook Version 1.09**. This document was published on **July 11th 2019**. It is almost exactly the same as the plaintext version by GarlyleWilds, save for the following

Edits by Andycyca

1. Several typos were corrected

¹<http://fourjobfiesta.com/>

²<https://reddit.com/u/andycyca>

2. All hyphens (or minus signs) between words have been replaced with an **em-dash**. The em-dash is the sign used as a pause in the phrase—much like a comma would—as a way of breaking up long sentences. More specifically, the regex string `(\w) - (\w)` has been replaced with `$1---$2`
3. Multiple links added for ease of navigation. Mostly:
 1. Links to the top of the page, table of contents and individual sections
 2. Links to lots (and I mean **lots**, considering plaintext doesn't have linking capabilities) of cross-references to other sections, items, spells...
4. Headers now include an `id` attribute. For the HTML version, this means that you can append an anchor to the end of the URL and it will take you there. For example, appending `#bone-mail` to the url will take you to the [Bone mail](#) section. This however comes with a few caveats:
 1. The ids proposed by GarlyleWilds are still there, so `#J-01` will still take you to the [Knight](#) section
 2. Some things appear twice in the headers. For instance, the [Ranger](#) has both `!Aim` as a command slot and `!Aim` as his L2 ability. When this is the case, the plain anchor will take you to the command slot and the anchor with `command` will take you to the "transfer" ability. In other words, `#aim` will get you to [!Aim](#) and `#aim-command` will take you to [L2 \(45 AP\) - !Aim](#)
 3. In the case of spells and status effects, the plain anchor will take you to the status effect. In order to get to the spell, you need to append `-spell` to the anchor. For example, `#regen` will take you to [Regen](#) and `#regen-spell` will take you to [the spell Regen](#)
5. I have tried to normalize all differences between FFV translations/versions. For instance, all **flame rods** were rewritten as **fire rods**, but this is by no means complete and consistent yet.
 1. Changed all instances of 'Charm' into 'Confuse'
 2. Changed all instances of 'Mute' into 'Silence'
6. All formulae have been rewritten to the best of my understanding, but being still a newbie to FFV, I haven't had the time to properly check them. ~~There's particularly a discrepance between equations `@eq:rods` and `@eq:rods2` which hopefully will be corrected in future releases~~ Has now been corrected! See [Markdown version history](#)
7. All formulae have been numbered, referenced and formatted to look pretty. Ideally, you're looking at this HTML document on an internet-enabled browser. If so, your browser will try to pull up MathJax from <https://cdnjs.cloudflare.com/ajax/libs/mathjax/2.7.4/MathJax.js> in order to properly render mathematical formulae. If you want to see this document offline, you can download the appropriate `MathJax.js` file and save it locally in the same directory as this HTML file. If that's the case, you might also want to alter the source HTML and look for the following line:


```
<script src="https://cdnjs.cloudflare.com/ajax/libs/mathjax/2.7.2/MathJax.js
?config=TeX-AMS_CHTML-full" type="text/javascript"></script>
```

 And change the source to `src="MathJax.js"` or wherever you put it.

Of course, if you're reading this on a PDF file, it has most likely passed through the appropriate `math` and `amsmath` hoops of LaTeX and you shouldn't worry about that.
8. All formulae have also an appropriate `id` which functions just the same as an anchor for all other headings. They all begin with `#eq:` and can be quickly referenced at [Quick access to formulae](#). For example, the anchor `#eq:mult` will take you to Equation [3](#)
9. All tables outside of the Table of Contents have also been properly `id`-entified, referenced and numbered.
10. (Almost) all tables have been re-adjusted to fit below the 80-character limit on the source Markdown. Therefore, some of them now have an empty `<td>` element on them. This is a bit of a cheat, but makes the source a bit easier on the eyes
11. This document includes a Table of Contents in its original tabular form made by GarlyleWilds. This format presents two advantages:

1. The original format allows for “breaking up” the Table of Contents. This way, one can link directly, for example, to Some really special case stuff without having to send the reader all the way to the [top of the ToC](#)
2. Allows the reader not only to have a link handy for whatever header they may desire, but also the anchor code for all major sections. This way, it’s possible to see that the *Dancer* has an anchor named J-18 and may type directly #J-18 into the address bar.

A more traditional ToC can easily be set in the YAML header, with the line `toc: true`. The same goes for a proper list of tables, added easily with `lot: true`. This list is not included in the PDF version because a) it’s mostly redundant, b) is ~1.5 pages long, and c) a single list can have two entries in the list if it happens to be cut and displayed over two pages. I have yet to figure out why this is the case.

12. The Chemist quick reference table (Table 9) was made in order to not depend on GarlyleWilds’ photobucket image. However, its abnormal width means it can’t easily be rendered in the PDF unless I manually adjust the table in the LaTeX source (which anyone can tell you it’s a **Pain3 in the butt**). Trying to download the original image gives me a watermarked version, so a table seems like the best option for now.
13. One link in the introduction has been updated to reflect its relocation. One link in the introduction has been marked as dead.
14. Both the HTML and document produced are based on pandoc’s default template and as such are completely barebones.

Compilation information

The source for this document is **pandoc flavored markdown** and was compiled with **pandoc** (see its documentation³) as described below:

The markdown source includes the following YAML header:

```
---
title: Final Fantasy V Four Job Fiesta Handbook
author:
- Garlyle Wilds (@GarlyleWilds)
- @Andycyca (markdown/HTML/PDF formatting)
data: https://cdnjs.cloudflare.com/ajax/libs/mathjax/2.7.4/MathJax.js
geometry: margin=1in
classoption:
- twoside
pagestyle: headings
colorlinks: true
linkcolor: teal
urlcolor: magenta
toccolor: blue
links-as-notes: true
toc: true
secnumdepth: 3
fontfamily: iwona
...
```

The resulting file was put through pandoc using two commands. For HTML:

```
pandoc -f markdown+implicit_header_references+superscript -t html -o
ff5fjf-handbook.html -s --mathjax --filter=pandoc-eqnos
--filter=pandoc-tablenos --section-divs -N ff5fjf-handbook.md
```

For PDF:

³<https://pandoc.org/MANUAL.html>

```
pandoc -f markdown+implicit_header_references+superscript -t latex -o
ff5fjf-handbook.pdf -s --filter=pandoc-eqnos --filter=pandoc-tablenos
--section-divs -N --toc-depth=2 ff5fjf-handbook.md
```

These commands assume that you have both `pandoc-eqnos` and `pandoc-tablenos` properly installed (and `pandoc-fignos` just in case). Information about its installation can be found at tomduck's GitHub repositories: `pandoc-eqnos`⁴, `pandoc-tablenos`⁵ and `pandoc-fignos`⁶

Software sources

```
> pandoc -v
pandoc 2.7.3
Compiled with pandoc-types 1.17.5.4, texmath 0.11.2.2, skylighting 0.8.1
```

```
> pip show pandoc-eqnos
Name: pandoc-eqnos
Version: 1.4.3
```

```
> pip show pandoc-tablenos
Name: pandoc-tablenos
Version: 1.4.2
```

Table of contents

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Some really special case stuff

Freelancers	CASE-1
Breaking Rods	CASE-2
Bonemail	CASE-3
Excalipur	CASE-4
Brave Blade & Chicken Knife	CASE-5
Magic Lamp	CASE-6
Wonder Rod	CASE-7

General item lists

Note that all items that are only usable by one or two classes will be listed in that class' section, such as the Dancer's unique armor or the Rising Sun (Thief/Ninja). This can apply to entire classes of weapons—such as

⁴<https://github.com/tomduck/pandoc-eqnos>

⁵<https://github.com/tomduck/pandoc-tablenos>

⁶<https://github.com/tomduck/pandoc-fignos>

Katanas, Harps, Ninja Swords, Knight Swords, etc—since these are only usable by a single class and thus only relevant to them.

Daggers	WEAPON-1
Swords	WEAPON-2
Staves	WEAPON-4
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Shields	ARMOR-2
Headgear	ARMOR-3
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Cleft of Dimensions Bosses	B4
Shinryu	B5
Omega	B6

Act I Bosses

† represents optional bosses

Wind Raptor	B1-01
Karlabos	B1-02
Siren	B1-03
Magisa & Forza	B1-04
Galura	B1-05
Shiva†	B1-06
Liquid Flame	B1-07
Doom Claw	B1-08
Ifrit	B1-09
Byblos	B1-10
Sandworm	B1-11
Crayclaw	B1-12
Ramuh †	B1-13
Adamantium	B1-14
Sol Cannon	B1-15
ArchaeAvis	B1-16
Chimera Brain	B1-17
Titan	B1-18
Puroburos	B1-19

Act II Bosses

† represents optional bosses

Gilgamesh I	B2-01
Gilgamesh II	B2-02
Tyranosaurus	B2-03
Abductor	B2-04
Hiryuu Plant	B2-05
Gilgamesh III (+Enkidu)	B2-06
Atomos	B2-07
Shoat †	B2-08
Crystal Seals	B2-09
Carbuncle †	B2-10
Gilgamesh IV	B2-11

Exdeath	B2-12
---------	-------

Act III Bosses

† represents optional bosses

Antlion	B3-01
Gargoyles	B3-02
Merugene	B3-03
Omniscient & Minotauros†	B3-04
Stalker †	B3-05
Triton/Nigreid/Phobos †	B3-06
Leviathan †	B3-07
Odin †	B3-08
Bahamut †	B3-09

Cleft of Dimensions Bosses

† represents optional bosses

Calotisteri	B4-01
Apanda	B4-02
Apocalypse†	B4-03
Catastrophe	B4-04
Halicarnassus	B4-05
Twin Tania	B4-06
Gilgamesh V	B4-07
Necrophobia	B4-08
Final Battle	B-Final

Go Away You Don't Want To Do This

Shinryuu	B5
Omega	B6

Quick access to formulae

Spell success	1
General damage	2
Damage multiplier	3
Spell damage	4
Sword damage	5
Knife/Dagger damage	6
Rod damage	7, 8
Brawl damage	9
Comet damage	10
Meteo damage	11
Bell damage	12
Cave-in damage	13

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Leaf Dance damage	15
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Will-O-Wisp damage	17
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Gil consumption for !GilToss	20
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Version history

Version history [VER](#)

1 Some game mechanics and you

1.1 Stats/Levels and what they DO

First off, your stats in FFV are going to remain static throughout this playthrough. Your character's base stats (determined by who they are), +/- the modifiers of the class they're in, are going to be it. They do NOT change on level up; all that changes on level-up is the gaining of some additional HP/MP and some impact on formulas.

Strength Strength is used behind the scenes, alongside level, to determine the attack "Multiplier" ([see the section on Damage Formulas](#)). Essentially, those with higher Strength will find their damage increasing at a much faster pace and to much greater amounts than those with low Strength. Because its role is multiplied by level, the value of STR boosts increases at higher levels, but at low levels/low amounts, a STR boost may not even change your damage. With that said, more STR = more damage for almost (ALMOST) every class.

Vitality Vitality serves two purposes: Determining your HP, and determining the amount of HP recovered under Regen. Your maximum HP is entirely determined by your base VIT and level. Not that this is your BASE Vitality, not counting Vitality from equipment. Thus, while Vitality determines the survivability of classes alongside their equipment selection, Vitality as a stat on equipment is, in practice, completely ignorable. It won't even be listed for gear in this guide as a result.

Agility Agility does two things. First off, it's used to calculate your ATB. Specifically, every time a character acts, their ATB is reset to an amount based off of their Agility and Weapon Weight (as well as influencers like [Haste](#) and [Slow](#)). This means for most characters, Agility doesn't matter too much - but stack a bunch on an already fast class and watch them get more turns than anyone else. Secondly, certain weapon/attack types: the Geomancer's Bells, Ninja's [!Throw](#)-only weapons (such as Shurikens), and the Chicken Knife significantly increase their multiplier based on Agility, the way that Strength does for other weapons - except in ADDITION to what would normally be used. This can actually lead to several of these weapons being surprisingly powerful.

Magic Magic functions basically the same as Strength, but for Magic spells. It also influences your MP, though like Vitality & HP, equipment affecting magic does not change your MP. Still, magic bonuses can matter quite a bit for dealing out more magic damage, and get better and better as your levels rise. Note also that the Geomancer's Bells and the various Rods actually use Magic to determine their power instead of Strength... although unfortunately they are limited by weapon power.

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1.2 “Heavy” Monsters

The “Heavy” type, or flag, is a condition present on many enemies and bosses which essentially negates many of the potentially easy-mode ways of defeating bosses. It does the following:

- Negates %-of-HP based damage (Spells such as [Demi](#), L3 Quartr, etc.)
- Negates “Reduce HP to critical” effects (Dark Elixir, Tornado, Whirlpool, etc.)
- Negates a large number of instant death effects. Not all, however—these effects are all coded different and maybe stopped by Death Immunity, Heavy, both, or neither!
- Negates [Confuse](#)
- Causes [Odin](#) to perform Gungnir instead of Zantetsuken
- Negates instant kills via elemental weakness ([Mystic Knight](#))

As you might expect, it is largely used only on bosses. It is not, however, present on **EVERY** boss—I will make a deal of pointing it out when bosses do not have this flag (And you might be surprised which ones don’t!). There are also a couple other things that you can do involving Heavy, so when the flag is brought up, this is what it’s talking about.

[\(Top of page\)](#) || [\(Top of section\)](#) || [\(Contents\)](#) || [\(Contents of “Some game mechanics and you”\)](#)

1.3 Magic Accuracy

There are two types of magic: Magic with guaranteed hit rate, and magic with a percentile chance (generally status ailments).

Magic accuracy is determined pretty simply:

The spell’s base success rate, plus the user’s level, minus the enemy’s level = final chance of success. (1)

$$\text{Success}_{\text{spell}} + \text{Lvl}_{\text{user}} - \text{Lvl}_{\text{enemy}} = \text{Success}_{\text{chance}} \quad (1)$$

Believe it or not, most spells have—at worst—a 66% (2/3) chance of success at base. Even stuff you wouldn’t expect to have it, such as the Black Magic spell Death, is actually an 80% success rate! Of course, by the time you get it, most enemies will have a noticeably higher level than you... but this also means that, should you be lucky enough to draw a Blue Mage or Chemist, you can influence your or your enemy’s level and raise your success!

Or so it seems.

As you draw towards the later parts of the game, however, enemies begin having Magic Evade (And you can get some of this too). Magic Evade does **NOT** effect spells that are guaranteed to hit—for instance, the Fire/Ice/Bolt spells absolutely will hit. Anything less than that, though—even stuff with a 99% chance to hit—can be stopped via Magic Evade.

Magic Evade does NOT simply reduce the chance of success. Instead, it is a completely separate chance to block a spell. Say you have a 70% chance of instant killing an enemy after factoring in level, etc. But that enemy has 20% magic evade. Even **IF** the spell would hit, there is then a 1/5 chance that the spell will still fail, completely separately. **MOST** bosses have a negligible amount of Magic Evade, but a handful of bosses near the end of the game, especially the last boss and the bonuses bosses, have extremely significant Magic Evade, and no amount of level manipulation will be able to raise your success rate with spells very high.

In the boss guide, I’ll make a point to note the boss’ level and magic evade—you can figure out from there if you want to try using certain less-than-completely-accurate techniques on them.

[\(Top of page\)](#) || [\(Top of section\)](#) || [\(Contents\)](#) || [\(Contents of “Some game mechanics and you”\)](#)

1.4 Damage Formulas

Explaining Damage Formulas always sounds math-y, so I'll try to keep it simple and sweet.

Damage formulas in this game generally look like this (2):

$$(\text{Pow}_{\text{weapon/magic}} - \text{Def}_{\text{enemy}}) \times \text{Multiplier} = \text{Dmg} \quad (2)$$

The first part is exactly what it sounds like. No stats are involved—just the raw values of your weapon or your spell's attack power, reduced by the enemy's defensive stats. There **CAN** be some variance here. For an example, Swords actually roll a random attack power value of 100-112.5% of their normal power (see eq. 5), so they can do a bit more than usual. This is why sometimes your attacks just do 0 damage—the weapon/spell may simply not be potent enough to pierce the enemy's armor!

If you multitarget a spell, its power is halved **BEFORE** enemy defense is applied. Later spells generally completely outstrip enemy magic defense, but early on it can be important to keep in mind.

The multiplier is where things get confusing. It looks like this (3):

$$\frac{\text{Stat} \times \text{Lvl}}{\text{Rate}} + 2 = \text{Multiplier} \quad (3)$$

The Stat is the stat used in the formula—generally, Strength for physical attacks and Magic for magical ones. This value is directly multiplied by your level, and then divided out by either 256 (for 'Slow' multipliers) or 128 (for 'Fast' multipliers).

The part where this gets weird is that the game drops decimals upon division. This means it's not like your multiplier is 7.2 one level, 7.5 the next, 7.8 the next, and then 8.1 the next—instead, your multiplier on those levels will be 7, 7, 7, and 8. Your damage will only actually increase in 'steps', instead of linearly—this is why +Strength and +Magic equipment, early on, may not even raise the damage you see. If it doesn't push that total value of $\text{Stat} * \text{Level}$ high enough, then it doesn't matter!

This becomes really important when effects that half the multiplier are concerned: Shell, Protect, and/or row considerations. These half the multiplier value—however, as the decimal is dropped, this can do more than half the multiplier. Since each of these are also applied one at a time, they stack horribly: A back-row enemy under Protect would "theoretically" take only 1/4th damage. And it might, if your multiplier was 4. If your multiplier was 7?

$$\begin{aligned} \frac{7}{2} &= 3.5 \xrightarrow{\text{drop decimals}} 3 \\ \frac{3}{2} &= 1.5 \xrightarrow{\text{drop decimals}} 1 \end{aligned}$$

You are literally dealing 1/7th of the damage. God forbid you too are in the back row—in the worst case scenario, you can potentially be doing 1/15th(!?) the damage instead of the expected 1/8th!

The following things exist that can halve multiplier:

- Using physical attacks from the back row, without a "Back Row OK" Weapon
- Using physical attacks on a target in a back row (yes, enemy formations have rows) without a "Back Row OK" weapon
- Using physical attacks on a target under the Protect/Armor status
- Using magical attacks on a target under the [Shell](#) status

Of course, you can use this to your advantage too! Back row characters might deal less physical damage, but they'll take a lot less too—especially if you back it up with Protect. You can even benefit from this with the handful of weapons that ignore row!

For the record, here's the quick and dirty version of weapon damage formulas. There are **EXCEPTIONS** to these, of course—the Monk's unarmed attacks don't even have a "Weapon Attack" really, or there's Axes, which have wildly variable damage and defense piercing in a way—but those will be covered by the classes and abilities where they are relevant.

Spells (4):

$$((100 \text{ to } 112\% MAtk) - MDef_{Enemy}) \times \text{Multiplier (Slow Magic)} = Dmg_{spells} \quad (4)$$

Swords (5):

$$((100 \text{ to } 112\% WAtk) - Def_{Enemy}) \times \text{Multiplier (Fast Strength)} = Dmg_{swords} \quad (5)$$

Knives (6):

$$((WAtk + 0 \text{ to } 3 \text{ bonus points}) - Def_{Enemy}) \times \text{Multiplier (Fast Strength)} = Dmg_{knives/daggers} \quad (6)$$

Rods⁷ (7):

$$((0 \text{ to } 200\% WAtk) - MDef_{Enemy}) \times \text{Multiplier (Slow Magic)} = Dmg_{rods} \quad (7)$$

Hitting a Weak element of the target causes the $WAtk/MAtk$ to be doubled and the target's $Def/MDef$ to be ignored. It does **NOT** affect the Multiplier. Critical Hits, on the few weapons they exist on, also do this exact same thing.

iOS players, please note that the damage formulas are a little different in that version, although nobody knows the specifics.

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1.5 Using Equipment in Battle

This is a very easy thing to miss: If you enter the Item screen in battle, then hit up at the top of the list, you will be shown the contents of your characters' hands.

You can actually use this mini-menu to change the equipment possessed by your characters mid-battle. This has **HUGE** strategic implications—for instance, a character capable of using Daggers can use the Mage Masher until a dangerous enemy mage is [Silenced](#), then switch to a more powerful weapon to deal damage. This can make even the weakest of weapons have valuable strategic importance, so make sure you keep them on hand if they have any special effects whatsoever!

The second thing you can do, for some weapons, is "use" them from this menu, the same way you would use an item. Only certain pieces of equipment allow this. If they do, however, you essentially cast the spell for free—and infinitely! Note however that **the equipment has to be actually EQUIPPED** in order to do this—you can't "use" spells from equipment that you can't actually wield!

Note that some weapons (Several Rods and Light Staves) will be lost if you equip and use them, but the payout is huge—see the [Breaking Rods](#) section below.

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⁷Identical to Eq. 8 originally had a typo—@andycyca

1.6 Status Effects

There's quite a bit of confusing on what exactly some status effects do. This section covers them all.

Aging

- On allies: All core stats (Strength/Agility/Vitality/Magic) steadily decrease towards 1
- On enemies: Steadily reduces the enemy's level and Speed stats towards 1
- Decreasing enemy level renders them more vulnerable to status ailments and reduces their magic power
- This has no effect on enemy physical attack power, however
- **Sources:**
 - [Time Mage](#) (Old),
 - [Blue Mage](#) (Time Slip; L2 Old)
 - [Ancient Sword](#) (Sword)

Berserk

- Increases Attack Power to 150% of its normal value (Specifically power, not Multiplier, meaning it can help overcome high defenses)
- Causes the character to automatically attack
- Negates enemy AI scripts - all they will do is attack. This even disables Reaction actions, script changes, and more.
- SNES only: If all living characters are Berserked, your escapes will fail
- iOS only: Berserked characters always target front row targets first, instead of completely random
- **Sources:**
 - [White Mage](#) (Berserk)
 - [Blue Mage](#) (Moon Flute)
 - [Chemist](#) (!Mix)
 - [Power Staff](#) (Staff)

Blind

- The accuracy of physical attacks is reduced to 25% of normal
- **Sources:**
 - [Blue Mage](#) (Flash)
 - [Hunter](#) (Darkness Bow)
 - [Chemist](#) (!Mix)
 - [Ranger](#) (!Animals)
 - [Geomancer](#) (!Terrain, location limited)

Confuse

- Yes they're the same thing; it's translation/naming differences
- Causes characters or enemies to attack allies whenever possible
- On Party Members: May use available Black/White/Red spells against the party/to assist enemies
- On Enemies: Enemies will use Control-only commands on their own
- Disables Reaction actions by enemies
- Physical evasion reduced to 0
- Disables special "blocking" equipment (eg Elf Cape)
- Cancelled when receiving physical damage
- Important to [Blue Mages](#)
- **Sources:**
 - [White Mage](#) (Charm)
 - [Red Mage](#) (Charm)
 - [Dancer](#) (Tempting Tango !Dance)

- Dancing Dagger (a [Dagger](#), see its details)
- [Bard](#) (Lamia Harp)
- [Geomancer](#) (!Terrain)

Countdown

- Creates a timer above the character or enemy's head
- When reaching 0, the character is instantly killed, ignoring instant death resistance
- **Only source:** [Blue Mage](#) (Countdown)

Dead

- Ur dead, moron
- I won't bother listing how many things can cause instant death because there's actually a LOT
- Skills vary on whether they factor in enemy instant death immunity, heavy flag, both, or none(!?)
- Pay attention to the specifics of each skill and use them freely, they're great

Float

- Grants immunity to Earth element attacks
- Doesn't wear off between battles(!)
- Also makes you immune to damaging floors in a couple dungeons
- **Sources:**
 - [Time Mage](#) (Float)
 - [Blue Mage](#) (Mighty Guard)
- *Note* that some enemies can be [Confused](#) into casting Float on you (eg Gale Cats on North Mountain)

Haste

- Doubles the fill rate of the ATB
- Haste and Slow are mutually exclusive; having one then receiving the other completely replaces the first
- **Sources:**
 - [Time Mage](#) (Haste/Haste2)
 - [Chemist](#) (!Mix and !Drink)
 - [Samurai](#) (Use Masamune)
 - [Running Shoes](#) (Accessory)

HP Leak

- HP gradually decreases with each 'tick' of the ATB
- Only goes away when its duration ends
- Literally nothing in the game is immune to this
- **Sources:** A lot

Image

- Guarantees evasion against the next physical attack, then wears off
- When applied via a command, you actually have "two" layers of Image, used one at a time
- Images are not used up if you would've avoided the attack normally (!)
- **Sources:**
 - [White Mage](#) (Image)
 - [Ninja](#) (!Image)
 - [Chemist](#) (!Mix)
 - [Mirage Vest](#) (Medium Armor, start of battle only unless a trick is used)

Mini

- Sets Defense to 0
- Sets Attack Power to 3
- Does NOT impact spellcasting
- Doubles physical evade rate
- For characters, that's physical evade via shields/etc, NOT "% chance of blocking physical attacks"
- Meaning the rates of things like [Elf Cape](#) and [Guardian Dagger](#) do not get doubled
- On the other hand, Mini + Genji Shield = 100% Physical Evade, so...
- **Sources:**
 - [White Mage](#) (Mini)
 - [Red Mage](#) (Mini)
 - [Blue Mage](#) (TinySong)

Paralyze

- Prevents all actions
- Sets Physical Evasion to 0
- Disables special "blocking" equipment (eg Elf Cape)
- **Sources:**
 - [Summoner](#) (Remora)
 - [Blue Mage](#) (Death Claw/Mind Blast)
 - [Beastmaster](#) (Some whips)
 - [Ranger](#) (!Animal)

Poison

- Deals 1/16th of the user's max HP in damage every so often
- Can reduce you to 0 HP
- Doesn't naturally wear off
- **Sources:**
 - [Black Mage](#) (Venom)
 - [Red Mage](#) (Venom)
 - [Magic Knight](#) (Venom)
 - [Berserker](#) (Venom Axe)
 - [Ranger](#) (!Animal)
 - [Chemist](#) (!Mix)

Protect

- Halves the multiplier on all incoming physical attacks
- Because of the way multiplier works, this means physical damage recieved is reduced by AT LEAST half (see [Damage Formulas](#) above)
- Stacks to hilarious effect by being in the back row
- **Sources:**
 - [White Mage](#) (Protect)
 - [Red Mage](#) (Protect)
 - [Blue Mage](#) (Mighty Guard)
 - [Chemist](#) (!Mix and !Drink)
 - [Knight](#) (Equip & Use Defender)

Regen

- Steadily recovers HP
- HP is recovered based on Vitality & Level

- **Sources:**
 - [Time Mage](#) (Regen)
 - [Bard](#) (Vitality Song)
 - [Chemist](#) (!Mix)
 - [Guard Ring](#) (Light Accessory)

Reflect

- If targetted by a reflectable spell, it 'bounces back' and strikes a random target on the other group
- Spells can only bounce once maximum
- So to get around an enemy with Reflect, bounce a spell off your own Reflect!
- Only removable via Dispel, death, or its duration elapsing
- **Sources:**
 - [White Mage](#) (Wall)
 - [Summoner](#) (Carbuncle)
 - [Chemist](#) (!Mix)
 - [Wall Ring](#) (Accessory)

Silence

- Disables White, Black, Time, Summon, Magic Sword, and Song effects
- Blue Magic is NOT disabled
- When inflicted by the "Void" spell, Silence CANNOT be cured except by battle ending
- **Sources:**
 - [White Mage](#) (Silence)
 - [Red Mage](#) (Silence)
 - [Magic Knight](#) (Silence)
 - [Ranger](#) (Anti-Magic Bow)
 - [Time Mage](#) (Void - Affects everyone)
 - [Mage Masher](#) (Dagger, wieldable by almost anyone!)

Toad

- Sets Defense and Magic Defense to 0
- Sets Attack Power to 3
- Sets physical evasion rate to 0%
- Prevents spellcasting, other than the Toad spell itself
- **Sources:**
 - [Black Mage](#) (Toad)
 - [Red Mage](#) (Toad)
 - [Blue Mage](#) (FrogSong)
 - [Chemist](#) (!Mix)

Shell

- Halves the multiplier on all incoming magical attacks
- Because of the way multiplier works, this means magical damage recieved is reduced by AT LEAST half (see [Damage Formulas](#) above)
- Also reduces the chance of being affected by Hit% spells by half(!)
- **Sources:**
 - [White Mage](#) (Shell)
 - [Blue Mage](#) (Mighty Guard)
 - [Chemist](#) (!Mix)
 - [Magic Knight](#) (SOS-Shell)

Sleep

- Prevents all actions
- Sets Physical Evasion to 0
- Disables special “blocking” equipment (eg Elf Cape)
- Cured when struck with a physical attack
- **Sources:**
 - [Black Mage](#) (Sleep)
 - [Red Mage](#) (Sleep)
 - [Magic Knight](#) (Sleep)
 - [Bard](#) (Dream Harp)
 - [Blue Mage](#) (Time Slip)
 - [Slumber Sword](#) (Sword)

Slow

- Halves the fill rate of the ATB
- Haste and Slow are mutually exclusive; having one then receiving the other completely replaces the first
- **Sources:**
 - [Time Mage](#) (Slow/Slow2)
 - [Geomancer](#) (!Terrain, location limited)

Stop

- Prevents all actions
- Prevents physical evasion/blocking
- Timer-based effects, such as Poison’s damage, Regen, and even Countdown do not progress while Stopped
- HP Leak, for some reason, still does
- You will need Dispel or a Panacea to cure this, or just letting time pass
- **Sources:**
 - [Time Mage](#) (Stop)
 - [Bard](#) (Love Song)
 - [Beastmaster](#) (!Tame)

Stone

- On enemies: Instant kill when inflicted
- On allies: Essentially counts the character as ‘dead’ until cured
- **Sources:**
 - [Black Mage](#) (Break)
 - [Magic Knight](#) (Break)
 - [Summoner](#) (Demon’s Eye)

Zombie

- Target possesses 0 HP, is uncontrollable, and attacks random allies with Fight
- Grants immunity to Blind, Float, Mini, Toad, Petrification, and Instant Death
- Only Holy Water/Revivify can cure it
- Don’t confuse it with being Undead (via [Bone Mail](#))

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1.7 Transferring Stat Modifiers

As you read this guide, you'll see a handful of skills list "Transfers [Strength/Magic/Agility]" on its description. Every class has a set of modifiers, as you're probably aware, that determine the character stats while equipped in that class. When you equip a skill that transfers a stat, the stat modifier of that class will be passed onto the one equipping it, so long as the new stat would be higher.

For instance, Knight has a Strength modifier of +24. If you gave its Equip Sword to a Black Mage, the Black Mage's horrendous Strength modifier would be completely replaced—and a Black Mage would now deal the same damage with normal attacks as a Knight would! However, this wouldn't matter to a Monk, as the Monk retains their higher modifier of +26 instead.

Transferring modifiers enables some unique strategies, if you can hybrid the right kinds of situations. For instance, the Ninja's elemental scrolls are normally weak due to the class' low Magic stat. Give them a sub ability like **!Black** that transfers a Black Mage's Magic stat, however, and the damage of these scrolls will shoot through the roof!

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2 Some really special case stuff

2.1 Freelancers

If you've undertaken a Natural Crystal challenge, then you have to play by some special rules. Instead of immediately having all four characters in the same job when you get your first, only one character will be in the job for the crystals you've unlocked—the others will all remain Freelancers.

"Oh hell", you might be thinking, "Why do I have to be stuck with someone who's useless?" Don't think that way. Freelancers might not have the amazing stats of other classes or access to active abilities, **but they don't NEED it.**

Freelancers have the ability to use every single piece of equipment in the game. **EVERY ONE.**

Make use of this. Give them weapons to target a boss' elemental weakness. Let them wield—and break—spare rods. Get weapons that cause ailments. Give them shields, give them great accessories, make the goddamn most of them and then be amazed when they turn out to be really versatile.

And then mourn the fact you have to give them up for another goddamn berserker because you're playing Berserker Risk and Gilgamesh Bot hates you.

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2.2 Breaking Rods

A typical strategy for completing the game with ease is Rod Breaking. To do this, you need any class that is capable of equipping rods (and/or one Staff which works the same way), which is about half the classes in the game.

First, equip the rod as your active weapon, then from the items list in-battle, use the Rod—just like Equip & Use above. A single extremely powerful spell will be cast, at the cost of the rod being destroyed.

This is an extremely easy way to do a huge amount of damage, especially early in the game. It's powerful to the point of being considered the "easy way out" of many challenges by some experienced players. It will remove the challenge of many early game fights, but really, it's all up to you if you want to use it.

That said, if you want to, here's what rods you can get, where to get 'em, and what they break into:

- Fire, Ice, and Thunder rods can be bought in Karnak in Act 1. When broken, they cast Fire3/Ice3/Bolt3 respectively. These spells have an absolutely huge Magic Power to begin with (185), nevermind what it looks like compared to the spells you will have access to in the first world.
- Venom Rods can be bought in Kelb during Act 2. Breaking it casts Bio, which does less potent Poison damage than the previous rods; but it can get around enemies that resist the three and is still quite potent.
- Light Staves, despite not being Rods, can be broken. Getting them is really tough—during Act 2 at Guido's Cave, you need to defeat Metamorphas when they're in their default form. You can also get them from the Cave in the Cleft of Dimensions via the same enemies. When these are broken, they cast the awesome Holy (241 base magic power!); unlike other options there's no easy way to get them, you have to farm.

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2.3 Bonemail

Found in the Hiryu Valley during Act 2. You need to actively search a skeleton on the ground, I believe, in order to find it—it's not in any visible chest or anything. More can be stolen from an enemy in the Cleft of Dimensions, though obviously that's very late in the game.

Bone mail is the single highest DEF piece of armor in the game (by almost half over the Genji Armor!), wearable by any class capable of wearing Medium or Heavy armor. Its DEF is so high that it actually -nullifies- many enemy attacks, or reduces them to near-nonexistent damage. It also possesses several other qualities:

- Absorbs Poison damage
- Halves Ice damage
- Weakness to Holy/Fire damage
- Several status immunities: Death/Poison/Darkness/Old/Charm/Berserk/Regen

Sounds amazing, right? Well, it is, but there's a catch. Bonemail causes the wearer to become Undead. All effects that would heal Bonemail's wearer—curative items, white magic, etc.—will instead deal damage, because the wearer is now an "undead". Beware - Elixirs (and other "full heal") effects will set you to critical HP instantly, and Phoenix Downs or similar will kill you outright! You also can't be revived mid-battle!

Though, there are ways around this. First, Drain effects always favour Undead targets—whether cast by enemies or allies—so, for instance, a Knight wielding the Drain Sword or a Blue Mage using Vampire can recover HP. Second, all of the following spells and weapons will **FULLY HEAL** an Undead: Doom, Roulette, L5 Doom, Faen Fantom, Death Potion, Assassin Dagger and Doom Axe. Third, any character with a Flame Ring/Flame Shield/Ice Shield can be hit by said element, and will be healed (as they absorb the damage). You can also use poison-element attacks (namely Black Mage's Bio).

Bonemail won't serve you well in battles against bosses that are going to go on long enough you need to heal. It will serve you damn well in many random encounters (You can always heal out of battle!) or against bosses that do purely physical damage though. Pick and choose when to use this armor and it'll be one of the most amazing pieces of equipment out there.

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2.4 Excalipur

Dropped by Gilgamesh during Act 2, the Excalipur appears to be the Excalibur, listing itself as having 100 Attack Power and being able to be wielded as a normal sword (As opposed to the Knight-only swords, which the real Excalibur is part of). This is because the weapon's **ACTUAL** attack power is, in truth, only 1.

However, two classes are capable of using the **Excalipur**. First, the Ninja can **!Throw** it one time. Throw uses the **DISPLAYED** attack power of a weapon, without any random variance - and in Excalipur's case, this means it actually is like throwing a 100 AtkP weapon! The second is the Blue Mage: their Goblin Punch spell

does an “attack” with some odd properties. The relevant one here is that, again, it uses the displayed attack power—meaning a Blue Mage can **ACTUALLY** wield the 100-power fake as the weapon it pretends to be!

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2.5 Brave Blade & Chicken Knife

During Act 3, in the hidden village Mirage, through a hidden passage in the forest. You can only obtain one of these weapons—the other will vanish for good.

The [Brave Blade](#) has a base attack of 150, but loses a point of attack for every time you run. Its base attack is the highest in the game, and would theoretically be the strongest weapon in the game. Too bad only a Knight can use it.

The [Chicken Knife](#) has a base attack of 1, but **GAINS** one point of attack for every two times you run, up to a cap of 127. Does it sound weaker? Well, it might be, except for a little catch—see, the Chicken Knife has **TWO** sources of damage multiplier instead of the usual 1. Its power is also significantly enhanced by the user’s Agility stat. This actually makes the Chicken Knife **GENERALLY** stronger in practice, in addition to being able to be used by almost any class.

The catch? Any time you use the Attack command, the Chicken Knife has a 25% chance of causing you to flee the battle (Or waste your turn if the battle is inescapable).

Note that the Chicken Knife’s escape function does not trigger on certain commands (For instance: Mug, Jump, X-Fight, Sword Dance, and Goblin Punch, while using normal attacks, do NOT trigger the escape function ever). Any action that would prevent ‘side effects’ like weapon casts on weapons will prevent the Flee.

Blue Mages, take note that Goblin Punch will always use the weapon’s initial attack—which is to say that the Chicken Knife is always 1 Attack Power with Goblin Punch, but if the stars align and you have Blue Mage and Knight together somehow, you can wield the Brave Blade from the back row at max power, regardless of how much you have run!

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2.6 Magic Lamp

The Magic Lamp is a very special item found in the Istory Falls, specifically “behind” them, at the end of the dungeon. This item can be used by any character. When you use the Magic Lamp, it casts a Summon spell, for free, and can essentially be used infinitely.

The summon it calls isn’t accidental. It performs summons in this order:

Bahamut → Leviathan → Odin* → Sylpha → Carbuncle → Shoaat* → Golem → Titan → Ifrit → Ramuh → Shiva → Remora → Sylph → Chocobo (Normal)*

The Magic Lamp remembers which summon it is on between battles. This means that, essentially, the more you use it the weaker it gets. If you continue to use it too much when it’s just summoning Chocobo, it turns into the unique Egg Chop spell instead—which... doesn’t do anything at all.

There’s three special things to note about the Magic Lamp.

First, it doesn’t summon Phoenix. It skips it entirely.

Secondly, it **CAN be reset**. There are two locations you can reset it—either at the top of Istory Falls where you got it (You have to enter it from ‘above’ the falls on Boko), or a location in the Great Trench. Resetting the Magic Lamp sets it back at Bahamut in its progression.

Third, certain summons are treated specially:

- Chocobo: On SNES/GBA, Normal chocobo is summoned. On iOS, Fat Chocobo is summoned.
- Shoat: On SNES/GBA, Shoat targets one random foe. On iOS, Shoat attempts to petrify **EVERY** enemy.
- Odin: Regardless of version, Odin always attempts to perform Zantetsuken. This will still **FAIL** on any Heavy target present in the battle, but **WILL** succeed on non-Heavy targets!

Knowing about the Magic Lamp and how it works can add some much needed magic power to endgame parties.

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2.7 Wonder Rod

The [Wonder Rod](#) is a truly unique little Rod. You will find it in Act 3, at the Fork Tower. It has two special properties.

First, the simpler one: If used while equipped, the Wonder Rod immediately casts the Time Magic spell Reset. This has particular value in combination with a party member who’s trying to Steal (either a Thief or someone with the Thief Dagger equipped), as Reset gives you another chance to steal from the target.

The more complex function of the Wonder Rod is as follows: Whenever it is used to attack, it casts a spell.

The Wonder Rod begins with the White Magic spell Cure, and on each successive attack, performs the next White Magic spell, in order (Skipping Scan). After cycling through all of the White Magic spells, it goes onto Fire—and from there, the remainder of the Black Magic spells. After that, it returns to Cure.

Like the Magic Lamp, the Wonder Rod remembers its “location” in its order between battles. Though this is obtained very late in the game, the Wonder Rod gives you some (very awkward) access to theoretically any White/Black spell you might want. Take the time to prepare it, and you can bring a free casting of a very big spell like Holy or Flare into boss battles with you; alternatively, it can bring in a key status effect such as Berserk!

Note that GBA players can get multiple Wonder Rods. I believe they all run on the same internal counter, however, so you can’t prepare multiple different spells.

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3 General item lists

3.1 Daggers

Daggers, as a weapon class, are usable by every class EXCEPT White Mage and Monk. For this reason, they’re among the most useful to pick up. Their strength is surprisingly reasonable. Many classes you’d want using Attack have unique weapons they’d rather use for damage; however, only a couple Daggers ‘just’ deal damage. The majority carry a variety of on-hit effects or supportive effects that many classes can benefit from!

The Dagger damage formula can be seen in [eq. 6](#)

Table 1: Dagger properties

Accuracy	100%
Double Grip?	No
Magic Sword?	Yes
Can Throw?	Yes

Knife**Attack Power** 7**Found** Act 1, Lenna has it equipped**Dagger****Attack Power** 14**Shops** Act 1, Carwen/Worus**Mythril****Attack Power** 23**Steal** Act 1, North Mountain, Wyverns**Shops** Act 1, Karnak**Mage Masher****Attack Power** 31**Shops** Act 1, Jakole**Notes** On Attack: 33% chance of casting Mute

Magic +1 while equipped

So many things can be Muted. It's ridiculous. And unless you are **ALL MONKS** you can use this.**Guardian****Attack Power** 36**Found** Act 1, while escaping Karnak Castle

Act 2, Mua

Notes Blocks physical attacks at random (25%)

Stacks with the Elf Cape, but I don't believe it stacks with other "block physical" weaponry

Orihalcon**Attack Power** 41**Shops** Act 2, Rugor/Bal/Kelb**Dancing Dagger****Attack Power** 51**Found** Moogles Village**Notes** Magic +1, Speed +1 while equippedOn Attack: 50% chance of performing **!Dance** (as per Dancer) instead of attacking**!Dance** causes one of the following four actions at random, shortened for reference:

- **Confuses** an enemy
- Steals HP from an enemy
- Steals MP from an enemy
- Deals an attack at 4x normal damage (!)

Unlike other daggers, cannot be thrown

SNES/GBA: When dual-wielded, will cause you to only attack once

iOS: When dual-wielded, the second attack from the other weapon still goes off properly

Air Lancer**Attack Power** 56**Shops** Act 2, Mua**Found** Act 3, Istory Falls**Notes** Enhances the spell power of Wind elemental abilities by 50% while equipped
Deals Wind elemental damage**Thief Dagger****Attack Power** 66**Found** Act 3, Mirage**Notes** Speed +1 while equipped

On Attack: 33% chance of performing !Mug (as per Thief) instead of attacking

Yes, this means you can steal equipment without a Thief

Although many instances of stealable equipment are listed in the sections of classes they're relevant to, feel free to check out the Thief section for Act 3/Cleft of Dimensions steals of note

Note that only a Thief can wear the Thief Glove accessory to enhance steal rates):

Unlike other daggers, cannot be thrown

Chicken Knife**Attack Power** 1, increases based on battles fled from (caps at 127?)**Found** Act 3, Mua**Notes** [See the Brave Blade & Chicken Knife section](#) for information

Long story short this is a contender for strongest weapon in the game

Speed +5 while equipped

Unlike other daggers, cannot be thrown

Adds an additional multiplier to damage based on Agility

If used with Goblin Punch, it functions at 1 Attack):

Assassin Dagger**Attack Power** 81**Found** Act 3, Legendary Weapon**Notes** Speed +1 while equipped

On Attack: 25% chance of casting Doom for an instant kill

Doom fully heals Undead enemies (or allies wearing Bonemail!)

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3.2 Swords

Swords are a fairly powerful weapon class. Several of them come with extra effects, and overall they are more powerful than Daggers. They can be used by Knights, Magic Knights, Blue Mages, and Red Mages. Note that there are several addition weapons that appear to be swords, but are not usable by all these classes—those are Knight Swords, only wieldable by Knights and covered in their section.

The Sword damage formula can be seen in [eq 5](#)

Table 2: Sword properties

Accuracy	100%
Double Grip?	Yes
Magic Sword?	Yes

Table 2: Sword properties

Can Throw?	Yes
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Broad Sword**Attack Power** 15**Found** Act 1, Wind Shrine**Bought** Act 1, Tule**Regal Cutlass****Attack Power** 22**Bought** Act 1, Carwen, Woros**Mythril Sword****Attack Power** 31**Bought** Act 1, Karnak**Coral Sword****Attack Power** 37**Bought** Act 1, Jacole**Notes** Deals Bolt elemental damage**Ancient Sword****Attack Power** 43**Found** Act 1, Lonka Ruins**Notes** On Attack: 33% chance of casting Old (ala Time Mage)**Slumber Sword****Attack Power** 49**Bought** Act 2, Rugor/Bal/Kelb**Notes** On Attack: 50% chance of casting Sleep**Excalipur****Attack Power** 1**Found** Act 2, Exdeath's Castle (Final Visit)**Notes** Claims to have an Attack of 100. It's a filthy liar, and far from the strongest of swords!

Unlike other swords, cannot be used with Magic Sword. Not that you'd want to

If thrown by a Ninja, actually DOES have an Attack of 100 for damage purposes

If wielded by a Blue Mage using Goblin Punch, functions like it actually has 100 Attack!

Epee**Attack Power** 57**Found** Act 3, Bal**Bought** Act 3, Surgate

Rune Edge**Attack Power** 50**Found** Act 3, Istory Falls**Steal** Act 3, Northwest part of sea SW of Carwen, Stingray**Notes** When attacking, uses 20 MP per attack to instead have 70 Attack Power

If the MP is used, it also adds an additional Multiplier value based on Magic (Fast)

Unlike other Swords, cannot be used with Magic Sword

Enhancer**Attack Power** 102**Found** Act 3, Istory Falls

Cleft of Dimension, Forest

Notes Magic +3 while equipped[\(Top of page\)](#) || [\(Top of section\)](#) || [\(Contents\)](#) || [\(Contents of “General item lists”\)](#)**3.3 Rods**

Rods are a very important weapon class, but not because of their actual functionality as weapons. Rather, Rods are important because many of them carry supportive effects that can be used to great effect by spellcasters. On top of that, Rod Breaking (see [its section](#)) is an extremely powerful strategy.

Speaking of which, they’re not so great for actually attacking. They can do reasonable damage sometimes, but are highly unreliable and awkward, and between their low weapon attack and the significantly reduced multiplier, just don’t hold up to other weapons.

Rods are the second most used weapon class in the game: Black Mages, Time Mages, Blue Mages, Red Mages, and Summoners can all use Rods.

The Rod damage formula is a little crazy, but it looks like this (8):

Editor’s note: this is almost identical to eq 7, but this one lists a range from 0 to 200%, and the former lists a range from 0 to 100% I’m leaving both here until I figure out which one is more accurate—@andycyca

$$((0 \text{ to } 200\% \text{AtkPwr}) - MDef_{Enemy}) \times \text{Multiplier (Magic, Slow)} \quad (8)$$

Table 3: Rod properties

Accuracy	80%
Double Grip?	No
Magic Sword?	No
Can Throw?	No

Note: All rods do full damage from the back row, except the Wizard Rod

Rod**Attack Power** 8**Bought** Act 1, Tule, Carnak**Notes** Magic +1 while equipped

Fire Rod**Attack Power** 16**Bought** Act 1, Karnak**Found** Act 1, Karnak (After Steamship)**Notes** Enhances the spell power of Fire elemental abilities by 50% while equipped

Deals Fire elemental damage

Equip & Use: Casts Fire3 (Spell Power 185), then breaks

Ice Rod**Attack Power** 16**Bought** Act 1, Karnak**Found** Act 1, Carwen**Notes** Enhances the spell power of Ice elemental abilities by 50% while equipped

Deals Ice elemental damage

Equip & Use: Casts Ice3 (Spell Power 185), then breaks

Thunder Rod**Attack Power** 16**Bought** Act 1, Karnak**Notes** Enhances the spell power of Bolt elemental abilities by 50% while equipped

Deals Bolt elemental damage

Equip & Use: Casts Bolt3 (Spell Power 185), then breaks

Venom Rod**Attack Power** 32**Bought** Act 2, Kelb**Notes** Enhances the spell power of Poison elemental abilities by 50% while equipped

Deals Poison elemental damage

Equip & Use: Casts Bio (Spell Power 105 & HP Leak), then breaks

Wonder Rod**Attack Power** 0**Found** Act 3, Fork Tower**Notes** Magic +2 while equippedSee [the Wizard Rod section](#) because this thing's crazy ⁸

Basically casts a huge number of White and Black magic spells on swing, which can be manipulated

Equip & Use: Casts Reset (does not break the rod, unlike other rods)

Wizard Rod**Attack Power** 40**Found** Act 3, Legendary Weapon**Notes** Enhances the spell power of **ALL** the following elements: Bolt, Earth, Fire, Ice, Poison, and Wind

Deals simultaneous Fire/Ice/Lightning damage

Does not deal full damage from the back row, unlike other rods

Lillith Rod**Attack Power** 30

⁸don't you mean Wonder rod?--@andycyca

Found Cleft of Dimensions, Forest

Notes Magic +3 while equipped

Doesn't deal damage when used to attack normally

SNES/GBA: Causes enemies to become distracted, like the Dancer's !Flirt ability (80% base success rate)

iOS: Randomly either uses !Flirt or casts Psych on the target

Doesn't work on Heavy opponents

Equip & Use: Casts Psych (Drains some MP)

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3.4 Staves

Staves are like the supportive sibling weaponry to Rods. There are very few of them, but they can carry some unique and potent effects. They are used by White Mages, Time Mages, Red Mages, and Chemists

Staves more or less function identically to magic in terms of damage formula, except when they don't, which is actually more often than not. Just understand that unless I say otherwise, the staves act as though you were casting a spell on the enemy, with a Spell Power equal to the weapon's attack power.

Table 4: Staff properties

Accuracy	95-100%
Double Grip?	No
Magic Sword?	No
Can Throw?	No

Staff

Attack Power 9

Bought Act 1, Tule/Carwen

Notes Deals damage like an Axe - wildly variable in weapon power and mostly piercing def, using Strength

As you might imagine most classes that use staves don't exactly excel in Strength

Flail

Attack Power 16

Found Act 1, Ship Graveyard

Bought Act 1, Karnak

Notes Deals damage like an Axe - wildly variable in weapon power and mostly piercing def, using Strength

Does full damage from the back row

Healing Staff

Attack Power Null

Found Act 1, Tycoon Castle

Notes Anyone you attack with this staff has Cure2 cast on them for free

That's right. Free healing and undead damage

Don't accidentally hit living enemies with this though, or Bonemail'd allies

Light Staff

Attack Power 30

Dropped Act 2, Guido's Cave, Metamorphia (Original form)

Cleft of Dimensions, Cave, Metamorphia (Original form)

Notes Claims to have 45 Attack Power, but doesn't (unless used to Throw/Goblin Punch)
 Deals Holy elemental damage
 Equip & Use: Casts Holy (241 Magic Power!), then breaks

Morning Star

Attack Power 50

Found Act 2, Great Forest of Mua

Bought Act 3, Mirage/Dwarf Kingdom

Notes Deals damage like an Axe – wildly variable in weapon power and mostly piercing def, using Strength
 Does full damage from the back row

Power Staff

Attack Power Null

Dropped Act 2, Exdeath's Castle (Final visit), DarkWizard

Notes Casts Berserk on the target instead of attacking
 Berserk is amazing (Never misses unless the target's immune!), don't miss this.

Judgment Staff

Attack Power 45

Steal Act 2, Exdeath's Castle (Final visit), DarkWizard
 Act 3, near Rugor, Isterios

Notes Magic +3 while equipped
 Claims to have 60 Attack Power, but doesn't (unless used to Throw/Goblin Punch)
 Deals Holy elemental damage
 Deals full damage from the back row
 Equip & Use: Casts Dispel (Removes a variety of magic effects from one target)

Sage Staff

Attack Power 45

Found Act 3, Legendary Weapon

Notes Claims to have 53 Attack Power, but doesn't (unless used to Throw/Goblin Punch)
 Deals massive damage to Undead
 Enhances the power of Holy elemental abilities by 50% while equipped
 Equip & Use: Casts Life

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3.5 About Armor Classes

There are a limited number of Armor "sets" that exist. Essentially, each class is capable of wielding different sets of gear. For instance, the Blue Mage can equip Light and Medium helmets, Light and Medium body armor, Shields, and Light Accessories. Which classes can equip which sets of armor will be listed at the start of each section.

There are exceptions to this as well—equipment that can be used by any class, as well as equipment that is specific to certain classes only. Gear of special relevance to certain classes, or that is otherwise exclusively used by them, will only be listed in the class' section.

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3.6 Shields

Shields increase physical defense and evasion, and also occasionally provide other benefits as well (especially later shields). There's little reason for the classes listed to NOT have a Shield Equipped, except for characters with the Knight's 2-Handed ability (which doubles weapon attack when wielding a one-handed weapon without anything in the second slot)

Relevant Classes: Knights, Dragoons, Samurai, Berserkers, Mystic Knights, and Blue Mages.

Leather Shield

Physical Evade 10

Bought Act 1, Tule

Bronze Shield

Physical Defense 1

Physical Evade 15

Bought Act 1, Carwen

Iron Shield

Physical Defense 2

Physical Evade 20

Bought Act 1, Woru

Mythril Shield

Physical Defense 3

Physical Evade 25

Bought Act 1, Karnak

Gold Shield

Physical Defense 4

Physical Evade 30

Found Act 1, Lonka Ruins

Bought Act 2, Rugor/Bal/Kelb/Surgate

Diamond Shield

Physical Defense 6

Physical Evade 35

Found Act 2, Exdeath's Castle

Bought Act 2, Mua

Notes Halves Bolt damage recieved while equipped

Aegis Shield

Physical Defense 4

Physical Evade 33

Found Act 2, Great Forest of Mua (see note)

Act 3, Istory Falls

Stolen Cleft of Dimensions, Castle, Halicarnassus

Cleft of Dimensions, Location Unknown, Gorgimera

Notes Magic +1 while equipped⁹

Immune to Stone while equipped

Blocks magical attacks (33%)

This shield can block ANY offensive magic attack, even spells that normally cannot miss!!

You cannot get both this AND the Flame Shield in the Forest of Mua

Flame Shield

Physical Defense 7

Physical Evade 40

Magic Defense 5

Magic Evade 5

Found Act 2, Great Forest of Mua (see note)

Act 3, Pyramid

Notes Absorbs Fire damage while equipped

You can deliberately target the party with fire weapons/spells/etc to heal them when wearing this

This is a method of healing when Bonemail is equipped (!)

You cannot get both this AND the Flame Shield in the Forest of Mua

Ice Shield

Physical Defense 7

Physical Evade 40

Magic Defense 5

Magic Evade 5

Found Act 2, Exdeath's Castle (after transformation)

Act 3, Pyramid

Notes Absorbs Ice damage while equipped

You can deliberately target the party with ice weapons/spells/etc to heal them when wearing this

This is a method of healing when Bonemail is equipped (!)

Crystal Shield

Physical Defense 8

Physical Evade 45

Bought Act 3, Mirage

Act 3, Dwarven Kingdom

Genji Shield

Physical Defense 9

Physical Evade 50

Magic Defense 1

Steal Cleft of Dimensions, Void, Gilgamesh (First fight)

Notes Immune to Mini and Paralysis while equipped

More specifically, you can't be Mini'd **IN** combat, but you can be Mini'd **OUT** of combat

Important because if you are Mini while using the Genji Shield, you have 100% Physical Evade

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⁹So this is called the "Shield Shield"?--@andycyca

3.7 Headgear

There are three main classifications of Headgear—Heavy, Medium, and Light. There are also pieces of headgear wearable by any class, and a piece of Dancer-only Headgear (Ribbon) which is covered in the Dancer's section accordingly.

- **Heavy:** Knights, Dragoons, Samurai, Berserkers, Mystic Knights
- **Medium:** Monks, Thieves, Ninjas, Hunters, Blue Mages, Red Mages, Beastmasters, Chemists, Dancers
- **Light:** White Mages, Black Mages, Time Mages, Summoners, Blue Mages, Red Mages, Chemists, Geomancers, Bards, Dancers

Leather Hat

Class Wearable by all

Physical Defense 1

Magic Defense 1

Found Act 1, Pirate's Cave

Act 1, Wind Shrine

Bought Act 1, Tule

Bronze Helm

Class Heavy

Physical Defense 2

Magic Defense 2

Bought Act 1, Carwen

Iron Helm

Class Heavy

Physical Defense 4

Bought Act 1, Worus

Plumed Hat

Class Wearable by all

Physical Defense 2

Magic Defense 2

Magic Evade 5

Bought Act 1, Karnak/Crescent

Mythril Helm

Class Heavy

Physical Defense 6

Magic Defense 2

Found Act 1, North Mountain

Bought Act 1, Karnak

Green Beret

Class Medium

Physical Defense 3

Magic Defense 2

Found Act 1, Steamship

Bought Act 1, Jacole/Lix

Act 2, Rugor/Bal

Notes Strength +1, Speed +1 while equipped

Gold Helm

Class Heavy

Physical Defense 8

Magic Defense 2

Bought Act 2, Rugor/Bal/Kelb/Surgate

Tricorn

Class Light

Physical Defense 4

Magic Defense 2

Magic Evade 5

Bought Act 2, Rugor/Bal/Kelb/Surgate

Notes Magic +1 while equipped

Bandana

Class Medium

Physical Defense 6

Magic Defense 2

Bought Act 2, Kelb/Surgate

Notes Strength +3 while equipped

Coronet

Class Wearable by all

Physical Defense 5

Magical Defense 4

Magic Evade 5

Found Act 2, Hiryou Valley

Notes Magic +1 while equipped

Enhances the effect of the Beastmaster's [!Control](#) (see Beastmaster for info)

Diamond Helm

Class Heavy

Physical Defense 10

Magic Defense 2

Bought Act 2, Mua

Notes Halves Bolt damage recieved while equipped

Tiger Mask

Class Medium

Physical Defense 9

Magic Defense 2

Bought Act 2, Mua

Magus Hat

Class Light

Physical Defense 6

Magic Defense 2

Magic Evade 5

Bought Act 2, Mua

Notes Magic +2 while equipped

Gold Hairpin

Class Light

Magic Defense 2

Magic Evade 5

Found Act 2, Barrier Tower

Act 3, Pyramid

Steal Act 3, Sunken Tower, Gogo

Notes Halves MP Costs while equipped (!)

Genji Helm

Class Heavy

Physical Defense 15

Magic Defense 2

Steal Act 2, Exdeath's Castle (post-transformation), Gilgamesh (post-Morphing Time)

Notes Can only be obtained with an actual Thief

Immune to [Confuse](#) and Mini while equipped

Thornlet

Class Heavy

Physical Defense 20

Magic Defense 5

Magic Evade 10

Found Act 3, Pyramid

Notes Magic Power -5 while equipped

Immune to Sleep while equipped

Begin battle with HP Leak active

You can get rid of the HP Leak for a battle if the character dies and is revived (I think)

Lamia's Tiara

Class Light

Physical Defense 3

Magic Defense 7

Magic Evade 10

Steal Act 1, Lonka Ruins, Lamia

Bought Act 3, Mirage

Notes Magic +3 while equipped

Enhances Dancer abilities (see the Dancer class for information)

Immune to [Confuse](#) while equipped

Crystal Helm

Class Heavy

Physical Defense 13

Magic Defense 2**Bought** Act 3, Mirage

Act 3, Dwarf Kingdom

Found Act 3, Solitary Island Temple**Dark Hood****Class** Medium**Physical Defense** 12**Magic Defense** 2**Bought** Act 3, Mirage

Act 3, Dwarf Kingdom

Notes Speed +2 while equipped**Circlet****Class** Light**Physical Defense** 10**Magic Defense** 2**Magic Evade** 5**Bought** Act 3, Mirage

Act 3, Dwarf Kingdom

Found Act 3, Solitary Island Temple**Notes** Magic +3 while equippe[\(Top of page\)](#) || [\(Top of section\)](#) || [\(Contents\)](#) || [\(Contents of "General item lists"\)](#)

3.8 Body Armor

As with Headgear, there's three types of Body Armor – Heavy, Medium, Light. There's also a couple pieces which are freely wearable by any class, and unique pieces of gear for certain classes which are listed in their relevant sections.

- **Heavy:** Knights, Dragoons, Samurai, Berserkers, Mystic Knights
- **Medium:** Knights, Dragoons, Samurai, Berserkers, Mystic Knights, Monks, Thieves, Ninjas, Hunters, Blue Mages, Red Mages, Beastmasters, Chemists, Dancers
- **Light:** White Mages, Black Mages, Time Mages, Summoners, Blue Mages, Red Mages, Chemists, Geomancers, Bards, Dancers

Leather Armor**Class** Wearable by All**Physical Defense** 1**Magic Defense** 1**Bought** Act 1, Tule**Cotton Robe****Class** Light**Physical Defense** 2**Magic Defense** 4**Magic Evade** 15**Bought** Act 1, Carwen, Worus

Copper Plate

Class Medium
Physical Defense 3
Magic Defense 2
Bought Act 1, Carwen

Bronze Armor

Class Heavy
Physical Defense 4
Magic Defense 2
Bought Act 1, Carwen

Training Suit

Class Medium
Physical Defense 5
Magic Defense 2
Bought Act 1, Worus
Notes Strength +1 while equipped

Iron Armor

Class Heavy
Physical Defense 6
Magic Defense 2
Bought Act 1, Worus

Silk Robe

Class Light
Physical Defense 4
Magic Defense 6
Magic Evade 16
Found Act 1, Worus Tower
Bought Act 1, Karnak

Silver Armor

Class Medium
Physical Defense 7
Magic Defense 2
Bought Act 1, Karnak

Mythril Armor

Class Heavy
Physical Defense 9
Magic Defense 2
Bought Act 1, Karnak

Stealth Suit

Class Medium
Physical Defense 9

Magic Defense 2**Found** Act 1, Ancient Library**Bought** Act 1, Jacole

Act 2, Lix/Rugor/Bal/Kelb

Notes Speed +1 while equipped**Bard Robe****Class** Light**Physical Defense** 6**Magic Defense** 8**Magic Evade** 17**Bought** Act 1, Jakole/Crescent**Notes** Immune to [Silence](#) while equipped**Gold Armor****Class** Heavy**Physical Defense** 12**Magic Defense** 2**Found** Act 1, Lonka Ruins**Bought** Act 2, Rugor/Bal/Kelb/Surgate**Gaia Gear****Class** Light**Physical Defense** 8**Magic Defense** 10**Magic Evade** 18**Bought** Act 2, Rugor/Bal/Kelb/Surgate**Notes** While equipped, enhances the damage dealt by Earth abilities by 50%**Bone Mail****Class** Medium**Physical Defense** 30**Magic Defense** 5**Magic Evade** 11**Found** Act 2, Hiryyu Valley**Steal** Cleft of Dimensions, Void, Necromancer**Notes** Makes the wearer Undead while worn

Grants a variety of status immunities, elemental guards/weaknesses, etc

See the [Bone Mail section](#) for details about this powerful, if finicky, piece of equipment**Strength Suit****Class** Medium**Physical Defense** 11**Magic Defense** 0**Bought** Act 2, Kelb/Surgate**Notes** Strength +3 while equipped**Lumina Robe****Class** Light

Physical Defense 11

Magic Defense 12

Magic Evade 19

Bought Act 2, Mua

Notes Magic +2 while equipped

Diamond Plate

Class Medium

Physical Defense 13

Magic Defense 2

Bought Act 2, Mua

Notes While equipped, halves Bolt damage recieved

Diamond Armor

Class Heavy

Physical Defense 15

Magic Defense 2

Bought Act 2, Mua

Notes While equipped, halves Bolt damage recieved

Black Robe

Class Light

Physical Defense 14

Magic Defense 14

Magic Evade 20

Found Act 3, Pyramid

Bought Act 3, Mirage/Dwarf Kingdom

Notes Magic +5 while equipped

White Robe

Class Light

Physical Defense 14

Magic Defense 14

Magic Evade 20

Found Act 3, Pyramid

Bought Act 3, Mirage/Dwarf Kingdom

Notes Magic +3 while equipped

Because Vitality from equipment does essentially nothing, Black Robe is simply superior

Dark Suit

Class Medium

Physical Defense 17

Magic Defense 2

Found Act 3, Pyramid

Bought Act 3, Mirage/Dwarf Kingdom

Notes Strength +1, Speed +1 while equipped

Crystal Armor

Class Heavy

Physical Defense 20

Magic Defense 2

Found Act 3, Pyramid

Bought Act 3, Mirage/Dwarf Kingdom

Mirage Vest

Class Medium

Physical Defense 14

Magic Defense 4

Magic Evade 3

Found Act 3, Mirage

Steal Act 2, Owazoral, Exdeath's Castle (second visit)

Act 3, Owazoral, Solitary Island Temple

Notes While equipped, begin battle with a single layer of [Image](#) (see status effects)

If you change weapon hands in-battle, this Image refreshes (likely the result of an oversight/glitch)

Genji Armor

Class Heavy

Physical Defense 22

Magic Defense 2

Steal Cleft of Dimensions, Void, Gilgamesh (during Necrophobia fight)

Notes While equipped, Immune to [Confuse](#) and [Toad](#)

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3.9 Accessories

Accessories are essentially divided into three types: Heavy, Light, and Anyone. Heavy Accessories are worn by Knights, Dragoon, Samurai, Berserkers, and Mystic Knights; Light Accessories are worn by every other class. There are also a handful of accessories (such as the Cornago Jar) which provide no stats but provide specific benefits to certain abilities—they are covered in the relevant job sections.

Leather Glove

Class Anyone

Physical Defense 1

Magical Defense 1

Found Act 1, Tule (x2)

Glasses

Class Anyone

Physical Defense 1

Magical Defense 1

Magic Evade 3

Found Act 1, Worus

Notes While equipped, immune to [Blind](#)

Elf Cape

Class Anyone

Magic Defense 3

Magic Evade 5**Found** Act 1, Worus Castle

Act 1, Karnak Castle (during Escape)

Act 2, Moogles Village

Notes Speed +1, Magic +1 while equipped

Blocks physical attacks (33%)

Stacks with weapons that provide the same effect (eg [Guardian Dagger](#))**Silver Ring****Class** Light**Physical Defense** 2**Magic Defense** 3**Magic Evade** 5**Found** Act 1, Worus Tower**Bought** Act 1, Karnak**Mythril Glove****Class** Heavy**Physical Defense** 3**Found** Act 1, Steamship**Bought** Act 1, Karnak**Angel Ring****Class** Anyone**Physical Defense** 5**Magic Defense** 10**Magic Evade** 10**Bought** Act 1, Istory**Steal** Act 2, Cave to Lake, Druid

Act 3, Cave to Istory Falls, Druid

Bought Act 3, Mirage**Notes** While equipped, immune to [Aging](#) and [Zombie](#)

Can be bought in Act 1, but it's super expensive then (50,000g!)

Flame Ring**Class** Anyone**Physical Defense** 5**Magic Defense** 5**Magic Evade** 5**Bought** Act 1, Istory

Act 3, Mirage

Steal Act 2, Barrier Tower / Exdeath's Castle (Final visit), Red Dragon

Cleft of Dimensions, Castle, Red Dragon

Found Act 3, Great Trench**Notes** While equipped, absorbs Fire damage

While equipped, immune to Ice damage

While equipped, weak to Water damage

Can be bought in Act 1, but it's super expensive then (50,000g!)

You can deliberately target the party with fire weapons/spells/etc to heal them when wearing this

This is a method of healing when [Bonemail](#) is equipped(!)

Coral Ring**Class** Anyone**Physical Defense** 5**Magic Defense** 5**Magic Evade** 5**Bought** Act 1, Istory

Act 3, Mirage

Steal Act 3, Phoenix Tower, Bella Donna**Found** Cleft of Dimensions, Cave**Notes** While equipped, absorbs Water damage

While equipped, immune to Fire damage

While equipped, weak to Thunder damage

Can be bought in ACT 1, but it's super expensive then (50,000g!)

Power Ring**Class** Light**Physical Defense** 3**Found** Act 1, Lonka Ruins**Bought** Act 2, Kelb**Notes** Strength +3 while equipped**Gauntlet****Class** Heavy**Physical Defense** 6**Magic Defense** 1**Bought** Act 2, Bal/Kelb/Surgate**Genji Glove****Class** Heavy**Physical Defense** 12**Magic Defense** 1**Steal** Act 2, Zeza's Ship, Gilgamesh**Notes** While equipped, immune to [Paralyze](#) & [Toad](#)Can only be obtained if you have a [Thief](#)**Wall Ring****Class** Anyone**Dropped** Act 2, Barrier Tower, Wall Knight

Act 3, Phoenix Tower, Bella Donna/Parthenope

Steal Act 2, Exdeath's Castle (Final visit before transformation), Reflect Mage

Act 2, Exdeath's Castle (Final visit), Carbuncle

Act 3, Phoenix Tower, Chamcubia/Lemure Found

Act 3, Istory Falls

Notes While equipped, character is permanently under [Reflect](#) status**Diamond Ring****Class** Light**Physical Defense** 4**Magic Defense** 5**Magic Evade** 5

Bought Act 2, Mua

Kaiser Knuckles

Class Anyone

Physical Defense 8

Drop Act 3, Pyramid/Istory Falls: Fall Guard

Found Act 3, Great Trench

Notes Strength +5 while equipped

Increases the base Weapon Attack of Unarmed attacks by 50

Guard Ring

Class Anyone

Physical Defense 10

Magic Defense 10

Magic Evade 10

Found Act 3, Pyramid

Act 3, Solitary Island Temple

Act 3, Istory Falls

Steal Act 3, Phoenix Tower, Sol Cannon

Notes While equipped, character is constantly in [Regen](#) status

Cursed Ring

Class Anyone

Physical Defense 25

Magic Defense 5

Magic Evade 10

Found Act 3, Pyramid

Steal Cleft of Dimensions, Castle, Fury

Notes Begin battle with a 50 second [Countdown](#) until death

That might suck, but look at that 25 Defense!

Running Shoes

Class Anyone

Magic Defense 3

Magic Evade 5

Bought Act 3, Mirage

Dropped Act 3, Phoenix Tower, Cherie

Found Cleft of Dimension, Castle

Notes While equipped, permanently in [Haste](#) status(!)

While equipped, immune to [Paralyze](#), [Sleep](#), [Slow](#), and [Stop](#)

Giant Glove

Class Heavy

Physical Defense 9

Magic Defense 1

Steal Cleft of Dimensions, Castle, Apocalypse

Notes Strength +5 while equipped

Speed -5, Magic -5 while equipped

While equipped, immune to [Mini](#)

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4 Wind Crystal Jobs

4.1 Knight

The good news: Great survivability. Extremely powerful weapons available, and can choose between maximizing offense and balancing offense & defense. Access to several elements of attack. Some neat tricks to protect allies in some boss battles.

The bad news: Not terribly interesting command-wise, spends 98% of its time using Attack.

Stat Mods Strength +23; Agility +1; Vitality +20; Magic -14

Hands Daggers, Light Swords, Knight Swords, Shields 2-handed wielding optional (See notes below)

Armor Types Heavy Headgear, Heavy Armor, Medium Armor, Heavy Accessories

4.1.1 Knight Abilities

Command Slot - !Guard The only actual ability the Knight will learn and their only Action command. This reduces all physical damage to 0 until the Knight's next action. The trick here is to combine it with Cover and allies who are deliberately reduced to critical HP—this can literally nullify the threat from certain enemies and even some bosses completely, as all physical attacks against the party will be nullified!

L1 (10AP) - Cover

Automatically active while in Knight job

The Knight takes damage in place of any HP-critical ally who is attacked physically. Note that it stops working under certain ailments (such as [Confuse](#)), and the Knight takes the damage that the protected character would have received—which is probably more than the Knight would have. It still has its uses though...

L2 (30AP) - !Guard Allows any class to equip !Guard. There is not a particularly large amount of reason to have it on multiple characters, but you may still use for it.

L3 (50AP) - Double Grip

Transfers Strength (+14)

When you equip a Sword or Knight Sword (NOT a Dagger) by itself, without a shield, Double Grip is activated. 2-Handed **DOUBLES** the damage multiplier present for the Knight, essentially doubling the damage they do! A handful of other weapon types can be wielded 2-handed as well; check the weapon types of available classes for relevant information.

L4 (100AP) - Equip Shield Enables any class to equip a Shield. Useless in Natural, but many lategame shields are very valuable and this might be worth some use in late-game fights depending on what shields are available.

L5 (150AP) - Equip Armor Enables any class to use the armor the Knight can - which is Heavy Armor, Heavy Helmets, and Heavy Accessories. This does not include Shields, or other armors the Knight can't equip anyway.

L6 (340AP) - Equip Sword

Transfers Strength (+24)

Enables any class to use Swords and Knight Swords. This is also one of the most powerful +Strength transfers.

4.1.2 Knight success strategy

Equipment. The Knight is a powerhouse of equipment—heavy armor means amazing defense, and a wide variety of weapons and shield access. They even have access to their own unique weapon set, [Knight Swords](#)—which are super powerful and all carry amazing effects! On top of having access to the single strongest weapon in the game, they can even use it without a shield to double its attack power to strictly obscene levels!

Of course, don't automatically assume that Knight Swords are the only options. Regular Swords, Daggers, and various Shields also have their places on the Knight's roster—be sure to go digging through the equipment lists!

The Knight is the only class in the challenge that can use the [Brave Blade](#).

4.1.3 Knight Swords

Knight Swords use the normal Sword damage formula. The only thing special about them is that only the Knight can use them, or any character with the Equip Swords ability. What follows is a list of all obtainable Knight Swords and their special properties.

Table 5: Knight Sword properties

Accuracy	100%
Critical Rate	0%
Double Grip?	Yes
Magic Sword?	Yes (with one exception)
Can Throw?	Varies

Flame Sword

Get Act 2, Great Forest of Mua (Or bought in Mirage in Act 3)

Attack Power 63

Notes Fire elemental damage

Attack someone wearing a [Flame Ring](#) or [Flame Shield](#) to heal them, even through [Bone mail](#) (!)

Cannot be thrown

Drain Sword

Get Act 2, Barrier Tower (Or Cleft of Dimensions, Ruins if you missed it)

Attack Power 84

Notes Recover HP equal to damage dealt

Magic +5 while equipped

25% hit rate (D:)

You can get around hit rate with certain commands from other classes (such as [!Aim](#) and [!X-Fight](#))

Actually speaking of which !X-Fight also doesn't half Drain Sword's power for some reason

Cannot be thrown

Unlike other Knight Swords, cannot be used with Magic Sword

Ice Brand

Get Act 2, Exdeath's Castle (Or bought in Mirage in Act 3)

Attack Power 65

Notes Ice elemental damage

Attack someone using the [Ice Shield](#) to heal them(!)

Cannot be thrown

Defender

Get Act 3, Fork Tower

Attack Power 99

Notes Equip & Use: Protect (as the White Mage spell; cannot do this on iOS!)

Blocks physical attacks (25%)

Stacks with [Elf Cape](#), but I don't believe it stacks with other weapons with the same block effect

Can be thrown

Brave Blade

Get Act 3, Mua

Attack Power 150, -1 per battle escaped from during the game

Notes See [the Brave Blade & Chicken Knife section](#) for an explanation

Strength +5 while equipped

Cannot be Thrown

If used with Blue Mage's Goblin Punch (unlikely), always functions at 150 power

Excalibur

Get Act 3, Legendary Weapon

Attack Power 110

Notes Holy elemental damage

Strength +5 while equipped

Can be Thrown

Ragnarok

Get Cleft of Dimensions, Void

Steal Cleft of Dimensions, NeoExdeath (Back Segment)

Attack Power 140

Notes No special effects, just has the highest non-Brave Blade attack power in the game

Too bad you have to [BEAT SHINRYUU](#) to get it generally

You can steal it from NeoExdeath, but the only ones that get to keep it are the GBA players (It will persist after the credits on your file!)

Can be Thrown

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4.2 Monk

The good news: Relatively cost-light (No weapons), doesn't fight other classes for equipment, scales naturally as the game goes on. Best HP in the game, decent commands.

The bad news: Extremely little variety in gameplay/access to strategic options. Physical damage only. Scaling is almost entirely tied to level starts lagging behind other characters as time goes on. EXTREMELY vulnerable to effects that cut effective level and stats

Stat Mods Strength +26; Agility +1; Vitality +26; Magic -23

Hands Nothing (See info below)

Armor Class Medium Headgear, Medium Armor, Light Accessories

4.2.1 Monk Abilities

Command Slot - !Kick Deals a (slightly weaker than normal) attack to every enemy, essentially. This does reduced damage to enemies according to rows, and unlike the Attack command, only deals a single hit; it's still powerful for taking on enemy groups. Uniquely, this is the only skill that cannot be learned and transferred to

another class. iOS: !Kick ignores both the user and enemy's rows in determining damage, which is generally a buff! However, in this version it ignores the +50 power offered by Kaiser Knuckles.

L1 (15AP) - !Build Up Sacrifices the turn to double the damage of your attacks next attack. Technically this would be wasteful; however, when fighting bosses that counter physical attacks, use BuildUp to reduce the number of total attacks being made against the boss without reducing your damage!

L2 (30AP) - Brawl

Automatically active while in Monk job

Transfers Strength (+26)

There's a section below about how Brawl works, so read up on the details there. This is also the highest Strength transfer skill in the game.

L3 (45AP) - !Chakra Removes Poison/Blind from the Monk when used. It also functions as a 30 Magic Power Cure on themselves, which unfortunately will be generally horrendous if the Monk doesn't have an ability increasing their Magic stat. Its effectiveness is roughly twice that of the Cure spell, discounting the whole stats thing.

L4 (60AP) - Counter

Automatically active while in Monk job

Grants a 50% chance to counterattack enemies when you suffer physical damage

L5 (100AP) - HP +10%

L6 (150AP) - HP +20%

L7 (300AP) - HP +30% These do exactly what they say on the tin when equipped. Since the Monk already has huge base HP, +30% HP can easily be an extra thousand HP or more near the end of the game. If you are in a Natural Class challenge, you should be using these when you don't need !BuildUp or !Chakra.

4.2.2 About Brawl

Brawl enables reasonable unarmed fighting, and uses some completely different properties from normal attacks. Like any unarmed attack, you get two attacks per turn. These also have an 8% chance of landing a Critical Hit, which doubles the base attack power and causes them to ignore defense, significantly amplifying the damage dealt.

The Damage formula using Brawl looks like this (9):

$$(3 + (2 \times \text{Lvl}) - \text{PDef}_{\text{target}}) \times \text{Multiplier (Strength, Slow)} \quad (9)$$

What Brawl specifically adds is the level-based increase. What you will find as you play Monk is that, for the most part throughout Act 1, your Weapon Attack will be on par—or even better!—than that of real weapons. However, as you enter into Act 2 and especially Act 3, this value will begin to fall behind, simply due to the difficulty of obtaining Experience (remember, many players will finish the game in their 20s or early 30s!)

Note that the slow multiplier growth more or less negates the two-attacks-per-turn aspect.

Note also that because level is used **TWICE** in the damage formula, a Chemist or Bard, who have the ability to increase the level of a Monk, are extremely valuable allies!

Finally, as you reach the end of the game, there is a very special piece of equipment! The [Kaiser Knuckles](#) can be found as a drop from the Fall Guards in Isotry Falls or the Pyramid in Act 3, or found in a chest in the Great Trench. In addition to adding 5 Strength, the Kaiser Knuckles raise the base damage of the Monk's formula from 3 to 53—essentially providing an extra 25 (!) levels of attack power to that part of the formula. This will be basically essential to any party come endgame, so do not miss out on it!

4.2.3 Monk success strategy

Punch things in the face. Punch **MORE** things in the face. Possibly consider grinding, if you can find a good spot, even though normally you wouldn't do that much in FFV.

Because Monk is so reliant on level for its damage, effects that reduce the Monk's level will suck, such as the Dark Shock spell—moreso than they usually suck.

Several enemies or bosses in the game respond dangerously to physical attacks—early bosses such as Galura just counter physical attacks with physical attacks, but in a place like the Fork Tower or the Great Trench, making a physical attack can get your party killed. Don't be afraid to just have the Monk defend or use items instead of attacking. If it's not a deadly counter, consider using !BuildUp to still deal full damage but only trigger half the counterattacks. If you're not in a Natural Challenge, take advantage of abilities during these times. If you are... well, enjoy your item throwing punching bag.

The Monk doesn't get a lot of the really cool options from equippable weapons that other classes do, but they are generally a heavily reliable attacker or at least an HP sponge throughout the game.

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4.3 Thief

The good news: Gets turns frequently, steals extra items from enemies (Including some awesome ones at times), makes getting around the world map easier. Congrats, you can steal the Genji Gear (Now just hope you roll a class that can use it)! Fairly powerful once it can get the [Double Lance](#) onwards.

The bad news: Very unimpressive in the first act. Stealing can be a pain. Most daggers are on the weak side. If you rolled them first life is going to suck.

Stat Mods Strength +1 Agility +16 Vitality +2 Magic -6

Hands Daggers, Full Moon/Double Lance/Rising Sun

Armor Class Medium Headgear, Medium Armor, Light Accessories

4.3.1 Thief Abilities

Command Slot - !Steal Attempts to steal an item. Has a 40% success rate—it then steals either the Common or Rare item (The chance of stealing the Rare item is 10/256 – or roughly 4%). I'll try to list notable Steals below.

L1 (10AP) - Passages

Automatically active while in Thief job

Reveals the location of secret passages while exploring dungeons. As you only need one copy of this to affect your entire party, equipping it manually is pointless (You should always have a thief under the FJF rules)

L2 (20AP) - !Flee Enables an immediate, successful escape from battle.

L3 (30AP) - Dash

Automatically active while in Thief job

Hold B to dash around the map. Note that if you're on FFV Advance, you can have an accelerated movement speed by default—Dash will be overkill! As you only need one copy of this to affect your entire party, equipping it manually is pointless (You should always have a thief under the FJF rules)

L4 (50AP) - !Steal Same as the native command.**L5 (75AP) - Caution**

Automatically active while in Thief job

Prevents back attack. Interestingly enough this even applies to battles with a normally 100% back attack rate; the one that comes to mind is the Jackanape. As you only need one copy of this to affect your entire party, equipping it manually is pointless (You should always have a thief etc etc)

L6 (150AP) - !Mug Uses a normal attack, and then attempts a Steal automatically. Note that Mug CANNOT activate "triggered effects" from weapons (Such as the [Mage Masher's](#) chance to cast [Silence](#) after attacking). This can be bad OR good depending on the situation (can't have it reflected, the [Chicken Knife's](#) flee is disabled!).

L7 (300AP) - Footwork

Transfers Speed (+16)

That's it. It might not sound like much, but if you aren't in the Natural Jobs challenge, this can actually be a lot. This is the highest speed mod in the game and plays extremely well with normally slower classes or in concert with [Haste](#) (which then doubles the fill speed of the now mostly-filled-anyway ATB gauge). If you don't need a specific active ability, a speed bonus shouldn't be underestimated!

4.3.2 Thief success strategy

Get the best daggers you can and the specialised equipment and make full use of it. It's about the only thing the Thief can do. Also keep an eye on the Steal list, you can sometimes get access to certain equipment early this way. **Ensure that you do NOT miss** the [Double Lance](#) (Bal Castle Basement), as it's one of the most powerful weapons the thief can get and will last you until the Chicken Knife.

If you start out with four thieves, this is probably the hardest start. Make sure to stock up on potions ASAP. Get Dagger drops from skeletons in the Ship Graveyard to equip yourself fully, and steal Mithril Daggers in Walse Tower. The extra boosts of power will help immensely. If you're still not doing enough damage, the way your damage formula works, you should see a significant boost at around level 9-10. Good luck.

4.3.3 Special Equipment

There's one accessory the thief will really want, and three near-unique weapons they can take advantage of (The Ninja can also use them)! Remember also that the Thief's Mug command does NOT activate on-hit effects of the weapon, meaning should you pick up the Chicken Knife, the Thief can use it without ever fearing its 25% escape rate.

Thief Glove

Get Act 1, Steamship. Steal it from Sekmet (Act 3) or Necrophobia (Cleft of Dimensions) if you missed it.

Notes Steal success rate doubles (40% -> 80%)!

Does NOT, unfortunately, affect rare steal chance ;)

Full Moon

Get Act 1, Steamship or Lonka Ruins.

Attack Power 35

Notes Deals full damage regardless of rows
Cannot be used with Double Grip, Magic Sword, or Thrown

Double Lance

Get Act 2, Bal Castle Basement, Objet D'Art (Steal)
Act 2, Exdeath's Castle

Attack Power 61

Notes Attacks twice
If you try to !Mug with **Double Lance**, it only hits once):
Pretty sure this can't be used with Double Grip, Magic Sword, or Thrown
SNES/GBA: The double-damage property does not function with Actions from other classes (eg !Jump)
iOS: Actions from other classes DO deal damage twice when using this weapon (eg !Jump)

Rising Sun Get :Act 3, Solitary Island Temple

Attack Power 71

Notes Deals full damage regardless of rows
Cannot be used with Double Grip, Magic Sword, or Thrown

4.3.4 Steal list

Note: Almost every enemy in the game can drop common goods like potions, antidotes, etc; a handful can drop Elixirs too. Because there's so many of those, I'm going to restrict it to more interesting steals. Remember, the Rare Steals only have about a 4% chance of being obtained, and you can only steal once per enemy per battle.

Note 2: If you get lucky enough to have a Time Mage with you, the spell Reset will return the stolen items to enemies, allowing you to not have to completely reload the game when a steal fails. Since rare vs common steal is determined only when you actually succeed, you can thus attempt multiple times for rare steals. You can also get Reset via the Wonder Rod (see its section in the mechanics area) There's plenty more steals than this - but these are some of the more important ones. Many of these can also be obtained in other ways, but sometimes you can steal them earlier than you can find them. Sorry I can't provide a better list; if you're playing Advance, check out every new enemy you defeat in the Bestiary and take a look at its goods.

A full list of enemies with all steals/drops, ordered by appearance is located at <https://docs.google.com/spreadsheet/ccc?key=0As1XoaEFimODdEdpbXVYVFNUaUQ0TEZnRlIiajZtMFE#gid=0> thank you to Pmac135 for providing this

Act 1 Steals

- Walse Tower, Wyvern: **Mythril Dagger** (VERY useful for 4x Thief parties)
- Near Karnak, Zu: Elixirs (They have no common steal so eventually you WILL get the Elixir)
- Steamship, Poltergiests: Hi-Potions (Normally not easily obtainable until Act 2)
- Karnak Escape, Gigas: Elixirs (Common steal, so it's easy to get them!)
- Crescent Island, Harvester: **Silver Bows** (Common steal, sells well!)
- Quicksand Desert, Sand Bear: **Javelin** (for Dragoons)
- Airship events, Crayclaw: **Coral Sword** (electric sword, if you didn't stop by Jacole to buy one)
- Meteorite, Titan: **Earth Hammer** (for Berserkers, be ready to reset a lot to get it though)
- Lonka Ruins, Lamia: **Lamia's Tiara** (Headgear, especially valuable for Dancers)

Act 2 Steals

- Exdeath's Castle (First visit), Jail Bear: **Spear** (for Dragoons; weaker than all other weapons :/)

- Near Exdeath's Castle, Strapparar: Elixir (Only steal, so you'll get them eventually)
- Bal Castle Basement, Objet D'Art: [Double Lance](#) (Amazing thief/ninja weapon. Rare; common is Hi-pots)
- Hiryyu Valley, Poison Eagle: [Gale Bow](#) (For Rangers)
- Zeza's Ship, Gilgamesh: [Genji Gloves](#) (Heavy accessory, also Paralysis/[Toad](#) immunity)
- Cave to northwest lake, Druid: [Angel Ring](#) (Immunity to Aging/Zombie)
- Barrier Tower, Red Dragon: [Flame Ring](#) (Absorb Fire, Immune to Ice, Weak to Water)
- Barrier Tower, Reflect Knight: [Venom Axe](#) (for Berserkers)
- Exdeath's Castle (Last visit), Red Dragon: Flame Ring (See above)
- Exdeath's Castle (Last visit), Owazoral: [Mirage Vest](#) (Armor that grants Image)
- Exdeath's Castle (Last visit), Wall Mage: [Wall Ring](#) (Accessory with auto-reflect)
- Exdeath's Castle (Last visit), DarkWizard: [Judgment Staff](#) (Holy damage weapon/casts Dispel on use)
- Exdeath's Castle (Last visit), Gilgamesh: [Genji Helm](#) (Post-Morphing Time form only)
- Exdeath's Castle (Last visit), Carbuncle: Wall Ring (Accessory with auto-reflect)

Act 3 Steals

- Pyramid, Sekmet: [Thief Glove](#) (if missed at Steamship)
- Near Castle Bal, Mukare: [Doom Axe](#) (for Berserkers)
- Near Rugor, Isteros: [Judgment Staff](#) (Holy damage staff/casts Dispel on use)
- Sea north of Mirage, Giant Bird: [Murasame](#) (for Samurai)
- Cave to Istory Falls, Druid: [Angel Ring](#) (Immunity to Aging/Zombie)
- Northern sea SW of Carwen, Stingray: [Rune Edge](#) (Sword that uses MP for extra damage)
- Solitary Island Temple, Owazoral: [Mirage Vest](#) (Armor that grants Image)
- Sunken Tower, Gogo: [Gold Hairpin](#) (Light Headgear that halves MP cost)
- Fork Tower, Omniscient: [Cornago Jar](#) (for Beastmasters)
- Phoenix Tower, Bella Donna: [Coral Ring](#) (Absorb Water, Immune to Fire, Weak to Bolt)
- Phoenix Tower, Sol Cannon: [Guard Ring](#) (Auto-Regen)
- Phoenix Tower, Cherie: [Red Shoes](#) (for Dancer)

Cleft of Dimension Steals

- ????, Gorgimera: [Aegis Shield](#) (Amazing shield)
- Castle, Red Dragon: [Flame Ring](#) (Absorb Fire, Immune to Ice, Weak to Water)
- Castle, Bodyguard: [Tempest](#) (for Samurai)
- Castle, Fury: [Cursed Ring](#) (High stats, but start battle on 50 second Countdown)
- Castle, Jura Avis: [Dragoon Spear](#) (for Dragoons)
- Castle, Apocalypse: [Giant Glove](#) (High phys defense heavy accessory)
- Castle, Halicarnassus: Aegis Shield (Amazing shield)
- Castle, Twin Tania: [Giant Axe](#) (for Berserkers; must be stolen when Twin Tania is charging Giga Flare)
- Tower, AvisDragon: [Artemis Bow](#) (for Rangers)
- Void, Necromancer: [Bone Mail](#) (!)
- Void, Crystal Dragon: Elixirs (common steal!)
- Void, Crystal Dragon: [Dragoon Spear](#) (for Dragoons; Rare Steal)
- Void, King Behemoth: [Drain Sword](#) (for Knights, if missed)
- Void, Gilgamesh: [Genji Shield](#) (During the fight at the start of the Void segment)
- Void, Gilgamesh: [Genji Armor](#) (When Gilgamesh appears during Necrophobia fight)
- Void, Necrophobia: [Thief Glove](#) (if you've somehow missed them all this time)
- Void, Shinryuu(!): [Dragon Whip](#) (for Beastmasters; you CAN flee chest encounters to reset them!)
- Void, NeoExdeath (Top): Dragoon Spear (for Dragoons)[†]
- Void, NeoExdeath (Front): [Tempest](#) (for Samurai)[†]
- Void, NeoExdeath (Back): [Ragnarok](#) (for Knights)[†]

[†]: Those playing the GBA version can keep these after the credits roll!

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4.4 Black Mage

The good news: THE POWER OH MY GOD THE POWERRRRRRRRR

The bad news: Not so great on the 'support' front, entirely MP reliant

Stat Mods Strength -9; Agility +/- 0; Vitality -2 Magic +31 Hands
Daggers, Rods

Armor Class Light Headgear, Light Armor, Light Accessories

4.4.1 Black Mage Abilities

Command Slot - !Black Magic We'll get into this in a bit but basically Black Magic is really goddamn freaking powerful. Black Mages can use any spell you've purchased or otherwise obtained.

L1 (10AP) - !Black Lv. 1

Transfers Magic (+16)

Enables the use of Black Magic in any class, starting with just Fire, Ice, and Bolt. As the Black Mage job level increases, additional spells are added to this list, as well as increasing the power of the Magic stat transferred. Remember, characters already in Black Mage can use any spell regardless.

L2 (20AP) - !Black Lv. 2

Transfers Magic (+19)

Adds Venom, Sleep, and Toad

L3 (30AP) - !Black Lv. 3

Transfers Magic (+22)

Adds Fire2, Ice2, and Bolt2

L4 (50AP) - !Black Lv. 4

Transfers Magic (+25)

Adds Drain, Break, and Bio

L5 (70AP) - !Black Lv. 5

Transfers Magic (+28)

Adds Fire3, Ice3, Bolt3

L6 (100AP) - !Black Lv. 6

Transfers Magic (+31)

Adds Doom, Psych, and Flare

L7 (400AP) - MP +30% Does exactly what it says on the tin. The only learned ability worth actually equipping in a Natural Job challenge.

4.4.2 Black Mage success strategy

Abuse elemental weaknesses and deal huge damage. Then get your next tier of spells just as the current ones are starting to feel weak and destroy stuff all over again.

But actually, **the REAL secret of the Black Mage is rods**. If you haven't taken a look yet, [go do so](#). Elemental Rods actually **ENHANCE** the power of certain element types by 50%! You can also **BREAK a Rod** by using it from the item list in battle; this destroys the rod but instantly casts the spell—and boy do Black Mages have a high magic stat to take advantage of this!

Note that the first set of Rods (Fire/Ice/Thunder) are bought in Karnak, Act 1. The Venom Rod is bought in Kelb, Act 2. The legendary Wizard Rod enhances MANY elements at once.

Now go forth and DESTROY.

4.4.3 Black Mage spell List

Please remember that spells with a “chance” are affected by Magic Accuracy things—including boss Magic Evade which can make some of these spells a lot worse. However, you never have to worry about the accuracy of spells without a listed rate. See the [Magic Accuracy](#) mechanics section for information on how it works. Note that all Black Magic can be reflected except the two exceptions that note it below.

Fire

Ice

Bolt

Get Act 1, various magic shops

Cost 4 MP

Magic Power 15

Notes Deals Fire/Ice/Bolt damage elements respectively

Equip a Fire/Ice/Bolt rod to enhance damage dealt

Venom

Get Act 1, Karnak/Crescent magic shops

Cost 2 MP

Notes 99% chance of [Poison](#)

Poison works on several early bosses but is rare later

Sleep

Get Act 1, Karnak/Crescent magic shops

Cost 3 MP

Notes 90% chance of [Sleep](#)

Target weak to Sleep & Poison? Hehehehe...

Fire2

Ice2

Bolt2

Get Act 1, Karnak/Crescent magic shops

cost 10 MP

Magic Power 50

Notes That's 250% of the MP cost, for 333% of the damage of tier 1!

Toad

Get Act 1, Istory (Found)

Act 3, Mirage (If missed)

Cost 8 MP

Notes 80% chance of **Toad**

Can be cast while Toad

Drain

Get Act 2, various magic shops

Cost 13 MP

Magic Power 45

Notes 75% success rate. Recover HP equal to damage dealt

It might not be as strong as other spells, but it ignores Reflect!

Remember that undead enemies reverse the direction of Drains...

Break

Get Act 2, various magic shops

Cost 15 MP

Notes 75% chance of **Stone**

On vulnerable enemies this is effectively an instant death spell

Bio

Get Act 2, various magic shops

Cost 16 MP

Magic Power 105

Notes Deals poison element damage, roughly 210% as strong as Fire2/Ice2/Bolt2

Power it up further with a Venom Rod!

Causes **HP Leak**, which steadily does extra damage. NOTHING is immune to HP Leak!

Bonemail wearers will be healed by this(!), though be aware it'll still cause HP Leak to them

Fire3**Ice3****Bolt3**

Get Act 2, Mua magic shop

Cost 25 MP

Magic Power 185

Notes 250% of the MP cost, 370% of the damage output of tier 2!

And let's not talk about the horrors with a matching element rod equipped...

Got no healer? Use Fire3/Ice3 on someone with a **Flame Ring**, **Flame Shield**, or **Ice Shield**!

Doom**Get** Act 3, Mirage magic shop**Cost** 29 MP**Notes** 80% chance of instant [death](#) (Doesn't pierce immunity nor [Heavy](#))

I believe fewer things are immune to instant death compared to petrification

Psych**Get** Act 3, Mirage magic shop**Cost** 1 MP**Magic Power** 8**Notes** 99% success rate, drains MP from enemies (Yes it can miss):)

Though the magic power is low, it also factors in only a very small amount of the enemy's MDef, so it will still be effective on almost anything

Oh and of course you can't steal MP from enemies without MP

You can use Psych to drain MP from allies (especially noteworthy if the allies have no use for MP!)

And finally, remember that Undead foes reverse the direction of drain spells

Ignores [Reflect](#)**Flare****Get** Act 3, Fork Tower quest**Cost** 39 MP**Magic Power** 254**Notes** That's a freaking lot

Believe it or not it's actually WEAKER than Fire3/Ice3/Bolt3 with a matching rod/on a weak target

Flare, however, ignores enemy magic defense entirely and can't be resisted!

It does NOT ignore [Shell](#) or Reflect though**4.4.4 Reflect Damage Multiplication**

Only doable if your entire party is afflicted with Reflect (or at least safely)

Normally, multi-targetting a spell cuts its power by half. If your entire party is under reflect, however, casting a multi-target spell on your own party will cause it to bounce four times, effectively doubling the final damage dealt by your spells!

This also is a way to get around Reflect on enemies (such as Wall Knights), since spells can only bounce once.

[\(Top of page\)](#) || [\(Top of section\)](#) || [\(Contents\)](#) || [\(Contents of "Wind Crystal Jobs"\)](#)**4.5 White Mage****The good news:** You have one of the best support classes in the game on your side**The bad news:** It doesn't know what "deal damage" means until near the end of the game**The Double Bad News:** If you're seeing this, chances are White Mage was your FIRST Job assigned. This means you're going to be suffering for a little bit, at least until you defeat Galura and get other jobs. See the ["Help I'm stuck with four white mages"](#) section below.**Stat mods** Strength -7; Agility +1; Vitality +/- 0; Magic +25**Hands** Staves Armor Class

Light Headgear, Light Armor, Light Accessories

4.5.1 White Mage abilities

Command Slot - White Magic A full list of learnable White Magic is included below. White Magic in general covers a wide variety of healing and supportive spells, with a small amount of ailments and one very powerful endgame damage spell. You must purchase or otherwise obtain spells in order to be able to use them, but that's the only restriction to what spells a White Mage can use.

L1 (10AP) - !White Lv. 1

Transfers Magic (+15)

Enables the use of White Magic in any class, starting with just Cure, Scan, and Antidote. As the White Mage job level increases, additional spells are added to this list, as well as increasing the power of the Magic stat transferred. Remember, characters already in White Mage can use any spell regardless. In the case of White Magic, you can equip this on the field, cast healing spells, and then remove it, allowing you to take advantage of MP pools that would otherwise sit useless.

L2 (20AP) - !White Lv. 2

Transfers Magic (+17)

Adds Mute, Protect, and Mini

L3 (30AP) - !White Lv. 3

Transfers Magic (+19)

Adds Cure2, Life, and Confuse

L4 (50AP) - !White Lv. 4

Transfers Magic (+21)

Adds Image, Shell, and Esuna

L5 (70AP) - !White Lv. 5

Transfers Magic (+23)

Adds Cure3, Reflect, and Berserk

L6 (100AP) - !White Lv. 6

Transfers Magic (+25)

Adds Life2, Holy, and Dispel

L7 (300AP) - MP +10% Exactly what it says on the tin. It's not a lot of extra MP though, but those in Natural Challenge will take whatever they can get.

4.5.2 White Mage success strategy

You literally have access to several of the best defensive and healing abilities in the entire game with this class, and it's not like you're playing a solo challenge. You will be fine, even if the rest of your party is three Berserkers. White Mages are just amazing.

4.5.3 White Mage spell list

Please remember that spells with a “chance” are affected by Magic Accuracy things—including boss Magic Evade which can make some of these spells a lot worse. However, you never have to worry about the accuracy of spells without a listed rate. See the [Magic Accuracy](#) mechanics section for information on how it works.

Note that all White Magic can be reflected except Dispel (which can be used to remove Reflect). Be careful if you choose to put a [Wall Ring](#) on a party member, or use the [Bone Mail](#)!

Cure

Get Act 1 Magic shops

Cost 4 MP

Magic Power 15

Notes Heals ally (or allies)

Target Undead enemies to deal damage instead

Scan

Get Act 1 Magic shops

Cost 1 MP

Notes Reveals target's Level, HP, elemental weaknesses, and current status conditions

Note that some enemies are immune to HP Scan and will simply display “????? / ????? HP”

Antidote

Get Act 1 Magic shops

Cost 2 MP

Notes Cures [Poison](#)

Does NOT cure [HP Leak](#) (the steady, constant dropping of HP via spells like Bio), only Poison.

Silence

Get Act 1 Carwen/Karnak shops

Cost 2 MP

Notes 75% chance of [Silence](#), disabling enemy spellcasting

You'd be surprised how many mage enemies can be muted

Seriously. This is a grade-A spell here.

Protect

Get Act 1 Carwen/Karnak shops

Cost 3 MP

Notes Reduces all physical damage recieved by one ally by roughly half

This spell affects the Multiplier, not Def, thus it affects all physical attacks

Because of the way Multiplier works, this spell at LEAST halves damage, potentially more

The results can get even more powerful on an ally in the back row

See [Protect status effect](#)

Cure2

Get Act 1, Karnark/Jakole shops

Cost 9 MP

Magic Power 45

Notes 225% MP cost for 300% effectiveness compared to Cure 1

Again, castable on Undead to deal damage

Life

Get Act 1, Karnak/Jakole shops

Cost 29 MP

Notes Revives a single ally with 29 MP

Cast on an enemy undead, it has a 50% chance of killing them instantly

This destruction effect ignores immunity, but not [Heavy](#)

Confuse

Get Act 1, Karnak/Jakole shops

Cost 4 MP

Notes 75% chance of [Confuse](#)

If you have a [Blue Mage](#) on the party (unlikely unless you're on Random), congrats!

Don't underestimate how much can be Confused

Mini

Get Act 1, Ruins (Where you get the Airship)

Act 3, Mirage (if missed)

Cost 5 MP

Notes Transforms target(s) to/from [Mini](#) status

Image

Get Act 2 magic shops

Cost :6 MP

Notes The next two physical attacks on the target will be automatically evaded

See [Image status effect](#)

Shell

Get Act 2 magic shops

Cost 5 MP

Notes Reduces magic damage on an ally by half

Since this applies to the multiplier, it effects even spells that pierce defenses

Doesn't reduce healing spells (thank god)

Due to the way Multipliers work, sometimes the actual reduction is more than half

This also halves the accuracy of enemy magic aimed at the character

See [Shell status effect](#)

Esuna

Get Act 1, Karnak Castle escape (missable)

Act 1, Lix

Act 2 magic shops (if missed)

Cost 10 MP

Notes Removes all the following ailments: [Blind](#), [Poison](#), [Mini](#), [Toad](#), [Silence](#), [Confuse](#), [Paralyze](#), [Sleep](#), [Aging](#), [Stone](#)

DOES NOT remove [Slow](#), [Stop](#), Undead, or [HP Leak](#)

Note that while it cures [Aging](#), it does NOT restore lost levels; be sure to treat Old ASAP!

Cure3

Get Act 2, Mua magic shop

Cost 27 MP

Magic Power 180

Notes 300% of the MP cost of Cure2, but 400% of the healing power!

Pretty damaging on undead foes!

Reflect

Get Act 2, Mua magic shop

Cost 15 MP

Notes Places [Reflect](#) on the target

Multi-target spells can potentially be reflected multiple times, decimating casters

Remember that your own white magic will be reflected);

There's a handful of spells that ignore Reflect

You can cast Reflect on some enemies too to bounce their own support spells to the party!

But some enemies are immune to this);

Berserk

Get Act 2, Mua magic shop

Cost 8 MP

Notes Inflicts [Berserk](#) on the target

ONLY misses if the target is immune (ignores Magic Evade, level, etc)

Berserk has uses on both party members and enemies, so go take a look in the status section

Bosses vulnerable to Berserk cry at night because of this spell

Life2

Get Act 3, Mirage magic shop

Cost 50 MP

Notes Revives an ally with full HP

Cast on an undead target, has a 99% chance of destroying the target instantly

Dispel

Get Act 3, Mirage magic shop

Cost 12 MP

Notes Removes the following: [Image](#), [Regen](#), [Haste](#), [Slow](#), [Stop](#), [Shell](#), [Protect](#), [Reflect](#), [Float](#), [Berserk](#)

Essentially everything that Esuna won't remove, positive or negative

Still doesn't remove HP Leak

The only White Magic spell that ignores Reflect (Since it removes it)

Holy

Get Act 3, Fork TOWer quest

Cost 20 MP

Magic Power 241

Notes Holy damage to a single enemy

The Legendary Weapon, [Sage Staff](#), enhances this spell's damage by 50%!

Because of that, it is actually the strongest spell in the game!?

4.5.4 Help, I'm Stuck With Four White Mages!

Yeah so here's the shitty part: You have barely any equipment access and only Cure, Antidote, and the useless-for-your-purposes-right-now Scan. The good news is that's a lot of survivability; the bad news is you had better be ready to plink your way through a few hundred HP with tiny damage attacks >:

- A) Get ready to level up, sorry
- B) Front row does more damage than the back row. However, the back row takes far less damage, and Flails do full damage from the back.
- C) Cross your fingers and pray—the earliest staves actually deal damage like a Berserker's axe so it can be really random, nevermind the low Strength of the class
- D) CURE DAMAGES UNDEAD bam enjoy having a hilariously good time in the Ship Graveyard
- E) Good luck with Galura
- F) We're sorry.

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4.6 Blue Mage

The good news: You have one of the best classes in the game. The Blue Mage has a great selection of equipment options AND an amazing set of spells covering a huge array of uses.

The bad news: You're going to have to work a bit and keep an eye on the blue magic spell list as you progress to ensure you don't miss anything. If you don't get an ally with [Confuse/Control](#), learning some spells will be delayed.

Stat Mods Strength -8; Agility +1; Vitality +3; Magic +23

Hands Daggers, Swords, Rods, Shields

Armor Class Medium & Light Headgear, Medium & Light Armor, Light Accessories

4.6.1 Blue Mage abilities

Command Slot - Blue Magic Enables the casting of Blue Magic. Blue magic runs a huge gamut of uses, elements, and does several things that are hard for other classes to do (or simply can't do!). There's an argument that, as a whole, Blue Magic might be the most powerful spell set in the game, if not one of the most powerful command slots in general.

Unlike many other kinds of Magic, Blue Magic is not divided into 'levels', and the command grants you access to all learned Blue Magic. Unlike other Magic, Blue Magic is also not learned the normal way! See the Blue Magic section for details.

L1 (10AP) - !Check Reveals the enemy's HP and Weaknesses. It's nice to have a quick way to check elemental weaknesses if nothing else.

L2 (20AP) - Learning

Automatically active while in Blue Mage job

The Blue Mage never buys spells—they have to learn it by being hit with the spell. There's many difficulties to this, but if you're trying to learn a specific spell and aren't in a Natural Challenge, equipping this ability on your entire team can make it far easier, rather than waiting for the game to finally send it at the right target.

L3 (70AP) - !Blue

Transfers Magic (+23)

Enables the use of Blue Magic in any class. This is very powerful, given the relatively low AP cost to learn, and unlike other magic-using classes doesn't need to be levelled up in order to gain access to the full set. It grants access to every spell you've learned.

L4 (250AP) - !View Reveals the enemy's HP, weaknesses, level, and current status. It's basically an update to Check, and it's not like there's anything competing for the slot if you're in a Natural challenge, but otherwise...

4.6.2 Blue Mage success strategy

You have a billion options when playing the Blue Mage. Make sure you don't miss any, and take advantage of what you DO have, adapting according to what you're fighting. Blue Mage is literally one of the easiest classes in the game to SOLO with, nevermind as a member of a party!

Learn the spells a Blue Mage has. Some of them are way more amazing than they might initially appear - READ THE SPELL LIST for the effects, because some might surprise you (Goblin Punch, for instance, is actually AMAZING even without matching level)

You can amplify a Blue Mage's elemental damage spells by equipping matching rods (or the Aero series of spells via the Air Lancet dagger)—these enhance the damage of these spells by 50%. They also have good equipment variety in general you should take advantage of.

4.6.3 About Blue Magic

Blue Magic, for those unaware, is unique in that it is learned from monsters. Specifically, to learn a spell, you must be struck by a Blue Magic spell used by an enemy. This spell must strike—and take effect! - on any Blue Mage or any ally with Learning. Once this happens, finish the battle successfully (no running!), and you will learn the spell when the battle is over.

That sounds easy, but it can get complicated. Some spells will require specific triggers to appear, or will only be able to effect allies under certain circumstances (such as L5 Death). Some spells are also not normally used by certain enemies, and will only appear when the enemy is Confused or Controlled. Some specifically must be Controlled, or Confused and then with Reflect cast on them, due to the way those spells work!

If you don't have an ally with easy access to Control, you'll have to wait until you have access to the Dancing Dagger during Act 2. Equipped with it, a character has a 1/8th chance on attack to do Tempting Tango instead, which will Confuse their target.

The locations listed here are the FIRST available opportunities. However, a full list of all enemies, in chronological appearance, with all Blue Magic noted, can be found here: <https://docs.google.com/spreadsheet/cc?key=0As1XoaEFimODdEdpbXVYVFNUaUQ0TEZnRlliajZtMFE#gid=0>

Please remember that spells with a "chance" are affected by Magic Accuracy things—including boss Magic Evade which can make some of these spells a lot worse. However, you never have to worry about the accuracy of spells without a listed rate. See the [Magic Accuracy](#) mechanics section for information on how it works.

Finally, since Blue Magic spells are very sporadic as to whether they can be reflected or not, I will note them where appropriate.

4.6.4 Blue Mage spell list

Vampire

Get Act 1, Pirate Cave, Steel Bats

Cost 2 MP

Notes 99% chance of success. Drains HP from target

SNES: Damage is equal to HALF of the user's missing HP

GBA: Damage is equal to ALL of the user's missing HP, fully healing them (!)

iOS: Damage is equal to HALF of the user's missing HP, also it automatically fails on [Heavy](#) targets

Remember that Drain damage is reversed against undead!
 You can use this to recover HP while wearing [Bone Mail](#)!
 Ignores Reflect

Goblin Punch

Get Act 1, Wind Shrine, Black Goblin

Cost 0 MP

Notes Launches a normal attack with the following special properties:

- Cannot miss
- Ignores rows (Full damage even from the back row!)
- Uses the DISPLAYED weapon attack exactly (No random variance reducing damage from Rods)
- Note that this means a Blue Mage with the fake Excalipur actually treats it like 100 Attack Power!!
- Ignores the element of the weapon used, and any on-hit effects (eg Mage Masher's chance of Mute)
- If you have access to Chemist's [!Drink](#), Power Drinks enhance Goblin Punch's damage
- If the target is a matching level: Does 8x damage and ignores their defense(!?!?)
- Ignores Reflect

The [Chicken Knife](#) always functions at 1 Attack Power with Goblin Punch

The [Brave Blade](#) always functions at 150(!) Attack Power with Goblin Punch (you're unlikely to use this but if you're on Random and get Blue and Knight, GO NUTS)

Aero

Get Act 1, Wind Shrine, Mold Wind

Cost 4 MP

Magic Power 20

Cost Wind damage to one enemy

Aero spells can be enhanced with the [Air Lancet](#) dagger
 CAN be Reflected

Flash

Get Act 1, North Mountain, Blocks (Must use an Ether on them)

Act 1, Steamship, Crew Dust (Must be last enemy alive)

Cost 7 MP

Notes 75% chance of Blind all enemies
 Ignores Reflect

Frog Song

Get Act 1, Worus Tower, Elf Toad (Must be last enemy alive)

Cost 5 MP

Notes 66% chance of [Toad](#) to one enemy
 Ignores Reflect

Moon Flute

Get Act 1, Worus Basement, Jackanape (When damaged)

Act 1, Ancient Library, Page 256 (If you'd rather not the above)

Cost 3 MP

Notes 66% chance of [Berserk](#) on all enemies
 Berserk disables enemy actions except Attack and also disables their Reaction attacks
 Ignores Reflect

???

Get Act 1, overworld near Karnak, Wild Nack

Cost 3 MP

Notes 99% chance of damage

Damage is exactly equal to the caster's missing HP and can't be modified in any way

Use this instead of [Vampire](#) when you don't need the healing—it can be used repeatedly without losing power each use

Ignores Reflect

Fusion

Get Act 1, Ship Graveyard, Carcurser (Must be Confused/Controlled)

Cleft of Dimensions, Castle, Mithril Dragon (If you couldn't Confuse in Act 1)

Cost 13 MP

Notes Fully heals one ally, but the user is instantly killed

Death immunity does not prevent this

However, the target IS restored to full MP instantly(!) in addition to full HP

Ignores Reflect

Exploder

Get Act 1, Steamship, Motor Trap (Must be hit with Electric damage)

Cost 1 MP

Notes Deals damage equal to the caster's HP, but the user is instantly killed

Death immunity does not prevent this

Ignores Reflect

Generally not that spectacular but there is one very, very special instance...

Aero 2

Get Act 1, Karnak Castle chests (during escape), Gigas

Act 1, Ancient Library, Page 32 (If you missed it)

Cost 10 MP

Magic Power 50

Notes 250% of the MP cost for 333% of the damage

CAN be Reflected

Death Claw

Get Act 1, Karnak Castle escape, Iron Claw

Act 2, forests near Exdeath's Castle, Torrent (if you missed it)

Cost 21 MP

Notes 66% chance of [Paralyze](#)

Also reduces targets to critical HP on success

[Heavy enemies](#) negate both effects instantly

Ignores Reflect

Missile

Get Act 1, Steamship Motor Trap (Controlled)

Act 1, two islands south of Crescent, Prototype

Act 1, Lonka Ruins, Rockets

Cost 7 MP

Notes 75% chance of dealing 3/4 of the target's remaining HP as damage
 The damage is capped at 9999
 Deals no damage to **Heavy enemies**
 Ignores Reflect

Aqua Rake

Get Act 1, Desert south of Karnak, D.Chimera

Cost 38 MP

Magic Power 75

Notes Non-elemental to all enemies (Surprise, it's not Water!)
 Deals massively multiplied damage (8x!!) to "Desert" type enemies

L5 Doom

Get Act 1, Ancient Library, Page 64

Cost 22 MP

Notes You can learn this if you're immune to Death and are hit, but you DO need to be hit with it
 If your entire party is killed by this spell it's game over
 So deliberately split up your levels when you try to learn it
 Only effects enemy targets with a level that's a multiplier of 5 (5/10/15/20/etc)
 Instant kills the target. Apparently ignores immunity to instant death
 CAN be Reflected

Guard Off

Get Act 1, Ancient Library, Page 256 (Must be Controlled/Confused)
 Act 2, Forests on SE islands, Shadow (Must be Confused and given Ether)

Cost 19 MP

Notes 80% chance of halving the Defense/Magic Defense of target
 Can be cast multiple times on one target to reduce it further each time
 CAN be Reflected

Hammer

Get Act 1, Ancient Library, Byblos

Cost 3 MP

Notes 75% chance of halving target's MP
 Nothing's immune to suffering MP damage; some enemies can be shut down this way
 Ignores Reflect

Dark Shock Get :Act 1, Crescent Island, BlackFlame

Cost 27 MP

Notes 66% chance of halving target level
 Level is used in YOUR damage calculations, so having your level reduced reduces damage greatly
 Level is NOT used in enemy physical damage calculations
 Level DOES factor into enemy magic damage calculations, however, so this ~halves enemy magic damage
 Lower enemy level does increase the success rate of your status spells though
 Enemies with altered levels may become vulnerable to certain Level-based Blue Magic!
 CAN be Reflected

Emission

Get Act 1, two islands south of Crescent, Prototype
 Act 1, Lonka Ruins, Flamegun (If you'd rather)

Cost 5 MP

Magic Power 50

Notes Does Fire damage to one target. Equip a Fire Rod to power it up.

Essentially a cheaper [Fire2](#).

Ignores Reflect

1000 Needles

Get Act 1, Lonka Ruins, Lamia (Controlled)

Cost 25 MP

Notes Deals exactly 1000 damage, with no possible variance/defenses

Ignores Reflect

White Wind

Get Act 1, Lonka Ruins, Whirl Demon (Controlled)

Cost 28 MP

Notes Heals the entire party

The HP recovered is equal to the caster's current HP when cast

Because it adds a determined HP Amount, White Wind can heal a [Bone mail](#) wearer!

Ignores Reflect

L4 Quarter

Get Act 1, Lonka Ruins Bottom Floor, Hydra (Cast on death)

Cost 9 MP

Notes Only effects enemy targets with a level that's a multiplier of 4 (4/8/12/16/20/etc)

Deals damage equal to 75% of the target's current HP

The maximum damage it can do is 9999

No effect on [Heavy enemies](#), unlike other L_ spells which ignore immunities

CAN be Reflected

Time Slip

Get Act 2, Barrier Tower, Traveller

Cost 9 MP

Notes 90% chance of [Sleep](#) + [Aging](#) simultaneously

Ignores Reflect

Aero3

Get Act 2, Guido's Cave, Metamorpha (Whirl Demon form)

(The Metamorpha that becomes a Whirl Demon also becomes Ifrit/Wyvern)

Cost 24 MP

Magic Power 140

Notes 240% MP Cost for 280% damage

Excluding [L3 Flare](#) it's the most powerful spell a Blue Mage has (210 Magic Power w/Air Lancet)

CAN be Reflected

Tiny Song

Get Act 2, Great Forest of Mua, TinyMage

Cost 5 MP

Notes 66% chance of Mini to one enemy

Ignores Reflect

L2 Old

Get Act 2, Exdeath's Castle, Magic Dragon

Cost 11 MP

Notes Only effects enemy targets with a level that's a multiplier of 2 (2/4/6/8/10/etc)
Guaranteed to cause [Aging](#), ignoring immunity(!) AND [Heavy\(!!!!\)](#)
CAN Be Reflected

L3 Flare

Get Act 2, Exdeath's Castle, Exdeath

Cost 18 MP

Magic Power 254

Notes Only effects enemy targets with a level that's a multiplier of 3 (3/6/9/12/15/etc)
This spell ignores the enemy's magic defense
It does NOT ignore Shell
CAN be Reflected(!)

Condemn

Get Act 2, Exdeath's Castle, Exdeath

Cost 10 MP

Notes Puts a 30-second countdown on the target that eventually instant kills the target
This spell actually is guaranteed to hit AND ignores immunity to instant death!?
Unfortunately it does not work on [Heavy](#) targets
Ignores Reflect

Mighty Guard

Get Act 3, northern part of sea sw of Carwen, Stingray (Controlled/Confused)

Cost 72 MP

Notes The third most expensive spell in the game
Effectively casts [Float](#), [Shell](#), and [Protect](#) at once. On the whole party. Holy crap.
CAN be Reflected(!)

Roulette

Get Act 3, Phoenix Tower, Bella Donna

Cost 1 MP

Cost 99% chance to instant kill one random enemy or ally
That's right. Enemy OR ally! Completely at random, too.
Fully heals Undead if it hits them ([Bone mail](#)!)
Ignores Reflect

Mind Blast

Get Act 3, Solitary Island Temple, Stalker

Cleft of Dimensions, Void, Mind Mage (if Missed)

Cost 6 MP

Magic Power 80

Notes Deals non-elemental magic damage
Guaranteed [Paralyze](#) on any enemy that isn't Immune
Also causes [HP Leak](#) (Steady HP drain), which nothing is immune to
CAN be Reflected

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5 Water Crystal Jobs

5.1 Mystic Knight

The good news: You're amazingly fucking overpowered

The bad news: You spend a turn to prepare (doing basically nothing) but that's it

Stat Mods Strength +14; Agility +14; Vitality +14; Magic +1

Hands Knives, Swords, Shields

Armor Types Heavy Headgear, Heavy & Medium Armor, Heavy Accessories

5.1.1 Mystic Knight Abilities

Command Slot - !Magic Sword A unique type of spell. Magic Sword is essentially an enchantment that you take a turn to prepare. That enchantment then overrides some of the properties of your weapon, enabling it to become hyperpowerful in the correct circumstances, or generally enhancing it. Mystic Knights can use any Magic Sword spell that they have obtained—which, incidentally, overlap with the Black and White magic spell lists and are obtained in the exact same ways.

L1 (10AP) - Barrier

Automatically active while in Magic Knight job

When a character with this skill is reduced to critical HP (below roughly 19%), they are automatically placed under [Shell](#) status. This status is removed when the character rises above Critical HP. This... isn't too great, due to the fact that damaging spells will generally be a kill at that point. However, Shell also halves the infliction rate of incoming status effects, so it's not completely worthless.

L2 (20AP) - !Magic Sword Lv. 1

Transfers Magic (+4) and Strength (+4)

Enables the use of Sword Magic in any class, starting with just Fire, Ice, and Bolt. As the Mystic Knight job level increases, additional spells are added to this list, as well as increasing the power of the Magic and Strength stats transferred. Remember, characters already in Mystic Knight can use any of these regardless.

L3 (30AP) - !Magic Sword Lv. 2

Transfers Magic (+6) and Strength (+6)

Adds Venom, Mute, and Sleep

L4 (50AP) - !Magic Sword Lv. 3

Transfers Magic (+8) and Strength (+8)

Adds Fire2, Ice2, and Bolt2

L5 (70AP) - !Magic Sword Lv. 4

Transfers Magic (+10) and Strength (+10)

Adds Drain, Break, and Bio

L6 (100AP) - !Magic Sword Lv. 5

Transfers Magic (+12) and Strength (+12)

Adds Fire3, Ice3, and Bolt3

L7 (400AP) - !Magic Sword Lv. 6

Transfers Magic (+14) and Strength (+14)

Adds Holy, Flare, and Psych

5.1.2 Mystic Knight Success Strategy

Make sure you're using equipment that works with Magic Sword—which to be fair is ALMOST everything the Magic Knight can normally equip (excluding Rune Edge). Take care if you give it another class' "Equip X" ability though, as not everything will work.

Seriously, that's it.

Go nuts.

5.1.3 Magic Sword

Magic Sword is very simple in immediate sight, but very complex under the hood. All you really need to know is that it's super freaking strong, but here's some other details:

- Magic Sword must be cast one turn; it then modifies all future Attacks by the user until another Magic Sword is cast, the Mystic Knight is knocked unconscious, or if the user's weapon is changed during battle
- Magic Sword STACKS with other "attack modifying commands", such as !BuildUp, !Capture, !Jump, and even things like the Dancer's [Sword Dance](#)
- Magic Sword OVERWRITES the element of any equipped weapon—even if the used Magic Sword is an ailment one (this resets the weapon type to neutral)
- For all elemental magic swords, if the target is immune to the element, accuracy becomes 0%
- For all elemental magic swords, if the target absorbs the element, they are healed for the damage as though they had 0 defense (so it can heal for way more than expected!)
- Magic Swords do NOT impact damage on targets neutral to elements

Fire

Ice

Bolt

Get Act 1, Tule/Carwen/Karnak/Crescent

Cost 2 MP

Notes When attacking a target weak to the element, weapon power is doubled and enemy defense is ignored
Damage will still be reduced by rows/protect

Venom

Silence

Sleep

Get Act 1, Carwen/Karnak/Jacole/Crescent (Variable)

Cost **Venom:** 1 MP

Mute: 1 MP

Sleep: 2 MP

Notes When attacking a target, guaranteed to inflict the chosen ailment unless the enemy is immune

Fire2**Ice2****Bolt2**

Get Act 1, Karnak/Crescent

Cost 5 MP

Notes When attacking a target weak to the element, weapon power is tripled and enemy defense is ignored
Damage will still be reduced by rows/protect

Drain **Get** :Act 2, Rugor/Bal/Kelb/Surgate/Mua

Cost 6 MP

Notes Recover HP equal to damage dealt by physical attacks

Beware of hitting undead while this is active!

Until you get [Flare Sword], this is the most useful if no particular vulnerabilities can be exploited

Even after you get Flare Sword it can still make you damn near immortal if you can't be 1HKO'd

Break

Get Act 2, Rugor/Bal/Kelb/Surgate/Mua

Cost 8 MP

Notes When attacking a target, guaranteed to inflict **Stone** (effectively instant kill)

Does nothing special if the target's immune

Bio**Fire3****Ice3****Bolt3****Holy**

Get **Bio:** Act 2, Rugor/Bal/Kelb/Surgate/Mua

Fire3/Ice3/Bolt3: Act 2, Mua

Holy: Act 3, Fork Tower

Cost **Bio:** 4 MP

Fire3/Ice3/Bolt3: 15 MP

Holy: 10 MP

When attacking a NON-HEAVY target weak to the element, instantly kills the target

This ignores instant death immunity!

When attacking a **HEAVY target** weak to the element, weapon power is quadrupled(!?) and enemy defense is ignored

Damage will still be reduced by rows/protect in that case

Psych

Get Act 3, Mirage

Cost 1 MP

Notes Steal MP from enemies when you attack

Flare

Get Act 3, Fork Tower

Cost 30 MP

Notes Does not actually have an element

Enhances the user's Weapon Attack by 100 (!!)

Enemy defense is reduced to 1/4th of its value when calculating damage (!!)

None of that is exaggeration - this is completely obscene

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5.2 Time Mage

The good news: You have access to several very powerful supportive spells

The bad news: You're not quite as great at raw damage or healing as some jobs

Stat Mods Strength -5; Agility +2; Vitality -3; Magic +24

Hands Knives, Rods, Staves

Armor Types Light Headgear, Light Armor, Light Accessories

5.2.1 Time Mage Abilities

Command Slot - !Time Magic Time Magic is a collection of various-use spells—largely buffs or stats ailments, but also some more curious tools. Time Mages can use any Time Magic spell they've learned, and you gain new spells by purchasing them or finding them in specific locations.

L1 (10AP) - !Time Lv. 1

Transfers Magic (+14)

Enables the use of Time Magic in any class, starting with just Drag, Slow, and Regen. As the Time Mage job level increases, additional spells are added to this list, as well as increasing the power of the Magic stat transferred. Remember, characters already in Time Mage can use any spell regardless.

L2 (20AP) - !Time Lv. 2

Transfers Magic (+16)

Adds Void, Haste, and Float

L3 (30AP) - !Time Lv. 3

Transfers Magic (+18)

Adds Demi, Stop, and Exit

L4 (50AP) - !Time Magic Lv. 4

Transfers Magic (+20)

Adds Comet, Slow2, and Reset

L5 (70AP) - !Time Magic Lv. 5

Transfers Magic (+22)

Adds Quarter, Haste2, and Old

L6 (100AP) - !Time Magic Lv. 6

Transfers Magic (+24)

Adds Meteo, Quick, and X-Zone

L7 (250AP) - Equip Rods Enables any class to equip Rods. Most *Equip (something)* skills transfer stats, but curiously, Time Mage doesn't. Frankly, this one's pretty useless, except maybe to allow a White Mage to break rods to cast spells—most classes that can't equip rods don't have a good Magic stat to begin with and wouldn't benefit from the weapon type's properties.

5.2.2 Time Mage Success Strategy

You've got a lot of fantastic support spells. Use 'em! Otherwise, you've got a lot of options as for what to equip (for a caster anyway :/). [Break Rods](#) if you need damage. Regardless, if nothing else, [Haste](#) and Slow give your party a HUGE number of turns compared to even the fastest enemies. Do not underestimate the power of these spells!

Don't worry about equipping +Magic gear to the Time Mage. No abilities the Time Mage has are actually influenced by the Magic stat!

5.2.3 Time Mage spell list

Please remember that spells with a "chance" are affected by Magic Accuracy things—including boss Magic Evade which can make some of these spells a lot worse. However, you never have to worry about the accuracy of spells without a listed rate. See the [Magic Accuracy](#) mechanics section for information on how it works. Note that most Time Magic CAN be Reflected; excluding spells that affect the entire battlefield (such as Void, as they have no target) and the Comet/Meteo spells.

Drag**Get Found:** Act 1, Worus Castle**Bought:** Act 3, Mirage (if missed)**Cost** 1 MP

Notes This spell alters the Battle Speed of the game, setting it to ~5 for the remainder of the fight
Yeah it's basically pointless

Slow**Get Bought:** Act 1, Worus/Karnak/Istory**Cost** 3 MP

Notes 95% chance of [Slow](#) on one target
EXTREMELY little in the game is immune to Slow

Regen**Get Bought:** Act 1, Worus/Karnak/Istory**Cost** 3 MP**Notes** Places **Regen** on a single ally, causing them to steadily recover HP
Characters with higher Vitality recover HP faster**Void****Get Bought:** Act 1, Worus/Karnak/Istory**Cost** 3 MP**Notes** Guaranteed **Silence** on all allies and enemies
Ignores Silence immunity(!)
The Silence caused by this spell CANNOT be cured
This spell does not work in most boss battles**Haste****Get Bought:** Act 1, Worus/Karnak/Istory**Cost** 5 MP**Notes** Places **Haste** on a single ally
Cancels out **Slow** or **Stop** on that ally
Haste is an amazing status effect. Seriously.**Demi****Get Bought:** Act 1, Karnak/Istory**Cost** 9 MP**Notes** 99% chance of doing 50% of the target's current HP in damage
This damage is capped at 9,999
Does nothing to **Heavy enemies****Stop****Get Bought:** Act 1, Karnak/Istory**Cost** 8 MP**Notes** 90% chance of inflicting **Stop****Comet****Get Bought:** Act 2, Rugor/Bal/Kelb/Surgate/Mua**Cost** 7 MP**Notes** Comet damages one enemy according to the following formula (10)

$$((\text{Random number in range } [50, 200]) - MDef_{Enemy}) * 8 \quad (10)$$

It is not influenced by the caster's stats/equipment in any way
Cannot be reflected**Slow2****Get Bought:** Act 2, Rugor/Bal/Kelb/Surgate/Mua**Cost** 9 MP**Notes** 80% chance of inflicting **Slow** on all enemies

Reset

Get Bought: Act 2, Rugor/Bal/Kelb/Surgate/Mua

Cost 1 MP

Notes Resets the battle, setting everything back to how it was at the start

Useful when trying to steal a particular item, as it sets enemies to “haven’t been stolen from”

Exit

Get Found: Act 2, Bal

Bought: Act 3, Mirage (If missed)

Cost 15 MP

Notes **In battle:** Instantly ends the fight like an escape (Doesn’t work if escape is impossible)

Outside of battle: Leaves the dungeon and returns to the entrance

Float

Get Found: Act 2, Surgate

Bought: Act 3, Mirage (If missed)

Cost 10 MP

Notes Causes **Float** to the targets (It’s a good thing)

Yeah you can actually use this on enemies and I don’t know why you’d want to but hey

...Also some enemies are randomly immune to it so that’s even stranger?

Use Float in Exdeath’s Castle and the Great Trench to negate damage floors

Quarter

Get Bought: Act 2, Mua

Cost 18 MP

Notes 99% chance of dealing damage equal to 3/4ths of the target’s remaining HP

This damage is capped at 9,999

Does nothing to **Heavy** enemies

Haste2

Get Bought: Act 2, Mua

Cost 15 MP

Notes Puts **Haste** on the entire party

This spell is freaking amazing

If you’re not using it at the start of battles you’re doing it wrong

Old

Get Bought: Act 2, Mua

Cost 4 MP

Notes 90% chance of inflicting **Aging** on the target

Lowering enemy level via Old makes them more vulnerable to additional ailments

Quick

Get Bought: Act 3, Mirage

Cost 77 MP

Notes The second most expensive spell in the game

Immediately stops all other actions and ATB gauges

The caster gets two immediate actions

You can't "stack" Quick in any manner—casting it while it's currently in effect does nothing except waste MP

Note that time-based effects continue for the caster—such as [Poison](#), [Regen](#), and status durations

If you cast Quick and just wait around, you can remove duration-based ailments or be healed to full health!

This ONLY works for the caster though; everyone else is basically frozen in time afterall

X-Zone

Get Bought: Act 3, Mirage

Cost 20 MP

Notes 50% chance of instant death on a target

Ignores Death immunity(!)

Does not work on [Heavy](#) enemies

Meteo

Get Found: Act 3, Great Trench

Cost 42 MP

Notes Meteo damages enemies with a formula similar to Comet (11)

$$((\text{Random number in range [50, 200]}) - MDef_{Enemy}) * 14 \quad (11)$$

Meteo performs 4 'attacks' on random targets when cast

It is not influenced by the caster's stats/equipment in any way

Because it targets at random it can be a bit of a pain, but it's great against single targets

Cannot be reflected

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5.3 Summoner

The good news: You have some extremely powerful spells—not just in damage, but some amazing support spells.

The bad news: You may encounter MP problems, what elements you can effectively use change as you progress through the game (which will occasionally leave you notably weaker than you'd like).

Stat Mods Strength -10; Agility -1; Vitality -1; Magic +33

Hands Knives, Rods

Armor Types Light Headgear, Light Armor, Light Accessories

5.3.1 Summoner Abilities

Command Slot - !Summon Magic Summon spells are essentially bigger, flashier spells. They tend to consume more MP than their closest relatives—[Black Magic](#)—but in return have high damage and generally target all enemies, without a loss of power. While the first Summon Spells are learned by being purchased, others must be obtained through special sidequests and often by doing battle with the Summon yourself! Still, anything you obtain, you can Summon!

L1 (15AP) - !Summon Lv. 1

Transfers Magic (+13)

Enables the use of Summon in any class, starting with just Chocobo, Sylph, and Remora. As the Summoner job level increases, additional spells are added to this list, as well as increasing the power of the Magic stat transferred. Remember, characters already in Summoner can use any spell regardless.

L2 (30AP) - !Summon Lv. 2

Transfers Magic (+18)

Adds Shiva, Ramuh, and Ifrit

L3 (45AP) - !Summon Lv. 3

Transfers Magic (+23)

Adds Titan, Golem, and Shoaat

L4 (60AP) - !Summon Lv. 4

Transfers Magic (+28)

Adds Carbuncle, Syladra, and Odin

L5 (100AP) - !Summon Lv. 5

Transfers Magic (+33)

Adds Phoenix, Leviathan, and Bahamut

L6 (500AP) - !Call Performs a random Summon spell at no MP Cost. This is hard to get full use of due to the high number of Summons you'll have available, and you'll want to manually summon when you really need it—but for passing turns without dipping into your MP pool this is an amazing ability. Note that unlike !Summon, you do not transfer the Summoner's Magic stat when equipping this as a sub-ability, so it will be less powerful.

Note that because it uses the summon list you have obtained, avoiding optional early-game summons will make the average power of !Call summons you perform much stronger. It's up to you if you want to do this.

5.3.2 Summoner Success Strategy

You have some of the best offensive spells in the game, especially for clearing random encounters. To amp it up even further, make sure you equip the corresponding gear to enhance your summons!

Several of the Summon spells can be missed until well past their period of relevance has passed, or missed permanently! Pay attention to the summon list, and make sure not to miss any (unless you want to skip ones deliberately for !Call purposes, but it's not suggested unless you really know what you're doing).

5.3.3 Summon Magic List

Please remember that spells with a "chance" are affected by Magic Accuracy things—including boss Magic Evade which can make some of these spells a lot worse. However, you never have to worry about the accuracy of spells without a listed rate. See the [Magic Accuracy](#) mechanics section for information on how it works.

All Summon Magic IGNORES [Reflect](#)

Chocobo**Get** Act 1, Worus (Shop)

Act 3, Mirage (If you forgot)

Cost 4 MP**Magic Power** 30**Notes** 99% chance of non-elemental damage to one enemy

Counts as Physical damage, not Magical

8% chance of using "Fat Chocobo" instead

Fat Chocobo has 75 power and damages all enemies with no chance of missing

Sylph

Get Act 1, Worus (Shop)

Act 3, Mirage (If you forgot)

Cost 8 MP

Magic Power 30

Notes Targets a single enemy

The damage is actually non-elemental. No, seriously.

Party recovers HP based on the damage done (split between each member)

Remora

Get Act 1, Worus (Shop)

Act 3, Mirage (If you forgot)

Cost 2 MP

Notes 99% chance of causing Paralysis to one target unless the target is immune

Shiva

Get Act 1, Worus Castle's secret tower (Permanently missable!)

Cost 10 MP

Magic Power 38

Notes Deals Ice damage to all enemies

Enhance this spell's damage by equipping an [Ice Rod](#)

Ifrit

Get Act 1, Ancient Library (Mandatory)

Cost 11 MP

Magic Power 45

Notes Deals Fire damage to all enemies

Enhance this spell's damage by equipping a [Fire Rod](#)

Ramuh

Get Act 1, Forest near Istory (Random encounter)

Cleft of Dimensions, Castle Exterior (Random encounter if missed)

(Remember that you need to use the Ramuh item dropped to actually learn the spell)

Cost 12 MP

Magic Power 53

Notes Deals Bolt damage to all enemies

Enhance this spell's damage by equipping a [Thunder Rod](#)

Titan

Get Act 1, Meteor near Karnak (Mandatory)

Cost 25 MP

Magic Power 110

Notes Deals Earth damage to all enemies

Enhance this spell's damage by equipping Gaia Gear

Though this spell can't miss normally, flying/floating enemies will display "Miss" and take no damage

Golem

Get Act 2, Hiryu Valley (Random encounter; defeat other enemies without letting Golem die)

Cleft of Dimensions, Cave (As above, if missed)

(If Golem dies in the encounter, you can encounter him again)

Cost 18 MP

Notes Creates a wall that protects the party from physical damage

The wall will absorb all physical hits until it reaches 0 HP, at which point it is dispelled

Casting the spell again before the wall 'dies' resets its HP

The wall's HP is shared between all party members

The Golem Wall has $HP = (20 + \text{Lvl}) \times 50$

It's basically physical damage IMMUNITY for the party until it runs out

And then you can just refresh it

This spell is amazing

Shoat

Get Act 2, Northwestern forest (Random encounter; **permanently missable!**)

(Again, use the Shoat item to actually learn the spell)

Cost 33 MP

Notes 99% of [Stone](#) on one enemy, unless it's immune

Essentially an instant kill

Carbuncle

Get Act 2, Exdeath's Castle (Final Visit; **permanently missable!**)

Cost 45 MP

Notes Places [Reflect](#) on the entire party

Syldra

Get Act 3, Pirate's Cave after the Pyramid

Cost 32 MP

Magic Power 165

Notes Deals Wind damage to all enemies

Yes, Wind damage, not Bolt damage

Enhance this spell's power by equipping the [Air Lancet](#)

Enhanced, this spell has about the same power as Bahamut(!?!?!)

Odin

Get Act 3, Castle Bal

Cost 48 MP

Notes Either casts Gungnir or True Edge

True Edge only occurs if at least one enemy is not [Heavy](#), and based on [Magic Accuracy](#) (80% base)

If True Edge fails to trigger, Gungnir always occurs

True Edge instant kills all non-Heavy enemies instantly, ignoring death immunity

Gungnir deals damage based on 255 Magic Power to all enemies

Gungnir's damage is Physical

Phoenix

Get Act 3, Phoenix Tower

Cost 99 MP

Magic Power 105

Notes The most expensive spell in the game

Deals Fire elemental damage to all enemies

Enhance this spell's power by equipping a [Fire Rod](#) or the [Wizard Rod](#)

After dealing damage, all dead allies are revived with full HP and MP (!)

Leviathan**Get** Act 3, Istory Falls**Cost** 39 MP**Magic Power** 195**Notes** Deals Water elemental damage to all enemies

Cannot be enhanced via any equipment):

Chemist's **!Mix**, **Elemental Power**, is the only way to amplify Water abilities**Bahamut****Get** Act 3, North Mountain**Cost** 66 MP**Magic Power** 250**Notes** Deals non-elemental damage to all enemies

Unlike most other Summon spells, this damage can't be enhanced via equipment

Unless the opponent resists Wind, Syltra + Air Lancet is approximately as powerful with less MP Cost

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5.4 Red Mage

The good news: Amazing early game due to awesome spell selection. If you aren't on Natural and get another spellcaster, X-Magic is godly**The bad news:** Peters out in usefulness as the game goes on. Natural challenge characters will find them turning into a weaker fighter with very minor utility as time goes on, and depending on other jobs rolled, their value to other players might not be so hot either.**Stat Mods** Strength +8; Agility +5; Vitality -6; Magic +8**Hands** Knives, Swords, Rods, Staves**Armor Types** Medium & Light Headgear, Medium & Light Armor, Light Accessories

5.4.1 Red Mage Abilities

Command Slot - !White/Black Enables the Red Mage to cast a variety of White and Black Magic spells. This only covers half of the spell list of each class, unfortunately, but the versatility is a huge boon. You can cast any applicable spell, so long as you have learned it, either by purchasing or finding it.**L1 (20AP) - !White/Black Lv. 1**

Transfers Magic (+6)

Enables the use of Red Magic in any class, starting with Fire, Ice, Bolt, Cure, Antidote, and Scan. As the Red Mage Job level increases, additional spells are added to this list, as well as increasing the power of the Magic stat transferred. Remember, characters already in Red Mage can use any spell regardless.

L2 (40AP) - !White/Black Lv. 2

Transfers Magic (+7)

Adds Venom, Sleep, Toad, Mute, Protect, and Mini

L3 (100AP) - !White/Black Lv. 3

Transfers Magic (+8)

Adds Fire2, Ice2, Bolt2, Cure2, Life, and **Confuse**

L4 (999AP) - !X-Magic

Transfers Magic (+8)

Enables the full list of White/Black Magic. In addition, when you use this command, you cast TWO spells in a row, one immediately after another. This is the thing that keeps a Red Mage not completely useless (though still very hindered) lategame.

However, if you've got another magic User, X-Magic is amazing. If you equip !X-Magic to a White Mage, Black Mage, Time Mage, Summoner, or Magic Knight, you will be able to dualcast the full spellset of those classes!

5.4.2 Red Mage Success Strategy

Enjoy your awesome spell selection early game. As the game goes on, however, Red Mage's limited spell pool begins to hurt. X-Magic still can help alleviate it, but generally, you'll want to be in a class that's NOT a Red Mage later on because its stat mods are middling and it transfers over its Magic Stat when equipped with White/Black or X-Magic as well.

If you're going to be using a Red Mage throughout, the farther you get in the game the more you'll be relying on careful equipment choices. Take advantage of its use of Swords, and don't forget that you can doublecast Protect (to put it on your party quickly), some status spells, and even Life in a pinch.

Also, remember that [Rods exist and can be broken](#) to cast the 3rd tier spells, which Red Mage doesn't get access to—the power difference will still be more even compared to !X-Magic with enhanced elements.

5.4.3 Spells available for Red Mage

All these spells are copied almost direct from the Black/White magic lists and work exactly the same.

Please remember that spells with a "chance" are affected by Magic Accuracy things—including boss Magic Evade which can make some of these spells a lot worse. However, you never have to worry about the accuracy of spells without a listed rate. See the [Magic Accuracy](#) mechanics section for information on how it works.

All spells on the Red Mage's magic list can be [reflected](#).

Cure

Get Act 1 Magic shops

Cost 4 MP

Magic Power 15

Notes Heals ally (or allies). Target undead enemies to deal damage with this spell.

Fire**Ice****Bolt**

Get Act 1, various magic shops

Cost 4 MP

Magic Power 15

Notes Deals Fire/Ice/Bolt damage elements respectively
Equip a [Fire/Ice/Bolt rod](#) to enhance damage dealt

Scan

Get Act 1 Magic shops

Cost 1 MP

Notes Reveals target's Level, HP, elemental weaknesses, and current status conditions

Note that some enemies are immune to HP Scan and will simply display "????? / ????? HP"

Antidote

Get Act 1 Magic shops

Cost 2 MP

Notes Cures Poison

Does NOT cure "HP Leak" (the steady, constant dropping of HP via spells like Bio), only Poison.

Silence

Get Act 1 Carwen/Karnak shops

Cost 2 MP

Notes: 75% chance of Mute, disabling enemy spellcasting You'd be surprised how many mage enemies can be muted

Protect

Get Act 1 Carwen/Karnak shops

Cost 3 MP

Notes Reduces all physical damage recieved by one ally by roughly half

This spell affects the Multiplier, not Def, thus it affects all physical attacks

Because of the way Multiplier works, this spell at LEAST halves damage, potentially more

The results can get even more powerful on an ally in the back row

Sleep

Get Act 1, Karnak/Crescent magic shops

Cost 3 MP

Notes 90% chance of Sleep

Venom

Get Act 1, Karnak/Crescent magic shops

Cost 2 MP

Notes 99% chance of Poison

Fire2**Ice2****Bolt2**

Get Act 1, Karnak/Crescent magic shops

Cost 10 MP

Magic Power 50

Notes That's 250% of the MP cost, for 333% of the damage of tier 1!

Cure2

Get Act 1, Karnak/Jakole shops

Cost 9 MP

Magic Power 45

Notes 225% MP cost for 300% effectiveness compared to Cure1

Life

Get Act 1, Karnak/Jakole shops

Cost 29 MP

Notes Revives a single ally with 29 MP

Cast on an enemy undead, it has a 50% chance of Destruction (instant death, only [Heavy](#) grants immunity)

Confuse

Get Act 1, Karnak/Jakole shops

Cost 4 MP

Notes 75% chance of [Confuse](#)

If you have a [Blue Mage](#) on the party (unlikely unless you're on Random), congrats!

Toad

Get Act 1, Istory (Found).

Act 3, Mirage shop if you missed it.

Cost 8 MP

Notes 80% chance of [Toad](#)

Can be cast while Toad

Mini

Get Act 1, ruins (Where you get the Airship)

(or buy in Act 3, Mirage)

Cost 5 MP

Notes Transforms target(s) to/from [Mini](#) status

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6 Fire Crystal Jobs

6.1 Beastmaster

The good news: Lots of really neat options, occasionally has access to some broken abilities

The bad news: A lot of work to use, can only save up one monster so can be left with little to do in longer battles

Stat Mods Strength +13; Agility +1; Vitality +8; Magic -3

Hands Knives, Whips

Armor Types Medium Headgear, Medium Armor, Light Accessories

6.1.1 Beastmaster Abilities

Command Slot - !Catch / !Release This skill is crazy complicated. [See its section below](#)

L1 (10AP) - !Tame This unusual command causes Stop on any monsters with the Creature designation. I don't believe it works on [Heavy targets](#) and am not sure if it works on Stop-immune enemies but who knows, you might find times this works.

- **GBA:** This (MAY) work on ANY Monster type vulnerable to Stop, not just Creatures. Unconfirmed.
- **iOS:** This includes monsters with the "Magic Creature" designation, not just normal Creatures.

L2 (50AP) - !Control A powerful command, Control has a flat 40% chance to take "control" of a single monster. A monster that's Controlled will turn around, like it is Confused. However, unlike a Confused monster, it will not act—instead, during the Beastmaster's turn, the Beastmaster has access to a list of its commands that it can then perform freely. Like a Confused enemy, Controlled enemies revert when struck with physical attacks.

If you have a Blue Mage in the party, Control will let you access several Blue Magic spells. Otherwise its usefulness is situational—but some enemies can be lead to destroy themselves or allies with ease. Remember that several enemies are immune to Control, and that enemies struck physically will snap out of it.

Note that with the Coronet headgear equipped, !Control's success rate increases to 75%

L3 (100AP) - Equip Whips

Transfers Strength (+13) and Agility (+1)

Allows any job to equip the Beastmaster-specific whips. Whips don't have the best hit rate or raw attack power (...usually), but come with some nasty side effects and can also deal full damage from the back row. They also have some surprisingly reasonable attack power, and a class with better natural Strength can probably make some good use of them.

L4 (300AP) - !Catch / !Release Enables this command for any job. It's worth noting, every character 'stores' a character tied to themselves, so you can be storing four monsters at once - and releasing them all in one fight!

6.1.2 Beastmaster Success Strategy

Get good whips and use them from the safety of the back row. Figure out which monsters you want to Catch, then hold onto them for boss fights wherever possible. This class is really awkward to use, and I'm sorry for it; the good news is that some of the Catch & Releases in the early game are hilariously powerful. The bad news is that the power of these Releases will peter off as the game goes on, but there are generally new ones that will take their place.

Bonus Round: The Shield Dragons in the Sealed Castle can be Controlled, then use Blaze on themselves over and over. They're worth EXP only matched by Iron Giants (Excluding Advance bonus dungeon), and available as early as Act 2. Enjoy your levels.

6.1.3 Beastmaster Special Equipment

The beastmaster has an entire unique class of weapons, Whips. Whips have the following properties: Whips share the [Dagger damage formula](#).

All whips deal **full damage from the back row**.

Table 6: Whip properties

Accuracy	80%
Double Grip?	No
Magic Sword?	No
Can Throw?	No

In addition, the Beastmaster also has a unique Accessory which enhances the Beastmaster's abilities. As this accessory is utterly irrelevant to every other class, it is only listed here.

Whip

Attack Power 26

Dropped Act 1, North Mountain, Magisa

Bought Act 1, Karnak

Notes On attack, 50% chance of **Paralyze** in addition to attack

Thunder Whip

Attack Power 42

Found Act 1, Cave of Jacole

Steal Act 3, Fork Tower, Flare

Notes On attack, 33% chance of casting **Bolt** in addition to attack
Despite name, isn't Bolt elemental

Chain Whip

Attack Power 52

Bought Act 2, Rugor/Bal/Kelb

Notes On attack, 50% chance of **Paralyze** in addition to attack

Cornago Jar Accessory

Found Act 2, Kelb (!**Catch** a Toad nearby and bring it to a wizard in town)

Steal Act 3, Fork Tower, Omniscient

Notes Changes the !**Catch** success threshold from 1/8th Monster HP to 1/2 Monster HP

Coronet Headgear

Physical Defense 5

Magical Defense 4

Magic Evade 5

Found Act 2, Hiryyu Valley

Notes Magic +1 while equipped

Enhances the success rate of the Beastmaster's !**Control** to 75%

Beastkiller

Attack Power 72

Found Act 3, Solitary Island Temple

Notes On attack, 50% chance of **Paralyze** in addition to attack

Deals double damage and ignores defense on Beast enemies

Flame Whip

Attack Power 82

Found Act 3, Legendary Weapon

Notes Strength +2, Speed +2 while equipped

On attack, 33% chance of casting **Fire3** in addition to attack

Dragon Whip

Attack Power 92

Dropped Act 3, Northern part of sea SW of Carwen, Stingray

Steal Cleft of Dimensions, Void, Shinryuu(!?)

Notes On attack, 50% chance of [Paralyze](#) in addition to attack

Deals double damage and ignores defense on Dragon enemies

You can steal it from Shinryuu and then flee

GBA Version: Quicksave near the Stingray location. Load, then you should find a Stingray on battle #2. This will greatly help in finding this (1/16 chance of Stingray fight otherwise... and 1/16 drop rate!)

6.1.4 Catch And Release

This is one of the most complex skills in Final Fantasy V, so pay attention.

First, you have to Catch a monster. Most monsters (but not all, such as bosses) can be Caught. In order to catch a Monster, you must use !Catch on it when its HP is below 1/8th of its maximum (With Cornago Jar equipped, it only needs to be below 1/2).

When you've Caught a monster, the !Catch command transforms into !Release, and saves what monster you caught. Each of your four party members 'remembers' their own caught monster—allowing you to potentially have up to four monsters stored at a time. When you use !Release, the monster you've captured appears and performs a special attack, then leaves, resetting the command back to !Catch.

Essentially, you're 'catching' a critical-HP monster in order to store a single-use spell.

There's a HUGE number of abilities that can be used when !Release is activated. Many are... underwhelming, unfortunately. Hopefully, the following list will shine light on some very useful opportunities to catch things.

Do note that !Release uses the MONSTER'S statistics in calculating damage, not the user's! This basically means that the results are entirely predictable and even deal similar damage across characters.

6.1.5 Useful Releases List

Note that this is just a list of REALLY POWERFUL ones. There's plenty of other options to use for Catch and Release beyond what you'll see here.

Act 1 Monsters

- Overworld initial areas, Goblin—Flare (~1000 damage!?)
- Ship Graveyard, Skeleton—Bolt2
- Ship Graveyard, Carcurser—Hug (Causes Petrification)
- North Mountain, Blocks—Flash (Blind all enemies)
- Near Woros, Bandersnatch—Blaster (Instant kill)
- Near Ancient Library, Zu—Breath Wing (1/4th of max HP in damage, Wind Element, works on Heavy)
- Ancient Library, Page 256—Comet
- Desert near Ancient Library (overworld), D. Chimera—[Aqua Rake](#) (Water damage, 8x to Desert)
- Quicksand Desert, Sand Bear—Attack (For about 2,000 damage!)
- Near Istory, Mini Dragon—Holy
- ????, Rock Golem—Earthshaker (Earth damage to all)

Act 2 Monsters

- ????, Aquathone—Doom
- Underground Cave, Lopros—Breath Wing (1/4th of max HP in damage, Wind Element, works on Heavy)
- Cave of Shoat, Iron Dress—Fight (For about 6,000 damage!)
- Sealed Castle, Shield Dragon—Almagest (High holy damage to all enemies)
- Exdeath's Castle (Return), Yellow Dragon—Thunder (See Breath Wing, but for Bolt element)

Act 3 Monsters

- I have no goddamn clue

Cleft of Dimension Monsters

- ????, Crystelle—Mighty Guard (as Blue magic spell)
- Castle, Avis Dragon—Breath Wing
- Caves, Great Dragon—Fight (~9,999 damage)

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6.2 Geomancer

The good news: Really cool magic-like abilities for no MP cost

The bad news: Sometimes the attacks they have and the enemies you’re fighting just do NOT match up and the Geomancer becomes useless suddenly

Stat Mods Strength +4; Agility +2; Vitality +4; Magic +24

Hands Knives, Bells

Armor Types Light Headgear, Light Armor, Light Accessories

6.2.1 Geomancer Abilities

Command Slot - !Terrain Performs a spell-like action for 0 MP. The exact action performed is chosen semi-randomly, based on a combination of the user’s level and the battlefield you’re fighting on. These spells are generally unperformable in any other way and come with a huge variety of effects; see the data below about !Terrain

L1 (25AP) - !Terrain Allows any character to use !Terrain. Note that there are no stats transferred, so classes with a poor Magic stat will not be able to make very good use of this.

L2 (50AP) - Pitfalls

Automatically active while in Geomancer job

There’s a couple dungeons in the game where there’s fake floors. This reveals them for what they are. Meh. As you only need one copy of this to affect your entire party, equipping it manually is pointless (You should always have a Geomancer in the party if you have this job unlocked, as per FJF rules)

L3 (100AP) - Damage Floors

Automatically active while in Geomancer job

Negates the damage the party receives from damage floors in all of about two dungeons. Meh. As you only need one copy of this to affect your entire party, equipping it manually is pointless (You should always have a Geomancer in the party if you have this job unlocked, as per FJF rules)

6.2.2 Geomancer Success Strategy

The Geomancer is an awkward class. Its weapon type could be cool, if not for having underwhelming stats where they’re needed and a lack of reliability. More importantly, it’s basically reliant on Geomancy. Geomancy is really neat and fun, but there is a single raw problem—sometimes it just is drawing from an ability table that just DOES NOT work on the enemy. At those times, resort to just pounding away with Bells or, if possible, entirely on the sub-abilities from other classes.

The Geomancer should remember that certain equipment exists that can boost elemental damage—specifically the Air Lancet and Gaia Gear in Act 2, and the Rune Bell in Act 3. This is particularly valuable as most of the Geomancer’s damage that is elemental, is aligned to either Wind or Earth, and thus is enhanced by that equipment.

6.2.3 Geomancer Special Equipment

Geomancers have access to the Bell weapon type. This unique weapon type is intended for safe use from the back row, and has up to twice the usual multiplier of normal weapons—one from Magic, and one from Agility... AND deals damage to enemy Magic Defense, not Defense. If you think that sounds great, well, unfortunately, it’s not so hot in practice—Bells have horrendous attack power (and the random variance is NOT in its favour).

All Bells deal full damage from the back row

Table 7: Bell properties

Accuracy	99-100%
Double Grip?	No
Magic Sword?	No
Can Throw?	No

The damage formula of Bells (12)

$$((50 \text{ to } 100\% \text{AtkPwr}) - MDef_{Enemy}) \times \text{Multiplier (Magic, Slow PLUS Agility, Slow)} = \text{Dmg}_{Bells} \quad (12)$$

Giyaman Bell

Bought Act 1, Karnak

Found Act 1, Tycoon Castle

Attack Power 24

Earth Bell

Found Act 3, Legendary Weapon

Attack Power 35

Notes On attack, 25% chance of casting Quake (155 Magic Power earth damage spell vs all enemies)

While equipped, enhances the damage dealt by Earth abilities

Rune Bell

Dropped Cleft of Dimensions, Ruins, Barnadel

Attack Power 45

Notes While equipped, enhances the damage dealt by Bolt/Earth/Fire/Ice/Holy/Poison/Wind spells

Tinker Bell

Dropped Cleft of Dimensions, Castle, Twin Tania (defeat while not charging Giga Flare)

Attack Power 55

6.2.4 Geomancy Explanation

First, the game determines which list of spells to use. This is based on the terrain you’re fighting on – there’s roughly 30 different terrain “sets” in the game, each with a list of four spells.

Second, the game gets itself a random number. This number is anywhere from 1 up to your current level, completely at random. It then takes the resulting number, and selects the matching spell. The ranges for each spell is 1-10, 11-20, 21-50, and 51+. In other words, new Geomancy spells begin appearing at level 11, 21, and 51 (the last of which you're seriously unlikely to see), and the chance of seeing each result changes with each level!

Oh and it gets weirder, because not all spells are restricted to certain slots—a spell that's in the 21-50 range in one terrain might be in the 11-20 in another terrain, or the 51+ in another!

The good news? There's only 24 Geomancy spells in total. I am NOT going to list what terrains the spells appear on, but I WILL explain the spells so that when you see them appear, you can figure out what they're doing. They're listed Alphabetically, and have noted the minimum level at which you can see them appear (Note that for some terrains the minimum level to see that spell may be higher)

Do pay attention to the details—many attacks do not work as you'd necessarily expect them to ("What do you mean, Tsunami's nonelemental?"), or have effects that may not appear obvious at first. Also, be sure to note the [Magic Accuracy](#) section for the handful of abilities with a Hit% and how Magic Accuracy is calculated. Finally, note that Geomancy cannot be directly targetted—single enemy spells will target a random enemy

No Geomancy spells can be Reflected

iOS Version Players: You may be able to ignore the 'minimum level' aspect. The exact details aren't known, but it appears that you can get all results immediately. This may actually be a buff overall, but it's entirely dependant on terrain (many 'fourth tier' spells are instant kills that may not work on bosses)

Geomancers may want to reference this for a list of "what works where", although it's not like you can do anything about it:

<http://www.gamefaqs.com/gba/930369-final-fantasy-v-advance/faqs/60794>

Big Tsunami

Minimum Level 21

Magic Power 90 or 120

Notes All enemies

There's actually two versions of this spell that appear identical

Only difference is the Magic Power

Deals non-elemental damage (not water)

Bottomless Swamp

Minimum Level 11

Notes All enemies

66% to cause instant death to each enemy

Ignores instant death immunity if it would hit

Doesn't work on Heavy enemies

Branch Arrow

Minimum Level 1

Magic Power 53

Notes One enemy

Does non-elemental Physical damage

Branch Spear

Minimum Level 21

Magic Power 150

Notes One enemy
Does non-elemental Physical damage

Cave-In

Minimum Level 21

Notes All enemies
Deals four random attacks to one enemy each
Each attack deals (13)

$$((\text{Random number in range } [0, 200]) - Mdef) \times 12 \quad (13)$$

damage
Basically it's Meteo(!)

Desert Storm

Minimum Level 21

Magic Power 90

Notes All enemies
Does Earth & Air elemental damage
Note that flying/floating enemies will evade Earth damage
Enhanced by [Air Lancet](#), [Gaia Gear](#), [Earth Bell](#), [Rune Bell](#)

Dust Storm

Minimum Level 1

Notes All enemies
Does damage based on formula (14)

$$((\text{Random number in range } [10, 100]) - Mdef) \times \left(\frac{\text{Lvl}}{8} + 2\right) \quad (14)$$

Does Earth & Air elemental damage
Note that flying/floating enemies will evade Earth damage
50% chance of also causing Blind on enemies (separate chance)
Enhanced by [Air Lancet](#), [Gaia Gear](#), [Earth Bell](#), [Rune Bell](#)

Earthquake

Minimum Level 11

Magic Power 90

Notes All enemies
Does Earth elemental damage
Note that flying/floating enemies will evade Earth damage
Enhanced by [Gaia Gear](#), [Earth Bell](#), [Rune Bell](#)

Faen Fantom

Minimum Level 11

Notes One enemy
99% chance of Instant Death
Does factor in Immunity

Gale Cut**Minimum Level** 1**Magic Power** 90**Notes** One enemy

Does Air elemental damage

Enhanced by [Air Lancet](#), [Rune Bell](#)**Gust****Minimum Level** 1**Magic Power** 38**Notes** One enemy

Does Air elemental damage

Enhanced by [Air Lancet](#), [Rune Bell](#)**Heat Sand****Minimum Level** 51**Magic Power** 150**Notes** All enemies

Does Fire and Earth elemental damage

Note that flying/floating enemies will evade Earth damage

Enhanced by [Gaia Gear](#), [Earth Bell](#), [Rune Bell](#)**Leaf Dance****Minimum Level** 11**Notes** All enemies

Does damage based on formula (15)

$$((\text{Random number in range } [10, 100]) - Mdef) \times (\frac{Lvl}{8} + 2) \quad (15)$$

Does Air elemental damage

99% chance of also causing [Blind](#) on enemies (separate chance)Enhanced by [Air Lancet](#), [Rune Bell](#)**Poison Mist****Minimum Level** 11**Notes** All enemies

Does damage based on formula (16)

$$((\text{Random number in range } [10, 100]) - Mdef) \times (\frac{Lvl}{8} + 2) \quad (16)$$

Does Poison elemental damage

99% chance of also causing [Poison](#) to enemy (Separate chance)Enhanced by [Rune Bell](#)**Quicksand****Minimum Level** 11**Notes** One enemy

Instant kills the enemy, guaranteed

Ignores instant death immunity

Doesn't work on [Heavy enemies](#)

Sonic Boom**Minimum Level** 11**Notes** Single enemy

Deals damage equal to 75% of target's current HP

Capped at 9999 damage

Does not work on **Heavy enemies****Stalactite****Minimum Level** 11**Magic Power** 120**Notes** Single enemy

Deals non-elemental damage

Tornado**Minimum Level** 1**Notes** One enemy

99% chance of reducing a target to critical HP

Does not work on Heavy enemies

Tsunami**Minimum Level** 1**Magic Power** 38**Notes** All enemies

Deals non-elemental damage (That's right)

Vine Hell**Minimum Level** 51**Notes** All enemiesInflicts **Slow** (Guaranteed unless immune)**Waterfall****Minimum Level** 51**Magic Power** 120**Notes** One enemy

Deals Water elemental damage

Whirlpool**Minimum Level** 11**Notes** One enemy

99% chance of reducing to critical HP

Does not work on Heavy enemies

Will-O-Wisp**Minimum Level** 1**Notes** One enemy

Does damage based on formula (17)

$$((\text{Random number in range } [10, 100]) - Mdef) \times (\frac{Lvl}{8} + 2) \quad (17)$$

Does Fire elemental damage
 50% chance of also causing [Mini](#) to enemy (Separate chance)
 Enhanced by [Rune Bell](#)

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6.3 Ninja

The good news: Amazing offensive abilities, fantastic speed, dual-wielding!

The bad news: More expensive to maintain than many other classes due to consumables & more weapons

Stat Mods Strength +15; Agility +14; Vitality +3; Magic -10

Hands Daggers, Ninja Knives

Armor Types Medium Headgear, Medium Armor, Light Accessories

6.3.1 Ninja Abilities

Command Slot - !Throw One of two hallmarks of the Ninja class, Throw allows you to sacrifice a piece of equipment (permanently!) to chuck it into an enemy for potentially huge damage. See the [Throwing section](#) below for info

L1 (10AP) - !Smoke Escapes battle immediately when used. Identical to the Thief's [!Flee](#), it doesn't work when escapes normally can't happen but otherwise is failsafe.

L2 (30AP) - !Image Gives the user the [Image](#) status effect, guaranteeing evasion against the next two physical attacks to come the user's way.

L3 (50AP) - First Attack

Automatically active while in Ninja job

Increases the chance of getting a first-strike when random encounters. Specifically, it increases from 1/8 to 1/4. This does not stack if multiple party members have it active, which means under FJF rules, there's no reason to equip this.

L4 (150AP) - !Throw Allows other classes to equip !Throw

L5 (450AP) - Dual-Wield

Automatically active while in Ninja job

The other Ninja hallmark. Ninjas can use two one-handed weapons (only Bows and Harps count as two-handed in this game), allowing them to attack twice in one turn via the Fight command!

6.3.2 Ninja Success Strategy

Though they may not seem to have a particularly powerful equipment set, what with being a dagger class and all, Ninjas have access to a number of great weapons, including several Daggers only they can equip (Referred to here as Ninja Knives). They also have the ability to use two of them at once!

And if that wasn't enough, Throw exists, along with the amazing !Image support ability to defend them.

Bonus round: If [Dancing Dagger](#) or [!Dance](#) triggers Sword Dance, all weapons wielded by the Ninja will hit for 4x damage(!)

Have fun.

6.3.3 About Throw

Throw permanently sacrifices a Throwable weapon in order to deal a powerful attack. Not all classes of weapons can be thrown—for instance, Bows and Bells can't, but Daggers and Swords are fair game. Be aware that you do literally 'use up' the weapon like a consumable—this can get expensive quickly, and you can throw equipment that's one-time-only if you're not careful!

There are also special items which are useless except for the Ninja's !Throw, which will be listed in their equipment section.

Thrown weapons have a special damage formula (18):

$$((200 \text{ to } 225\%WAtk) - Def) \times \text{Multiplier (Strength, Fast PLUS Agility, Fast)} \quad (18)$$

This is noticable for a couple reasons. One, there are literally two multipliers added together—one for Strength, and one for Agility, which the Ninja has plenty of both in! Second, the Weapon's attack power is doubled. The end result should be significantly more than just twice the normal range of damage!

Notice also that it uses DISPLAYED Weapon Attack. There are several weapons which normally do less than displayed—most notably, [Excalipur](#), which displays an attack of 100 but is an attack of 1 on normal use. A Ninja can !Throw it for full damage!

6.3.4 Ninja Special Equipment

The Ninja has several pieces of special equipment - a subclass of Daggers which are usually referred to as Ninja Swords/Knives, and unique consumable items which are only useable with !Throw for special effects.

Note that Ninja Swords are capable of being used with Magic Sword, but not Double Grip, and can all be Thrown. In other respects they are similar to Daggers, such as damage formula.

Full Moon

Found Act 1, Steamship

Act 1, Karnak

Attack Power 35

Notes Deals full damage regardless of rows

Cannot be used with Double Grip, Magic Sword, or Thrown

Kunai

Bought Act 1, Karnak/Lix

Attack Power 29

Shuriken

Bought Act 1, Lix

Act 2, Kelb

Act 3, Mirage

Attack Power 50

Notes Throw Only (so effective 100 Attack Power)

Flame scroll

Water scroll

Thunder scroll

Bought Act 1, Lix

Act 2, Kelb

Act 3, Mirage

Notes Throw Only

When thrown, damages all enemies

Acts as a cast spell (Magic Power 120), not a normal Throw attack

Ignores [Reflect](#), thankfully

Ninja magic is low, so these aren't too powerful

You can fix that by giving them any spellcaster's command, since it will significantly enhance Magic

Or have them be thrown by a mage when you don't want to use MP (Also enhancement on them via rods)

Kodachi

Bought Act 2, Kelb

Attack Power 46

Soot

Found Act 2, Forest of Mua

Drop Act 2, Forest of Mua, Crystals

Steal/Drop Cleft of Dimensions, Library, Apanda

Attack Power 25

Notes Throw Only (so effective 50 Attack Power)

What's even the deal with this?

Double Lance

Found Act 2, Exdeath's Castle

Attack Power 61

Notes Attacks twice

Pretty sure this can't be used with Double Grip, Magic Sword, or Thrown

If this is in your main hand, the side effects of weapons in the off-hand are disabled

This means Double Lance + Chicken Knife will never cause flee

SNES/GBA: The double-damage property does not function with Actions from other classes (eg [!Jump](#))

iOS: Actions from other classes DO deal damage twice when using this weapon (eg [!Jump](#))

Pinwheel

Found Act 2, Exdeath's Castle

Act 3, Istory Falls

Cleft of Dimensions, Void

Bought Act 3, Mirage

Attack Power 117

Notes Throw Only (so effective 234! Attack Power)

The most powerful replenishable Throw fodder. Gets expensive fast though

Rising Sun

Found Act 3, Solitary Island Temple

Attack Power 71

Notes Deals full damage regardless of rows

Cannot be used with Double Grip, Magic Sword, or Thrown

Hardened Dagger

Found Act 3, Legendary Weapon

Attack Power 99

Notes Blocks Physical Attacks (25%)

Stacks with [Elf Cape](#), but I don't believe it stacks with other weapons with the same block effect

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6.4 Bard

The good news: Actually has some really potent support abilities that add a surprisingly huge amount of power to the team without being limited by resources in any way. You have an absolutely AMAZING set of endgame buffs, and some amazing tools for subduing enemy teams in the meantime.

The bad news: It might be an amazing support unit, but it doesn't stand too well on its own two feet.

Stat Mods Strength -8; Agility +8; Vitality -9; Magic +11

Hands Daggers, Harps

Armor Types Light Headgear, Light Armor, Light Accessories

6.4.1 Bard Abilities

Command Slot - !Sing Hallmark ability of the Bard class. There are only eight songs, but they're all surprisingly potent and shouldn't be underestimated. They are all listed below, along with the methods to acquire them.

L1 (10AP) - !Hide Temporarily 'removes' the user from combat, allowing them to come back during their next turn. This can be used to evade damage from certain spells you know are coming. If all alive party members are Hidden, it counts as an escape attempt (unless, of course, battle can't be escaped from). Don't underestimate this, you might be surprised.

L2 (50AP) - Equip Harp

Transfers Agility (+8) and Magic (+11)

Allows any class to equip Harps. Harps don't really give a damn about their weapon power and instead are more generally middling-use special effects most classes might not want, barring the Legendary Weapon. You may get more mileage out of the stat transfers (+8 Agility is nothing to laugh at!) than the actual harp equipping.

L3 (100AP) - !Sing Allows any class to use the !Sing command. Only the Requiem song actually uses the caster's stats (Magic), and thus for almost all purposes, another character class carrying Sing will be just as good (or better) for it! Of course if you're on a Natural challenge you don't have this liberty, but hey.

6.4.2 Bard Success Strategy

While the Bard lacks in the ability to output numbers, their songs are absolutely amazing. Use them. Constantly. Endlessly. Spam them, because you will learn to love them.

6.4.3 Bard Special Equipment

The Bard is capable of equipping Harp weapons. Harps do not deal damage in anything even resembling a traditional manner; instead, they basically cast effects on their targets.

- As they effectively cast spells, Harps ignore Rows for damage calculation
- Harps use both hands

- Harps cannot be thrown or used with Magic Sword
- See notes on the [Magic Accuracy](#) section for how spell hit rate works, because it matters for this

Silver Harp

Bought Act 1, Crescent

Notes 99% chance of dealing damage equal to 1/16th of the target's current HP

Does nothing to [Heavy](#) enemies

When used with [Goblin Punch](#), has Attack Power 15

Dream Harp

Bought Act 2, Rugor/Bal/Kelb

Notes 99% chance of dealing damage equal to 1/8th of the target's current HP

Also inflicts [Sleep](#) unless the target is immune

Does nothing to [Heavy](#) enemies

When used with [Goblin Punch](#), has Attack Power 25

Lamia Harp

Found Act 2, Bal

Notes 99% chance of dealing damage equal to 3/16ths of the target's current HP

Also inflicts [Confuse](#) unless the target is immune

Confuse can enable you to learn various Blue Magics

When used with [Goblin Punch](#), has Attack Power 35

Apollo Harp

Found Act 3, Legendary Weapon

Notes Casts a spell with Magic Power 75

8x damage (!?!) to Undead and Dragon enemies

When used with [Goblin Punch](#), has Attack Power 45 only

6.4.4 Song Magic

Songs are technically spells, and like spells, must be learned before use. They are NOT learned from shops like most magic—instead, you must be taught by various NPC Bards throughout the game, including one who will only teach you the songs after playing the Pianos across the world.

The Pianos used to learn Power Song and Hero Song are located in the following locations:

- Act 1: Tule, Carwen, Karnak, Crescent, Jacole
- Act 2: Rugol (Via secret passage), Mua
- Act 3: Mirage (via a set of secret passages)

No Songs cost any MP, and they have no restrictions (beyond being [Silenced](#)), and none are affected by Reflect.

Vitality Song

Found Act 1, Crescent

Notes Casts [Regen](#) on the entire party, steadily recovering the party's HP

Higher Vitality classes recover HP faster

Love Song

Found Act 1, Istory

Notes 99% chance of inflicting [Stop](#) on all enemies

Does not work if targets are immune to Stop

Don't underestimate how much is NOT immune to Stop. Seriously, it's a lot!

Many enemies can be straight up locked into doing nothing by spamming this

Charm Song

Found Act 1, Lix

Notes 99% chance of inflicting [Confuse](#) on all enemies

Does not work if targets are immune to Confuse

Use Confuse to learn Blue Magic if applicable to your playthrough

Requiem

Found Act 2, Kelb

Magic Power 225

Notes Deals huge amount of damage to all enemies

... Well, all undead enemies, that is

Does absolutely nothing to non-undead, sorry

Gets even more hilariously powerful with increased Magic

Speed Song

Found Act 2, Surgate

Notes Places the user in Singing state (Lasts until struck)

While singing, the party's [Agility](#) is steadily increased over time

Agility remains increased when knocked out of Singing state but will stop increasing unless resumed

Agility caps at 99

Increasing agility leads to progressively more turns

Max Agility > Hastega¹⁰, god help your enemies if you have both though they'll never get to act ever

Increased Agility also enhances the damage of the [Chicken Knife](#) and the Ninja's [!Throw](#)

Magic Song

Found Act 3, Ancient Library's top (Don't miss it!)

Notes Places the user in Singing state (Lasts until struck)

While singing, the party's [Magic](#) is steadily increased over time

Magic remains increased when knocked out of Singing state but will stop increasing unless resumed

Magic caps at 99

Obviously, high Magic enhances the party's magical damage output significantly

Many command abilities (such as Dragoon's [!Lancet](#)) also use Magic and are thus enhanced

This doesn't affect the success rate of spells, however.

Power Song

Found Act 3, Crescent (Must have played at least 7 Pianos)

Notes Places the user in Singing state (Lasts until struck)

While singing, the party's [Strength](#) is steadily increased over time

Strength remains increased when knocked out of Singing state but will stop increasing unless resumed

Strength caps at 99

Obviously, enhancing the party's Strength increases the power of all weapons that use Strength

¹⁰Is Hastega the same as [Haste2?](#)—@andycyca

Hero Song

Found Act 3, Crescent (Must have played all 8 Pianos)

Notes Places the user in Singing state (Lasts until struck)

While singing, the party's Level is steadily increased over time

Level remains increased when knocked out of Singing state but will stop increasing unless resumed

In-battle Level caps at 255, NOT 99, as you might expect!

Obviously you revert between battles

When enemies cast Level spells (eg L5 Death) it still uses your original Level, not modified

Almost every damage formula in the game uses Level, so this increases ALL forms of damage by the party

Also enhances the success rate of magic with a percent success rate / chance to resist them

Maxing level in battle AND maxing Strength or Magic or whatever **IS MULTIPLICATIVE** in effectiveness.

Do you see why Bard is actually amazing lategame yet?

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6.5 Ranger

The good news: Offers some solid abilities with great cross-classing opportunities. Probably the best attacker that can be in the back row. Useful equipment.

The bad news: Kind of middling on its own at least until [!X-Fight](#)

Stat Mods Strength +16; Agility +12; Vitality +1; Magic -5

Hands Daggers, Bows

Armor Types Light Headgear, Light Armor, Light Accessories

6.5.1 Ranger Abilities

Command Slot - !Aim Essentially equivalent to [!Fight](#), but sets weapon accuracy to 100%. This should generally be used, although it inflicts a (very small) speed penalty because there is a brief delay between selecting the command and it activating.

L1 (15 AP) - !Animals A special ability unique to the Ranger class, this casts a semirandom ability based on the Ranger's level. The effects of these abilities are largely tied to the user's Magic stat, which the Ranger has a poor stat of, so it can be notably better on another class rather than the Ranger. A full list of !Animals results can be found below.

L2 (45 AP) - !Aim Passes on !Aim to other classes... which is far less useful to them, as other classes won't be using bows and thus generally don't have the accuracy issues.

L3 (135 AP) - Equip Bows

Transfers Strength (+16) and Agility (+12)

One of the better *Equip X* options. While Bows will suffer an accuracy penalty on other classes due to a lack of !Aim, their power from the back row is still great, and the agility transferred is fantastic too. This can make a caster into a notable physical attacker and generally speed up performance, all for one slot.

L4 (405 AP) - !X-Fight One of the best abilities in the game. When you use X-Fight, the character launches four consecutive attacks with their weapon, targetting random enemies each time, at half the normal Multiplier value but also **IGNORING** enemy Defense! There's some things to note here:

- Attacks do not apply "On attack" effects, such as [Mage Masher's Silence](#) or [Chicken Knife's Flee\(!\)](#)
- Attacks DO apply elemental modifiers and Magic Sword effects (oh god)

- Attacks have a base hit rate of 100%
- Hits from 3rd onwards do not remove [Confuse](#)/Sleep/other “cancel when hit” statuses (minor detail mostly)
- Hits from 3rd onwards do not provoke Reactions from enemies that would counterattack physical hits
- If you also have Dual Wielding (Ninja), it launches EIGHT attacks total. Enjoy your broken.

6.5.2 Ranger Success Strategy

Get X-Fight, win game

But aside from that, they work amazingly if you can hybrid them with Mage classes—Equip Bows lets mages be effective physical attackers, or you can give them Animals for a way to use their Magic stats without using any MP. Bows are also reasonably powerful and there’s a lot of them with various effects, so don’t ignore them!

6.5.3 Ranger Special Equipment

There are more bows than most other one-class-only weapons in the game, and even many multi-character classes in the game. They use the same damage formula as Daggers, and as you might expect, Bows deal full damage from the back row.

Table 8: Bow properties

Hit Rate	70%-100%
Double Grip?	Automatically uses both hands
Magic Sword?	No
Can Throw?	No

Fire Bow

Ice Bow

Thunder Bow

Bought Act 1, Crescent

Attack Power 39

Notes Deals Fire/Ice/Bolt elemental damage respectively

Silver Bow

Bought Act 2, Jacole

Attack Power 38

Darkness Bow

Dropped Act 1, Whirl Demon, Lonka Ruins

Bought Act 2, Rugor/Bal/Kelb

Attack Power 43

Notes On attack, 66% chance of [Blind](#)

Killer Bow

Bought Act 2, Kelb

Attack Power 49

Notes On attack, 6% chance of instant death

Elven Bow**Bought** Act 2, Mua**Attack Power** 56**Notes** 15% Critical Hit Rate (2x damage and ignores Defense)**Gale Bow****Steal** Act 2, Hiryyu Valley, Poison Eagle**Found** Act 2, Exdeath's Castle (Second visit)**Attack Power** 69**Notes** On attack, 25% chance of performing **!X-Fight** instead**Antimagic Bow****Bought** Act 3, Mirage/Dwarf Kingdom**Attack Power** 0 (...)**Notes** Only uses one hand, unlike other bows

On attack, 33% chance to cast [Mute]

Just use a **Mage Masher** instead at least that still does damage on a failure :/**Aviskiller****Found** Act 3, Phoenix Tower**Attack Power** 91**Notes** Against Avis type enemies, doubles Attack Power and ignores Defense**Artemis Bow****Found** Act 3, Istory Falls**Steal** Cleft of Dimensions, Tower, AvisDragon**Attack Power** 111**Notes** Against Beast type enemies, doubles Attack Power and ignores Defense**Yoichi Bow****Found** Act 3, Legendary Weapon**Attack Power** 101**Notes** Strength, Speed +3 while equipped

30% Critical Hit Rate (2x damage and ignores Defense)

6.5.4 Animals

Like **!Terrain**, **!Animals** generates a random number between 0 and your current level, then uses the result to determine which spell-like ability to perform. This means that every time you level up, the chances of any given spell being performed change a little, and several levels add additional possible results.

All **!Animals** function as spells, but they ignore **Magic Accuracy** (none have an accuracy check) and also ignore **Reflect**.

Mysidian Rabbit**Result Range** 0

Does nothing except makes you angry

Squirrel**Result Range** 1-4**Magic Power** 45**Notes** Damages one enemy

Misses Flying/Floating enemies

Is not actually Earth element despite that, just misses them

Bee Swarm**Result Range** 5-9**Notes** Damages all enemies

Does damage based on formula (19)

$$((\text{Random number in range } [10, 100]) - Mdef) * (\frac{Lvl}{8} + 2) \quad (19)$$

iOS Only: Also causes [Poison](#)**Nightengale****Result Range** 10-19**Magic Power** 60**Notes** Heals all allies like a [Cure](#) spellAlso cures [Poison](#) and [Blind](#) ailments**Momonga****Result Range** 20-29**Notes** [Paralyzes](#) a single enemy, unless the target is immune**Falcon****Result Range** 30-39**Notes** Deals 75% of the target's current HP in damage

Damage is capped at 9999

Does not work on [Heavy](#) enemies**Skunk****Result Range** 40-49**Notes** Causes [Poison](#) and [Blind](#) to all enemies unless immune**Wild Boar****Result Range** 50-59**Magic Power** 180**Notes** Damages one enemy

Misses Flying/Floating enemies

Is not actually Earth element despite that, just misses them

Unicorn**Result Range** 60-99**Notes** Recovers the entire party's HP to max

Reduces undead allies to critical HP (Bonemail :/)

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7 Earth Crystal Jobs

7.1 Samurai

The good news: Great vitality and raw power and has one of the most powerful command abilities in the game in !GilToss. Instant Kill available with no resource expenditure, on demand.

The bad news: Eats money for breakfast, lunch, dinner, and midnight snack

Stat Mods Strength +19; Agility +2; Vitality +19; Magic -12

Hands Daggers, Katanas

Armor Types Heavy Headgear, Heavy & Medium Armor, Heavy Accessories

7.1.1 Samurai Abilities

Command Slot - !GilToss GilToss sacrifices a an amount of Gil to do a certain amount of Damage to all enemies. This is entirely based on the user's level, but despite this, GilToss is amazingly powerful, especially early on. This attack is not influenced by rows or any other abilities, and always hits - the only counteraction for it is that enemy defense does still count here.

- Gil Consumed (20):

$$(Lvl \times 50) \quad (20)$$

per enemy present
- Damage Dealt (21):

$$(10 + Lvl - Def_{Enemy}) \times 150 \quad (21)$$
- (Yes, that's seriously up to 1650 damage at level 1, and +150 for every level thereafter)
- Gil Toss deals 0 damage if you don't have the cash.

L1 (10AP) - !Sword Slap The function of this skill changes depending on which version you are playing.

- SNES/GBA: Doesn't do what it claims. Instead, it only performs a normal attack with a single special property: It doesn't dispel ailments that would be dispelled by physical attacks (Sleep/Confuse/Control). This COULD be very, very powerful in the right situation.
- iOS: This skill works as claimed, dealing a normal attack for half damage and attempting to inflict Paralyze.

L2 (30AP) - !GilToss Allows any class to perform the !GilToss command.

L3 (60AP) - Sword Catch

Automatically active while in Samurai job

Automatically applies a 33% chance to block physical attacks while equipped. Great for facing a physical boss.

This stacks with weapons, shields, and accessories that enhance physical evasion (Such as Guardian Dagger and Elf Cape), which can make the Samurai nearly immune to physical damage!

L4 (180AP) - Equip Katanas

Transfers Strength (+19)

Enables the use of the Samurai's unique weapon class. Katanas are actually fairly powerful, generally being stronger than other weapons at a similar location in the game even before their chance to Critical Hit!

L5 (540AP) - !Slash Overpowered as hell in random encounters. !Slash should read !Zantetsuken, frankly. It has an 85% base chance (as per [Magic Accuracy](#), see that section) of instant killing every enemy—**IGNORING** enemy immunity to instant death if successful!

Note that !Slash does not work on [Heavy](#) enemies, which is most bosses.

7.1.2 Samurai Success Strategy

- Enjoy having really powerful weapons in Katanas
- Enjoy dealing huge amounts of damage via GilToss
- Enjoy instant killing entire enemy random encounters via !Slash
- Enjoy life, you drew Samurai

7.1.3 Samurai Special Equipment

Katanas are the Samurai's unique weapon class. They are almost identical to swords, using the same damage formula, accuracy, can be thrown, and can be double gripped. The differences? Katanas can't be used with [!Magic Sword](#). On the flip side, Katanas are the one weapon class other than fighting unarmed that have a constant, class-spanning chance to deal Critical Hits. Critical Hits deal damage with twice the Attack Power, and completely ignore enemy Defense!

Katana

Found Act 1, Tycoon

Bought Act 2, Jacole/Rugor/Bal/Kelb

Attack Power 42

Notes 12% chance of Critical Hit

Air Blade

Found Act 2, Hiryou Valley

Attack Power 44

Notes 12% chance of Critical Hit

Enhances the power of Wind abilities while equipped

On attack, 12% chance of instead performing Gale Cut (90 Magic Power Wind damage spell vs. all enemies)

Bizen

Bought Act 2, Surgate

Attack Power 51

Notes 12% chance of Critical Hit

Kotetsu

Found Act 2, Exdeath's Castle (Final visit)

Attack Power 58

Notes 12% chance of Critical Hit

Forged Katana

Bought Act 3, Mirage/Dwarf Kingdom

Attack Power 87

Notes 12% chance of Critical Hit

Murasame**Steal** Act 3, sea north of Mirage, Giant Bird**Attack Power** 97**Notes** 25% chance of Critical Hit**Masamune****Found** Act 3, Legendary Weapon**Attack Power** 107**Notes** 15% chance of Critical HitEquip & Use: Casts [Haste](#)

Begin battle with instantly full ATB

Tempest**Steal** Cleft of Dimensions, Castle Roof, Bodyguard

Cleft of Dimensions, NeoExdeath (front part)

Attack Power 117**Notes** 20% chance of Critical Hit

You can steal it from NeoExdeath, but the only ones that get to keep it are the GBA players (It will persist after the credits on your file!)

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7.2 Dragoon

The good news: All around solid heavy class, transfers over a solid free MP Drain to mages, has a solid unique weapon class. Can fight in the back row freely by using !Jump**The bad news:** Not really all that special in any area**Stat Mods** Strength +18; Agility +5; Vitality +15; Magic -12**Hands** Daggers, Spears**Armor Types** Heavy Headgear, Heavy & Medium Armor, Heavy Accessories

7.2.1 Dragoon Abilities

Command Slot - !Jump Removes the user from combat for a turn, then returns them on their next turn to perform an Attack on the target. This attack deals full damage regardless of row, has a base 100% hit rate regardless of weapon accuracy, cannot critical, and won't trigger “on attack” effects (eg [Mage Masher's Silence](#)). Its damage multiplier will be doubled if the user is wielding a Spear.

While in midair via Jump, a Dragoon cannot be commanded and will not be affected by anything—from enemies OR from allies. Proper timing can let you avoid certain parts of enemy AI routines that could be super dangerous... failed timing means you'll miss healing from allies. Take care of yourself.

L1 (50 AP for SNES/GBA; 10 AP for iOS) - !Jump Allows other classes to use !Jump. Though damage from the back row is useful, other classes can't take advantage of the doubled damage multiplier from the Spear, meaning this is mostly limited to very specific tactical uses of avoiding certain predicatable attacks.**L2 (150 AP) - !Lancet** Lancet casts a 0-MP spell on use at a single target, which deals two “separate” drains—one a Magic Power 45 HP Drain, the other a Magic Power 4 MP Drain. Now, unfortunately, the Dragoon themselves has a pitiful Magic stat normally, making this pretty weak. The good news, however, is that

this works AMAZINGLY on a magic class, since their much higher Magic (and actual use for MP) basically turns this into a far-earlier-access Psyche spell and infinite MP engine!

...just remember not to use it on undead

L3 (400 AP) - Equip Spears

Transfers Strength (+18)

Allows any class to use Spears. Spears are a fairly solid, if not terribly remarkable weapon type, barring the final couple spears. Situational value.

7.2.2 Dragoon Success Strategy

Learn when and where to use !Jump. Remember, Jump deals full damage from the back row—something the Dragoon is uniquely able to do among classes equipped with Heavy Armor, meaning their physical survivability is through the roof. If you're not on a Natural challenge and have classes that use MP, make sure to pass them Lancelot and reap the benefits.

7.2.3 Dragoon Special Equipment

Spears are, functionally, identical to Swords. The only differences is that while Spears can NOT be Double Gripped or affected by !Magic Sword, and that they deal 2x damage when using the !Jump command.

Mythril Spear

Bought Act 1, Karnak

Attack Power 30

Trident

Bought Act 1, Jacole

Attack Power 38

Notes Does Bolt elemental damage

Javelin

Steal Act 1, Quicksand Desert, Sand Bear

Act 3, Desert south of Pirate's Cave, Sand Bear

Attack Power 55

Notes Strength +1 while equipped

Only obtainable at a relevant point if you have a Thief

Spear

Steal Act 2, Exdeath's Castle (First Visit), Jail Bear

Attack Power 25

Notes Speed +1 while equipped

Wind Spear

Bought Act 2, Rugor/Bal/Kelb

Attack Power 44

Notes Does Wind elemental damage

Gungnir

Bought Act 2, Surgate
Attack Power 54

Partisan

Found Act 2, Exdeath's Castle (Final Visit)
Bought Act 3, Mirage
Attack Power 62

Holy Spear

Found Act 3, Legendary Weapon
Attack Power 109
Notes Strength +3 while equipped
 Does Holy elemental damage

Dragoon Spear

Steal Cleft of Dimensions, Castle, Jura Avis (the monster Alte Roite morphs into)
 Cleft of Dimensions, Void, CrysDragon
 Cleft of Dimensions, NeoExdeath (Top Part)
Attack Power 119
Notes Against Dragons, doubles attack power and ignores defense
 You can steal it from NeoExdeath, but the only ones that get to keep it are the GBA players (It will persist after the credits on your file!)

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7.3 Dancer

The good news: Surprisingly powerful when Sword Dance comes up and gets better as the game progresses. Don't underestimate them! Has several unique pieces of equipment come endgame, including the almighty [Ribbon](#).

The bad news: !Dance is luck-based and is their main offense. For those in Natural class using Dancer, in-class stats are underwhelming and equipment selection is limited to Daggers.

Stat Mods Strength +5; Agility +5; Vitality +10; Magic -5

Hands Daggers

Armor Types Light & Medium Headgear, Light & Medium Armor, Light Accessories, Dancer-only Armor

7.3.1 Dancer Abilities

Command Slot - !Dance See a description of [!Dance](#) below, as it's the main Dancer ability.

L1 (25 AP) - !Flirt Performs a 50% success rate action (see [Magic Accuracy](#)) that, if successful, cancels the next action made by the target. There may be uses to this, but they're pretty specific in occurrence.

L2 (50 AP) - !Dance For transferring Dance to other characters. Some mages may get use out of it for potential MP drain, and characters with stronger physical weapon types/higher STR will love Sword Dance, but most equipment that influences Dance's rates are limited to Dancer Only, so it won't be as powerful on other classes.

L3 (325 AP) - Equip Ribbon While this Equip skill doesn't transfer skills unlike many other Equip X skills, Equip Ribbon grants you the freedom to wear all Dancer-specific equipment. You might not think that so great, but Ribbons. You can get four Ribbons, and they are basically the best headgear in the game. Being able to equip Man Eater or modify the effects of the Dancing Dagger may also prove useful.

7.3.2 Dancer Success Strategy

!Dance can roll Sword Dance, which deals huge damage. That's mostly all you need to know. Keep an eye out for Dancer-only equipment, as it greatly enhances the effectiveness of Dance. Cross your fingers and pray for good luck. And enjoy the sprites (unless Dancer Galuf because WHY)

7.3.3 Dancing

When you use !Dance, you have a chance to perform one of four special attacks. Each of these dances has an equal chance (1/4) of being performed.

This stops being the case when you have a piece of equipment which provides a "Sword Dance Up" effect ([Lamia's Tiara](#), [Rainbow Suit](#), [Red Shoes](#)). Possessing any of these pieces of equipment prevents Tempting Tango from triggering, instead putting its activation rate on Sword Dance—thus turning distribution to 50% Sword Dance, 25% Jitterbug Duet, 25% Mystery Waltz. Multiple pieces of equipment with this effect have no additional effect on dance distribution.

Sword Dance

- Performs a normal attack
- The attack has 2x Weapon Attack and doubled Modifier
- Essentially, it does 4x total damage
- Sword Dance does not trigger any On Attack effects (eg [Mage Masher's Mute](#), [Chicken Knife's Flee](#))
- This is one of the most powerful single hits in the game, believe it or not

Jitterbug Duet

- 45 Magic Power ability
- Drains HP equal to the damage done
- Be careful about !Dancing at undead because of this

Mystery Waltz

- 8 Magic Power ability
- Drains MP instead of doing HP damage
- Be careful about !Dancing at undead because of this

Tempting Tango

- [Confuses](#) the enemy, unless they're immune
- Use Confuse to get Blue Magic
- When wearing equipment with "Sword Dance Up", any !Dance resulting in this instead uses Sword Dance

7.3.4 Dancer Special Equipment

Surprisingly, the Dancer has a variety of equipment unique to them, or that otherwise impacts them.

Ribbon Headgear

Found Act 1, Karnak Castle
 Act 3, Pyramid
 Act 3, Rugor (only Act 3)

Cleft of Dimensions, Forest

Physical Defense 12

Magic Defense 2

Magic Evade 5

Notes Strength +5, Speed +5, Magic +5 while equipped

While equipped, immune to [Dead](#), [Stone](#), [Toad](#), [Poison](#), [Blind](#), [Aging](#), [Berserk](#), and [Silence](#)

Only equippable by Dancers, or those with Equip Ribbon

There are exactly four in the game. Do NOT miss the Karnak Castle one if you can help it!

Lamia's Tiara Headgear

Stolen Act 1, Lonka Ruins, Lamia

Bought Act 3, Mirage

Physical Defense 3

Magic Defense 7

Magic Evade 10

Notes While equipped, immune to [Confuse](#)

While equipped, replaces Tempting Tango from [!Dance](#) with Sword Dance

Only piece of Sword Dance Up equipment equippable by any class

Man Eater Dagger

Found Cleft of Dimensions, Castle

Attack Power 89

Notes Strength +2, Speed +2, Magic +2 while equipped

Double attack power & ignore defense against Human enemies

Only equippable by Dancers, or those with Equip Ribbon

For some unfathomable reason, gets the same 2x damage bonus on [!Jump](#) as Spears (!?)

Rainbow Suit Armor

Found Cleft of Dimensions, Castle

Physical Defense 18

Magic Defense 3

Magic Evade 4

Notes While equipped, immune to [Confuse](#)

While equipped, replaces Tempting Tango from [!Dance](#) with Sword Dance

Only equippable by Dancers, or those with Equip Ribbon

Red Shoes Accessory

Found Cleft of Dimensions, Castle

Physical Defense 11

Magic Defense 2

Magic Evade 3

Notes While equipped, immune to [Confuse](#)

While equipped, replaces Tempting Tango from [!Dance](#) with Sword Dance

Only equippable by Dancers, or those with Equip Ribbon

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7.4 Chemist

The good news: Amazingly versatile and capable of some really game-breaking shit. Don't ever underestimate it!

The bad news: Also really complex. Mixes want you to farm ingredients. Only really powerful damage spell is hard to get items for

Stat Mods Strength +2; Agility +3; Vitality +6; Magic -4 Hands

Daggers, Staves

Armor Types Light & Medium Headgear, Light & Medium Armor, Light Accessories

7.4.1 Chemist Abilities

Command Slot - !Drink Allows the user to imbue several special drinks to provide a variety of buffs. Only works on the user—you can't use !Drink to buff an ally. A list of [!Drinks](#) are provided below.

L1 (15 AP) - Pharmacology

Automatically active while in Chemist job

Any HP/MP recovered by healing items used by a character with this ability is doubled. Your mileage may vary but there's certainly nothing wrong with it.

L2 (30 AP) - !Mix The single most obscenely complex and potentially obscenely broken ability in the game. See information on [!Mix](#) below

L3 (45 AP) - !Drink Allows other classes to use !Drink. Since !Drink's buffs are powerful but limited to the self only, this could be very handy

L4 (135 AP) - !Recover Removes ailments from the party. Specifically, !Recover removes [Aging](#), [Blind](#), [Poison](#), [Mini](#), [Toad](#), [Silence](#), [Confuse](#), [Paralyze](#), [Sleep](#), and [Stone](#).

It DOES NOT remove [Slow](#), [Stop](#), Undead, or [HP Leak](#).

This is essentially a multi-target version of the White Mage's [Esuna](#), with 0 MP Cost. Bring it when you need ailment healing (final boss anyone?)

L5 (405 AP) - !Revive Revives all fallen allies with 1/16th of their maximum HP. Rarely worth a slot since it's no more powerful than a Phoenix Down and rarely will you be reviving more than one person at a time, but hey... should you need it, it's there.

7.4.2 Chemist Success Strategy

Learn your Drinks and ESPECIALLY your Mixes. Have a good stock of them on you at all times. Then use your extremely complex knowledge to do amazing things. You genuinely have one of the most powerful classes in the game, it's now just a matter of learning to use it.

7.4.3 Chemist Special Equipment

Oops the Chemist has one

Angel Robe Armor

Found Act 2, Bal

Bought Act 3, Mirage

Physical Defense 10

Magic Defense 11

Magic Evade 25

Notes While equipped, Immune to [Poison](#) elemental damage and the Poison ailment

7.4.4 Drinks

The less complex list of Chemist stuff. Drinks are bought and then consumed with the !Drink command to provide their effect direct to the user.

All Drinks can be bought in various item shops, starting in Act 2.

Giant Drink

- Doubles the user's max HP for the remainder of the battle
- Cannot be stacked; only once per battle, sorry
- Great for enhancing effects based off of the user's HP, such as Blue Mage's White Wind and ????

Speed Drink

- Provides the user with [Haste](#)

Protect Drink

- Provides the user with [Protect](#)

Power Drink

- Increases the Weapon Attack of the equipped stat by 20, to a cap of 255
- SNES and GBA Version: Bugged and doesn't work, however, it DOES still apply to the Blue Mage's [Goblin Punch](#)
- iOS Version: This drink actually works

Hero Drink

- Increases the imbuer's level by 10 for the battle. Can be stacked up to a cap level of 255 (!)
- Level increases reset between battles, of course
- Effects that target level (eg L5 Doom) cast by enemies still use your original level to determine hit
- Level is used in almost every damage formula in the game, thus enhancing your damage output
- Level also affects Magic Accuracy in your favour (see [Magic Accuracy section](#))

7.4.5 Mixes

The single most versatile ability in the game, Mix is capable of generating 49 different spells, on demand, all by using a mixture of 12 different items. The items are consumed upon use, and the exact result depends on the combination of items used.

All mixes are single-target, and can be used against either allies or enemies. Careful not to accidentally use a damaging mix on an ally or vice-versa!

First, the common components and the locations:

- **Potion:** Any item shop
- **Antidote:** Any item shop
- **Eyedrop:** Any item shop
- **Maiden Kiss:** Any item shop
- **Revivify:** Any item shop from Act 2 Onwards
- **Phoenix Down:** Any item shop
- **Ether:** Any item shop from Lix (Act 1) or Act 2 Onwards

- **Hi Potion:** Any item shop from Act 2 Onwards
- **Elixir:** Dropped/Stolen from various enemies, or bought from Mirage (Act 3)

The remaining three components are more complex to obtain as they're only dropped by enemies, but all very important:

Turtle Shell Won from various enemies, first farmable around Karnak in Act 1 (GrassTurtles)

Mostly used for defensive or restorative effects, including replicating !Drink effects

+Maiden's Kiss = Drain Kiss, a 255 magic attack power Drain spell!

+Antidote = Split Shell, halving enemy Def/MDef unresistably!

+Phoenix Down = Panacea, healing every negative ailment in the game (even more than **Esuna** does!)

+Eyedrop = Haste Drink, adding **Haste**

+Turtle Shell = Protect Drink, unlike the !Drink gives both **Protect** and **Shell**

Dragon Fang Won from various enemies:

First farmable in Hiryyu Valley (Dragon Zombies). Harder to find.

Most useful for the amazing buff spells it's involved in:

+Phoenix Down = Dragon Armor, adding **Reflect/Shell/Protect/Regen** at once

+Maiden's Kiss = Dragon Kiss, turning the target Dragon and **Heavy(!)**

+Potion/+Hi Potion = Dragon Power, increasing level by 20

+Ether = Dragon Shield, granting Fire/Ice/Bolt immunity

Dark Matter Won from various enemies:

First farmable by ExDeath Souls in Bal Castle's Basement (Act 3). Yup, it's painful.

If you have a Beastmaster (or a lot of guts) you can farm them from Prototype in Act 1

Most of the effects don't work on **Heavy** enemies or are actually pretty weak for how rare they are...

+Phoenix Down = Death Potion, an instant kill spell OR a way to fully heal Bonemail wearers!

+Dark Matter = Shadow Flare, essentially a copy of the Flare spell!

Some Dark Matter abilities inflict ailments without using a Hit%—they won't work on immune targets but can even get around huge Magic Evade on bosses (SHINRYUU hint hint)

You may wish to use pmac135's spreadsheet of enemies by appearance to look for chances to farm the key ingredients:

<https://docs.google.com/spreadsheet/ccc?key=0As1XoaEFimODdEdpbXVYVFNuaUQ0TEZnRlliajZtMFE#gid=0>

Now, the results. Note that if you use an "invalid" combination (Such as Potion + Potion), the game will just use an item (Potion + Potion = Potion. Potion + Maiden Kiss = Maiden Kiss, etc), so try to stick to specific mixes, otherwise you're essentially wasting an item

The results are arranged categorically: Damage/Negative Status, Healing/Remedy, and Effect-Only skills

Effects with "% chance" use **Magic Accuracy**, see that section for info

For a quick image file you can hold onto for abilities:

<http://s92.photobucket.com/user/yeblos/media/Chemist.gif.html>

Table 9: Quick Chemist Mixes

Potion			
Potion	Potion	Hi-	
	x1.8	Potion	
Hi-	Regen	Hi-	Antidote
Potion		Potion	
		x1.8	

Table 9: Quick Chemist Mixes

[illegible]

Damage/Negative Status Mixes

Dark Breath

Recipe Dragon Fang + Dark Matter

Effect Deals damage equal to caster's missing HP

Dark Gas

Recipe Eyedrop + Dark Matter

Effect Inflicts **Blind** unless the target is Immune

Dark Ether

Recipe Ether + Dark Matter

Effect Removes 3/4ths of the target's current MP

Works on **Heavy** enemies

Dark Elixir

Recipe Elixir + Dark Matter

Effect Reduces HP to critical

Doesn't work on **Heavy** targets

Dark Potion

Recipe Potion + Dark Matter

Hi Potion + Dark Matter

Effect Deals exactly 666 damage, ignoring all modification

Dark Sigh

Recipe Eyedrop + Dragon Fang

Effect Inflicts **Blind** and **Confuse** unless the target is immune

Use **Confuse** to learn Blue Magic

Death Potion

Recipe Phoenix Down + Dark Matter

Effect Instant kills the target unless Immune

Fully heals Undead (note for **Bone mail** users!)

Dragon Breath

Recipe Dragon Fang + Dragon Fang

Effect Deals Bolt, Ice, and Fire damage equal to the caster's HP

Drain Kiss

Recipe Maiden's Kiss + Turtle Shell

Effect Drains HP from target (Magic Power 255)

Yes, it's a **Flare**-strength HP Drain

Explosive

Recipe Turtle Shell + Dark Matter

Effect Deals damage equal to caster's HP

Kills caster after use, regardless of Instant Death resistance

Failure (a)

Recipe Elixir + Turtle Shell

Effect Performs one of two possible results:

25% chance of reducing HP to critical (or doing nothing if target is **Heavy**)

75% chance of inflicting **HP Leak**

Failure (b)

Recipe Holy Water + Dark Matter

Effect **Poisons** target unless Immune

Failure (c)

Recipe Turtle Shell + Dragon Fang

Effect Deals damage equal to 25% of current HP

Doesn't work on **Heavy** opponents

Holy Breath

Recipe Holy Water + Dragon Fang

Effect Deals damage equal to caster's HP

Lamia's Kiss

Recipe Maiden's Kiss + Eyedrop

Effect **Confuses** a target unless immune

Use Confuse to secure Blue Magic spells

Lillith's Kiss

Recipe Ether + Maiden's Kiss

Elixir + Maiden's Kiss

Effect 99% chance of draining MP from target (Magic Power 45)

Poison

Recipe Antidote + Dark Matter

Effect **Poisons** target unless Immune

Poison Breath

Recipe Antidote + Dragon Fang

Effect Deals **Poison**-elemental damage equal to 50% of caster's HP

Shadow Flare

Recipe Dark Matter + Dark Matter

Effect Magic attack at 240 Magic Power, piercing MDef

Also causes **HP Leak**

The most powerful actual damage the Chemist is capable of by a long shot

Toad's Kiss

Recipe Maiden's Kiss + Dark Matter

Effect Inflicts **Toad** unless target is Immune

Healing Mixes

Cure Blind

Recipe Potion + Eyedrop

Hi Potion + Eyedrop

Effect Restores HP (Magic Power 30) and removes [Blind](#) ailment

Ether

Recipe Potion + Turtle Shell

Effect Restores 80 MP

Ether Dry

Recipe Hi Potion + Turtle Shell

Effect Restores 160 MP

Fenix Down

Recipe Phoenix Down + Phoenix Down

Effect Revives a dead target with 25% HP

99% chance of instant killing non-Heavy Undead

Use [Reincarnation/Resurrection](#) instead for revival

Half Elixir

Recipe Hi Potion + Ether

Effect Fully heals target's MP

Holy Water

Recipe Holy Water + Holy Water

Effect Heals HP (Magic Power 75) and removes [Zombie](#) ailment

Kiss of Life

Recipe Phoenix Down + Maiden's Kiss

Effect Revives a dead target with 50% HP and full MP(!)

Doesn't heal living allies, sorry, no Easy Elixirs for you

99% chance of instant killing non-Heavy Undead

Use [Reincarnation/Resurrection](#) instead for revival

Neutralize

Recipe Potion + Antidote

Hi Potion + Antidote

Effect Restores HP (Magic Power 30) and removes [Poison](#) ailment

Panacea

Recipe Phoenix Down + Turtle Shell

Effect Cures [Stone](#), [Toad](#), [Mini](#), [Poison](#), [Blind](#), [Aging](#), [Sleep](#), [Paralyze](#), [Confuse](#), [Berserk](#), [Silence](#), [Stop](#), and [Slow](#)

Consider [Restorative](#) if you don't need to cure Stone, Toad, Mini, Poison, Blind, Stop, or Slow

Reincarnation/Ressurrection**Recipe** Potion + Phoenix DownPotion + Hi Potion ¹¹

Ether + Phoenix Down

Elixir + Phoenix Down

Effect Revives a dead target with full HP and MP(!!!)

Doesn't heal living allies, sorry, no Easy Elixirs for you

99% chance of instant killing non-Heavy Undead

Technically two Mix results, but they're functionally identical

Restorative**Recipe** Antidote + Eyedrops**Effect** Cures [Aging](#), [Sleep](#), [Paralyze](#), [Confuse](#), [Berserk](#), and [Silence](#)[Panacea](#) cures more status ailments but uses Turtle Shells**Water of Life****Recipe** Potion + HiPotion**Effect** Places [Regen](#) on the target**X-Potion****Recipe** Potion + Ether

Ether + Turtle Shell

Effect Recovers target to full HP

Reduces an Undead target to critical HP (Doesn't work on Heavy Undead)

Effect-Only Mixes**Bacchus' Wine****Recipe** Revivify + Turtle Shell**Effect** Causes [Berserk](#), unless Immune**Dragon Armor****Recipe** Phoenix Down + Dragon Fang**Effect** Adds [Reflect](#), [Protect](#), [Shell](#), and [Regen](#)**Dragon Kiss****Recipe** Maiden's Kiss + Dragon Fang**Effect** Sets type to Dragon & [Heavy](#)

Used on allies, Heavy grants them immunity to things like % HP drain and many instant death effects, just like bosses with the flag!

Heavy is obviously not too desirable on enemies, but there are some lategame weapons which may be able to take advantage of an enemy becoming a Dragon (such as the [Dragon Whip](#)!)

¹¹(Pretty sure this is incorrect, see [Water of Life](#) below –@andycyca)

Dragon Power

Recipe Potion + Dragon Fang

Hi potion + Dragon Fang

Effect Increases level by 20

Can stack, level cap from this ability is 255 (NOT 99!)

Enemy spells still use original level to determine spells like [L5 Doom](#)

Raising level greatly increases damage and success rate/evasion rate of % accuracy effects

Raising enemy level is GENERALLY a bad idea... unless you have a Blue Mage who can exploit L_ spells

See also [Sampson Power](#), which is only half as effective but uses common ingredients

Dragon Shield

Recipe Ether + Dragon Fang

Effect Immune to Bolt/Fire/Ice damage for the remainder of combat

Elemental Power

Recipe Revivify + Eyedrop

Effect Grants +50% Water/Wind/Earth/Holy/Poison/Bolt/Ice/Fire damage done by target

Damage enhancement DOESN'T stack with equipment providing the same effect

Still a great way to enhance any spellcaster or elemental user

Giant Drink

Recipe Elixir + Dragon Fang

Effect Doubles Max HP for the remainder of battle

Unlike [the drink](#), doesn't have to target the user

Also years more expensive because it uses an Elixir

Haste Drink

Recipe Turtle Shell + Eyedrop

Effect Adds [Haste](#)

Similar to [the !Drink](#) but targetable

Kiss of Blessing

Recipe Maiden's Kiss + Revivify

Effect Causes [Image](#), [Haste](#), and [Berserk](#)

On the SNES version alone, this IGNORES status immunities. This means anything can be Berserked.

This can COMPLETELY destroy certain boss AI—the most famous of which is the ability to skip the final boss' transformation, thus avoiding the second half of the fight entirely! Use at your own discretion if available because it's pretty game-breaking.

Levitate

Recipe Maiden's Kiss + Antidote

Effect Adds [Float](#)

Life Shield

Recipe Phoenix Down + Holy Water

Effect Grants Instant Death immunity for the remainder of combat

Protect Drink**Recipe** Turtle Shell + Turtle Shell**Effect** Adds [Protect](#) and [Shell](#)Not quite the same as a normal [Protect Drink](#)**Resist Ice****Recipe** Phoenix Down + Antidote**Effect** Absorb Ice damage for the remainder of combat**Resist Fire****Recipe** Ether + Eyedrop**Effect** Absorb Fire damage for the remainder of combat**Resist Poison****Recipe** Ether + Antidote**Effect** Grants Poison immunity for the remainder of combat**Resist Thunder****Recipe** Phoenix Down + Eyedrop**Effect** Absorb Bolt damage for the remainder of combat**Sampson Power****Recipe** Revivify + Antidote**Effect** Increases level by 10

Can stack, level cap is 255 (NOT 99!)

Enemy spells still use original level to determine spells like [L5 Doom](#)

Raising level greatly increases damage and success rate/evasion rate of % accuracy effects

Raising enemy level is GENERALLY a bad idea... unless you have a Blue Mage who can exploit L_ spells

See also [Dragon Power](#), which is twice as effective but uses rarer ingrediants**Split Shell****Recipe** Turtle Shell + Antidote**Effect** Reduces Def & MDef for the remainder of the battle by half (Guaranteed)

Can be used multiple times on one target

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8 Risk Mode

8.1 Berserker

The good news: HULK SMASH. HULK SURVIVE SMASH. HULK SMAAAAAAAAAAAAAASH**The bad news:** Hulk have no self control):**Stat Mods** Strength +21; Agility -9; Vitality +25; Magic -23**Hands** Daggers, Axes**Armor Types** Heavy Headgear, Heavy Armor, Heavy Accessories

8.1.1 Berserker Abilities

Command Slot - None ...not that they care

L1 (100 AP) - Berserk

Always active in Berserker job

The titular ability of the Berserker. Ensures that the Berserker is always under Berserk status—which can NEVER be removed while you're in Berserker. Ever. There's nothing you can do about it. All you do is FIGHT, FIGHT, FIGHT!

The good news? Berserk does provide a benefit—you have 1.5x Weapon Attack while in Berserk. Combined with the Berserker's powerful Axes already—or ANY weapon type if you want to be weird and pass this onto another class that's just going to be mashing **Fight** anyway (Monk? Knight?)—and that's actually a huge physical damage increase!

L2 (400 AP) - Equip Axes

Transfers Strength (+21)

Transfers the use of Axes onto another character. Axes aren't a bad weapon type; they're a little unreliable, but generally powerful (although some of that comes from the Berserker's constant 150% Weapon Attack bonus from being enraged). The Strength modifier boost is only outmatched by Knights and Monks, too.

8.1.2 Berserker Success Strategy - Not in Natural Challenge

Use Berserkers when you need raw physical damage, and stack them with +Strength gear. If you have Knight or Ninja available, throw Double Grip or Dual Wield on them for hilarious results; otherwise pass them any other useful passives, since they can't use Commands (such as Equip Ribbon, Sword Grab, Footwork). Do not use Berserkers when physical damage is a bad idea (And by that we mean leave them dead temporarily). It's really that simple.

8.1.3 Success Strategy - Natural Jobs Only

You have a permanent Berserker (OR MORE if Berserker Risk is an asshole). Just equip them with the best thing you can—or whatever is most appropriate to the upcoming situation, really—and let them go absolutely nuts. Enhance their damage further with +Strength gear. Remember to select their weapons BEFORE battles, and that they can access Daggers as well (notable for things like muting magic bosses via Mage Masher for instance)

If you desperately need them to NOT physical attack (such as the Great Trench, where enemies react to physical attacks with deadly spells), kill them off for the time being. Just remember, pretty much any single character can 'babysit' a group of Berserkers through the game.

If you're having a whoooole lot of trouble, see the [Magic Underflow Glitch](#) section at the end.

8.1.4 SNES Version Special Note

Due to a bug, in this version of the game, you CANNOT flee battle if all living party members are Berserked. Don't wait until your 'zerker is the last one alive to retreat, because you won't be able to! Those playing in other releases don't have to worry, of course.

8.1.5 Berserker Special Equipment

Axes are a unique and exceptionally powerful weapon category, and the main "advantage" to the Berserker. Remember that, unless you're using Equip Axes to enable Axes on another character, Axes have 1.5x the Weapon

Attack that is displayed. They also have highly variable damage, and ignore the majority of an enemy's defensive stats.

Table 10: Axe properties

Hit Rate	80%-90%
Double Grip?	Yes (and heaven help your enemies should you be able to)
Magic Sword?	No
Can Throw?	Variable

Axes use the following damage formula (22):

$$((50 \text{ to } 150\%WAtk) - \frac{1}{4}Def_{Enemy}) \times \text{Multiplier (Strength, Fast)} \quad (22)$$

To better provide an idea of how crazy variable Axes are and just how much Berserk affects their damage, the effective Weapon Attack ranges when wielded by Berserkers are listed here. Pay attention to their properties and learn them; especially the ones near the end of the game have a variety of effects.

Battle Axe

Bought Act 1, Worus

Attack Power 23

Berserker Attack Power 17-51

Notes Can be Thrown

War Hammer

Bought Act 1, Karnak

Attack Power 28

Berserker Attack Power 21-63

Notes Cannot be Thrown

Ogre Axe

Bought Act 1, Jacole

Attack Power 33

Berserker Attack Power 24-73

Notes Cannot be Thrown

Doom Axe

Dropped Act 1, Crescent Island, Crescent (enemy)

Steal Act 3, near Castle Bal, Mukare

Attack Power 43

Berserker Attack Power 32-96

Notes On attack, 33% chance of casting Doom
Cannot be Thrown

War Hammer

Bought Act 2, Rugor/Bal/Kelb

Attack Power 38

Berserker Attack Power 28-85

Notes Can be Thrown

Venom Axe**Bought** Act 2, Surgate**Attack Power** 48**Berserker Attack Power** 38-114**Notes** On attack, 67% chance of causing **Poison**

Can be Thrown

Earth Hammer**Steal** Act 1, Titan (Thief only, sadly)**Found** Act 3, Pyramid**Bought** Act 3, Mirage/Dwarf Kingdom**Attack Power** 58**Berserker Attack Power** 43-130**Notes** Deals full damage from the Back Row

On attack, 25% chance of casting Quake (155 Magic Power earth damage spell vs all enemies)

Can be Thrown

Giant Axe**Found** Act 3, Istory Falls**Steal** Cleft of Dimensions, Castle, Twin Tania (When charging Giga Flare)**Attack Power** 91**Berserker Attack Power** 68-204**Notes** Whether this or Rune Axe is stronger depends on a lot of things

Cannot be Thrown

Rune Axe**Found** Act 3, Legendary Weapon**Attack Power** 71**Berserker Attack Power** 53-159**Notes** Magic +3 while equipped

When attacking, will use 5 MP if possible to add 10 extra Attack Power (up to 61-181)

Also adds an ADDITIONAL Magic & Level-based multiplier to the Berserker's attack if MP is used

The ONE time you may want a command equipped to the Berserker for its Magic stat boost (eg **!Black**)

Can be Thrown

Thor's Hammer**Found** Cleft of Dimensions, Castle**Steal** Cleft of Dimensions, ????, DeathClaw**Attack Power** 81**Berserker Attack Power** 61-181**Notes** Deals full damage from the Back Row

Cannot be Thrown (:/)

8.1.6 Magic Underflow Glitch

So you want to break the game, do you?

Berserkers have a massively low natural Magic. They, being Heavy Armor classes, can also equip two pieces of equipment that severely reduce Magic further—**Thornlet** and **Giant Glove**. With one of these equipped, Bartz, Faris, and Krile are reduced below 0 Magic; with both equipped, even Lenna is.

So why's this matter?

Simple: When you go below 0 in a stat, the game “wraps around” back up to a near-maximum value.

With only one piece of equipment, on Bartz/Faris/Krile, you can equip the [Earth Hammer](#). When Quake triggers it will use the Berserker’s near-maximum Magic value instead of a near-nonexistent one, dealing absolutely massively multiplied damage over normal.

With both Thornlet AND Giant’s Glove equipped, you can instead use the Rune Axe on any character as a Berserker, and they will gain an absolutely huge extra attack modifier when the Rune Axe consumes MP.

Just make sure you’re not equipping any sort of +Magic gear or abilities that increase Magic.

NOTE: This glitch may not be fixed in certain versions):

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9 Act I Bosses

9.1 Wind Raptor

If you can’t do this you should probably not be doing this challenge

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9.2 Karlabos

Table 11: Karlabos attributes

HP	650
Level	5
Heavy	Yes
Elements	Weak to Bolt
Useful Ailments	N/A
Magic Evade	0%

Karlabos Notes

- Special attack will cause [Paralyze](#)
- Paralysis right now can only be cured by waiting until it wears off):
- Also can reduce HP to critical via Tailscrew
- Go full-on offense and heal when needed
- White Mages are in for a long fight

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9.3 Siren

Table 12: Siren attributes

HP	900
Level	2
Heavy	Yes
Elements	Variable
Useful Ailments	N/A

Table 12: Siren attributes

Magic Evade	0%
-------------	----

Siren Notes

- Switches between two forms on every fourth action, a physical Undead form and magical Human form
- The easiest of the pre-Water Crystal bosses if you only have White Mages

Human Form:

- Has 0 physical defense but 20 MDef (Negating offensive magic available to you right now)
- Turn 1: Mute, Slow, or Haste
- Turn 2: Cure, Ice, or Scan(...)
- Turn 3: Protect, Sleep, or Bolt
- Physical characters should use this phase to attack
- Magical characters should use this phase to heal

Undead Form:

- 12 physical defense but 0 MDef, weak to fire
- Undead, so it takes damage from healing spells
- Heavy, so no Phoenix Down instant kills
- Uses either Fight or a poison damage attack each turn
- Physical characters should use this time to heal, or use Potions on it for 50 damage apiece
- Magical characters should go all-out

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9.4 Magisa & Forza

9.4.1 Magisa

Table 13: Magisa attributes

HP	650
Level	8
Heavy	No
Elements	–
Useful Ailments	Blind, Poison, Silence
Magic Evade	0%

Magisa Notes

- Turn 1: Fire, Ice, Bolt
- Turn 2: Aero, Attack, Drain
- Rinse and repeat
- When dropped to 300 HP, summons Forza and casts [Regen](#) on him
- White mages may want to simply outlast her 200 MP (it might take a bit) so she can't Regen Forza, and don't forget to apply Protect to everyone!
- With careful play and a lucky setup you might be able to burn her before she can even summon Forza.

9.4.2 Forza

Table 14: Forza attributes

HP	850
Level	8
Heavy	Yes
Elements	–
Useful Ailments	Blind , Sleep , Poison
Magic Evade	0%

Forza Notes

- Does normal attacks, with a 33% chance of Tackle (150% damage)
- Blue Mages: Flash causes [Blind](#), which works on Forza and makes him harmless
- Everyone else: Just power through him
- Move squishier classes to the back row

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9.5 Galura

Table 15: Galura attributes

HP	1,200
Level	3
Heavy	No
Elements	–
Useful Ailments	Poison , Blind , Berserk , Toad , Paralyze
Magic Evade	0%

Galura Notes

- Only immune to [Sleep](#). Every other ailment should work almost guaranteed
- Pattern consists of only physical attacks
- When he's below 800 HP, taking damage causes him to counter with an attack or two at random
- Might randomly use Rush during the counter's second hit (Damage & [HP Leak](#))
- If your party starts hurting really bad, stop attacking and treat them
- Should you be crazy enough to have [Berserk](#) already, it does stop his reactions, but amps his normal attack damage
- Though he can be [Toaded](#) by Blue Mages, he'll just turn himself back. Still, it causes him to waste turns
- Natural challenge players: Use the Whip (from [Magisa](#)) on a Freelancer, enjoy [Paralyze](#)

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9.6 Shiva

Optional Boss!

Table 16: Shiva attributes

HP	1,500
----	-------

Table 16: Shiva attributes

Level	11
Heavy	Yes
Elements	Absorbs Ice, Weak to Fire
Useful Ailments	Poison, Slow
Magic Evade	0%

Shiva Notes

- Commanders have 600 HP and perform only physical attacks, weak to Fire, only immune to Mini
- Alternates between targetting the front row and back row with Ice2 spells
- Summoners having too much trouble now can come back later with Fire Rods from Karnak

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9.7 Liquid Flame

Table 17: Liquid Flame attributes

HP	3,000
Level	19
Heavy	Only in Hand Form(!)
Elements	Variable
Useful Ailments	Confuse
Magic Evade	0%

Liquid Flame Notes

- Has three different forms with variable properties
- When attacked, counters with an action and transforms into another form at random
- All forms are immune to all ailments
- All forms absorb Fire and are immune to Water & Poison (irrelevant mostly)
- Human and Whirlwind forms are weak to Ice. Hand Form is immune to all elemental damage.
 - **Human Form:** Uses Fight, Flame, or Rush (defense piercing hit) on actions. Reacts with Flame.
 - **Hand Form:** Uses Fight or Fingertips (paralysis) on actions. Reacts with Fire2.
 - **Whirlwind Form:** Casts Fire2 on self (healing). Reacts with Magnet (Changes a characters' row)
- Each form has separately tracked MP, though it only matters for Whirlwind.
- You can get Whirlwind to empty out its MP to keep the boss from healing
- Confusing it will cause it to do effectively nothing; use this if you need a chance to stop and heal
- When you kill it, you get different drops based on what form it's in:
 - Kill it in **Human Form** for a Flame Scroll (For Ninja's !Throw)
 - Kill it in **Hand Form** for a Fire Rod (Though you can buy these over in Karnak almost right after)
 - Kill it in **Whirlwind Form** for a Fire Bow (For Ranger only)
- Since you don't know what Fire job you're getting until after... roll a dice?

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9.8 Iron Claw

Table 18: Iron Claw attributes

HP	900
Level	39
Heavy	No(!)
Elements	—
Useful Ailments	Anything (!!)
Magic Evade	10%

Iron Claw Notes

- Uses physical attacks or DeathClaw ([Paralyze](#) + Critical HP)
- Not too bad... so long as you aren't super pressed for time when you reach him
- Is neither [Heavy](#) nor immune to statuses, but much less likely to be hit with spells than most enemies you've fought so far due to level advantage and first appearance of Magic Evade
- Fairly high physical defense
- PS: Are you sure you got things you want from Karnak? ([Elf Cape](#), [Ribbon](#), [Blue Magic](#)?)
- If you can kill the Sergeant before the soldiers you can skip the fight
- [Berserk](#) prevents Sergeant from transforming, but the only class that can Berserk it right now is the Blue Mage, who WANTS to fight it for DeathClaw

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9.9 Ifrit

Table 19: Ifrit attributes

HP	3,000
Level	22
Heavy	Yes
Elements	Absorbs Fire, Immune to Poison, Weak to Water and Ice
Useful Ailments	Poison , Silence , Slow , Paralyze , Blind , Berserk
"	
Magic Evade	10%

Ifrit Notes

- Alternates between [Fire2](#) and physical attacks, with either potentially being replaced by Flame
- Should be pretty easy
- 20% physical evade though):
- There's a slim chance of this fight starting with a back attack unless you have a Thief. Nothing you can do about this.

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9.10 Byblos

Table 20: Byblos attributes

HP	3,600
----	-------

Table 20: Byblos attributes

Level	24
Heavy	No(!)
Elements	Absorbs all elemental damage, exception is Fire (Weak)
Useful Ailments	Poison, Blind, Slow,
"	Paralyze
Magic Evade	20%

Byblos Notes

- Has a high MDef and some MEvade
- Has a variety of attacks, including Confusing, damaging MP(!), and the first instance of Sonic Wave
- Sonic Wave cuts your level by half, which impacts spell success rates and almost all damage output :(
- **Thieves:** Rare steal is Dark Matter if you want to prepare for possible Chemist
- Reacts to physical attacks with a 33% chance of casting [Protect](#) on himself
- Reacts to magical attacks with a 33% chance of casting [Toad](#) on the caster
- Reacts to damage when below 800 HP, with a 66% chance of casting Drain on the attacker
- This can be a little tough. Avoid damaging him with weak attacks to minimize counters
- There's a slim chance of this fight starting with a back attack unless you have a Thief. Nothing you can do about this.

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9.11 Sandworm

Table 21: Sandworm attributes

HP	3,000
Level	18
Heavy	Yes
Elements	—
Useful Ailments	Slow
Magic Evade	10%

Sandworm Notes

- Uses physical attacks or Quicksand (Low-ish damage, HP Leak(?))
- The big trick here is the Holes present. He shifts at seeming random into a different location
- Hitting an empty Hole causes them to react with Demi
- Avoid wide-targeting attacks unless you're sure it'll be worth it
- Counts as a Desert monster, so Blue Mage's [Aqua Rake](#) does huge damage
- Beastmaster can [catch](#) and release a Dhorme Chimera (desert nearby) to also use Aqua Rake
- Because of some oddities of the fight, Berserkers only have a 1/6 chance(!) to hit
- So uh, kill off any Berserkers before entering the fight. Sorry

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9.12 Crayclaw

Table 22: Crayclaw attributes

HP	2,000
Level	43
Heavy	Yes
Elements	Absorbs Water, Weak to Bolt
Useful Ailments	Everything that isn't Toad or Mini (!).
"	Silence does almost nothing though
Magic Evade	10%

Crayclaw Notes

- Sports noticable Def & MDef
- High level and small Magic Evade does make ailments a bit harder to land
- Uses either Tailscrew (Reduce to critical HP) or Attack
- Every third action, slim chance of Mucus ([HP Leak](#)). Getting hit with Tailscrew while under HP Leak is pretty much an instant kill and there's nothing you can do about it
- Minus his high defenses though this guy's super straightforward and easy

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9.13 Ramuh

Optional Boss!

Table 23: Ramuh attributes

HP	4,000
Level	21
Heavy	No(!)
Elements	Absorbs Bolt
Useful Ailments	Dead , Mini , Blind ,
"	Stop , Slow
Magic Evade	10%

Ramuh Notes

- Absorbs Lightning, no other elemental influences
- If Mini'd, he will cast [Mini](#) on your party. Mini also only drops his physical defense, but does almost nothing for his significant threats (does weaken his physical attacks though)
- Varies between Bolt2, Shock, Attack, and Flash

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9.14 Adamantium

Table 24: Adamantium attributes

HP	2,000
Level	20
Heavy	No(!)

Table 24: Adamantium attributes

Elements	Weak to Ice
Useful Ailments	Dead , Poison , Blind , Slow
Magic Evade	50% (!!!)

Adamantium Notes

- That's a huge Magic Evade for so early. Half your spells involving Hit% will automatically miss):
- Has a high Defense stat
- Begins battle with [Protect](#) & [Shell](#) statuses, halving ([or more](#)) damage he takes
- Only uses physical attacks, half of his rounds have him attacking twice in a row
- Not really any easy way to do this, it's just gonna take a while
- Don't forget that [Geomancers](#) can cast [Cave-In](#) in this battle¹²

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9.15 Sol Cannon & Launchers

9.15.1 Launchers

Table 25: Launchers attributes

HP	800
Level	50
Heavy	Yes
Elements	Immune to Water, Wind, Poison
Useful Ailments	Stop , Slow
Magic Evade	10%

Launchers Notes

- Attacks deal 50% of target's current HP in damage and cause [Aging](#)
- Might take a little more than 800 damage to kill sometimes because ???
- Old will drain your speed and damage until it's almost nothing
- Do NOT let them cause it—if you can't [Esuna](#) it off, destroy the Launchers ASAP, however you can

9.15.2 Sol Cannon

Table 26: Sol Cannon attributes

HP	12,500
Level	36
Heavy	Yes
Elements	Immune to Water, Wind, Poison; Weak to Bolt
Useful Ailments	Slow

Sol Cannon Notes

- Spends several turns charging up, then uses Surge Beam

¹²Added by @andycyca

- After the first use, Surge Beam takes less actions to “prepare”
- Surge Beam damages the whole party for 50% of their MAX HP (Not Current!), and inflicts [HP Leak](#)
- Be sure to stay healed etc

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9.16 ArchaeAvis

ArchaeAvis Notes

- Moves through five different forms with different HP amounts and properties, though MP is shared
- All forms are in constant [Float](#) (thus Immune to Earth)
- All forms are only vulnerable to [Slow](#)
- All forms have 0% Magic Evade
- There’s no visible sign of changing between forms, except when entering the final form
- Entering a new form resets ArchaeAvis’ ATB, so you can potentially see him almost never attack if you are dealing damage fast enough
- If a form is killed by the Monk’s Counter ability, it fails to change form and the dies immediately, so you can skip 4/5 phases of this fight!

ArchaeAvis Form 1

Table 27: ArchaeAvis Form 1 attributes

HP	1,600
Level	21
Heavy	Yes
Elements	Weak to Wind

Notes Uses Attack, Breath Wing, or Slip ([HP Leak](#)) at random
High physical defense, low magical defense

ArchaeAvis Form 2

Table 28: ArchaeAvis Form 2 attributes

HP	1,600
Level	19
Heavy	No(!)
Elements	Absorbs Ice

Notes Uses Fight, Blaze, or Wing ([Poison](#)) at random
Mid-high physical defense, low-mid magical defense

ArchaeAvis Form 3

Table 29: ArchaeAvis Form 3 attributes

HP	1,600
Level	23
Heavy	Yes
Elements	Absorbs Fire

Notes Uses Fight, Flame, or Tail ([Blind](#)) at random
 Low-mid physical defense, mid-high magical defense

ArchaeAvis Form 4

Table 30: ArchaeAvis Form 4 attributes

HP	1,600
Level	24
Heavy	No(!)
Elements	Absorbs Bolt

Notes Uses Fight, Thunder, or Claw ([Paralyze](#)) at random
 Low physical defense, high magical defense

ArchaeAvis Form 5

Table 31: ArchaeAvis Form 5 attributes

HP	2,500
Level	20
Heavy	Yes
Elements	Absorbs Wind, Bolt, Ice, Fire

Notes Despite being “revived” and referred to as the “undead” form, is NOT Undead
 Uses fight, attacks from previous forms + Entangle ([Paralyze?](#)), and Fang ([Confuse](#))
 Low physical defense, high magical defense

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9.17 Chimera Brain

Table 32: Chimera Brain attributes

HP	3,300
Level	19
Heavy	No(!)
Elements	Absorbs Ice
Useful Ailments	Dead , Poison , Blind ,
"	Berserk , Silence , Stop , Slow
Magic Evade	0%

Chimera Brain Notes

- Alternates physical attacks and Blaze, with a 33% chance to use [Aqua Rake](#) instead of either action
- Don’t forget that [Geomancers](#) can cast [Cave-In](#) in this battle¹³

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¹³Added by @andycyca

9.18 Titan

Table 33: Titan attributes

HP	2,500
Level	1
Heavy	Yes
Elements	Absorbs Earth
Useful Ailments	Paralyze, Stop, Slow
Magic Evade	0%

Titan Notes

- Uses physical attacks, with a 33% chance every other turn to use Earth Shaker (Earth damage to party)
- Also casts Earth Shaker one last time when killed
- You don't have access to [Float](#) yet, but any class with [Confuse/Control](#) can use this on Gaelicats on the North Mountain, who will cast Float on your characters
- Don't forget that [Geomancers](#) can cast [Cave-In](#) in this battle¹⁴

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9.19 Puroboros

Table 34: Puroboros attributes

"	
HP	1,500
Level	22
Heavy	No(!)
Elements	—
Useful Ailments	Dead, Poison, Blind,
"	Sleep, Berserk, Silence, Stop,
"	Slow
Magic Evade	0%

Puroboros Notes

- Uses physical attacks, with a 33% chance to use [Exploder](#) (Damage a target for HP and then die) instead
- If killed by one of your attacks, they will attempt to use [Life2](#) to fully revive any dead allies
- This can lead the battle to going in circles
- Puroburos only have 100 MP, so they can't use the revival more than once each
- You can also lower them all to very low HP and let them explode and heal it off
- [!Control](#) them and have them Exploder on themselves to remove themselves without casting Life2
- There's a few ways to tackle this battle, but just swinging randomly is not one of them.

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¹⁴Added by @andycyca

10 Act II Bosses

10.1 Gilgamesh I

Table 35: Gilgamesh I attributes

HP	1,150
Level	26
Heavy	No(!)
Elements	—
Useful Ailments	Dead , Mini , Blind ,
"	Berserk , Silence , Stop ,
"	Slow
Magic Evade	0%

Gilgamesh I Notes

- Just uses physical attacks
- Does NOT have any steals, unlike other Gilgamesh fights
- The only difficulty here is only having one party member
- If you should be in White Mage, use [Mini](#). Every other class should be capable on their own

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10.2 Gilgamesh II

Table 36: Gilgamesh II attributes

HP	6,500
Level	28
Heavy	Yes
Elements	—
Useful Ailments	Blind , Berserk ,
"	Silence , Slow
Magic Evade	0%

Gilgamesh II Notes

- Silence does not normally work in the GBA release (The exception being [Void](#), which will work!)
- Uses physical attacks, and occasionally Goblin Punch, Aero2, or Wind Slash
- When dropped below 2500 HP, he casts Haste, Armor, and [Shell](#) on himself, then gains Jump in his actions
- This makes him MUCH more dangerous
- If you can drain out his MP ([Blue Mage](#) or [Chemist](#)), he's only got 1,000 and makes his second half hilariously easy since the buffs will fail to be cast
- You can also [Silence](#) him for this effect ([Mage Masher](#)), or [Berserk](#) him to prevent his AI from changing
- Does not have any equipment to steal this time):

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10.3 Tyranosaurus

Table 37: Tyranosaurus attributes

HP	5,000
Level	29
Heavy	No(!)
Elements	Immune to Ice, Weak to Fire
Useful Ailments	Blind , Berserk , Slow
Magic Evade	0%

Tyranosaurus Notes

- Counts as undead, and is NOT [Heavy](#). Feel free to instant kill with a Phoenix Down!
- Generally just uses physical attacks
- Reacts to Wind/Earth/Water/Holy damage by using Poison Breath
- Use [Berserk](#) to nullify his AI

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10.4 Abductor

Table 38: Abductor attributes

HP	2,500
Level	29
Heavy	No(!)
Elements	—
Useful Ailments	Dead , Blind , Sleep , Paralyze ,
"	Confuse , Berserk , Silence ,
"	Stop , Slow
Magic Evade	0%

Abductor Notes

- No elemental modifiers
- Only immune to [Toad](#), [Mini](#), [Poison](#), and [Paralyze](#)
- So yes you can instant kill him, cause [Berserk](#), or any of a number of other things
- Hell, [Confuse](#) him and watch him Hurricane himself into critical HP if you want
- Uses fight, and alternates each turn with a 33% chance of Hurricane (Reduced to crit HP) or HP Draining
- Should be simple, though [Vampire](#) can steal a lot of HP (It steals 50% of missing HP on SNES; 100% on GBA!)
- Thieves can rare steal a Power Ring from him (though they'll become purchasable shortly)

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10.5 Hiryyu Plant

Table 39: Hiryyu Plant attributes

HP	12,000
Level	33

Table 39: Hiryuu Plant attributes

Heavy	No(!)
Elements	—
Useful Ailments	Dead, Berserk, Stop, Slow
Magic Evade	0%

Hiryuu Plant Notes

- Begins battle in [Regen](#) status
- Does not actually act, it only summons the Flowers and/or revives them
- Flowers have 100 HP, no physical defense, but notable magic defense (50!) and Evade
- Flowers have no elemental modifiers and no status immunities, and are not [Heavy](#)
- Each flower has an attack that ignores Defense and causes ailments
- From leftmost to rightmost flower: [Confuse](#), [Paralyze](#), [Blind](#), [Poison](#), [Aging](#)
- Use multitarget abilities or ailment spells to disable the Flowers
- Berserking the main plant prevents it from reviving/spawning flowers
- **iOS Version:** The main plant begins the battle with Regen

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10.6 Gilgamesh III (& Enkidu)

10.6.1 Gilgamesh III

Table 40: Gilgamesh III attributes

HP	8,888
Level	31
Heavy	Yes
Elements	—
Useful Ailments	Blind, Berserk, "
	Silence, Slow
Magic Evade	10%

Gilgamesh III Notes

- When dropped below 6000 HP, summons [Enkidu](#) (unless [Berserked](#)!)
- Uses physical attacks, and occasionally Missile (% current HP damage) or the dangerous DeathClaw (Reduces to critical HP and paralyzes)
- **Thieves:** Make sure to steal the [Genji Glove](#)!
- [Silence](#) blocks his most dangerous abilities; [Berserk](#) prevents him from summoning Enkidu
- **GBA Version Players:** Gilgamesh is neither [Heavy](#) nor immune to Death in this version

10.6.2 Enkidu

Table 41: Enkidu attributes

HP	4,000
Level	29
Heavy	No(!)
Elements	Immune to Earth

Table 41: Enkidu attributes

Useful Ailments	Dead, Blind, Silence,
"	Berserk, Slow
Magic Evade	20%

Enkidu Notes

- Focus on him once he's summoned, because of [White Wind](#) (Heals himself & Gilgamesh for HP equal to Enkidu's remaining HP!)
- [Control\(!\)](#) him and you can WhiteWind the party
- Also uses Sonic Wave (Halved level), [Vampire](#) (Drains HP), Aero 2, Missile (% current HP damage)
- Vampire is super dangerous on the **GBA version** because it will fully heal him and almost certainly kill one of your characters):

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10.7 Atomos

Table 42: Atomos attributes

HP	19,997
Level	41
Heavy	Yes
Elements	—
Useful Ailments	Sleep
Magic Evade	20%

Atomos Notes

- Immune to (almost) all ailments
- [Sleep](#) shouldn't wear off unless it takes physical damage, so abuse that if you can
- Begins battle with [Haste](#), though you can't Slow it off him):
- Notable magic evasion rate
- This battle's a little weird
- Atomos begins by casting [Comet](#) spells, over and over, at the party, until someone dies
- You're really not going to survive this unless you've got [Shell](#) + Massive HP
- When someone's KO'd, he begins "pulling" them across the screen
- Occasionally (rarely) uses Slow2, Demi, Quarter, or Old in the process
- When a party member gets too close, they are removed from battle (can't be revived)
- He then goes about killing the next ally
- This battle is essentially a damage race. Let a character be dead (just one though) and wail on him with the best you've got.
- You can revive a character just before they're "sucked in", then deliberately kill off another ally to avoid having your party member count drop for a longer period of time
- Good luck

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10.8 Shoat

Optional Boss!

Table 43: Shoat attributes

HP	5,000
Level	38
Heavy	Yes
Elements	—
Useful Ailments	Poison
Magic Evade	0%

Shoat Notes

- Just uses physical attacks or 33% chance of Drain
- Whenever he takes damage, he counters by attempting to petrify the attacker
- Unless that damage is from Poison...
- Do NOT go all out on him or you'll lose due to turning to stone. Just take your time.

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10.9 Seal Guardians

Table 44: Seal Guardians attributes

HP	7,777 (each)
Level	77
Heavy	No(!)
Elements	Variable
Useful Ailments	Dead, Slow
Magic Evade	20%

Seal Guardians Notes

- Level advantage makes it hard to land Hit% abilities
- All crystals are immune to Holy, Poison, Bolt, and Ice.
- Each crystal is a different element, and thus packs an additional element absorbed
- Crystals attack physically until dropped below 3,000 HP, at which point they start spamming a spell
 - **Fire Seal (Top):** Absorbs Fire, casts Fire3 at low HP
 - **Wind Seal (Left):** Absorbs Air, casts Aero3 at low HP
 - **Earth Seal (Bottom):** Absorbs Earth, casts Earth Shaker at low HP
 - **Water Seal (Right):** Absorbs Water, casts Aqua Rake at low HP
- Because they get more dangerous at low HP, avoid multi-targeting spells and focus on one at a time
- If that's not an option ([Berserkers!](#)) do what you can to exploit their instant death weaknesses, or cross your fingers and hope

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10.10 Carbuncle

Optional Boss!

Table 45: Carbuncle attributes

HP	15,000
Level	44
Heavy	Yes
Elements	Variable
Useful Ailments	Variable
Magic Evade	Variable

Carbuncle Notes

- Swaps between two forms
- “Main” form has a very high Magic Evade, Magic Defense, constant [Float](#) & [Reflect](#). Good luck with that
- Also has a really high physical defense and evade rate
- Bounces Ice2/Fire2/Bolt 2 off of himself three times, then swaps into a “Second form”
- When dropped to 10,000, adds a rotation of 3x Bio/Confuse/Stop → transformation
- When dropped to 3,000, adds a rotation of 3x Break/XZone/Doom → transformation
- The alternate form has NO Wall, casts Cure2 on itself once, then transforms back
- This second form is the time when it is most vulnerable. Its physical defenses near vanish and its magic defenses vanish, including Magic Evade—it’s even weak to every element!
- In addition, the “second form” is only immune to Instant Death and Berserk
- This means, among others, [Stone](#), [Stop](#), [Confuse](#), and [Silence](#) can all destroy it
- This weaker form is ALSO not counted as [Heavy](#)
- Take advantage of Carbuncle’s weak period to do your worst to it
- **Thieves:** Steal a [Wall Ring](#) from him!

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10.11 Gilgamesh IV

Table 46: Gilgamesh IV attributes

HP	12,000
Level	53
Heavy	Yes
Elements	—
Useful Ailments	Slow
Magic Evade	30%

Gilgamesh IV Notes

- Hard to hit with Hit% spells
- Uses physical attacks, or a variety of special abilities: Sonic Wave, Tiny Song, Flash, Hurricane, Time Slip, Rocket Punch, Frog Song, and Strange Dance
- Treat him like most any boss, just be ready to treat a variety of ailments during this fight
- Transforms after taking 12,000 damage, triggering a sequence of events. Don’t bother trying to kill him during this time as he’ll eventually be killed
- **Thieves:** Steal the [Genji Helm](#) after he transforms!

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10.12 Exdeath

Table 47: Exdeath attributes

HP	32,768
Level	66
Heavy	Yes
Elements	Immune to Poison , Weak to Holy
Useful Ailments	—
Magic Evade	85%

Exdeath Notes

- That's not a typo. 66 Level and 85% Magic Evade. Good luck landing anything that can miss
- Technically you can [Slow](#) him... but he just casts [Haste](#) on himself if you do!
- Reacts to physical damage by casting Dispel on the attacker
- Has three AI Patterns based on HP remaining
 1. 32,768—16,001 HP remaining
 - Condemn puts a character on a countdown that causes instant death when ended
 - Dynamo swaps the row of all party members
 - Gravity 100 removes [Float](#) from the party
 - Zombie Breath can turn characters into [Zombies](#), particularly nasty
 - Vacuum Wave deals 1.5x damage and causes [HP Leak](#)
 - He can also cast Demi, Earth Shaker, Flame, Hurricane, Bio, and L3 Flare during this rotation
 2. 16,000—7,001 HP remaining
 - Usually Performs two actions at once during this phase
 - Fight and Vacuum Wave appear here, along with Fire3, Bolt3, and Ice3
 - If you've got [Reflect](#) going here, he can burn himself very quickly now
 3. 7000 HP remaining:
 - Rotates between three turns:
 1. 66% chance of casting [Meteo](#) (oww), otherwise Fights
 2. A random spell of Fire3, Ice3, or Bolt3
 3. Uses Fight or Vacuum Wave
 - Try to rush him down, because Meteo is his most dangerous ability by far
 - Good luck, this guy is practically a final boss in his own right

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11 Act III Bosses

11.1 Antlion

Table 48: Antlion attributes

HP	8,100
Level	34
Heavy	Yes
Elements	Immune to Earth, weak to Water
Useful Ailments	Blind , Aging , Sleep , Berserk , Silence , Slow
Magic Evade	10%

Antlion Notes

- Uses physical damage with a 33% chance of instead casting Sonic Wave (halves level)
- Uses Stomach Acid (Damage & [HP Leak](#)) every fifth action
- The only danger here is being down to Bartz & Krile
- You can handle this, you beat Exdeath afterall

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11.2 Gargoyles

Table 49: Gargoyles attributes

HP	5,000
Level	33
Heavy	Yes
Elements	Absorbs Holy
Useful Ailments	Poison , Blind , Aging ,
"	Sleep , Paralyze , Berserk ,
"	Silence ,
"	Stop , Slow
Magic Evade	35%

Gargoyles Notes

- Only makes physical attacks... as far as damage goes
- The difficulty here is twofold (get it because there's two? 8D)
- On every fifth action, they have a 33% chance to use Fusion (Fully healing their ally then dying)
- If they act when the other Gargoyle is dead, they revive the ally with max HP
- This isn't done via spell, so running them out of MP won't work
- You will have to beat them (almost) simultaneously to succeed here.
- Alternatively, [Berserking](#) them will remove their AI routine, preventing them from reviving the other
- [Silence](#) won't stop them from reviving, but it will prevent Fusion
- You can also disable them with other ailments
- Death/Stone effects that don't check for [Heavy](#) but do check for Immunity (eg Shoat) do work on them

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11.3 Merugene

Table 50: Merugene attributes

HP	20,000
Level	Variable (29 in magic-weak forms, 33 in phys-weak forms)
Heavy	Yes
Elements	Variable
Useful Ailments	Blind , Sleep , Paralyze ,
"	Confuse , Silence , Stop ,
"	Slow
Magic Evade	10%

Merugene Notes

- Immune to Water, Wind, Earth, Holy, and Poison elemental damage
- Merugene swaps between four weaknesses: Bolt, Ice, Fire, and Physical
- This is announced by the use of “Barrier Change”
- When weak to Bolt/Ice/Fire, she will have massive(90!) Defense, and will absorb the other two elements
- She will also cast the level 3 version of the other elements at your party
- When weak to Physical, has absurd Magic Defense and MEvade and casts all three L3 elements, as well as absorbing them, but has absolutely 0 Defense/evasion
- Merugene’s AI is a little weird
 - On turns 1-3 it can cast a spell/fight (33%) or do nothing
 - On turns 4-6 it can cast a spell/fight (33%), spell + Barrier Change (33%), or do nothing
 - On turns 7-9 it can cast a spell/fight (33%) or do spell + Barrier Change (66%)
- Resetting, of course, after performing a Barrier Change
- This boss fight is odd, but shouldn’t be too difficult
- If nothing else, just keep waiting on her until her physically vulnerable phase
- Remember that she DOESN’T use the action type she’s currently weak to!
- Always begins battle in Fire-weak form, by the way

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11.4 Omniscient & Minotauros

Optional Boss! ...But required for accessing several other areas

The chances of you having a balanced party here is low

Nonetheless, have some ways to make this a LOT easier!

11.4.1 Omniscient

Table 51: Omniscient attributes

HP	16,999
Level	53
Heavy	Yes
Elements	Weak to Air
Useful Ailments	Aging , Paralyze , Berserk , " Silence , Stop , Slow
Magic Evade	0%

Omniscient Notes

- Begins battle with [Protect](#), [Shell](#), and [Regen](#)
- If struck physically, attempts to cast Reset. Fails if muted or [berserked\(!\)](#)
- Barrages the party with an array of black, white, and time magic, occasionally buffs himself too
- Since he has ailment weaknesses, use these to your advantage
- He casts [Flare](#) when he dies, so don’t try to outsmart him by sending only one character
- Seriously, Berserk him, it’s hilarious, you can do whatever you want

If **NOBODY** has access to any magic damage/Berserk, there is a way to do this but it’s ugly:

- Equip a character with the [Wall Ring](#) and a [Mage Masher](#). Preferably heavy armor too
- Have characters attack the one with the Wall Ring
- Eventually [Silence](#) will cast, be reflected off the Wall Ring, temporarily(!) silencing Omniscient
- You can get an attack off from each party member before Silence wears off

- Rinse and repeat
- It's always possible he won't put Wall on himself, but if he does you'll need Wall yourself to do this
- You can also just put Wall Rings on your whole party and let him kill himself via bouncing spells
- If you DON'T have a Wall Ring from Act 2, it can be stolen/dropped by several enemies
- Remember that the [Thief Dagger](#) can be found in Mirage to let any class steal
- See the [Wall Ring](#) section for information

11.4.2 Minotauros

Table 52: Minotauros attributes

HP	19,850
Level	37
Heavy	Yes
Elements	Absorbs Water, Earth, Holy Poison
Useful Ailments	NOPE.jpg
Magic Evade	0%

Minotauros Notes

- Uses nothing but (strong) physical attacks
- Magic is nullified during this fight
- Equip the [Chicken Knife](#) on a fast character and whittle him down even if you've only got mages
- He reacts to physical damage with extra attacks, so be careful about that
- Bring lots of healing items, since magic is impossible

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11.5 Stalker

Optional Boss!

Table 53: Stalker attributes

HP	20,000
Level	7
Heavy	Yes
Elements	Immune to Earth, Absorbs Water
Useful Ailments	Blind , Sleep , Slow
Magic Evade	10%

Stalker Notes

- There are four of them, kind of
- Can use a variety of attacks (Mind Blast, Hurricane, [Confuse](#), and normal attacks)
- When struck, or after a certain amount of time, changes which one is "real"
- Only the real one takes damage
- Uses [Blaze\(?\)](#) as a counter if struck with multi-target attacks. If you can endure it, go for it.

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11.5.1 Triton/Nigreid/Phobos

Optional Bosses!

Table 54: Triton/Nigreid/Phobos attributes

HP	13,333 (Each)
Level	37 (Triton), 20 (Neregeid), 39 (Phobos)
Heavy	No(!)
Elements	Variable
Useful Ailments	Dead, Stone, Poison, Blind,
"	Aging, Sleep, Paralyze,
"	Confuse, Silence, Stop
Magic Evade	60%

Triton Notes

Nigreid Notes

Phobos Notes

- All three are Undead(!), and due to not being [Heavy](#), can be instant killed/damaged with healing
- Triton uses physical attacks, Emission, and Fire3. He absorbs Fire but is weak to Ice.
- Neregeid uses attacks, Snowstorm, Blaze, and Ice3. Absorbs Ice but is weak to Fire.
- Phobos uses attacks, Bio, and Rainbow Wind. Absorbs Poison, weak to Earth.
- The difficulty here is that if one of them is dead, they'll revive their ally with some HP and then immediately use Delta Attack ([Stone](#)). The revival is not stopped by [Silence](#).
- Therefore you need to take these three out approximately simultaneously
- While disabling them with ailments or even instant-killing is possible, their high Magic Evade makes this tricky
- Anyway, just knowing how the battle works should be enough by now to work out a strategy, right?
- [Berserker](#) is suffering. Consider killing them off this fight.
- If you're really having problems, call for [Odin](#) via [Summoner](#) or [Magic Lamp](#) to instant kill them(!)

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11.6 Leviathan

Optional Boss!

Table 55: Leviathan attributes

HP	40,000
Level	37
Heavy	Yes
Elements	Immune to Earth, Fire; Absorbs Water; Weak to Bolt
Useful Ailments	Blind , Silence , Slow
Magic Evade	70%

Leviathan Notes

- Uses physical attacks, [Aqua Rake](#), and the powerful Tidal Wave
- Every third action is actually two actions in a row

- Also counters Magic at a 33% chance with Tidal Wave, and physical damage at a 33% chance of Entangle
- The easiest way to do this is to equip the party with Coral Rings (bought in Mirage for starters)
- Otherwise you might be in some pain

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11.7 Odin

Optional Boss!

Table 56: Odin attributes

HP	17,000
Level	2
Heavy	Yes
Elements	Absorbs Holy
Useful Ailments	Aging , Sleep , Paralyze ,
"	Berserk , Silence , Stop ,
"	Slow
Magic Evade	80%

Odin Notes

- His level's so low that only the Magic Evade matters for Hit%. With that said... look at it.
- Just does normal attacks...
- ...until the 1 minute timer empties, then he uses True Edge and kills the party
- Damage race!
- Summoners (And you're fighting him because you've got a [Summoner](#), right?) can just use [Shoat](#), as Shoat causes [Stone](#) without caring about Heavy or not
- No really, it might only work 20% of the time but it doesn't care he's [Heavy](#)
- No-miss ailments are great here, especially [Berserk](#) (Stops Odin from doing True Edge. Ever.)
- May rarely drop a [Flame Shield](#), rare Steal is a [Guard Ring](#), but good luck with that

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11.8 Bahamut

Optional Boss!

Table 57: Bahamut attributes

HP	40,000
Level	99
Heavy	Yes
Elements	Immune to Earth
Useful Ailments	Blind , Silence , Stop ,
"	Slow
Magic Evade	33%

Bahamut Notes

- His attacks change every 5000 HP he loses
- At the start, has a 33% chance of trying to Mega Flare
- <35,000: Atomic Ray, Blaze, or attack
- <30,000: Flame, Earth Shaker, or attack
- <25,000: [Aqua Rake](#), Thunder, or attack
- <20,000: Maelstrom, Snowstorm, or attack
- <15,000: Poison Breath, Zombie Breath, or attack
- <10,000: 66% Mega Flare, 33% attack
- Mega Flare is nonelemental and really powerful
- Equip [Wall Rings](#) to bounce it back though!
- Amusingly enough, when below 10,000, if he is hit with a reflected Mega Flare he'll just do it again
- Bahamut what are you even doing
- Basically Wall Ring (or just late [Reflect](#)) owns this battle

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12 Cleft of Dimensions Bosses

12.1 Calotisteri

Table 58: Calotisteri attributes

HP	18,000
Level	68
Heavy	Yes
Elements	—
Useful Ailments	Poison , Aging ,
"	Silence , Slow
Magic Evade	10%

Calotisteri Notes

- Reacts to taking any damage by casting Drain (lol [bonemail?](#))
- Casts Wall, Old, or Stop at random party members
- When she has put Wall on a party member, she will bounce Haste, Protect, or Regen off of them
- When she herself has Wall, she will bounce Bio, Venom, Old, or Stop off of herself
- She's actually very unlikely to be a threat as she does (almost) no "unannounced" damage
- Just make sure you're outhealing her and targetting reflectable abilities right
- If you want an easy fight, send in a solo character wearing [Bone mail](#) and watch her kill herself on you

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12.2 Apanda

Table 59: Apanda attributes

HP	22,200
Level	59
Heavy	Yes

Table 59: Apanda attributes

Elements	Weak to Fire
Useful Ailments	Blind, Berserk,
"	Silence, Slow
Magic Evade	

Apanda Notes

- Uses a variety of actions: Attacks, Thread, Hammer, Confuse, Wind Slash, Sonic Wave
- When hit physically, 33% chance of reacting with Protect and 33% chance of Drain
- When hit with magic, 33% chance of reacting with Toad and 33% chance of Drain
- Interestingly enough, his counterattacks are disabled if you summon Ifrit
- Shouldn't be too hard; basically Byblos all over again

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12.3 Apocalypse

Optional Boss! (But opens a save point)

Table 60: Apocalypse attributes

HP	27,900
Level	57
Heavy	Yes
Elements	Weak to Poison
Useful Ailments	(... None)
Magic Evade	33%

Apocalypse Notes

- Casts all of the following Blue Magic: Dark Shock, GuardOff, MindBlast, Condemn, Roulette, L2 Old, L5 Doom, L4 Quarter, Mighty Guard, Tiny Song, Flash, ????, Aero 2, Emission, Missile, Time Slip, Death Claw, White Wind
- ??? and White Wind are particularly nasty because of his huge HP pool
- There is no particularly easy strategy for most parties, and a lot of randomness to be had
- You can, however, block several spells with Reflect
- Put Reflect on Apocalypse himself to cause him to reflect Mighty Guard and White Wind to you!
- If you have a Blue Mage, you can do some fun stuff...
- Hitting him with L3 Flare, Aero 3, Blowfish, Vampire, Aqua Rake, Hammer, or Exploder changes his AI
- Apocalypse will spend the next three turns very likely to cast those spells
- Yes, Exploder
- Use Exploder on Apocalypse to make him blow himself up
- I'm not even joking

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12.4 Catastrophe

Table 61: Catastrophe attributes

HP	19,997
Level	71
Heavy	Yes
Elements	Absorbs Earth
Useful Ailments	Blind, Aging,
"	Paralyze, Slow
Magic Evade	33%

Catastrophe Notes

- If an ally is in [Float](#) status, casts Gravity 100, removing Float from the party
- Otherwise, uses physical attacks or Earth Shaker. Occasionally uses Demon's Eye ([Stone](#))
- So long as you can keep up damage output and survive Earth Shaker's damage, you're fine
- He might remove Float, but it's a good way to keep him occupied all the same!
- If you Float someone who has [Reflect](#), Gravity 100 will actually reflect, so he'll just keep trying it. Over, and over, and over...

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12.5 Halicarnassus

Table 62: Halicarnassus attributes

HP	33,333
Level	97
Heavy	Yes
Elements	—
Useful Ailments	Mini, Blind, Aging,
"	Silence, Slow
Magic Evade	66%

Halicarnassus Notes

- Yeah good luck landing those ailment spells
- Begins every battle by turning the party into [frogs](#). Start the battle as frogs to have him cure you.
- Spends six turns using a mix of attacks and Dynamo (switching party rows)
- Occasionally casts [Dispel](#), [Haste](#), or [Shell](#) during this time
- On the seventh turn, casts Holy on a character
- On the eighth turn, turns the party into frogs
- Rinse and repeat
- Not particularly dangerous excluding the high damage from Holy
- This shouldn't be too bad, right?

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12.6 Twin Tania

Table 63: Twin Tania attributes

HP	50,000
Level	39 (Normal), 30 (While Charging)
Heavy	Yes (Normal), No (While Charging!)
Elements	Weak to Water, Holy
Useful Ailments	Variable
Magic Evade	Variable

Twin Tania attributes

- Also known as Fatma Weapon
- This boss essentially switches between two forms
- Note that ailments are maintained separately between forms, and swap as they do

Twin Tania Normal Form

- Only relevant ailments are [Blind](#), [Silence](#), and [Slow](#); 10% Magic Evade
- Follows a set pattern:
 - 2 turns of Atomic Ray, Snowstorm, or Attacks
 - 1 turn of Mind Blast or Wind Slash
- A couple more turns (The AI pattern doesn't list these, it's weird)
- Transforms into "Charging" form with a message announcement
- 33% chance of Tidal Wave when hit physically
- 33% chance of Mega Flare when hit magically
- If killed in this form, can drop the Geomancer's Tinker Bell
- **Rare Steal** in this form is a [Flame Shield](#)

Twin Tania Charging Form

- Has no Magic Evade, vulnerable to [Blind](#), [Silence](#), [Slow](#), [Toad\(!\)](#), [Stop\(!\)](#), Instant [Death\(!\)](#), [Stone\(!\)](#)
- Is also not [Heavy](#)(!)
- Spends a turn announcing incoming Giga Flare, then does nothing, then uses Giga Flare
- Giga Flare does some pretty huge damage and unlike Mega Flare CAN'T be reflected
- You should be able to kill it quickly by exploiting vulnerabilities in this form
- If you absolutely can't do it—get the [Magic Lamp](#) and summon [Odin](#) with it during this form.
- If defeated in this form, can drop the Samurai's [Murasame](#)
- Common Steal in this form is the Berserker's [Giant Axe](#)

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12.7 Gilgamesh V

Table 64: Gilgamesh V attributes

HP	7,000
Level	59
Heavy	Yes
Other stuff	Irrelevant

Gilgamesh V Notes

- No elemental modifiers
- Immune to relevant status effects
- Actually it doesn't even matter
- Just uses regular attacks
- After dealing 7,000 damage, some text plays and he leaves
- **DO NOT forget** to steal the [Genji Shield](#) from him!
- You CAN lose this battle believe it or not

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12.8 Necrophobia

Optional Boss! (Unlocks final Save Point, however)

Table 65: Necrophobia attributes

HP	44,044
Level	66
Heavy	Yes
Elements	Variable
Useful Ailments	Variable
Magic Evade	Variable

Necrophobia Notes

- Takes place over three phases

Necrophobia Phase 1

- Necrophobia is immune to all damage and ailments at this time
- Is surrounded by four Barrier enemies
- Barriers have constant Wall and 8,800 HP, are level 44, and are immune to Earth
- Barriers are vulnerable to Slow/Stop/Mute, but you'll have to Reflect that off your own allies
- Barriers alternate between two attacks: Fire3/Ice3/Bolt3 on the party, or bouncing Holy/Flare off of themselves
- Putting [Reflect](#) on your party will cause their Fire3/Ice3/Bolt3 to bounce back hilariously
- Otherwise, pull out your best physical attacks and try to focus them down one by one

Necrophobia Phase 2

- After all barriers are down, begins attacking directly
- Weak to all elemental damage(!)
- Vulnerable to [Slow](#), [Blind](#), [Silence](#)... but high level and 75% Magic Evade
- During this phase, takes two actions at a time - mostly physical attacks
- 33% chance of any action being Hurricane (Reduce to critical HP), Doom, or Vacuum Wave (1.5x damage & ignores defense)

Necrophobia Phase 3

- Begins when Necrophobia has <9,999 HP remaining (so after about 34,000 HP)
- Basically a long in-battle cutscene in which Gilgamesh shows up
- **DO NOT forget** to steal the [Genji Armor](#) off of Gilgamesh!

- After the cutscene is over the boss ends
- You can end up skipping this if you do more than 9,999 HP to Necrophobia at once, preventing you from getting the [Genji Armor](#)

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12.9 Final Boss

- Takes place in two distinct phases
- Items stolen this battle don’t carry over... **UNLESS you’re on the GBA version**—the items will persist after the credits, allowing you to get some valuable equipment with ease

12.9.1 Final Boss Phase 1: Exdeath

Table 66: Final Boss Phase 1 attributes

HP	49,001
Level	77
Heavy	Yes
Elements	—
Useful Ailments	Slow
Magic Evade	15%
Steal	Phoenix Down (Common) or Wonder Rod (Rare)

Final Boss Phase 1 Notes

- Pattern changes based on HP
 - HP > 30,000: Uses regular attacks and the occasional White Hole (Petrification AND Instant Death)
 - HP 10,000-30,000: Attack, Holy, White Hole, Condemn
 - HP < 10,000: 33% Meteo, 33% Attack, 33% Do Nothing
- Basically this guy loves instant kills and gets progressively worse as his HP wears down
- Try to rush down this form if you can, though with as many characters alive as possible
- There’s only so much you can do against him):
- Have a [Chemist](#) use [Kiss of Blessing](#) on this form for a SUPER easy kill, he won’t ever transform (**SNES version only**, it’s a glitch)
- But you wouldn’t do that, would you?

12.9.2 Final Boss Phase 2: NeoExdeath

- NeoExdeath has four parts. All four parts must be defeated in order to finish this boss off
- All pieces of NeoExdeath have very high Magic Evade (66%–80%) and huge levels, so reliance on Hit% spells is not exactly a good idea. Classes that can inflict them without Hit% (such as [Mystic Knight](#) or [Chemist](#)) are great here.
- No pieces have any elemental modifiers
- When only one piece is left, it enters a routine of performing two actions at a time
 - The actions during this “last stand” include Meteo, Vacuum Wave, Comet, and Almagest
- Therefore, make sure at least for the last two pieces you take them roughly simultaneously
- NeoExdeath has “false parts”—things that can’t be deliberately targetted, but exist and take no damage. This is irrelevant for most, however, for those who have any sort of random targetting ([Berserkers](#), [Time Mage’s Meteo](#), [Ranger’s !X-Fight](#), as examples), there is a chance these effects will strike one of these false parts and do no damage. Nothing you can do about it.
- The false parts apparently do not exist in the GBA version, so go nuts

Top Piece (#1)

Table 67: Top Piece attributes

HP	55,000
Level	83
Heavy	Yes
Potential Ailments	Blind, Paralyze,
"	Silence, Stop
Magic Evade	75%
Steal	Dragoon Spear (Rare)

Top Piece Notes

- If you still want to try with that stupid low success rate, **Paralyze** and Stop will work
- This part is responsible for the terrifying Grand Cross and nothing else
- *"The Laws of the Universe Mean Nothing!"*
- And then a couple wasted turns later, it performs Grand Cross
- Grand Cross inflicts a random ailment to every party member (Possibly ignoring immunities, not sure)
- Yes, that includes killer ones—Petrification, **Confuse**, Instant Death, Zombie...
- Also casts **Dispel** in between Grand Cross uses
- When below 30,000 HP, adds Attacks to the routine
- When below 15,000 HP, after the next Grand Cross, stops using it and switches to Attacks and occasional uses of Meteo
- If left alone and goes into "Rampage Mode", uses Grand Cross without warning every fourth action(!!!)
- So don't leave this one for last

Bottom Piece (#2)

Table 68: Bottom Piece attributes

HP	55,000
Level	67
Heavy	Yes
Potential Ailments	Stone, Blind, Aging,
"	Silence, Stop
Magic Evade	80%
Steal	Fuma Shuriken (Common)

Bottom Piece Notes

- Casts Almagest on occasion
- Almagest does Holy damage and causes **HP Leak**
- Prioritize this if your party can't handle the high magic damage
- Excluding if you put it into Rampage Mode, of course
- **Mystic Knights** can easily instant kill this part; **Summoners** and **Black Mages** can at low odds.

Frontmost Piece (#3)

Table 69: Frontmost Piece attributes

HP	50,000
Level	81

Table 69: Frontmost Piece attributes

Heavy	Yes
Potential Ailments	Blind , Silence ,
"	Stop , Slow
Magic Evade	75%
Steal	Tempest Katana (Rare)

Frontmost Piece Notes

- Mostly performs normal attacks and the occasional Dispel
- Also uses Vacuum Wave (150% attack power)
- Basically an entirely physical piece. Priority depends on your ability to handle physical damage

Back Piece (#4)

Table 70: Back Piece attributes

HP	60,000
Level	86
Heavy	No(!?!?!)
Potential Ailments	Poison , Blind ,
"	Silence ,
"	Stop , Slow
Magic Evade	66%
Steal	Ragnarok (Rare)

Back Piece notes

- [IT'S NOT HEAVY](#)
- It's still immune to normal Instant Death though, but moves that ignore immunity work on it!
- And of course Gravity spells. If they can HIT because of high level and flat 2/3 chance of missing
- Uses physical attacks and spells (Aero3, Ice3, Flare, Fire3, Holy, Bolt3, Dispel)
- Also occasionally uses Delta Attack ([Stone](#))
- Want an easy way to delete this?
- Get the [Magic Lamp](#) and have it summon [Odin](#) at the start of this fight
- Bam, instant dead piece of the final boss!
- You can also save this for when it's the final part to avoid the "goes berserk" finale
- Note: This doesn't work with a [Summoner](#) calling [Odin](#) because he'll just use Gungnir

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13 Go Away You Don't Want To Do This

13.1 Shinryuu

Are you sure you want to do this?

Table 71: Shinryuu attributes

HP	55,500
Level	97

Table 71: Shinryuu attributes

Heavy	Duh
Elements	Absorbs Holy
Potential Ailments	Blind, Berserk,
"	Silence, Slow
Magic Evade	95%

Shinryuu Notes

- That Magic Evade is no typo. Only 1/20 spells can even POTENTIALLY land
- Absorbs Holy elemental damage
- Does not have the absurd physical/magical defenses of Omega
- DOES have an absolutely stupid speed stat so gets turns like a crazy bastard

13.1.1 Shinryuu AI Routine

- Its AI routine is a little weird. Mostly straightforward but largely bullcrap
- Starts every battle with a huge damage Tidal Wave
- Then goes into a pattern:
 1. Maelstrom, Roulette, or Attack
 2. Snowstorm, Atomic Ray, or Thunder
 3. Two actions in a row:
 1. Maelstrom, Fight, or Roulette
 2. MightyGuard, L2 Old, or L3 Flare
 4. Two actions in a row:
 1. 66% chance of Fight, or 33% chance of Demon's Eye
 2. 66% chance of Fight, or 33% chance of Poison Breath
- On occasion below 20,000 HP, his pattern gets "Reset" - he uses Zombie Breath, Tidal Wave, then goes back into the old pattern

First off, you absolutely want to have [Coral Rings](#) equipped or Tidal Wave will slaughter you. On the other hand, if you do have them equipped, hey, healing. Unlike Omega, you don't need a specific strategy, but there's no easy one either. Equip your best weapons (Anything that does supereffective damage to Dragons is a godsend here!). Obviously, don't have a level that's a multiple of 2/3. If you can survive Tidal Wave, consider [Running Shoes](#) instead; unless you have a [Time Mage](#) it's the only way you'll be even close to keeping up with his nonsense.

I really have no advice. Get Coral Rings, use shields to block elements where possible, spam [Phoenix](#) if you have access to Summons, use the [Mirage Vest](#) image refreshing trick, WHATEVER YOU HAVE TO DO... and get ready to reset over, and over, and over—if it's even possible for your party in the first place.

Or maybe you want to do this the "easier" way.

See, Shinryuu can be berserked. The catch? His fight command is MASSIVELY powerful, and he's fast as hell. If you can berserk him, though, there's several things you can do:

- [Running Shoes](#) Equip them, or have Hastega.¹⁵ You NEED to be able to keep up, and Coral Rings are pointless if he's not going to use Tidal Wave
- [Knight](#) + allies in critical HP + [!Guard](#) = immunity
- [Chemists](#) can use a mix to inflict [Blind](#), or you can cross your fingers for any other method of Blind
- [Mini](#) + [Genji Shield](#) has such a high physical evade you're near immune; you can also use things like the [Defender](#) or [Elf Cape](#) (If you can afford to give up [Running Shoes](#) somehow)
- There's also a super slim chance of inflicting Slow
- If you have [Summoner](#), you can use [Golem](#) casts

¹⁵Which one is this? [Haste2?](#)—@andycyca

- Use the [Image](#) status via [White Magic](#), [Ninja command](#), or [Mirage Vest](#) refresh trick

Don't think you'll get off easy if you Berserk him. Shinryuu already has HUGE physical damage, you don't want to see what he's like when Berserked, especially with his stupid high speed stat. With that said, if a miracle occurs (We're talking "1.5% success rates") and you can land Blind or Slow (which don't wear off over time), it will help IMMENSELY. Chemists can inflict Blind guaranteed via a [!Mix!](#)

TL;DR Time: Use the [Wonder Rod](#), [Power Staff](#), or [White magic Berserk](#) to Berserk Shinryuu into only using physical attacks, then use the [Mirage Vest](#) refreshing trick, [Mini](#) + [Genji Shield](#), constant castings of [Golem](#), or a [Knight](#) using [Cover](#) and [!Guard](#).

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13.2 Omega

Honestly, you thought Shinryuu was bad, you ain't seen nothin' yet.

Table 72: Omega attributes

HP	55,530
Level	119 (yes seriously)
Heavy	Of course
Elements	Absorbs all elements except Bolt (Weak)
Potential Ailments	Stop , Slow
Magic Evade	90%

- Absorbs all elements except Lightning, which it is weak to
- Has 190 Defense (Basically, immune to physical attacks) and 150 Magic Defense
- Begins battle in [Reflect](#) and [Shell](#) because fuck you
- Counters all damaging attacks with two actions; likely Rocket Punch but can also do Mustard Bomb or Circle

13.2.1 Omega AI Rotation

1. Atomic Ray, Delta Attack, or Blaster
2. Surge Beam
3. Rainbow Wind, Emission, or Atomic Ray
4. Surge Beam
5. Two Actions in a row:
 1. Delta Attack, Blaster, or Surge Beam
 2. Maelstrom, Quake, or Rainbow Wind
6. "Targetting" (Turns attacks against itself next turn)
7. Rainbow Wind, Emission, or Atomic Ray
8. Surge Beam

Atomic Ray Fire damage to the party

Blaster Instant [Death](#) spell

Circle Removes a character if it succeeds (Can't be revived)

Delta Attack Petrification

Maelstrom Party HP to Critical

Mustard Bomb Magic damage & [HP Leak](#)

Quake Earth damage to party

Rainbow Wind Dark, Mute, [HP Leak](#)

Rocket Punch Damage & [Confuse](#)

Surge Beam Damage equal to half of MAX HP to party

13.2.2 So how the fuck do you beat this guy?

... So how the fuck do you beat this guy? Here's classes that will make a huge difference:

- **Bard:** [Love Song](#) can Stop it; for whatever reason, it ignores the [Magic Accuracy](#) thing. The Stop effect wears off quickly, however, but two Hasted [!Sing](#) users can almost keep him stoplocked
- **Beastmaster:** [Tame](#) can [Stop](#) it (Or should be able to at least in **GBA version**), [!Release](#) a Yellow Dragon that performs Thunder for a free 9,999 damage at the start
- **Berserk:** TECHNICALLY Berserker can deal damage because axes treat Omega as only having like 42-ish DEF but do you really want to proc an infinite array of counterattacks that can [Confuse](#) I mean really
- **Black Mage:** Bounce Bolt3 or Flare spells off of yourself
- **Blue Mage:** Mighty Guard turns the damage from immense to "not completely bullshit"
- **Chemist:** A number of useful buffs, including [Dragon Kiss](#) (Heavy targets are immune to Blaster, Circle, HP Critical, etc); damage via [Shadow Flare/Lillith's Kiss](#)
- **Mystic Knight:** Bolt3 Sword will deal 9,999 damage a hit since it ignores defense
- **Monk:** If you crit (8%) then you ignore defense; if it fails, 0 damage and get countered.
- **Samurai:** If your sword crits, it ignores Defense. If it fails, 0 damage and get countered.
- **Summoner:** Summon spells don't reflect, although careful which you use
- **Time Mage:** Haste2, Meteo doesn't get reflected. Landing Slow could be a godsend but good luck with that
- **White Mage:** Heal pls

The IDEAL way to deal the most damage to Omega is [Mystic Knight](#) with Ranger's [!X-Fight](#) and/or Ninja's dual-wielding, as that will shave off about 20k HP (or 40k if you have both) a turn. Everyone else is looking at a lot longer, messier battle, and the reality is that several classes are just going to be USELESS in this battle.

[Flame Rings](#) will absorb Atomic Ray for some healing, or for a class that can, equip [Flame Shield](#) + [Wall Ring](#) to negate most of his attacks; add [Float](#) too if you can. Haste Shoes will let you get more turns (and you will desperately need them). Keep in mind that Wall Ring will reflect Atomic Rays, which do heal Omega.

There is also some oddity about his "Targetting" ability—when he uses it, he performs all actions until his next turn against the target, this INCLUDES his counterattacks. This ability can be reflected so his actions will target himself, dealing damage to himself and sparing your party some pain. This INCLUDES his counterattacks for that duration, giving you an opportunity to nail him!

Seriously, there's several parties that likely just won't be able to complete this, because there are only a very small number of ways to even DAMAGE this fucker, and that's all there is to it.

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14 Version History

Because I should have it somewhere

- 1.00 → 1.01 Added links to a spreadsheet by pmac135, specifically for Thief/Blue Mage/Chemist
- 1.01 → 1.02 Mirage Vest updated
- 1.02 → 1.03 A long list of notes courtesy of RegalStar
<http://www.shrinemaiden.org/forum/index.php/topic,14864.msg986643.html#msg986643>
- 1.03 → 1.04 Dirty tricks to beat Shinryuu courtesy of Rilgon during RK's stream
- 1.04 → 1.05 Extra corrections courtesy of Albireo
<http://www.shrinemaiden.org/forum/index.php/topic,14864.msg986908.html#msg986908>
- 1.05 → 1.06 Some notes from my own playthroughs
More from the MotK thread (ty Meophist and others)

- 1.06 → 1.07 A lot of little tweaks and additional item locations courtesy of https://docs.google.com/document/d/1MrmmtZPyCJnRL8eclp5LOwhDnb_9FLeFQNjOzyVI-R8/edit
- 1.08 Formatting! Cleaning! Going into the 2014 FJF!
- 1.09 Minor fixes courtesy of the FJF Subreddit!
Version differences listed where I could find out about them!

14.1 Markdown version history

1.09.01

- **Date** 2019-07-16
- **Added**
 - Some emphasis in words originally in ALL CAPS
 - Navigation links at the end of each section
 - Cross-reference links, mostly to equipment and status effects
 - Chemist quick reference table.
 - One tip about the [Adamant](#), [Chimera Brain](#) and [Titan](#)
- **Corrected**
 - Corrected several typos
 - Changed a typo in Eq. [7](#); is now identical and consistent with Eq. [8](#)
- **Edited**
 - Changed hyphens to em-dashes
 - Changed all instances of 'Charm' to 'Confuse'
 - Changed all instances of 'Mute' to 'Silence'
 - Updated one link in the introduction to reflect its move
 - Marked one link in the introduction as dead. I have not found any replacements
 - Updated all formulae to be displayed in MathJax or LaTeX
 - Converted Boss information into tables
- **TODO**
 - Consider adding images
 - Re-check consistency between translations
 - Consider whether to stick to a single version/translation or somehow adapt all into a single document
 - Consider adding a Walkthrough or a simplified walkthrough
 - * What about a checklist-style micro walkthrough?
 - Consider adding a list of missables
 - Consider making the navigation links more user-friendly

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