Final Fantasy V Advance Blue Magic Guide

by fallacies   Updated to v0.3 on Jun 11, 2013

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                           Final Fantasy V Advance - US Version
                               blue magic acquirement reference
                                                    by fallacies
                                       version o.3 (o6\II\2oI3)


===============================================================================
[C]                                                        Table of Contents
===============================================================================

                         C          Table of Contents

                         O          About this Guide

                         I          Acquirement Reference

                          .i              Elemental

                          .ii             Set-Value

                          .iii            Sacrificial

                          .iv             Non-Elemental

                          .v              Instant Death

                          .vi             Status Anomaly

                          .vii            White Magic

                          .viii           Miscellaneous

                         II          Azulmagia


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[O]                                                         About this Guide
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      o5\2o\2oI3 - ver. o.I - Initial Draft.
      o5\2o\2oI3 - ver. o.2 - Initial Publication Draft for GameFAQs,
                              with minor text corrections.
      o6\II\2oI3 - ver. o.3 - Minor corrections made:
                              - Headstone removed from Lilliputian Lyric.
                              - Enchanted Fan removed from Aeroga.
                              - Note on Learning behavior added.

This guide is intended as a semi-comprehensive reference for the acquirement of
Blue Magic in the North American version of Final Fantasy V Advance.

The sections of this guide are searchable by bracketed numeral-alphabet
addresses, as such:

      [I.v] = Instant Death Type Spells
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Final Fantasy V Advance is property of Square-Enix. Credit for the information
presented below goes to Shin Kung Fu Man, TakerVersion1, Kia Lobeli, and
CavesOfNarshe.com. I claim responsibility only for reorganizing the content for
easier consumption and purposes of reference.

Any questions, suggestions, clarification requests, information additions, or
corrections may be submitted to:

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Please head the subject with [FFV].

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================================================================================
[I]                                                         Acquirement Reference
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While making use of this reference, please note the following:

   a) Most spells can be acquired from Azulmagia in the Cloister of the Dead.
      He will consequently not be listed within the chart below.

   b) While the majority of spells cannot be reflected, certain exceptions
      exist. These will be flagged at the bottom left of each cell with an R.

   c) Certain monsters will not perform a target spell unless controlled. The
      names of these monsters will be flagged with * symbol.

   d) Certain monsters will not perform a target spell unless specific
      conditions are met. These are listed in parenthesis below their location.
      "React" means that the target spell will be cast as a response to a
      specified player action.

   e) So long as Learning is equipped or otherwise active as an inherited
      ability, a character is capable of obtaining even the spells that kill
      them. However, if a target spell is cast, but fails to successfully
      activate (due to immunity, etc.), it will not be learned. (e.g. Level 5
      Death cast against a party containing no characters with a multiple-of-
      five level.) A spell that does not target a party member will not be
      learned. (e.g. A Dhorme Chimera casting Aqua Breath on itself while under
      the influence of Control.)

   f) As clarification, spells in Final Fantasy V Advance are a pooled
      resource. So long as a single character with Learning equipped is hit by
      spell per the circumstances described above, all characters will be able
      to use the spell.

   g) The abbreviation CoD refers to "Cloister of the Dead."

   h) Monsters that appear in multiple locations are listed here at their
      earliest convenient occurrence.

   i) Certain monsters, such as the Ushabti, have insufficient maximum MP to
      perform the spells they theoretically possess. It's best not to rely on
      them for purposes of learning. In subsequent revisions, they may be
      removed from the list.

   j) Several of the monsters referenced below appear in multiple iterations
      across the game, and their abilities in each iteration are distinct;
      spells possessed by some versions cannot be used by others. (This is

especially true of Gilgamesh.) I have not explicitly marked out the
cases where the problem occurs, but if any confusion exists, the location
reference should point you toward the correct monster.

Secondarily, I haven't exhaustively confirmed the validity of the chart content
by manual means, and I haven't given much attention to the possible presence of
activation conditions; in the current version of the guide, certain
discrepancies between the Caves of Narshe bestiary and content available on
GameFAQs have been ignored for purposes of comprehensive coverage. If you find
an error within the chart, please inform me by email, and I will attempt to
correct it as soon as possible.

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--------------------------------------------------------------------------------
   name            description
                   notes

   reflectability  monster              location                 world
   mp cost                              condition
--------------------------------------------------------------------------------
[I.i]                                                    Elemental Damage Type
--------------------------------------------------------------------------------
   Aero            deals wind damage to target (light)
                   behaves like standard Black Magic

                   Moldwynd             Wind Shrine              I
                   Magissa              North Mountain           I
                   Defeater*            Fire-Powered Ship        I
                   Gigas                Karnak Castle            I
   R                                    (React: Physical)
   4               Mykale               Moore / Crescent         3
--------------------------------------------------------------------------------
   Aera            deals wind damage to target (moderate)
                   behaves like standard Black Magic

                   Gigas                Karnak Castle            I
                   Page 32              Ancient Library          I
                   Enchanted Fan        Ronka Ruins              I
                   Gilgamesh #268       Big Bridge               2
                   Endiku               Xezat's Fleet            2
   R               Abductor             Exdeath's Castle         2
   Io              Galajelly*           Moore Forest             2
--------------------------------------------------------------------------------
   Aeroga          deals wind damage to target (heavy)
                   behaves like standard Black Magic

                   Metamorph            Ghido's Cave             2
                   Crystal (Wind)       Guardian Tree            2
                   Ziggurat Gigas       Barrier Tower            2
                   Magic Dragon         Exdeath's Castle         2
                   Elm Gigas            Ancient Library          3
                   Cherie*              Phoenix Tower            3
                   Dark Elemental       Sealed Temple (Arena)    3
   R               Baldanders           CoD #2 (Ruins)           3
   24              Neo ExDeath          CoD #8 (Void)            3
--------------------------------------------------------------------------------
   Aqua Breath     deals water damage to all targets
                   greater damage to desert creatures

                   Dhorme Chimera       Karnak Desert            I
                   Manticore            Gohn Meteorite           I
```

```
                   Crystal (Water)      Guardian Tree           2
                   Famed Mimic Gogo     Sunken Walse Tower       3
                   Aquagel              Istory Falls             3
                   Leviathan            Istory Falls             3
                   Bahamut              North Mountain           3
    38             Enuo                 Lethe Court (Void)       3
--------------------------------------------------------------------------------
   Flame Thrower   deals fire damage to target

                   Prototype            Crescent Archepelago     I
                   Flame Thrower        Outside Gohn Ruins       I
                   Mecha Head           Pyramid                  3
                   Triton               Great Sea Trench         3
                   Great Dragon         CoD #4 (Caves)           3
                   Mindflayer*          CoD #8 (Void)            3
                   Omega                CoD #8 (Void)            3
                   Claret Dragon        Lethe Court              3
    5              Omega Mk.II          Bonus Dungeon            3
--------------------------------------------------------------------------------
[I.ii]                                             Set-Value Damage Type
--------------------------------------------------------------------------------
   Iooo Needles    deals Iooo damage to target

                   Lamia*               Ronka Ruins              I
                   Cactus*              Moogle Desert            2
                   Mykale               Moore / Crescent         3
                   Lamia Queen          Pyramid                  3
                   Hedgehog             Ancient Library          3
    25             Lemure               Phoenix Tower            3
--------------------------------------------------------------------------------
   Dark Spark      halves Lv of target

                   Black Flame          Crescent / Istory        I
                   Druid                Underwater Cave (NW)     2
                   Strapparer           Exdeath's Castle         2
                   Shadow*              Ancient Library          3
    R              Ushabti              Pyramid                  3
    27             Hades                Lethe Court              3
--------------------------------------------------------------------------------
   Death Claw      reduces target HP to a single digit
                   "Paralysis" status applied to target

                   Death Claw           Karnak Castle            I
                   Objet d'Art*         Castle Bal               2
                   Gilgamesh #274       Xezat's Fleet            2
                   Treant               Exdeath's Castle         2
                   Strapparer*          Exdeath's Castle         2
    2I             Soul Eater           River of Souls           3
--------------------------------------------------------------------------------
   Lv 4 Graviga    quarters HP of targets at lv x4
                   some monsters immune

                   Ghidra               Ronka Ruins              I
                   Level Tricker        Barrier Tower            2
    R              Executor             Island Shrine            3
    4              Level Checker        CoD #2 (Ruins)           3
--------------------------------------------------------------------------------
   Magic Hammer    halves MP of target

                   Byblos               Ancient Library          I
```

```
                      Drippy             Drakenvale             2
                      Oiseaurare         Exdeath's Castle       2
    3                 Apanda             CoD #5 (Library)       3
-------------------------------------------------------------------------------
   Missile        quarters HP of target

                      Motor Trap*        Fire-Powered Ship      I
                      Missile Launcher   Outside Gohn Ruins     I
                      Prototype          Crescent Archepelago   I
    7                 Endiku             Xezat's Fleet          2
-------------------------------------------------------------------------------
[I.iii]                                                  Sacrificial Type
-------------------------------------------------------------------------------
   Self-Destruct   sacrifices caster to deal non-elemental damage to target
                   damage equivalent to current caster HP

                      Motor Trap         Fire-Powered Ship      I
                                         (React: Lightning)
                      Bomb               Jachol Area            I
                      Prototype*         Crescent Archepelago   I
                      Unknown #I7I       Great Sea Trench       3
                      Purabolos          CoD                    3
    I                 Grenade            CoD #2 (Ruins)         3
-------------------------------------------------------------------------------
   Transfusion     sacrifices caster to restore target HP/MP to Ioo%
                   caster may be targetted; KOs caster, but restores MP
                   reduces (non-major) undead targets to critical

                      Calcruthl*         Ship Graveyard         I
                      Mythril Dragon*    Ancient Library Forest I
                      Birostris          Regole                 2
                      Devilfish          Exdeath's Castle       2
                      Unknown #I69*      Great Sea Trench       3
                      Gargoyle           Tablet Locations       3
    I3                Mover*             CoD #8 (Void)
-------------------------------------------------------------------------------
[I.iv]                                              Non-Elemental Damage Type
-------------------------------------------------------------------------------
   ???             deals non-elemental (physical?) damage to target
                   damage = caster's Max HP - Current HP

                      Wild Nakk          Karnak Area            I
                      Kuza Beast         Sealed Castle Beach    2
                      Tyrannosaur        Underground Waterway   2
                      Traveler           Barrier Tower          2
                      Numb Blade         Island Shrine          3
                      Gel Fish           Open Ocean             3
                      Behemoth           Titan's Cave           3
                      Mecha Head         Pyramid                3
    3                 King Behemoth      CoD #8 (Void)          3
-------------------------------------------------------------------------------
   Goblin Punch    deals physical damage based on weapon; ignores row
                   damage x8 if caster lv = target lv
                   otherwise, damage is same as physical attack
                   ignores limits of "o" attack power weapons and Excalipoor

                      Goblin             Tule Area              I
                      Black Goblin       Wind Shrine            I
                      Sahagin*           Open Ocean             I
                      Gilgamesh #268     Big Bridge             2
```

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                        Gobbledygook          Xezat's Fleet              2
     o                  Nix                   Open Ocean                 3
--------------------------------------------------------------------------------
   Lv 3 Flare    deals non-elemental damage to targets at lv x3

                        Tunneller             Regole                     2
                        Red Dragon*           Barrier Tower              2
                        ExDeath               Exdeath's Castle           2
                        Executor              Island Shrine              3
                        Archeosaur*           Pyramid                    3
     R                  Level Checker         CoD #2 (Ruins)             3
     I8                 Shinryu               CoD #8 (Void)              3
--------------------------------------------------------------------------------
[I.v]                                                    Instant Death Type
--------------------------------------------------------------------------------
   Doom           applies timer status ("Doom") to target; KOs in 3o seconds
                  ignores standard "Death" immunity; some monsters immune

                        ExDeath               Exdeath's Castle           2
                        Parthenope            Phoenix Tower              3
                        Unknown #I72          Great Sea Trench           3
                        The Damned*           Pyramid                    3
     Io                 Hades                 Lethe Court                3
--------------------------------------------------------------------------------
   Lv 5 Death     "Death" status applied to targets at lv x5
                  ignores standard "Death" immunity; revives undead (?)

                        Page 64               Ancient Library            I
                        Level Tricker*        Barrier Tower              2
                        Executor              Island Shrine              3
     R                  Level Checker         CoD #2 (Ruins)             3
     22                 Enuo                  Lethe Court (Void)         3
--------------------------------------------------------------------------------
   Roulette       KOs random enemy or ally
                  undead are immune

                        Parthenope            Phoenix Tower              3
                        Death Dealer          CoD #2 (Ruins)             3
                        Shinryu               CoD #8 (Void)              3
     I                  Hades                 Lethe Court                3
--------------------------------------------------------------------------------
[I.vi]                                        Status Anomaly / Debuffing Type
--------------------------------------------------------------------------------
   Flash          "Blind" status applied to all targets

                        Headstone             North Mountain             I
                        Crew Dust             Fire-Powered Ship          I
                                              (When Alone)
                        Ramuh                 Istory Forest              I
                        Stone Mask            Ronka Ruins                I
                        Metamorph             Ghido's Cave               2
                        Neon                  Barrier Tower              2
                        Gilgamesh #284        Exdeath's Castle           2
                        Parthenope*           Phoenix Tower              3
                        Orukat*               CoD #4 (Caves)             3
     7                  Necrophobe            CoD #8 (Void)              3
--------------------------------------------------------------------------------
   Lilliputian    "Mini" status applied to target
   Lyric
                        Mini Magician         Moore Forest               2
```

```
                  Gilgamesh #284       Exdeath's Castle           2
                  Mykale*              Moore / Crescent           3
                  Parthenope           Phoenix Tower              3
                  Cherie               Phoenix Tower              3
                  Vilia*               Open Ocean                 3
                  Farfarello           CoD #3 (Forest)            3
                  Orukat               CoD #4 (Caves)             3
     5            Necrophobe           CoD #8 (Void)              3
-------------------------------------------------------------------------
   Lv 2 Old       "Old" status applied to targets at lv x2
                  ignores standard "Old" immunity

                  Level Tricker*       Barrier Tower              2
                  Magic Dragon         Exdeath's Castle           2
                  Executor             Island Shrine              3
     R            Level Checker        CoD #2 (Ruins)             3
     II           Shinryu              CoD #8 (Void)              3
-------------------------------------------------------------------------
   Mind Blast     deals non-elemental damage to target
                  "Paralysis" and "Sap" status applied to target

                  Wendigo*             Island Shrine              3
     R            Twintania            CoD #7 (Castle)            3
     6            Mindflayer           CoD #8 (Void)              3
-------------------------------------------------------------------------
   Moon Flute     "Berserk" status applied to all targets

                  Jackanapes           Walse Castle               I
                                       (React: Physical)
                  Page 256             Ancient Library            I
     3            Mykale               Moore / Crescent           3
-------------------------------------------------------------------------
   Pond's Chorus  "Toad" status applied to target

                  Elf Toad             Walse Castle               I
                  Archeotoad           Ronka Ruina                I
                  Metamorph            Ghido's Cave               2
                  Kornago              Quelb                      2
                  Gilgamesh #284       Exdeath's Castle           2
                  Vilia                Open Ocean                 3
                  Lemure               Phoenix Tower              3
     5            Farfarello           CoD #3 (Forest)            3
-------------------------------------------------------------------------
   Time Slip      "Sleep" and "Old" status applied to target

                  Traveler             Barrier Tower              2
                  Gilgamesh #284       Exdeath's Castle           2
     9            Cherie               Phoenix Tower              3
-------------------------------------------------------------------------
[I.vii]                                               White Magic Type
-------------------------------------------------------------------------
   Mighty Guard   "Protect," "Shell," and "Levitate" status applied to all
                  targets

                  Stingray*            Open Ocean                 3
                  Shinryu              CoD #8 (Void)              3
     R            Ironclad             Lethe Court                3
     72           Neo Shinryu          Bonus Dungeon              3
-------------------------------------------------------------------------
   White Wind     restores HP to all targets
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                      restore = caster's current HP

                      Enchanted Fan          Ronka Ruins              I
                      Enkidu                 Xezat's Fleet            2
                      Hellraiser             Exdeath's Castle         2
                      Dark Elemental         Sealed Temple (Arena)    3
   28                 White Flame            CoD #3 (Forest)          3
--------------------------------------------------------------------------------
[I.viii]                                                   Miscellaneous Type
--------------------------------------------------------------------------------
   Off-Guard         reduces target defense and magical defense

                      Page 256*              Ancient Library          I
                      Magic Dragon           Exdeath's Castle         2
                      Ziggurat Gigas         Barrier Tower            2
                      Ushabti                Pyramid                  3
   R                  Shadow*                Ancient Library          3
   I9                 The Damned*            Pyramid                  3
--------------------------------------------------------------------------------
   Vampire            absorbs HP from target
                      restore calculated by [(caster's Max HP - Current HP) / 2]
                      caster may be targeted; healing on par with Curaga
                      HP absorption reversed if target is undead

                      Steel Bat              Pirate Cave              I
                      Abductor               Castle Bal               2
                      Zombie Dragon          Drakenvale               2
                      Enkidu                 Xezat's Fleet            2
                      Dechirer               Surgate / Moore Area     2
                      Dark Aspic             Ghido's Cave             2
                      Blood Slime            Underground Waterway     2
                      Python                 Ancient Library          3
                      Shadow*                Ancient Library          3
                      Mercury Bat            Istory Falls             3
   2                  Achelon                CoD #4 (Caves)           3


================================================================================
[II]                                               Azulmagia Bestiary Entree
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As a quick reference, Azulmagia's bestiary entree is provided below:

--------------------------------------------------------------------------------
   #301    Azulmagia

   Lv      57    World 2  -                  Str   65    MgP   50
   HP   27900    World 2  -                  Def   30    MgD   70
   MP   50000    World 3  CoD #7 (Castle)    Ev    10

   elemental   immunity  -            status  Poison, Mini, Toad, Petrify,
               weakness  Poison     immunity  Death, Silence, Berserk,
             absorption  -                    Confuse, Paralyze, Sleep, Old,
                   type  -                    Slow, Stop

   steal common  Elixir          command  Catch (Release)
         rare  Titan's Glove    immunity  Control

   drop  common  Black Cowl
         rare  -
```

```
     blue magic  17 of the total 30, with exception of: Aqua Breath, Level 3
                 Flare, Aeroga, Vampire, Self-Destruct; AI will learn these
                 spells if used by player; AI will not use Transfusion and
                 Moon Flute.

         notes  virtually defenseless if MP is drained via Osmose
                 weak against physical; weak against poison damage, but not
                 the poison status (Magic Sword for MP efficiency)
                 if player uses Self-Destruct, the AI will do likewise
 -----------------------------------------------------------------------------
```