

Final Fantasy VI Advance Esper FAQ

by Sabemos

Updated to v1.0.1 on Aug 12, 2011

FINAL FANTASY VI ADVANCE
ESPER GUIDE
BY DETROITDJ

TABLE OF CONTENTS

Section	Search Code
-----	-----
The Particulars	[TPA]
- Game Release Data.	[GRD]
- About the Guide.	[ATG]
- FAQ Version History.	[VHI]
The Guide	[GUI]
- Using Espers	[USE]
- Esper Location Listing . . .	[LOC]
- Esper Information Listing. .	[INF]
- Esper Skill Chart.	[CHR]
- Skills by Summon	[SBS]
The Three C's	[CCC]
- Copyright.	[COP]
- Credits.	[CRE]
- Contact Information.	[CON]

[TPA]

THE PARTICULARS

[GRD]

GAME RELEASE DATA

Genre : Turn-Based RPG
Developer : TOSE Co.
Publisher : Square-Enix (Japan)
 : Nintendo (US, Europe)
System : Game Boy Advance
Official Title : Final Fantasy VI Advance
Release Date : November 30th, 2006 (Japan)
 : February 5th, 2007 (US)
 : July 6th, 2007 (Europe)
ESRB Rating : E10+

ABOUT THE GUIDE

Perhaps you can imagine my shock at discovering that Final Fantasy VI did not yet have an Esper Guide hosted on GameFAQs. While it's true that there is one available for the original version of the game for SNES, it, needless to say, leaves out any information on the new Espers available in the Game Boy Advance re-release. And, while the various full walkthroughs on GameFAQs have complete information about the Espers in them, I've always been hesitant to go rooting around in the appendices of guides out of fear of inadvertently running across a spoiler. Ergo, I've created this guide.

A lot of the information contained here is easily available inside your Final Fantasy VI Advance game cartridge, but often times it can be difficult to plan while navigating numerous screens. Other information here may not be as known, such as information on how to actually obtain these Espers. I've made an active effort to supply all the information in the most straightforward and useful way possible.

Toward that end, you'll find this guide broken up into three broad sections. The first, the information that you can't access in the game until you already need it: finding the Espers. The second, all the reference information about the Espers, what skills they teach, what the effect of their spells are, etc. Lastly, for your use, I've created an ASCII chart you can, if you wish, use to track the development of your characters' skills as you go through the game, rather than having to recheck on everything they've learned every time you need to switch an Esper.

Please note that it is not the intention of this guide to give you advice on how to use these Espers; this guide is simply meant to be a reference manual for Esper-related information for you to draw your own plans and strategies. If you want advice on how to use the Espers, I recommend Djibriel's guide, found at: <http://www.gamefaqs.com/gba/930370-final-fantasy-vi-advance/faqs/51030>

FAQ VERSION HISTORY

Version 1.0.0 : This guide now exists. It didn't used to. All great guides
: start this way.

THE GUIDE

USING ESPERS

Whether you've ever played a Final Fantasy game before or not, the Esper system can take a little getting used to. Broadly, there are three key characteristics of the Esper system:

- Each character can equip one, and only one, Esper at a time.
- Each character can summon their equipped Esper once, and only once, per battle.

- While equipped, the character will learn skills from the Esper. Each Esper has its own set of skills it teaches at its own rate, and the character cannot use the skill until they have fully learned it from the Esper. After they've learned it, though, they keep the skill permanently.

So with that, here's your brief guide to Esper usage.

When do I get access to equipping and using Espers?

The ability to equip and use Espers is actually gained surprisingly well into the game. It isn't until several hours into the game that you can access this part of the battle system; but don't worry, once you find it, it's impossible to miss.

How do I equip an Esper?

Open up the menu screen and choose Abilities. In the top menu box, choose Espers. This will take you to a screen where you can browse through your Espers, view what spells they teach, view their effects, see their MP costs, and everything else. To equip an Esper, select it to view its information, and then press A again to equip it.

How do I de-equip an Esper?

Don't worry, this is wildly non-intuitive -- I don't know why they didn't build in a de-equip button. Anyway, to de-equip an Esper, go about just as if you're equipping an Esper but select a blank slot. The blank slot will be "equipped", removing the Esper from your character. Don't worry, you'll always have at least one blank slot.

How do Espers teach my characters skills?

After every battle after acquiring your first Esper, you'll receive a certain number of AP points, usually between 1 and 3 but sometimes as high as 5 or 10. These are effectively EXP points for your skills; in order to master a skill, you have to gain AP points while having an Esper that teaches that skill equipped. When you win a battle, you'll automatically have the AP points from the battle added to each skill that your character is currently learning.

All skills require 100 points to master, but not all Espers teach all the skills at the same rate. Each Esper has multipliers attached to each skill it teaches, which can mean that learning certain spells is much faster than others. For example, a skill with a multiplier of 5x will gain 5 AP points for each one you gain in battle, meaning that it only requires 20 AP points from battle to be mastered.

Once a skill is mastered, the character has access to it forever, even after that Esper is de-equipped.

What's the best way to spread my Espers around?

In the end, it's up to you. The system is flexible enough that there are lots of good ways to do it. However, I've also noticed that in general, you'll have plenty of time and plenty of battles to build up a lot of skills on every character that you use, so picking and choosing is more of a matter of

prioritizing than actually making tough decisions.

The one word of advice I would give I echo from Djibriel's comments on the same topic. Some characters, like Sabin and Edgar, can do plenty of damage without spells. You probably want to give these characters things like Cure, Haste, Silence, and other support or status spells first. For other characters, like Terra and Locke, they aren't capable of doing as much damage without magic, so it's good to give them high-powered offensive spells first. But soon, it won't matter since everyone will have almost everything anyway -- at least in my experience.

[LOC]

ESPER LOCATION LISTING

So, where are the Espers? For that consult this handy-dandy chart. Here, I'm sorting them in the order that you can find them. In the event that the Esper is encountered during your normal run through of the plot, the First Available field will be just say (plot). Note for all the Espers after Quetzalli, the airship is required, and the order and conditions behind obtaining them are very muddled, so you may find yourself obtaining the Espers in a different order than listed here, just due to personal play styles. (I'm also jotting these down from memory, so there might be a couple other requirements for some of them.)

Esper	Location	First Available
Ramuh	Zozo, at the top of the main tower	(plot)
Siren	Zozo, at the top of the main tower	(plot)
Cait Sith	Zozo, at the top of the main tower	(plot)
Kirin	Zozo, at the top of the main tower	(plot)
Ifrit	The Magitek Research Facility, trash room	(plot)
Shiva	The Magitek Research Facility, trash room	(plot)
Bismarck	The Magitek Research Facility, lab room	(plot)
Carbuncle	The Magitek Research Facility, lab room	(plot)
Catoblepas	The Magitek Research Facility, lab room	(plot)
Maduin	The Magitek Research Facility, lab room	(plot)
Phantom	The Magitek Research Facility, lab room	(plot)
Unicorn	The Magitek Research Facility, lab room	(plot)
Seraph	Tzen, in the trees near the Relic Shop	Have airship
Golem	Jidoor Auction House, 20000 gil	Have airship
Zona Seeker	Jidoor Auction House, 10000 gil	Have airship
Quetzalli	Beach of Cid's island, World of Ruin	Have airship (Ruin)
Fenrir	Mobliz, after fighting Humbaba	Have airship (Ruin)
Valigarmanda	Narshe, atop the cliffs above the mines	Have airship (Ruin)
Bahamut	Defeat Deathgaze	Have airship (Ruin)
Gilgamesh	Colisseum, after betting Excalipoor	Have airship (Ruin)
Midgardsormr	Narshe, through the opening in the cliff	Have Valigarmanda
Leviathan	Nikeah to South Figaro Ferry	Have Edgar
Odin	Ancient underground castle	Have Edgar
Raiden	Ancient underground castle (downstairs)	Have Odin
Lakshmi	Owzer's Mansion, Jidoor	Have Shadow
Alexander	Doma Castle	Have Cyan
Phoenix	Phoenix Cave, north of Tzen	Have airship (Ruin)
Ragnarok	Narshe, in the Weapon Shop	Have Locke
Crusader	Kefka's Tower, after defeating 8th dragon	(plot)
Cactuar	Desert near Maranda	Have airship (Ruin)
Diabolos	Dragon's Den	Have airship (Ruin)

 ESPER INFORMATION LISTING

Esper : Ramuh
 Location : Zozo, at the top of the main tower
 First Available : Obtained along the main plot line
 How to Obtain : Automatically obtained along the main plot line

 Equip Bonus : +1 Stamina

 Summon Spell : Judgment Bolt
 Spell Effect : Lightning attack on all foes
 MP Cost : 25

 Skill Listing : Skill Multiplier
 Thunder 10x
 Thundara 2x
 Poison 5x

Esper : Siren
 Location : Zozo, at the top of the main tower
 First Available : Obtained along the main plot line
 How to Obtain : Automatically obtained along the main plot line

 Equip Bonus : +10% HP

 Summon Spell : Lunatic Voice
 Spell Effect : Silence on all foes
 MP Cost : 16

 Skill Listing : Skill Multiplier
 Sleep 10x
 Silence 8x
 Slow 7x
 Fire 6x

Esper : Cait Sith
 Location : Zozo, at the top of the main tower
 First Available : Obtained along the main plot line
 How to Obtain : Automatically obtained along the main plot line

 Equip Bonus : +1 Magic

 Summon Spell : Cat Rain
 Spell Effect : Confuse on all foes
 MP Cost : 28

 Skill Listing : Skill Multiplier
 Confuse 7x
 Imp 5x
 Float 2x

Esper : Kirin
 Location : Zozo, at the top of the main tower
 First Available : Obtained along the main plot line
 How to Obtain : Automatically obtained along the main plot line

Equip Bonus : N/A

Summon Spell : Holy Aura

Spell Effect : Regen on all allies

MP Cost : 18

Skill Listing	Skill	Multiplier
	Cure	5x
	Cura	1x
	Regen	3x
	Poisona	4x
	Libra	5x

Esper : Ifrit

Location : Magitek Research Facility trash

First Available : Obtained along the main plot line

How to Obtain : Pick up in trash pit after defeating Ifrit in battle

Equip Bonus : +1 Strength

Summon Spell : Hellfire

Spell Effect : Fire attack on all foes

MP Cost : 26

Skill Listing	Skill	Multiplier
	Fire	10x
	Fira	5x
	Drain	1x

Esper : Shiva

Location : Magitek Research Facility trash

First Available : Obtained along main plot line

How to Obtain : Pick up in trash pit after defeating Shiva in battle

Equip Bonus : N/A

Summon Spell : Diamond Dust

Spell Effect : Ice attack on all foes

MP Cost : 27

Skill Listing	Skill	Multiplier
	Blizzard	10x
	Blizzara	5x
	Rasp	4x
	Osiose	4x
	Cure	3x

Esper : Bismarck

Location : Magitek Research Facility lab room

First Available : Obtained along main plot line

How to Obtain : Automatically obtained along main plot line

Equip Bonus : +2 Strength

Summon Spell : Breach Blast

Spell Effect : Water attack on all foes

MP Cost : 50

Skill Listing : Skill Multiplier
 Fire 20x
 Blizzard 20x
 Thunder 20x
 Raise 2x

Esper : Carbuncle
Location : Magitek Research Facility lab room
First Available : Obtained along main plot line
How to Obtain : Automatically obtained along main plot line

Equip Bonus : N/A

Summon Spell : Ruby Light
Spell Effect : Reflect status on all allies
MP Cost : 36

Skill Listing : Skill Multiplier
 Reflect 5x
 Haste 3x
 Shell 2x
 Protect 2x
 Teleport 2x

Esper : Catoblepas
Location : Magitek Research Facility lab room
First Available : Obtained along main plot line
How to Obtain : Automatically obtained along main plot line

Equip Bonus : +10% HP

Summon Spell : Demon Eye
Spell Effect : Petrify status on all foes
MP Cost : 45

Skill Listing : Skill Multiplier
 Bio 8x
 Break 5x
 Death 2x

Esper : Maduin
Location : Magitek Research Facility lab room
First Available : Obtained along main plot line
How to Obtain : Automatically obtained along main plot line

Equip Bonus : +1 Magic

Summon Spell : Chaos Wave
Spell Effect : Non-elemental magic attack on all foes
MP Cost : 44

Skill Listing : Skill Multiplier
 Fira 3x
 Blizzara 3x
 Thundara 3x

Esper : Phantom
Location : Magitek Research Facility lab room
First Available : Obtained along main plot line
How to Obtain : Automatically obtained along main plot line

Equip Bonus : +10% MP

Summon Spell : Ghostly Veil
Spell Effect : Vanish status on all allies
MP Cost : 38

Skill Listing : Skill Multiplier
 Berserk 3x
 Vanish 3x
 Gravity 5x

Esper : Unicorn
Location : Magitek Research Facility lab room
First Available : Obtained along main plot line
How to Obtain : Automatically obtained along main plot line

Equip Bonus : N/A

Summon Spell : Healing Horn
Spell Effect : Status recovery on all allies
MP Cost : 30

Skill Listing : Skill Multiplier
 Cura 4x
 Esuna 3x
 Dispel 2x
 Protect 1x
 Shell 1x

Esper : Seraph
Location : Tzen
First Available : After obtaining the airship
How to Obtain : Talk to the thief hiding in the bushes by the Relic Shop.
 : He'll sell it to you for 3000 gil.

Equip Bonus : N/A

Summon Spell : Angel Feathers
Spell Effect : HP restoration for all allies
MP Cost : 40

Skill Listing : Skill Multiplier
 Raise 5x
 Cura 8x
 Cure 20x
 Regen 10x
 Esuna 4x

Esper : Golem
Location : Jidoor Auction House

First Available : After obtaining the airship

How to Obtain : Visit the Jidoor Auction House and talk to the man at the
: entrance to join the bidding. There is a 12.5% chance the
: Golem magicite will come up for bid. If it comes up, bid
: at every opportunity, and eventually you'll buy it for
: 20000 gil.

Equip Bonus : +2 Stamina

Summon Spell : Earthen Wall

Spell Effect : Absorbs damage for the party; damage absorbed is equal to
: the current HP of the caster at the time of summoning.

MP Cost : 33

Skill Listing : Skill Multiplier
 Protect 5x
 Stop 5x
 Cura 5x

Esper : Zona Seeker

Location : Jidoor Auction House

First Available : After obtaining the airship

How to Obtain : Visit the Jidoor Auction House and talk to the man at the
: entrance to join the bidding. There is a 6.25% chance the
: Zona Seeker magicite will come up for bid. If it comes up,
: bid at every opportunity, and eventually you'll buy it for
: 10000 gil.

Equip Bonus : +2 Magic

Summon Spell : Magic Shield

Spell Effect : Shell status on all allies

MP Cost : 30

Skill Listing : Skill Multiplier
 Rasp 20x
 Osmose 15x
 Shell 5x

Esper : Quetzalli

Location : The solitary island where you start out in the World of Ruin

First Available : After obtaining the airship in the World of Ruin

How to Obtain : Revisit the solitary island after obtaining the airship and
: go down from Cid's house to the beach. It will be on the
: shore.

Equip Bonus : N/A

Summon Spell : Sonic Dive

Spell Effect : Has all allies use Jump (one powerful physical attack on
: random enemies).

MP Cost : 61

Skill Listing : Skill Multiplier
 Haste 20x
 Slow 20x
 Hastega 2x
 Slowga 2x

Esper : Fenrir
Location : Mobliz
First Available : After obtaining the airship in the World of Ruin
How to Obtain : Visit Mobliz and find Terra. Follow through the normal story
: events and defeat Humbaba. Upon leaving, you will be
: presented with the Fenrir magicite.

Equip Bonus : +30% MP

Summon Spell : Howling Moon
Spell Effect : Image status on all allies
MP Cost : 70

Skill Listing : Skill Multiplier
 Teleport 10x
 Banish 5x
 Stop 3x

Esper : Valigarmanda
Location : Narshe slopes, north of the mines
First Available : After obtaining the airship in the World of Ruin
How to Obtain : This is the Esper you saw at the very beginning of the game.
: To obtain it, return to Narshe and examine the Esper to be
: drawn into battle with it. Win the battle to obtain the
: Esper.

Equip Bonus : +2 Magic

Summon Spell : Tri-Disaster
Spell Effect : Fire, Lightning, and Ice attack on all foes
MP Cost : 68

Skill Listing : Skill Multiplier
 Firaga 1x
 Blizzaga 1x
 Thundaga 1x

Esper : Bahamut
Location : World map, after defeating Deathgaze
First Available : After obtaining the airship in the World of Ruin
How to Obtain : Every time you load up the game, there are a set number of
: tiles on which Deathgaze might appear. To encounter him, fly
: over these tiles. You don't know which tiles they are,
: though, so to meet him, land the airship, take off, and then
: nudge the D-pad ever so slightly to the left or right. Then,
: hold down A for a while; eventually, you should run into him.
: If he flees, repeat until you've defeated him.

Equip Bonus : +50% HP

Summon Spell : Mega Flare
Spell Effect : Non-elemental magic attack on all foes
MP Cost : 86

Skill Listing : Skill Multiplier

Esper : Gilgamesh
Location : The Coliseum
First Available : After obtaining the airship in the World of Ruin
How to Obtain : First, go to the Auction House in Jidoor. Talk to the man
: outside to get him to mention the new sword that just went
: on sale. Now, enter the Auction House, but make sure you have
: 500,000 gil (yes, 500,000). Enter the Auction, and if the
: Excalipoor comes up, bid on it each time. Once you've bought
: it, go to the Coliseum and bet the Excalipoor. Gilgamesh will
: appear after your battle; defeat him and he will join you.

Equip Bonus : +2 Strength

Summon Spell : Masamune, Enkidu, Excalibur or Excalipoor
Spell Effect : Varies; Non-elemental damage on all foes (Masamune and
: Enkidu), Holy damage on all foes (Excalibur), or 1 HP
: of damage on all foes (Excalipoor).
MP Cost : 99

Skill Listing : Skill Multiplier
 Quick 1x
 Valor 5x

Note : Gilgamesh is a Game Boy Advance-exclusive Esper.

Esper : Midgardsormr
Location : Umara's Cave, past the gap in the Narshe cliffs
First Available : After defeating Valigarmanda
How to Obtain : After defeating Valigarmanda, jump down through the hole in
: the cliffs. Follow the path to find a skeleton. Examine it to
: remove something from its eye and obtain the Midgardsormr
: magicite.

Equip Bonus : +30% HP

Summon Spell : Abyssal Maw
Spell Effect : Earth damage against all foes
MP Cost : 40

Skill Listing : Skill Multiplier
 Quake 3x
 Graviga 1x
 Tornado 1x

Esper : Leviathan
Location : On the ferry route between South Figaro and Nikeah
First Available : After finding Edgar in the World of Ruin
How to Obtain : Take the ferry from Nikeah to South Figaro. Leviathan will
: attack. Defeat it to obtain it.

Equip Bonus : +2 Stamina

Summon Spell : Tidal Wave
Spell Effect : Water damage against all foes
MP Cost : 70

Skill Listing : Skill Multiplier
 Flood 2x

Note : Leviathan is a Game Boy Advance-exclusive Esper.

Esper : Odin

Location : Ancient underground castle

First Available : After finding Edgar in the World of Ruin

How to Obtain : After finding Edgar, return to Figaro Castle. Go down to the
 : engine room and ask the operator to take you to Kohlingen (or
 : back, depending on where you are at the moment). Halfway
 : through, your journey will be interrupted. Choose to explore,
 : exit through the jail, and explore the ancient castle.
 : Inside, you'll find a statue of Odin. Examine it to obtain
 : his magicite.

Equip Bonus : +1 Speed

Summon Spell : Zantetsuken

Spell Effect : Instant Death to all foes

MP Cost : 70

Skill Listing : Skill Multiplier
 Meteor 1x

Note : The Odin magicite is replaced by the Raiden magicite.
 : However, the Meteor spell can still be learned from a
 : different Esper.

Esper : Raiden

Location : Ancient underground castle

First Available : After finding Odin

How to Obtain : After obtaining Odin, exit the main hallway to the right of
 : the room in the door along the side. Examine the blue spark
 : in the next room, then return to the main hallway. Go to the
 : right chair of the two thrones and take five steps downward,
 : then press A. You'll hear a click. Reenter the room on the
 : right, take the newly-created stairs downward, watch out for
 : the dragon, and examine the statue at the top. The Odin
 : magicite will become Raiden.

Equip Bonus : +2 Strength

Summon Spell : Shin-Zantetsuken

Spell Effect : Instant Death to all foes

MP Cost : 80

Skill Listing : Skill Multiplier
 Quick 1x

Esper : Lakshmi

Location : Owzer's Mansion in Jidoor

First Available : After saving Shadow or Realm from the Cave on the Veldt

How to Obtain : Enter Owzer's Mansion, turn off the lamp if it was on, and
 : proceed through the dungeon. It's too complicated to bother
 : explaining here, so check section 4.61.1 of Djibriel's

: walkthrough if you need help. Defeat the dungeon's final boss
: to receive Lakshmi

Equip Bonus : +2 Stamina

Summon Spell : Alluring Embrace
Spell Effect : HP Restoration for all allies
MP Cost : 74

Skill Listing : Skill Multiplier
 Cure 25x
 Cura 16x
 Curaga 1x
 Regen 20x
 Esuna 20x

Esper : Alexander
Location : Doma Castle
First Available : After finding Cyan on Mt. Zozo
How to Obtain : Visit Doma Castle and spend the night. Navigate the dungeon,
 : defeat the final boss, and then check the throne room to find
 : the Alexander magicite.

Equip Bonus : N/A

Summon Spell : Divine Judgment
Spell Effect : Holy element damage on all foes
MP Cost : 90

Skill Listing : Skill Multiplier
 Holy 2x
 Shell 10x
 Protect 10x
 Dispel 10x
 Esuna 15x

Esper : Phoenix
Location : Phoenix Cave
First Available : After obtaining the airship in the World of Ruin
How to Obtain : Navigate to the mountain range near Tzen and find the hole
 : in the mountains. Land the airship in the hole to enter the
 : dungeon. Navigate the dungeon to the end to find the Phoenix
 : magicite.

Equip Bonus : N/A

Summon Spell : Flames of Rebirth
Spell Effect : Revives all KOed allies
MP Cost : 110

Skill Listing : Skill Multiplier
 Raise 10x
 Arise 2x
 Reraise 1x
 Curaga 2x
 Firaga 3x

Esper : Ragnarok
Location : Weapons shop at Narshe
First Available : After finding Locke in the World of Ruin
How to Obtain : Return to Narshe and have Locke pick his way into the Weapon
: Shop. Go downstairs (behind the counter) and talk to the shop
: owner. He'll offer you the Ragnarok magicite, as well as
: offer you a sword forged from it. Choose the magicite; the
: sword can be gotten other ways.

Equip Bonus : N/A

Summon Spell : Metamorphose
Spell Effect : Morphs enemies into items.
MP Cost : 6

Skill Listing : Skill Multiplier
 Ultima 1x

Esper : Crusader
Location : Most likely, Kefka's Tower
First Available : Technically, after obtaining the airship in the World of Ruin
How to Obtain : Defeat all eight dragons. You'll encounter them along the
: other sidequests of the game. Odds are, you'll fight the one
: in Kefka's Tower last.

Equip Bonus : +50% MP

Summon Spell : Cleansing
Spell Effect : Non-elemental damage to both foes and allies
MP Cost : 96

Skill Listing : Skill Multiplier
 Meltdown 1x
 Meteor 10x

Esper : Cactuar
Location : The desert near Maranda
First Available : After obtaining the airship in the World of Ruin
How to Obtain : Fight 10 Cactuars in the Maranda desert. Then, wander around
: the southwestern area of desert until you encounter
: Gigantuar. Defeat it to obtain the Cactuar magicite.

Equip Bonus : +2 Speed

Summon Spell : 1000 Needles; small chance of 10,000 Needles
Spell Effect : 1000 or 9999 damage to all foes
MP Cost : 50

Skill Listing : Skill Multiplier
 Teleport 20x
 Vanish 10x
 Hastega 5x

Note : Cactuar is a Game Boy Advance-exclusive Esper.

Esper : Diabolos
Location : Dragon's Den

SKILLS BY ESPER

This section is meant to complement the above charts by showing which spells are taught by more than one Esper. When a character learns a spell from one Esper, that spell can be marked as complete for all of them. Spells are listed in alphabetical order to make them easy to find.

Arise : Phoenix (2x)
 Banish : Fenrir (5x)
 Berserk : Phantom (3x)
 Bio : Catoblepas (8x)
 Blizzaga : Valigarmanda (1x)
 Blizzara : Shiva (4x), Maduin (3x)
 Blizzard : Shiva (10x), Bismarck (20x)
 Break : Catoblepas (5x)
 Confuse : Cait Sith (7x)
 Cura : Kirin (1x), Unicorn (4x), Seraph (5x), Golem (5x), Lakshmi (16x)
 Curaga : Lakshmi (1x), Phoenix (1x)
 Cure : Kirin (5x), Shiva (3x), Seraph (2x), Lakshmi (25x)
 Death : Catoblepas (2x)
 Dispel : Unicorn (2x), Alexander (10x)
 Drain : Ifrit (1x)
 Esuna : Unicorn (3x), Seraph (4x), Lakshmi (20x), Alexander (15x)
 Fira : Ifrit (5x), Maduin (3x)
 Firaga : Valigarmanda (1x), Phoenix (3x)
 Fire : Siren (6x), Ifrit (10x), Bismarck (20x)
 Flare : Bahamut (2x)
 Float : Cait Sith (2x), Quetzalli (5x)
 Flood : Leviathan (2x)
 Graviga : Midgardsormr (1x), Diabolos (5x)
 Gravija : Diabolos (3x)
 Gravity : Phantom (5x)
 Haste : Carbuncle (3x), Quetzalli (20x)
 Hastega : Quetzalli (2x), Cactuar (5x)
 Holy : Alexander (2x)
 Imp : Cait Sith (5x)
 Libra : Kirin (5x)
 Meltdown : Crusader (1x)
 Meteor : Crusader (10x), Odin (1x)
 Osmose : Shiva (4x), Zona Seeker (15x)
 Poison : Ramuh (5x)
 Poisons : Kirin (4x)
 Protect : Carbuncle (2x), Unicorn (1x), Golem (5x), Alexander (10x)
 Quake : Midgardsormr (3x)
 Quick : Gilgamesh (1x), Raiden (1x)
 Raise : Bismarck (2x), Seraph (5x), Phoenix (10x)
 Rasp : Shiva (4x), Zona Seeker (20x)
 Reflect : Carbuncle (5x)
 Regen : Kirin (3x), Seraph (10x), Lakshmi (20x)
 Reraise : Phoenix (1x)
 Shell : Carbuncle (2x), Unicorn (1x), Zona Seeker (5x), Alexander (10x)
 Silence : Siren (8x)
 Sleep : Siren (10x)
 Slow : Siren (7x), Quetzalli (20x)
 Slowga : Quetzalli (2x)
 Stop : Golem (5x), Fenrir (3x)
 Teleport : Carbuncle (2x), Fenrir (10x), Cactuar (20x)
 Thundaga : Valigarmanda (1x)

Thundara : Ramuh (2x), Maduin (3x)
Thunder : Ramuh (10x), Bismarck (20x)
Tornado : Midgardsormr (1x)
Ultima : Ragnarok (1x)
Valor : Gilgamesh (5x)
Vanish : Phantom (3x), Cactuar (10x)

[CCC]

THE THREE C's

[COP]

COPYRIGHT

Final Fantasy VI Advance is a registered trademark of Square-Enix. All rights reserved.

This FAQ is the exclusive property of DetroitDJ. All rights reserved. This FAQ may be freely distributed on any site, in whole or part, as long as this last section remains intact (all three C's).

The latest version of this FAQ will ALWAYS be located at:

www.gamefaqs.com/

Other sites are permitted to show this FAQ; however, most do not automatically update, and I only update my FAQs on GameFAQs -- so, if you don't see something, check that URL to see if there's a newer version.

[CRE]

CREDIT

The various other FAQ writers who have covered Final Fantasy VI at some point in some way or another. Their guides helped me enjoy the game, and hopefully this one will help others enjoy the game the same way.

GameFAQs.com, for the site.

God, for everything.

[CON]

CONTACT INFORMATION

GameFAQs ID: DetroitDJ

E-Mail: DDJGameFAQs@gmail.com (please preface all e-mails with [FF6])

AIM/Yahoo!/MSN/GoogleTalk: DDJGameFAQs

To e-mail me, PLEASE preface your e-mail subject line with [FF6] in brackets. I get a lot of spam, so that will help me sort through it and find your e-mail. If possible, IM me instead of e-mailing me if you have a question, but e-mail me if you have a contribution or correction.

If you are submitting a tip or correction, please include how you would like to be credited. Otherwise I'll credit you by your e-mail address (minus the domain) or screenname.

Please, only e-mail me with questions about this game or other games I've
FAQed. I'm not looking to shoot the breeze.

This document is copyright Sabemos and hosted by VGM with permission.