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Ff5 early blue magic

Blue Magic Strategy Guide This guide explains exactly how to get all the blue magic, as easily and as quickly as possible. Of course, before you can start collecting spells, you will need to get the Green Wizard job from the Wind Temple. Note that in this material, I will mention the Student a lot. The student is a character who can learn a Blue magic after a battle if and when he/she feels the effect of that magic. Therefore, the student can be one of three things: - A character is using the job of Green Wizard; - A character is using his or her academic ability; - A character who is proficient in Blue Mage work and is using imitation work or has no job. Also, make sure that at the end of the battle where the Student is hit by the Blue Spell, the Student is in a conscious state (i.e. not unconscious, turned to rock or eliminated from the battle) or you will not learn magic. Now list the following spells. All blue spells are listed in the order in which you can get them. WORLD 1 Goblin Punch After you get the Blue Mage job in the Wind Temple, give someone that job and re-enter the Wind Temple. There, choose a fight with a black gory. Kill all the other enemies that can be with it and wait. He will use Goblin Punch quite often. Killed him after he hit a student with it. Aero While you're at the Temple of the Wind, be wary of Mold Winds. Sometimes they use Aero. It may take a few tries to learn it though, as they can only cast Aero about twice before they run out of MP. Of course, one sure way to learn it is to turn all the characters into Blue Mages before the battle. Bloodsuckers/Vampires In case you're confused, Blood Suck and Vampires are the same spelling. It is called Blood Suck in old translations and Vampire in the latest translation. There are many spells in this case and they will be listed in the same format: Old Name/New Name. Now, back to the spell. There are many opportunities to learn this, since many enemies use it. But if you want it as quickly as possible, go back to Pirate Cave after getting the Blue Mage job. As you may have noticed when you were here before, the steel bats here use it, if you let them. Frog Song You can find Elf Toads in the secret waterway behind a waterfall at Woros Castle, or in the Woros Tower. When one of these becomes lonely, it will begin to use the Frog Song. So kill all the other enemies that accompany Elf toads, if any, and it will use Frog Song for sure. ??? Strange name for a spell huh? Anyway, there are wild Nacks in the forested areas near Karnak from which you can learn this spell. Note that when enemies use this magic, you don't see them using ??? at the top of the screen. Instead, you'll see your opponent's flashes to tell if it's taking an action and after a short pause, you'll be hit. This hit will be a little different Effect over a standard attack, and if you haven't hit the enemy yet, it will deal 0 damage. So don't attack before your students are affected by an attack without 0 damage and you will learn ??? at the end of the fight. Flash In steamer there is an enemy called Crew Dust. Follow the advice of a man in Karnak: There is a monster called Crew Dust. When it becomes lonely, it will use Flash. So like you did when trying to get frog song from an Elf Toad, kill any other enemy that would be around in an enemy group where a Dust Crew is present and it will use flash. Exploder Still in Steamship, you've probably noticed that after some battles two Motor Traps come down from the ceiling. It is possible to learn Exploder from them, but there is only one way to make them cast it. Turn a character into a Green Wizard with! Black (any level) or A Black Wizard with Learning. He'll retaliate against Exploder. Now all you have to do is beat another Motor Trap (don't forget to revive the character if he/she is unconsciously defeated by Exploder) and you'll learn spelling. Aero 2 It's kinda dangerous, but you can learn Aero 2 in Karnak Castle when it's about to explode. When opening the treasure chest here, you most likely encounter a monster in a box called Gigas. If you have time, stand around for a while, and it will cast Aero 2 on someone. If you don't want to take this risk, you'll have to wait until the Ancient Library and learn it from Page 32. NOTE: If you missed it before, you can learn Aero from Gigas very easily. Simply attack it, and it will often counterattack by casting Aero across the entire party. Death Claw Pressure or no pressure, it is in your best interest to learn this at the boom Karnak castle. When you are coming out of the castle, you will be faced with Iron Claw, who uses Death Claw quite often. Be sure to learn spelling here, because the next opportunity to learn it won't be until you reach the world of Galuf. If you miss it or you want to wait with learning it until galuf's world, fight in the basement of Bal Castle and try to learn it from them. Aqua Breath / Aqua Rake There is an enemy called D. Chimera is the only enemy you can encounter in the desert south of Karnak. When you cross this desert for the first time, you will most likely not be strong enough to defeat it. But be sure to come back later, since you can learn Aqua Rake (or Aqua Breath, depending on the version of translation you have) from it. TIP: Try learning it before fighting Sandworm in the Quicksand Desert; You can kill Sandworm instantly if you cast Aqua Rake into it. Fusion Now that you have obtained the job of mediae (or Coach, you have old translations), have someone use it until he/she achieves! Control. Equip that ability into character (you can change work if you want). Now, walk around in the woods around the Ancient Library and battle a Mithril Dragon. They can use Fusion alone, but you won't learn that way. The only way to learn it is by using! Control one of them until it works. You can tell it what to do now, so have it use Fusion on a student. Rocket now that you have! Control, go back to steamship, and find another engine trap. !Control one, and have it use missiles on a trainer. This Level 5 Doom is a bit tricky. You have to make sure you have at least one character with a level that is split by 5 (5, 10, 15, 20, etc.) but this is not the case with all your characters. Creating one of the characters with a level is the multiple of 5 Learner. Now go fight a Page 64 in the Ancient Library and wait until it casts Level 5 Doom. This will kill all characters with a level that is a multiple of 5, so that's why this can't be the case with all your characters. (because if everyone is killed, it's Game Over. Duh :) Anyway, revive the student and kill Page 64. You will learn Level 5 Doom at the end of the fight. TIP: The Adamantium Turtle (Tycoon Meteor), the launch pad on sol cannon (when attacking the flying Lonka ruins) and the second form of Archeo Avis (inside the Lonka Ruins) are examples of bosses who can be killed instantly with level 5 Doom. Moon Flute While you're in the Ancient Library, look for page 256. Once he'll use the Moon Flute at your party. Guard Off This is a blue spell you can learn from Page 256, but he won't use it himself. You will need to use! Control him, and force him to throw it at a student. Magic Hammer At the end of the Ancient Library, you will battle Byblos, who can use the Magic Hammer. So try not to kill him until he has used it on a student. If you miss it here, you won't get another chance until you arrive in the Hiryou Valley (Galuf World), where Drippys can use it on you. Dark Shock After getting the Steamship, get off for Crescent Island. Walk around for a while and you'll meet some Black Flames, capable of casting Dark Shock. NOTE: They also use a ability called Sonic Wave that is not exactly the same as Dark Shock, but you can't learn it. This emissions are an easy one. When you attack the flying Lonka ruins, you will have to take out some firecrackers and missiles. Fire Cannons use Emission all the time, so it's not too hard to learn it. (if you don't have a rocket yet, you can get it from Rockets easily) White Wind This is a very handy blue spell. You can take it inside the flying Lonka Ruins. An enemy named Whirldemon uses it, but because it's a magic sick, he will not be stupid and use it in your party. So you will have to pursue him to do so using! Control the ability on it and force him to cast it into your party. Blowfish This is Handy tools to have, at least in this stage of the game. Another enemy in the flying Lonka Ruins, Lamia, has this spell. Unfortunately, it does not seem to want to use it. So! Control it and have it use Blowfish on a student. This will most likely kill the Student, so be sure to revive him/her before killing Lamia. Level 4 Gravity 2/Level 4 First Quarter, you will have to make sure that at least one of your characters has a level that is a multiple of 4, and make him/her a 4. When you did that, go to the end of the Flying Lonka Ruins, but don't talk to King Tycoon just yet. Instead, walk around in that area until a Hydra faces you. When it dies it will cast Level 4 Quarter as a last ditch effort. It may not kill you, but everyone who has a level split by 4 won't feel very good then. After getting this magic, you have all the blue magic you can get from World 1. You won't be able to get any others until you're about halfway through the world of Galuf... World 2 Time Slip When you are in the Barrier Tower, you will probably encounter some visitors at one time or another. They can cast Time Slip, so make sure they cast it on a 40-year-old before blowing the tower to smithereens. Li'l Melody/Tiny Song In the Forest of Purchase, looking for a little wizard. These people will choose Tiny Song if you give them enough time to do so. It goes without saying you have to let them hit a student with it. Aero 3 In the oldest tree at the end of the Purchased Forest, The Sealed, four crystal-like creatures, will attack you. Be sure to take a student in your party before fighting them. They will only use physical attacks, until they run low on HP. Then they will start casting high damage winds, water, fire and earth spells across your entire party. The one that is all the way to the left will cast the Aero 3 when it gets low on HP, so reduce its HP but be sure not to kill it before it gets a chance to cast the spell. It would be a good idea to use the Golem before this attempt, to avoid being killed by other Sealed attacks when your team is hit with the Aero 3. NOTE: Just in case you were wondering, when they get low on HP, the bottom crystal will use Ground Shaker (using Float to avoid damage), the top crystal will use Fire 3 (only hurts a lot), and the right one will use Aqua Rake, so if you haven't learned that yet you can do so now. Level 2 Old In Exdeath's Castle, you may encounter a Magic Dragon. The Old Level 2 is one of its attacks. Remember that students' level must be divided by 2 to learn the spell. NOTE: If you! Control it, Can't target your party with the Old Level 2, so he'll have to use it voluntarily, or you can cast the Wall on it and have it use spelling on himself, hoping it will bounce back at a student. Alternatively, you can learn Guard Off from it if you miss it at the Barrier Tower. Level 3 Flare Still in Exdeath Castle, stay the lookout for the Red Dragons. If you cast wall on one and! Control it, you can have it cast Level 3 Flare on itself, bouncing it back at one of your characters. Hopefully, it will bounce back at a student. To learn this spell, students' level must be divided by 2. You can't let dragons directly target the party with Level 3 Flares, so this is the only way. Condemned at the end of World 2, you will have to defeat Exdeath. Be sure to have a student and a person who can use level 4 magic size (it's jikuu magic for those with old translations) in your party before facing him. Now, the first thing he will do when you fight him is attack someone or condemn someone. What you want him to do is cast Condemn your athletes. He rarely uses it at any other point in the fight though, so if he doesn't do what you want him to do, cast Reset (it's called Back in the old translation) to start the fight on from scratch. Keep doing this until he doesn't cast condemn on your Learner. If you think this is too much trouble, wait until you reach the Quicksand Desert Pyramid in World 3. Cursed One, a monster in a box, can use it if you! Control it. WORLD 3 Mind Blast The Ultimate World, and there are only three blue spells to go! Mind Blast will be the first blue magic of three that you can get. When you are about to receive the Second Stone in the Island Temple on Solitary Island, the Stalker will attack you. If you leave him alone for a while, he will probably use Mind Blast at one time or another. So wait until he uses it on a Student before killing him. Roulette While visiting the Phoenix Tower, keep your eyes peeled for a Bella Donna. This Lamia-like enemy can use Roulette, but only if it wants to: You can't force it to do so! Control. If a learner is killed by Roulette, and you revive him/her before the fight is over, you will learn spelling. Big Guard This is no doubt the most annoying blue spell to get. You have to land the balloon in the lake where the Woros Tower used to be and sail around, it is best to be near the exact area where the Woros Tower sank as possible. Be sure to have a student in your party, and someone with! Control is equipped before starting to sail around. Most likely, you will fight some weak enemies whenever you get into a battle. But if you're lucky, a stingray will appear. !Control it immediately and have it cast big guard into your side. Then you'll have to kill it, which can take a while because it has a lot of HP. NOTE: Experiencing stingray can be a pain. I've heard some people spent hours on that lake before finally encountering one. I myself have never had to spend more than 10 minutes looking for someone, but it seems that not everyone is so lucky. So know what you're getting into before trying to get Spell. If all else fails, there is always Apocalypse in Dimension Castle... he will cast the Big Guard on himself after a while, so if you cast Wall into him at the right time, you may not yet learn it. And there you have it. If you follow this guide, all Blue Magic can be achieved before entering the Gap of Space! Good hunting! Hunting!

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