

Final Fantasy Origins Boss FAQ

by SinirothX

Updated to vFinal on Jun 5, 2003

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(Thanks to Atom Edge for the ASCII)!

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Final Fantasy Origins Boss FAQ
For the Playstation Game Console
Version Final (Most Recent Update 3/20/03)
By Nicholas Henson aka SinirothX (InfiniteZero000@aol.com)

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SPECIAL NOTE:
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This guide may contain spoilers depending on what you exact definition of a "spoiler" is. But this was just a quick and minor little caution that the knowledge and information within will be thrown at you without warning from this point on. Also, I will be translating the Japanese into English for this FAQ so you don't kill me.:) Read forth daringly...

=====
Directory -> Table of Contents

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I. Copyright/Legal Disclaimer:

II. Coming Soon:

III. Update History:

Final Fantasy I

IV. Boss Data Compilation:

Final Fantasy II

V. Boss Data Compilation:

VI. Credits:

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I. Copyright/Legal Information) -----
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- The following may host this guide as of yet:
gamefaqs.com

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II. Coming Soon) -----
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1. Perhaps some info that is contributed by some people who wish to help me out or some probable layout changes.
2. Eventually I will add a few more data categories for all of the bosses in this guide (especially in FF part of it). This will include Acc%, Crit%, Def, MgD and more... So be on the lookout for that, ok?

That is all as of yet...

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III. Update History) -----
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Version 1.0- 3/9/03:

- I finished Final Fantasy section, but I've yet to start working on the Final Fantasy II part.

Version 1.1- 3/10/03:

- I began working on the Final Fantasy II section.
- I also fixed some of the mistakes and typos that I found in Final Fantasy section.
- Added some ASCII thanks to the legendary Atom Edge.

Version 1.2- 3/13/03:

- I finished everything in the entire guide! Now what remains is for people to possibly submit info, or for me to change something in the layout.

Version 1.3- 3/16/03:

- I added a good tip for Emperor which was sent in by shdwswrn.
 - I did a little fixation to a layout problem that I had encountered.
- Still, what remains is for people to possibly submit info, or for me to change something in the layout.

Version 1.4- 3/17/03:

- Red Scarlet contributed *alot* of good info, and pointed out that I had a few HP values for bosses wrong (but they have been fixed). Thanks alot!
- TOC has a new look thanks to a few people who critiqued my guide.
- I also corrected some spelling mistakes that I found here and there.

Version 1.5- 3/20/03:

- An addendum to what is on Coming Soon list (check it out)!
- I fixed a few minor infos here and there on some of the bosses.
- Also was able to spot alot of spelling errors and I have already taken care of them. Hehe...
- I got some info from a few people who have sent me in some info and I added them in various little spots where I deemed them necessary. Thanks.
- And thanks to a few people sending in stuff, I decided to include WarMech in here, even though it isn't really a boss (in FF section), but I still need to test a few things out with WarMech though for its immunities part.

Version 1.6- 3/23/03:

- Just changed layout around completely.
- I also updated my Copyright section a little bit.
- I also made the credits section look just a tad bit more presentable and easier on the reader's eyes.

Version 1.7- 3/29/03:

- I fixed some pretty big mistakes here and there in terms of spelling, as well as some misleading information.
- Once again Red Scarlet has sent some more great info in to me for this guide.
- I even added a little something down there at the bottom of the guide (after the Credits section).

Version FINAL- 6/5/03:

- I added an extra alternate strategy for beating Chaos. It was sent in to me by BigKing. Thanks, man.

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IV. Boss Data Compilation) -----
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Lets get started, but first let me show you how I will format and layout this area...

- Name: (location) This displays the monsters' name and where it can be found
- HP: Displays the amount of Hit Points (or life) the monster has
- Defense: Shows the Defense statistic of that boss.
- Gold Received: Here is what gives info on how much gold you receive after the battle
- Agility: Shows the speed/Agility status of the boss.
- Experience Gained: If you want to know just how much EXP this monster gives then look here
- Kind of Monster: Displays the type or class of that particular monster or monsters
- Abilities: Find out what abilities the monster possesses
- Strength: This will display the monsters' average attacking power most of the time
- Immunities: Will show what things the monster is *not* effected by at all
- Susceptibilities: Will display just exactly what the certain monster recieves extra damage to or is weaker to.
- Strategic Tactics: Of course this says the best route to defeating the monster in battle

All right, now that you have that in mind...let us begin...

1. Astos (Northwest Castle)

- HP: 168
- Gold Received: 2000
- Agility: 78
- Experience Gained: 2250
- Kind of Monster: None
- Abilities: Slo2- Slo effect
 - Lit2- Uses higher version of Lit
 - Rub- KO effect
 - Fast- Speeds up time lapse around
 - Dark- Darkness effect
 - Slow- Slow effect
 - Fir2- Fire elemental damage
 - Slep- Slep effect
- Strength: 26 to 52
- Immunities: None
- Susceptibilities: None
- Strategic Tactics:

- For this fight you really need to be at a level high enough to keep up with it and to of course beat it in the battle. It has no immunities so you can virtually use anything against it. But since it has no susceptibilities either you will have to work even harder to win in a all-out brawl of a fight. First I will give you at least small info on attack pattern:

- If it uses Rub, its next turn will always be Slo2, sometimes though, it will cast Fast on itself and follow it up by Slo2.
- The rest of its moves are unpredictable.

Bearing this in mind lets begin... Just go off on it with physical attacks or some carefully chosen magical attacks. If it uses Rub on one of your main attacker(s), then I suggest using TMPR in accordance to the Rub. You should of course definatly use CURE's to heal most of its attacks like Lit2, Fir2 etc... Also tend to any status abnormalities right away.

Keep your main offensive characters Fast-ed in order to get more attacks in without having those characters Rub-ed. You should be able to send its 168 HP down the potty in about 3 go-arounds of attacks or so if all goes well.

2. Eye/Evil Eye (Ice Cave)

HP: 162

Gold Received: 3225

Experience Gained: 3225

Kind of Monster: Magic

Abilities: Squint- KO to one character

Stare- Maximum of 80 damage to one person

Gaze- Stun effect on one

Glance- Stone effect on one

Hold- Hold effect

XXXX- Erases one character

Rub- KO on one character

Slow- Slow effect on one character

Slep- Slep effect on one person

Mute- Silencing effect

Brak- Uses stone, KO

Lit2- Enhanced Lit damage to one character

Lamp- Cures Darkness

Strength: 30 to 60

Immunities: Qake

Susceptibilities: None

Strategic Tactics:

- It has no weaknesses at all, but damn, it has an immunity, it's not fair, is it? Well anyway your desideratum of greatest importance here is to eliminate the boss antecedentially to it reciprocating that on you. Some abilities of note are: Rub, Glance, Brak, XXXX. Look up for info on those moves. So for the battle itself I can provide you with the following strategic information
 - I mightily recommend that you use spells like FIR3, or your own LITs.
 - Of course this next advice is quite evident already; avoid using the spell Qake, as it is immune.
 - Use Fast in order to get more of those spells in on Eye before it can KO the heck out of you.
 - Try to inflict Darkness on it.
- Good job you!... You win!!!
-

3. Garland (Temple of the Fiends)

HP: 106

Gold Received: 250

Experience Gained: 130

Kind of Monster: ???

Abilities: None

Strength: 15 to 30

Immunities: None

Susceptibilities: None

Strategic Tactics:

- This is an easy fight all-around. But it is the first boss fight in the game so it is rather hard too. You should have your main attacking classes do just that, attack (physically of course). If you get hurt by it during the course of the battle you should have white mage class Cure. Spells like Qake are rather useful also.
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4. Phantom/Death Eye (Temple of the Fiends)

HP: 360

Gold Received: 1

Experience Gained: 1

Kind of Monster: ???

Abilities: Glare- Uses Glare spell

Zap!- KO by sending one into the 4th dimension

Rub- Erases one, KO

Mute- Silence effect

XFer- Reduces one's defense stat

Stop- Stops time effect

Brak- Uses stone, KO

Slow- Slow effect

Hold- Stops one character from attacking it

Strength: 120 to 240

Immunities: Stun, Qake, Rub, Bane, Slep, Ice

Susceptibilities: Harm, Fire

Strategic Tactics:

- This is a very difficult battle, IMO. With all of that HP you may encounter some to many problems, but you may not, who knows? Time to strategize!:

Since it is immune to so many things (Stun, Qake, Rub, Bane, Slep, Ice), that limits alot from what you can possibly do to Phantom. But it has two major susceptibilities that you should take advantage of as much as possible. So when you're hit have a white mage heal the damage done. You should have another character use Fire, and then another to use Harm. Keep doing this over and over again until you beat it. Note that it restores 10 HP each go around. If you are powerful enough by this point you just might be able to wipe the stupid thing out in only one hit of your strongest attacker! If you experience any negative status changes than aid them as soon as possible.

5. Pirate (Pravoka)

HP: 6 (I know, I know, pathetic)

Gold Received: 40

Experience Gained: 40

Kind of Monster: Undead

Abilities: None (what's up with this guy)?

Strength: 8 to 16

Immunities: None

Susceptibilities: None

Strategic Tactics:

- Ok, they may look completely and utterly pathetic, and a disgrace to the game of FF, but here's the big surprise; there are 9 of them! So this will be more like this representation: HP would be at 54, Gold and Exp: 360.

- That is all that you should now we concerned with in terms of your battle procedures. Heres how we will now strategize against the Pirates:

Have main attacking characters just strike them down, and each in one hit should be able to manage on wiping one out in each hit, yes, even mages! Heal is the need arises (doubtful). Here is how you can make this fight hard: 1. turn around, 2. turn off the TV, 3. press the buttons with your toes. Yes, it is *that* easy.

Pro Tip: Nail 'em after putting them to sleep.

6. Vampire (Earth Cave)

HP: 156

Gold Received: 2000

Experience Gained: 1200

Kind of Monster: Undead

Abilities: Dazzle- Stun effect

Strength: 52 to 76

Immunities: Stun, Qake, Rub, Bane, Slep, Ice, Brak

Susceptibilities: Harm, Fire

Strategic Tips:

- This is actually very also. There won't we be much to talk about so I will put it in certain step-by-step directions here also on what you should do.
- > Main sluggers (Black belts, theives, fighters) should of course focus their energies on physical attacks.
- > Try to end it before he gets the chance to "Dazzle" you.
- > Your white mages should be put to use HRM since they most likely aren't to lvl'ed up to have HRM2 yet.
- > This monster will restore 7 HP each round so try and end the battle as quickly as possible.
- > Harm and Fire magic will also prove to be very useful here.

Moving on...

7. Lich (Temple of the Fiends, Earth Cave)

HP: 800 (1000 second fight)

Gold Received: 3000 (1 second fight)

Experience Gained: 2200 (2000 second fight)

Kind of Monster: Magic, Undead

Abilities: Slp2- Puts opponent to sleep

Ice2- Enhanced version of Ice spell

Lit2- Enhanced version of Lit spell

Fir2- Enhanced version of Fire spell

Fast- Speeds up own battle pase giving more turns

Slep- Puts opponent to sleep

Hold- Prevents opponent from attacking

->Second Fight<-

Stop- Stops one character from attacking

XXXX- Erases one character

Zap!- KO by sending one into the fourth dimension

Nuke- Max of 800 damage to everyone

Strength: 40 to 80

Immunities: Stun, Brak, Rub, Bane, Slep, Ice

Susceptibilities: Harm, Fire

Strategic Tactics:

1.
 - First here strategy for your first encounter with Lich: Use your black mages to for the first part to use TMPR and/or Fast on your black belts and people like that. Their tactics for the duration of battle succeeding that will be to use the spells Fir2 or 3 (if available). Your sluggers should of course do what they are meant to do, and that is obviously just attacks boss. White mages cast no level lower of HRM than 2, so preferably 3. If HP gets to low for comfort, have those white mages cast the highest level of Cure you got (probably CUR3).
 2. (I got this ultimate strat for second fight from Arkbeetle1!):)
 - He wrote:
 - White Wizards Role- They are to always use Hrm4 and not settle for anything less
They may also heal with Cur4(at least 3)
 - Black Wizards Role- Black Wizards use Nuke spell on it after a few power up of
it or they could also use Fire and Harm in conjunction
 - Everyone else's role- They are to just attack physically attack and if White Wiz
die, they should heal also
- Lich's Actions:
- Lich may use Nuke on your party which you do *not* want to occur and it deals

800 damage about to your party which may wipe out wipe or black wizards (ouch)!
Avoidance Method: The only way is to Nuke it and kill it beforehand.
- On top of that it can use a spell called XXXX which you will hate as it does literally the same as Rub to one character.
Avoidance Method: Kill him first. This is very hard to do. o_0
- Zap! is another move of note...and worry. It'll kill off another character by sending them into the fourth dimension!?!? oohhhhh...ahhhh...
Avoidance Method: The *only* way is to drop out its 800 HP out the door first. But none really.:(
- This next one ain't so important but it is Stop and it basically speaks for its own damn self.
Avoidance Method: Put up Wall!
There ya have it... ^_^
(Thanks Ark).

8. Marilith/Kary (Temple of the Fiends, Gurgu Volcano)

HP: 1200 (1400 second time)

Gold Received: 3000 (1 second time)

Experience Gained: 2475 (2000 second time)

Kind of Monster: ???

Abilities: Hold- Stops a character from attacking

Dark- Lowers a character's Accuracy making them miss more

Fir2- Enhanced version of Fire spell

->Second Fight<-

Rub- Rubs out a character for instant KO

Fir3- Enhanced version of Fir2 spell

Strength: 40 to 80

Immunities: Fire, Brak, Lit, Bane, Ice

Susceptibilities: Stun

Strategic Tactics:

- This can be a very hard boss battle if you let it, but it can also be made rather simple too. You see that it has many immunities (drat), but you can also see that it has a weakness or two, so we're going to focus on that as well as add to it. ;) You should have Mages use Stun or Slep or Slo2 on it (first two are recommended) just so you can get more turns in before its turn to damage your party. Have everyone else attack. Refrain from using any of the following: Fire, Brak, Lit, Bane, Ice because as you can plainly see that those are its immunities. Repeat strategy over a few more times to end it. Do the same when you later encounter it in the Temple of the Fiends, but you might just want to use Afir with your Mages the second time around.

9. Kraken (Sea Shrine, Temple of the Fiends)

HP: 1600 (1800 second time)

Gold Received: 5000 (1 second time)

Experience Gained: 4245 (2000 second time)

Kind of Monster: Ocean

Abilities: Ink- Inflicts Dark status

Lit2- Enhanced version of Lit spell

Strength: 50 to 100

Immunities: Fire, Qake

Susceptibilities: Lit

Strategic Tactics:

1.
- Well this one is also rather hard. Your very first action in the fight should be to use Fast spells on Knights, Ninjas and others like them to get more hits in to Kraken's ass. Your main actions in this fight will be to have the Black

Wizards for your highest Lit spell (it better be 3 to get this fight done and over with in a reasonable amount of time). If you are hurt bad to the point that it is absolutely necessary to heal, do so with a Cur2 (but definitely if you have it, Cur3, because it is better).

2. This fight is just 200 HP more difficult than the time you fought him in Ice Cave. What you need to do here is have Black Wizards constantly attack with Lit3s over in conjunction with having main attackers physically attack. Heal if the need arises.

10. WarMech (Sky Castle)

HP: 2000

Gold Received: 32000

Experience Gained: 32000

Kind of Monster: ???

Abilities: Nuclear- Does special-type damage to entire party

Strength: 128 to 256

Immunities: Lit, Death, Ice, Fire, Qake (I'll get back on the rest)

Susceptibilities: None

Strategic Tactics:

- First off a technical piece of information with no pertinence to the actual battle is that your chances of encountering WarMech in the Sky Castle is 4 in 246 total. Also, it recovers 100 HP to each round in the fight.

Now for the battle to commence and you were that 1, let's start!:

HP of WarMech (WM from now on), is rather high, isn't it? And with the power of WM, it's going to be difficult to take it all down too, we're in for a real fight with this semi-boss. It has tons of immunities, so whatever you see under that category, don't try it, and to be safe a few others that I have still yet to test out. No weaknesses either, darn! So have all of your fighting classes pummel away with all they have in them, all the while you are having your White Wizards using high level Cure spells when needed to keep the party high enough in that department to last the whole fight. Nuclear can easily wipe entire party out, so if one survives, have them fix up and help everyone else out also. Continue this for 2000 HP worth and then get your major 32000 Gold and 32000 Experience rewards.

11. Tiamat (Sky Castle, Temple of the Fiends)

HP: 2000 (2200 second time)

Gold Received: 6000 (1 second time)

Experience Gained: 5496 (2000 second time)

Kind of Monster: Dragon

Abilities: Poison- Poison status on party plus max of 260 damage

Blaze- Fire damage to party as well as max of 220 damage

Blizzard- Ice damage to party as well as max of 200 damage

Thunder- Lit damage to party as well as max of 300 damage

->Second Fight<-

Poison- Poison status on party plus max of 260 damage

Blaze- Fire damage to party as well as max of 220 damage

Blizzard- Ice damage to party as well as max of 200 damage

Thunder- Lit damage to party as well as max of 300 damage

Lit2- Enhanced version of Lit spell

Ice2- Enhanced version of Ice spell

Fir2- Enhanced version of Fire spell

Strength: 49 to 98

Immunities: Qake, Lit, Fire, Ice

Susceptibilities: Brak, Bane

Strategic Tactics:

1.
 - Start of the battle in the beginning by Fast-ing main physical attackers and use Nuke spell. If this doesn't work effectively, you can try to act advantageous on on its susceptibilities Brak, Bane for some extra damage. dr817765 has suggested to me once that you can use Fade spell to stack up on damage done to Tiamat (great tip)!
 2. Start of the battle in the beginning by Fast-ing main physical attackers and use Nuke spell over and over again. If this doesn't work effectively, you can try to act advantageous on on its susceptibilities Brak, Bane for some extra damage. dr817765 has suggested to me once that you can use Fade spell to stack up on damage done to Tiamat (great tip)! Same thing except Tiamat's stats and abilities.:)
-

12. Chaos (Temple of the Fiends)

HP: 4000

Gold Receieved: 0

Experience Gained: 0

Kind of Monster: ???

Abilities: Inferno- Fire damage to party as well as max of 384 damage

Tornado- Max of 256 damage to entire party

Crack- Wipes out party automatically!!!

Swirl- Max of 256 damage to entire party

Hurricane- Max of 400 damage to entire party

Slo2- Enhanced version of Slow

Fir3- Enhanced version of Fir2

Fast- Speeds up own actions

Ice3- Enhanced version of Ice2

Lit3- Enhanced version of Lit2

Cur4- Heals up fully (enhanced version of Cur3)

Ice2- Enhanced version of Ice

Nuke- Super extreme Fire damage to party

Strength: 100 to 200

Immunities: Qake, Lit, Ice, Fire, Bane, Slep, Brak, Stun, Zap

Susceptibilities: None

Strategic Tactics:

- You're finally here, at the final boss in one of the most classic games ever created! Do you have what it takes to destroy him!? Well, even if you don't, with this strategy you'll be able to whup him without trouble (well, with less trouble than you normally would).:) I suggest levels being mid to high 40s or even into the 50s so you can take him out (I was level 53). Anywho, this boss is a total strategy boss, what you are going to do right off the bat is to cast TMPR and/or Fast on the primary attackers. If Chaos uses Crack spell you're dead so you're going to have to avoid that, and here's a great trick for stopping Cur4: have a Master Fast themselves and then do the same to another Master and then pummel away until Chaos perishes. But, let's get back on track with the strategy: You should have White Wizards use use Inv2 so that Chaos will miss more often than not, and also to make double sure is to put on Afir for if it decides to attack you with Nuke. If Chaos uses Fast on himself, you should then cast Slo2 to negate it. Nearer to the beginning you *may* take the extra precaution to put up Wall on themselves. Repeat. Great job! You just beat the ultimate boss to an amazing game!!!)

---> Here's alternate strategy sent by BigKing:

On the first turn, cast Nulmgc to protect yourself from his Crack spell, then cast Haste and Steel on your Knight. Simply have your White Wizard keep everyone's HP up and cast Steel on the knight every round.

If you have the Excalibur sword, you can hit him for very large amounts over and over again.

(I have seen as high as 1,600.) With this strategy, you can beat Chaos fairly easily at Level 40 or so.

If he uses Cure 4 on himself, just keep casting Steel and hitting him. He'll go down pretty fast.

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~~~~~ Final Fantasy II ~~~~~
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V. Boss Data Compilation) -----
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Lets get started, but first let me show you how I will format and layout this area...

Note: There might be more info as time progresses, this is just what I have found out thus far (I've spent more time on Final Fantasy).

- Name: (Chapter) This displays the monsters' name and which chapter it's in
- HP: Displays the amount of Hit Points (or life) the monster has
 - MP: Displays the amount of Magic Points the monster has.
- then look here
- Gold Received: Here is what gives info on how much gold you recieve after the battle
 - Items/Equipment Dropped: This will show all of the weapons, armors, items that the boss will drop once beaten
 - Abilities: Find out what abilities the monster possesses
 - Susceptibilities: Will display just exactly what the certain monster recieves extra damage to or is weaker to
 - Strategic Tactics: Of course this says the best route to defeating the monster in battle

All right, now that you have that in mind...let us begin...

1. Sargeant (The Rebellion's New Hope)

HP: 140

MP: 5

Gold Received: 200

Item/Equipment Dropped: Mithril Helm, Mithril Bow, Mithril Axe, Mithril Armor

Abilities: Attack- Does physical damage to one character

Bow3- Uses Bow to attack

Susceptibilities: None

Strategic Tactics:

- This is the first boss that you enciunter in Final Fantasy II, and he is one pathetic boss also. Have Maria use up her turns to use Ice spell, but once, someone suggested to me that you can also execute Fire spell for equal damage. This is improtant. For Frioniel's turns he should attack physically attack to amplify his goes to the very fullest. Let's see... what to do with Guy, well, he has nothing much to contribute to this fight other than emulating Frioniel's tactics by attacking also. Ming-Wu has a few things on to-do list:
 - Cast the spell Safe just so you can raise the Defense stat of your party.
 - Have him Cure when HP is below half of its normal level. Keep doing this over again and that should have him beat in a matter of no time at all.

2. Adamanti (The Warship)

HP: 450

MP: 0

Gold Received: 500

Item/Equipment Dropped: None

Abilities: Attack- Does physical damage to one character

Susceptibilities: Ice

Strategic Tactics:

- Adamanti does not have any real attacks other than its physical attack that doesn't really do much, so after each and every one I mightly suggest the you use Cure spell on targeted character. So noe that I have mentioned that, let's strategize the fight!:

Maria's roll in the battle is to keep on casting the Ice spells on Adamanti to utilize attacks to fullest.

My friend Arkbeetlel has sent in a tip for what Josef should do: "Have him use IceWind spell." is what he said. I've found that works better than my original method of just attacking physically with Josef.

Here is what Guy should do: keep on casting the Ice spells on Adamanti to utilize attacks to fullest which is alot like Maria's roll.

3. Borgan (The Warship)

HP: 240

MP: 20

Gold Received: 400

Item/Equipment Dropped: None

Abilities: Attack- Does physical damage to one character

Susceptibilities: None

Strategic Tactics:

- This guy is so simple that it's not even funny. What you're going to want to do is just physically attack the guy a good 1 to 3 times (depending on your strength) and that should send the wannabe Imperial General down the potty and will reign the victory. If you need to heal, than do so...

It will not take long.:)

4. R. Soul (The Warship)

HP: 540

MP: 35

Gold Received: 100

Item/Equipment Dropped: None

Abilities: Ice8- Ice damage

Attack- Does physical damage to one character

Fire8- Fire damage

Aero8- Aero spell

Bolt8- Lightning damage

Susceptibilities: None

Strategic Tactics:

- This boss is a very formidable foe. Here are a few general advices on boss that I think you should know about before fighting:

- Don't ever use elemental magic spells on it because they'll restorate it.

- Heal after every level 8 spell (yes it has level 8 spells this damn early in the game)!

Now that you know let's begin actual battle info: First off I recommend just attacking and then healing for four straight turns so that its MP goes away and cannot use those nasty ol' level 8 spells on you, just, its mediocre physical attack that does exactly that (physical damage). Now is when you can start to capitalize if you know how. You also have another advantage here, the boss has very low accuracy so its physical attacks will miss on a consistant basis... yes! Now you can start attacking more frequently without worrying about healing up your HP as often (about every 2 or 3 turns). This can take

a good 4 to 6 turns to defeat R. Soul.

5. 3 Chimeras (Rebel Flame)

HP: 640

MP: 80

Gold Received: 600

Item/Equipment Dropped: None

Abilities: Attack- Does physical damage on one character

Fire7- Fire damage

Susceptibilities: None

Strategic Tactics:

- With high MP and high HP and a small but powerful repertoire of attacks and no weaknesses, this boss can prove to be a pretty good challenge, but with this strategy, you'll have alot less trouble with 3 Chimeras. Have your Ice Shields on to protect against their level 7 Fire spells. There are three seperate Chimeras to take out (duh), so you should have one character attack one Chimera at a time (your choice with that). When attacking I either recommend that you are using Ice spells and/or physical attacks on them. With this strategy you will have them gone in almost certain four turns of attacks.

6. Q. Lamia (Rebel Flame)

HP: 1290

MP: 370

Gold Received: 10000

Item/Equipment Dropped: Ribbon (occasionally)

Abilities: Blnk16- Raises Evasion

Attack- Does physical damage to one character

Wink9- Confuse status on characters

Susceptibilities: None

Strategic Tactics:

- I found this guy to be sorta hard (alot of people say he is hard as heck), maybe because I was so darn prepared...;P Have Maria physically attack the whole time. Guy is to do the same--attack physically. Frioniel should back them up by doing the exact same to Q. Lamia, this should be having the thing with low HP. Try to take it out before it uses Blnk16 or Wink9 because those will give Q. Lamia alot of an advantage over your party (now you wouldn't want that, would you)? On top of beating up on Q. Lamia with Guy, Maria, and Frioniel with their physical attacks, you also should have Raila use Bolt over and over again for some super damage. Heal when needed. Good 5 hits and it's over! ^_^

7. Behemoth (Rebel Flame)

HP: 1620

MP: 0

Gold Received: 0

Item/Equipment Dropped: None

Abilities: Attack- Does physical damage to one character

Susceptibilities: None

Strategic Tactics:

- You'd think this boss would be super difficult first for how much later in the game it comes, and then for its name (hehe). But, guess what, its not! The only thing intimidating about Behemoth is its 'behemoth' amount of HP. Its only attack will do about 170 damage to you at one time, which when you think about it, is pretty damn pathetic. Your attacks probably do twice that damage (mine did).:) Well anyway, since magic is rendered virtually obsolete here, you

only have one real alternative is physical attacks which can have it finished in about 7 hits (that is, not even taking into account that you heal). When you finish, do your victory dance, and then move on...

8. Gotus (Rebel Flame)

HP: 2000

MP: 80

Gold Received: 2000

Item/Equipment Dropped: None

Abilities: Drink Bacchus Wine- Increases attacking power

Hast6- Raises the number of attacks that a person can get

Attack- Does physical damage to one character

Susceptibilities: None

Strategic Tactics:

- Now, you're going to get mad if it uses Bacchus Wine to increase attack for obvious reasons. That is why this fight can easily be the most challenging boss thus far. To top it all of it can also Hast6 itself to increase number of hits with that newly found attack power and can obliterate your party if you aren't prepared adequately for that onslaught. Here is representation of how attack will change with Drink Bacchus Wine:

- Normally do about 230 damage to a character with its physical attack.

- With Drink it'll get to do about 460-500... which sucks.

Now if you double amount of turns almost, your party can be annihilated in like 3 turns or less. This is if you do not heal in between each and every single attack it makes in these status(s).

If it doesn't get to put itself under all of these statuses (if not just 1), than you don't have to bother with healing except for every 2-3 turns

(depending on where your HP is). Make sure that when you heal that you're healing up that it be with most agile character you possess. Enough with notes and cautions and let's start the actual strategy for battle:

Gotus can pose big threat because of its semi-high HP, it can take anywhere from 4-8 hits to cream the guy. The best way to drop it is to have Maria, Guy, and Frioniel to physically attack, and anybody else to heal the party if needed.

9. BigHorn (The Sealed Power)

HP: 1140

MP: 0

Gold Received: 1000

Item/Equipment Dropped: None

Abilities: Attack- Does physical damage to one character

Susceptibilities: None

Strategic Tactics:

- This guy is a big down-grade from a few of the more recent bosses we've faced (at least in terms of HP and MP). This fight does not really require any healing whatsoever, but you will be needing to physically attack it on as many turns as possible that you don't need to heal on because of HP that is to low for comfort. About 3 turns will do the trick!!!

10. Worm (The Sealed Power)

HP: 2000

MP: 0

Gold Received: 2000

Item/Equipment Dropped: None

Abilities: Attack- Does physical damage to one character

Susceptibilities: None

Strategic Tactics:

- Well, well, this guy had improved a little from the last boss to bring the FF2 bosses' name back up to its former glory (but still 0 HP)?:(Sad, sad... Oh yeah!, gotta start up with the strategy don't I!? Boss does nearly 250 damage for each of its physical attacks--not that much. At least not compared to your nearly 300 damage you can do with your attacks. No, not even close! If you use every single character you have to just attack you'll have it done in about 4 turns of attacks. Heal if the need arises.

11. Fire Gigas (The Sealed Power)

HP: 1800

MP: 240

Gold Received: None

Item/Equipment Dropped: Flame Armor, Flame Sword

Abilities: Attack- Does physical damage to one character

Rock9- Rock damage

Fire12- High Fire damage

Susceptibilities: Ice

Strategic Tactics:

- This guy is very simple, in fact, he is very laughable. Well, at least for coming along later in the game. His level 12 Fire spell I have experienced it to do up to 400+ damage. The normal attack it has only does 310 damage or so. Since you can be doing up to about 650-750 damage to your opponents, it may only take up to 2 or 3 turns to eliminate him. Again, heal if necessary. You can also use Ice spells to take it out.

12. Ice Gigas (The Sealed Power)

HP: 2000

MP: 240

Gold Received: 1000

Item/Equipment Dropped: None

Abilities: Attack- Does physical damage to one character

Rock9- Rock damage

Ice12- High Fire damage

Susceptibilities: Fire

Strategic Tactics:

- This guy is very simple, in fact, he is very laughable. Well, at least for coming along later in the game. His level 12 Ice spell I have experienced it to do up to 350+ damage. The normal attack it has only does 310 damage or so. Since you can be doing up to about 650-750 damage to your opponents, it may only take up to 2 or 3 turns to eliminate him. Again, heal if necessary. You can also use Fire spells to take it out. It is alot like the previous Fire Gigas, just... with Ice!

13. Thunder Gigas (The Sealed Power)

HP: 2500

MP: 370

Gold Received: 1000

Item/Equipment Dropped: None

Abilities: Attack- Does physical damage to one character

Rock9- Rock damage

Bolt12- High Lightning damage

Susceptibilities: Aero

Strategic Tactics:

- Guy's roll in this fight is to heal the whole time just in case of your HP getting to low to hang in the fight. Maria and Frioniel should both act advantageous on Thunder Gigas' susceptibility by casting level 5 or higher Aero spells. You can do about 320 damage each time by using that method and like that it will take approximately 8 turns (without healing). But then we have the one and only Richard's turns to take up. We'll do that by having the guy use Evil Cane for effect of Aero12 which can do up to 720 damage and with this addition the most turns it can take is about 5 (not much), but it could take less.

14. Dragon (The Sealed Power)

HP: 2500

MP: 140

Gold Received: 10000

Item/Equipment Dropped: None

Abilities: Attack- Does physical damage to one character.

Ice16- High Ice damage

Susceptibilities: Fire

Strategic Tactics:

- This SOB can be really hard to a newtimer (sometimes even for a long-time player). But no more chit-chat, let's get to the "toppling-Dragon-with-ease Strategy." Now for a brief little history on Dragon: well, gonna be a quicky: it's first Dragon of the four treasure guardians (the rest are tougher though). Dragon's regular attack can do up to (I've seen) 400 damage, and the level 16 Ice move can do about half of that on occasions. This fight is really a no-brainer when it comes down to strategy and all. All that you have to do to get this fight over and done with in a reasonable amount of time and with the party mostly unscathed is use your highest level of Fire attacks at Dragon. If the need is there to heal up character(s), then by all means, do so quickly.

15. General (The Fall of an Empire)

HP: 1800

MP: 0

Gold Received: 2000

Item/Equipment Dropped: Rune Axe, Diamond Gauntlet

Abilities: Attack- Does physical damage to one character

Susceptibilities: None

Strategic Tactics:

- This guy is a pathetic, and a shame of a boss, especially for this late in the game. His attacks do a very reasonable amount of damage though (about 500+) Your strategy here should look a little something like this...:

- Whenever General uses his physical attack heal up right away.

- On other turns, use everyone to attack since he has no weaknesses.

Fight over in about 2 turns (at most 4).

16. G. Dragon (The Fall of an Empire)

HP: 3000

MP: 190

Gold Received: 10000

Item/Equipment Dropped: Fang

Abilities: Attack- Does physical damage to one character

Mist16- Does Mist damage to the whole entire party

Susceptibilities: Bolt

Strategic Tactics:

- Few couple notes before starting:

His physical attack does between 450 and 500 damage to one character so make sure you heal each one.

Mist16 usually does nearly 160 damage or so to the party entirely so after each about 2 or 3 turns (determined by HP).

- With more HP coupled with almost twice Defense statistic attribute, the whole amount of turns taken to say goodbye to G. Dragon (which sucks really bad), because it can wipe you out in those extra turns it take to defeat G. Dragon. Your main tactical procedure(s) here is to capitalize on its susceptibilitie which is Bolt. So, if your characters have level 5 or even higher Bolt spells, use them! You may want to throw in an additional physical attacks in there as well. Remember... HEAL!

17. Emperor/Corpse/Corpse/Golem (The Fall of an Empire)

HP: 1290

MP: 190

Gold Received: None

Item/Equipment Gained: None

Abilities: Bolt10- Bolt damage

Slow9- Slows down target

Attack- Does physical damage to one character

Blk8- Raises Evasion

Barr8- Puts up a Barrier

Susceptibilities: None

Strategic Tactics:

- Very humorous amount of HP, yah? Well, he does balance that out with that huge and decimating repertoire of attacks which can make things rather interesting, but not too bad still. I recommend that you proceed to use physical attacks to take out the first Corpse before anything. Then do the same thing to the other Corpse. Now it's just Golem and Emperor... Well, not for very long though, have your party annihilate Golem with more barrages of attacks of the same magnitude and heal if needed while destroying the Golem. Now you reach your primary concern in this battle, and that is to take out Emperor. Do so by following the following strategy (won't be long):

- Have Maria, Frioniel, and Guy simply attack with full-force attacks for a little bit of time.

- You can have Richard stay really out of the way and just heal when it is required (won't be too often).

Now it is time for a representation of its attacks!:

- Bolt10 can do nearly 400-500 damage I have witnessed (even though I had moderately high Defense).

- Physically attacking will do about 300 or so (not bad)...

That is all that does damage, the rest you can find in boss' info located to the above. Within a matter of 3 hits you should have Emperor down. Hahaha!

18. Shade (The Fall of an Empire)

HP: 3000

MP: 240

Gold Received: None

Item/Equipment Dropped: None

Abilities: Attack- Does physical damage and Curse status to one character

Curs8- Inflicts Curse status

Deth8- Instant KO (death) status

Susceptibilities: Cure

Strategic Tactics:

- As you can plainly see just by looking at its attacks that this guy is a big meanie and that you're going to have some trouble with it. Then you look at HP and MP part and you see that they're rather high up there. But then, you look at Susceptibilities is has and you realise, "Aha, I will use Cure spell on it to oblivion!!!" Well that is partially it. Anyway, Shade has pretty high Def stat that makes it longer time period for you to kill it, so battle plans are looking like this: Maria should primarily be focusing her efforts on Curing the boss (ha! never thought you'd be saying that, did you)? This should do about 270 damage each time with high enough spell of Cure. Meanwhile, Richard should be attacking as well as be followed with that by Frioniel. Now is where Guy comes in with the most imperative role in the fight; you use Rune Axe obtained from boss General for some odd high end damage of about 800 or to even the distant reaches of 900! This should go on 8 turns or so before you have reigned the victor in this boss battle. If you get hit with Deth8, let's just say you're pretty much screwed, and you must purify any Curse statuses.

19. Bolt Dragon (Revenge)

HP: 3500

MP: 240

Gold Received: 10000

Item/Equipment Dropped: Holy Javelin, Fang, Dragon Armor

Abilities: Attack- Does physical damage to one character

Bolt16- High Bolt damage

Susceptibilities: Poison (Aero)

Strategic Tactics:

- This guy is very simple as long as you follow these steps (it'll be quick):
 - When attacking it most of the time you should usually use Aero Lv.8 or more.
 - Maria should use high leveled black magic spells.
 - Occasionally she should also Cure spell after power Bolt16 attack.
 - Guy should attack physically mainly.
 - So should Frioniel and Leonheart.
 - Bolt16 does about 450+ damage (last time I experienced it).
 - I received following tip from a fellow FF2er: Use Tnad13 from Windflut. You should win about 3, or at most 4 go arounds.
-

20. King Behemoth (Revenge)

HP: 5000

MP: 0

Gold Received: 0

Item/Equipment Dropped: Power Armor, Spiral Helmet, Yoichi Bow, Power Gauntlet

Abilities: Attack- Does physical damage to one character

Susceptibilities: None

Strategic Tactics:

- You would think that this boss is the hardest SOB to beat thus far, but contrary to what you may believe (and what I used to), it's not! Nope, puny Defense that it has means major damage to it in one hit. I mightily advise you not to send magically based attacks at this boss because of its higher than average level. So keep attacking the guy with weapons. About 2 to 3 hits should get the job done quite nicely.
-

21. Red Dragon (Revenge)

HP: 5000

MP: 450

Gold Received: 10000

Item/Equipment Dropped: Holy Javelin, Dragon Armor, Shoes, Dragon Shield

Abilities: Attack- Does physical damage to one character

Susceptibilities: Ice

Strategic Tactics:

- Here is my strategy for beating this foe:

If you do things absolutely right here you'll have no problem whatsoever killing this boss within 5-7 turns easily. Since it's quite evident of the boss' susceptibility, I suggest you work on that by using level 8 and higher Ice spells. IceWind works great here also but is recommended to be used with weakest character you have. Others should attack and heal when necessary. Not that hard, right?

22. Z. Borgan (Revenge)

HP: 2500

MP: 370

Gold Received: 2000

Item/Equipment Dropped: None

Abilities: Attack- Does physical damage plus Paralyzes one character

Flar16- High Flare damage

Susceptibilities: Cure, Fire

Strategic Tactics:

- This fight is not all that tough at all. Now, (with your newly acquired Masmune I might add) use the Masmune to Hast11 the whole entire group and then proceed to attack with Frioniel and of course Leonheart for some big damage. Three goes should end it. Hope you don't get Paralysed. ;) Use Cure and Fire here too. Good luck...

23. Tiamat (Revenge)

HP: 5000

MP: 450

Gold Received: 10000

Item/Equipment Dropped: None

Abilities: Ice16- High Ice damage

Attack- Does physical damage plus Poisons one character

Bolt16- High Bolt damage

Fire16- High Fire damage

Mist16- Does Mist damage to the whole entire party

Susceptibilities: None

Strategic Tactics:

- Ahhhh... The legendary Tiamat. You remember him from the last game, don't you? Well this time he's different looking, *plus*, I think he's harder. >_< Here are some technical rules and advices to remember when fighting Tiamat:

-> Never, ever use Ice; it heals him.

-> Never, ever use Mist; it heals him.

-> Never, ever use Aero; it heals him.

-> Never, ever use Bolt; it heals him.

-> Never, ever use Fire; it heals him.

And with all of that, no weaknesses, huh? Well no matter because I have a 100% sure-fire strategy to beat him. What you're going to want to do before anything else is to have Frioniel use Masmune to Hast11 everyone and then when needed have Maria heal up the party after his magic attacks that do near 700+ (that's the lowest I've experienced). More good ways to go are to have your characters use the Ultima spell for some decent damage. You may also want to use Flare spells as back-ups too. I'd hate to be you if you got Poisoned here!

24. Satan (Revenge)

HP: 5000

MP: 450

Gold Received: 10000

Item/Equipment Dropped: None

Abilities: Blnk16- Raises Evasion

Attack- Does physical damage plus Poison to one character

Flar16- High Flare damage

Ston16- Stone on party

Chrm16- Confuses the party

Dspl16- Dispels status effects

Fire16- High Fire damage

Susceptibilities: None

Strategic Tactics:

- Well, well, well... very peculiar name, huh?

Don't let the name intimidate you one it, because this boss can be a real pushover. Sure, he has tons of party-annihilating attacks at his disposal, and if he does get some of them off, you *can* be in major trouble. Time for a representation of damaging attack's damages done (wierd):

- Flar16 I have experienced to do higher than 1000 damage!

- Fire16 will sometimes on occasion do up to 800 damage.

- And of course physical attack has really random damages, but, I will list average of the highest and lowest I've seen: 650 (700 + 600 / 2), plus Poison.

Time to strategize!!!

First, for starters, Masmune is rendered totally obsolete here because of Beelzebub, so as an alternative, use Flares and Ultima spells for latter part of the battle (mainly because of no susceptibilities).:(If need be, have Maria Cure the party when desperate. It should be about 6+ turns of this for the fight to end. A funny sidenote is that one time his physical attack did 666 damage to me. Straaaaangggge... o_0

25. Asteroth (Revenge)

HP: 7000

MP: 540

Gold Received: 10000

Item/Equipment Dropped: None

Abilities: Blnd16- Lowers your Accuracy

Attack- Does physical damage to one character

Dran16- Drains alot of HP

Aero16- High Aero damage

Fire16- High Fire damage

Susceptibilities: None

Strategic Tactics:

- This can be frustrating if you have bad luck. Maria will always (unless she happens to be healing) use Ultima. Have Guy heal when needed, if not needed at a particular moment, have him physiscally attack. Same goes with Leonheart.

Now it comes to Frioniel's turn(s). Have him first use Masmune for Hast11 on party (you know, just to speed things up). Other than that Frioniel is to attack physically. Only some of Asteroth's attacks are dangerous - they are: Blnd16 and attack which does nearly 900 damage.

26. Emperor (Revenge)

HP: 10000

MP: I don't think anyone knows (999?????)

Gold Received: None

Item/Equipment Dropped: None

Abilities: Curs16- Lowers attack power (Strength)

Meteo- Non-elemental magic damage with Meteor spell

Flar16- High Flare damage

Blnd16- Lowers your Accuracy

Slow16- Slows you down

Attack- Does physical damage to one character

Dspl16- Dispels status effects

Susceptibilities: None

Strategic Tactics:

- You're finally here, after those tons and tons of stupid boss henchmen, you have finally reached your final destination, the final fight with Emperor. This guy is *extremely* hard, as you can see with HP, attacks, probable MP, and no weaknesses at all. Heh, I have a 100% "kick-Emperor's-tail strategy" that you're going to love me for after dying the first 10 attempts or so. You're going to have to bow for it though, ha, j/k... let's begin:

--> First Half Rolls <--

- Maria's Roll: For the most part in this final battle she will be Curing the party when they are in dire situations and you feel like running around and screaming like a little school girl because of low HP. But for the first move she gets in the fight is to Bsrk3 the entire gang by using Yoichi Bow. And then you keep doing what is mentioned above for her (attacking also).

- Leaoheart's Roll: He has a pretty significant roll if you really think about it. What he will be doing on a consistant basis is attacking, and sometimes backing up Maria with Curing detail of the party. But for very first move, he uses a Bacchus.

- Frioniel's Roll: Starts off very orthodox by having him Hast11 with Masmune. The rest of his turns will be occupied by just attacking the boss to heck and back.

- Guy's Roll: This guy sorta has the least important roll in the battle, but still one that is needed ultimately. What he does is just physically attack Emperor also, and if need arises, use Cure spells to help any other healers when it is needed and HP is too low.

--> Second Half Rolls <--

- Maria's Roll: When Meteo is used, she will have to Cure entire party, no question. Her main job throughout though is to use Ultima16 maybe a little lower on Emperor for best damage. She might need to heal after other attacks that are dished out too. That'll be Maria's rolls for now.

- Leonheart's Roll: For this time around he will be healing alot, mainly with items and not Cure. But other than that, he will mostly be attacking the boss with full-force.

- Frioniel's Roll: The rest of his turns will be occupied by just attacking the boss to heck and back. But what to do even before any attacking takes place is to make sure that those attacks do more than normal damage, this can be done by of course using a Bacchus just like Leonheart did earlier on in the battle to increase his.

- Guy's Roll: He will just again attack and Cure if necessary.

--> Third Half Rolls <--

- Maria's Roll: When Meteo is used, she will have to Cure entire party, no question. Her main job throughout though is to use Ultima16 maybe a little lower on Emperor for best damage. She might need to heal after other attacks that are dished out too. That'll be Maria's rolls for now.

- Leaoheart's Roll: For this time around he will be healing alot, mainly with items and not Cure. But other than that, he will mostly be attacking the boss with full-force.

- Frioniel's Roll: Really only one that is different this time around. What he does is heal when needed (someone on the boards once told me to do it with an Elixir), and then just pummel the boss into oblivion.

- Guy's Roll: He will just again attack and Cure if necessary.

Pretty much the same this half with exception of Frioniel, huh?

--> Here's a tip sent in by shdswrm:

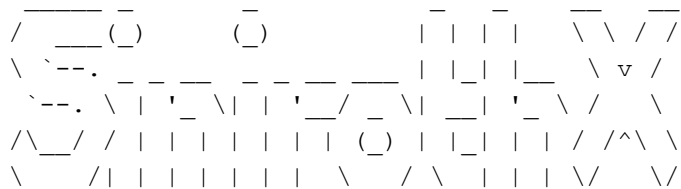
The way to start pf the fight is pretty much the same. But this strategy is alot easier than any other that you'll find anywhere else. The Bloodsword does crazy amounts of damage vs. the Emperor resulting in an easy win. That is what he sent me in a mail, which in fact is a very great tip to keep in mind when fighting Emperor.

Congratulations!, and I mean it! You've just beaten arguably the greatest game ever created! Enjoy the ending. Goodbye for now...

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VI. Credits) -----
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Let me just say that I always give credit where it is due, so if someone is not on here it means that they did not contribute to this FAQ. Let's cut the chit-chat and take a look at the legends who helped me out while making this FAQ, and which without, the FAQ couldn't be completed. Bow before them...

1. Arkbeetle1: For providing alot of good info on some of the FF bosses in the guide, and for stats also.
2. CJayC: For having such a great site, and for hosting this guide.
3. Atom Edge: For taking the time to provide me with the outstanding ASCII art you see at the beginning of the guide.
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8. DethMinionSLN: For pointing out I had a mistake in the amount of Exp given by Garland.
10. And much respect goes out to whomever is reading this, I sincerely hope that you enjoy the guide, and of course the game.
11. SinirothX: Hey, this guide wouldn't even have been started of in existance if it weren't for my hard work, dedication, determination, and literally breaking my rear day in and out for this guide and some of the best games ever.



Document 7 2003; SinirothX

xX The End Xx

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