

Final Fantasy II Boss FAQ

by Psilite

Updated to v1.1 on Aug 5, 2005

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Boss FAQs

Final Fantasy II (NES)

Square

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Version 1.1

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6/27/05 (Version 1.0): The first version of this guide!

6/29/05 (Version 1.0): All I did was added in legal copyrights and another website with legal permission to host my FAQ.

8/5/05 (Version 1.1): Reorganized the ASCII of the entire FAQ making it look much better than it was before. I also added in the Iron Giant to the "Other Bosses and Enemies" section along with many other errors I fixed.

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>>>>>> <<<<<<<
>>>>>> 1) INTRODUCTION <<<<<<<
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Hola todos, and welcome to my Final Fantasy II Boss FAQs! I'm specifically making this FAQs to help out anyone that has trouble with the bosses of the classic RPG FFII. Well, it really might be somewhat subjective weather you think this game is hard or not, but if you think so, I'm here to help! I've also included some of the major bosses you fight when opening treasure chests, and even just some random encounter enemies you should just watch out for. An additional part I have also included in this FAQs is how to get/accomplish any recommended prerequisites involving weapons, spells, character development etc. Statistically, this is the third FAQs I've created, I've created two more in the past before I started with this one, though the first one of my FAQs wasn't all too good in comparison with the others duplicate FAQs for the specific game I was aiming for. My second one is still under construction at the moment, and will hopefully be accepted after the additional information I add to it. Also, if you wish to use my FAQs on your website, or have any other questions, see the "Credits & Other Info" section of this FAQs. Anyway, without further ado, lets get it on!

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>>>>>> 2) BOSS FAQs <<<<<<<
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Alright, we shall now get on with the Boss FAQs now, and I've also included different strategies for each of these bosses. These Bosses will be in Alphabetical order, so if you are looking for a certain boss, don't bother looking in chronological order. You could also just simply press Ctrl+F to find which boss you are looking for, anyway, here's the format I'll use to explain the FAQs of each boss:

- Name: Enemy's name.
- HP: Enemy's HP.
- MP: Enemy's MP (if any).
- Attack: Numerical attack value.
- Attack Statistics: Average attack count, accuracy (ex: 8, 75%).
- Defense: Numerical defensive value.

Evasion: Percentage based evasion.

Magic Defense: Numerical magic defense, magic resistance (ex: 16, 99%).

Weaknesses: (if any) This could mean from elemental weaknesses to any other weakness this enemy has.

Difficulty: This could be somewhat subjective here, but it's pretty much for you to get the idea of how hard this enemy is/could be. It's also scaled out of 10 (ex: 7/10).

Description/Comments: How the enemy looks, or any history it might have, as well as my comments on it.

Strategy: How to beat this enemy for those of you who need the help. I may also have more than one strategy here, so pick whichever one suits you the best if there is more than one.

Also, as a side note, I will refer to the characters Firion, Maria, Gus etc. as warrior, magic-user etc. because of the customizing battle system, which means your team might differ from mine or any others.

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2.1) MAIN ENEMIES                             <<<<<<<<*
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Name: Adamantoise
HP: 450
MP: 0
Attack: 50
Attack Statistics: 2, 75%
Defense: 60
Evasion: 0%
Magic Defense: 1, 50%
Weaknesses: Ice
Difficulty: 3.5/10

Description/Comments: A huge tortoise that has a hard shell, and is pretty resistant to physical attacks. The Adamantoise is a very common enemy in the FF series, if you've played any other FF game, you should know by now.

Strategy: Well, try not to hesitate too much when you are fight this boss. First off, simply make sure you have a decent amount of Max HP/endurance, as well as having up-to-date equipment on. Now, when you go to battle, don't rely too much on your physical attacks, but rather on your magical attacks, and your defense. Make sure you know the spell Ice at a decent level, and have your magic-user repeatedly use it. If you have the weapon the Ancient Sword, you can also just have your swordsmen attack with it to possibly cast a curse on this boss making it easier to physically attack him. Then, this boss should down in a short while.

Name: Barrel Worm
HP: 2000
MP: 0
Attack: 120
Attack Statistics: 6, 95%
Defense: 100
Evasion: 10%
Magic Defense: 4, 50%

Weaknesses: None

Difficulty: 6/10

Description/Comments: A huge blue worm that has a decent attack value, and looks like your average worm in this game. Nothing extremely special I'll tell you right now, but just known for it's physical properties, and that's just about it.

Strategy: Before getting into battle, try to make sure you have Gareth equal or more less the same overall strength as the rest of your party members. Now, once in battle, just have your normal attacks attack, and have any magic-user use primarily defense magic, or have him/her cast offensive stat raising magic. You can use black magic with this character, but it might not be as effective as the magic I described beforehand. If you get in trouble (again... if you do), just try not to worry about it, and go on as you were, or concentrate more on your defense rather than your offense.

Name: Behemoth

HP: 1620

MP: 0

Attack: 85

Attack Statistics: 3, 95%

Defense: 50

Evasion: 40%

Magic Defense: 4, 50%

Weaknesses: None

Difficulty: 7/10

Description/Comments: You should already know how this enemy looks like, this is a very common enemy in the FF series as well as many other games. Meh, it's a large beast-like monster that doesn't look too friendly, and has an excellent reputation at fighting offensively, so it would be best just not to try anything stupid while fight it.

Strategy: Before you encounter this enemy, try to make sure you are 100% (or close to) so you won't have any serious trouble with this boss. Now, in battle, just go for the physical attacks since his defense is probably the weakest stat he may have. Though, at the same time, watch your defense as well because he has an formidable physical attack, and you wouldn't want anyone dying, or being near death having another issue on your hand. It would be best to have your magic-user cast spells like shield, so your defense can be better, and also make sure you have those spells at a decent level so they can be accurate, and not close to useless. Just keep at this enemy, and he should go down in a decent amount of time.

Name: Borghen

HP: 240

MP: 20

Attack: 25

Attack Statistics: 1, 75%

Defense: 17

Evasion: 40%

Magic Defense: 3, 50%

Weaknesses: Physical Stats

Difficulty: 2.5/10

Description/Comments: This is just your average pirate that is a little psycho, and imitates a laugh just like Kefka from FFVI, if you play the the remastered

version. He actually looks just a little more important than your average pirate, and is about as strong as your average pirate. So don't start biting your nails when you unexpectedly fight him.

Strategy: Meh, when you get into battle with this boss, odds are, you might not be 100% to begin with, but don't worry. Just simply charge at him, and just ignore any attacks you might hit you with since they won't be known to get you in serious trouble. Keep this up and in a little while, Mr. Borghen should go down, and that's just about it!

Name: Chimera
HP: 640
MP: 80
Attack: 60
Attack Statistics: 4, 75%
Defense: 50
Evasion: 50%
Magic Defense: 3, 50%
Weaknesses: HP (...possibly)
Difficulty: 6/10

Description/Comments: Here we go again with this multiple, different headed monster that is also known as a legend. This is used in many different FFs, as well as other different games, and mythology-like history/stories. Not a very underestimated monster anywhere, and should be approached with caution, as well as good defensive magical properties in pretty much every game.

Strategy: Alright, get ready to possibly get blasted with fire all over your face with this boss, but it's not meant to be very effective. Try to be 100% or so before getting into this battle, so you won't get into trouble in a certain situation. Anyway, just simply use a 50/50 offensive, and defensive style strategy by having the majority of your fighters attack, and the rest just to work on defense by magic or using items. Spells I'd recommend would probably be shield and shell at a good level. Just got at this boss with your fighters, keep a good defense, and he should go down in a while actually with the amount of HP he has.

Name: Emperor (First Fight)
HP: 1290
MP: 190
Attack: 70
Attack Statistics: 6, 80%
Defense: 50
Evasion: 65%
Magic Defense: 4, 40%
Weaknesses: Physical properties
Difficulty: 4.5/10

Description/Comments: Alright folks, this is the the enemy you've been hearing about in this game! This is the Emperor himself of Palamecia that masterminded the attack on your hometown of Phin/Fynn, time to settle the score. He looks just like he does on the opening FMV of the Origins version, and looks to be pretty tall as well. The way he is in this fight, you could have just easily said that you've fought harder enemies.

Strategy: Obviously, I don't think that you'll be 100% when you get into the actual fight against the Emperor. You'll be fighting some of his little men before you get to him, and even be fighting some more of his monsters in the

actual battle with him. So, before you encounter the Emperor, make sure you're in good shape (in other words, make sure fighting some of his men doesn't take too much out of you), and have some decent recovery items on just in case. Now, once you're just down to fighting the Emperor himself, just charge hard at him hard since he's got bad physical stats, and he should go down pretty quick. Are you now expecting another form to fight? Well... naw, I'll let you find out what happens next for yourself.

Name: Emperor (Last Fight)
HP: 10000
MP: 540
Attack: 180
Attack Statistics: 8, 100%
Defense: 210
Evasion: 80%
Magic Defense: 16, 70%
Weaknesses: None
Difficulty: 9.5/10

Description/Comments: This is it everyone! The last fight in this game! The Emperor is now back with PLENTY of vengeance on this battle! He looks much stronger than what he used to look, and it is absolutely not smart to attempt to underestimate him at all. This main villain has won the respect out of me through this battle, and forget all the other FF main villains when fighting this one. For any new RPG gamers, welcome to the way RPG villains used to be, and for any old-school gamers, welcome back to this generation!

Strategy: I'd recommend before getting into battle with the Emperor for the last time, that you get the best equipment for your team. I'd also recommend that you have a swordsmen on your team (you should), and find the legendary Masamune (which is on the 4th floor of Pandaemonium in a treasure chest past a hidden passage on the far top right-hand corner of the floor). Also, you should have a sword called the Defender (which is found inside of the Cyclone Castle) equipped with someone, weather it's the second weapon of your swordsmen, though I do recommend that, or just the weapon of one of you other party members. The Masamune is just extremely powerful, and the Defender just makes fighting battles easier, and makes the wielder less likely to receive heavy damage. The Emperor attacks just like the undead do (unfortunately) draining your HP as he attacks, as well as piercing through your defense. Anyway, also make sure your entire team has a formidable amount of HP, endurance, strength etc, and also make sure if you plan on using magic on him, that your Magic is at level 16, or it won't be much use on him! Now, when you get into battle with him, just have your warrior attack, and have everyone else just just offensively support his strength in every way (using strength enhancing items, casting Haste, Aura and/or Berserk etc.). Then, in the second round, you'll be amazed at the damage your warrior takes on him, and just have everyone else do what they would normally do in a regular boss fight. Continue attacking the Emperor with your warrior, and he should go down with the massive damage dealt to him!... Congrats! You've beat The Game!

Name: Fire Gigas
HP: 1800
MP: 240
Attack: 100
Attack Statistics: 6, 95%
Defense: 100
Evasion: 40%
Magic Defense: 4, 50%

Weaknesses: Ice
Difficulty: 5.5/10

Description/Comments: An extremely large giant that looks like he can wrestle in the WWE... well, we do need someone to get HHH out of the main event! Anyway, this same gigas is back from FFI, and looks to be much stronger than he was, watch out though for his strength and defense.

Strategy: Before getting into battle with this boss, make sure your team has a decent amount of physical defense, and have the spell Ice at a formidable level. When you get into battle now, have your magic-user repeatedly cast Ice on him, and then have your warriors just attack him. Repeat this sequence, and this boss should go down in a decent amount of time. Though, if you get in any type of trouble, just make sure you have great leveled cure magic, and you should be just fine.

Name: Gigan Rhino
HP: 1140
MP: 0
Attack: 50
Attack Statistics: 4, 85%
Defense: 50
Evasion: 60%
Magic Defense: 6, 30%
Weaknesses: Experience
Difficulty: 2/10

Description/Comments: Meh, I've fought this boss in a random encounter before I fought him as a boss. It just has the same rhino look as the Wild Horn does except it's in blue, and has more HP, and slightly stronger in stats.

Strategy: Before the fight, just make sure you are decent enough to fight the random encounters around Mysidia, and you should be fine. In battle, just charge at him with your physical and magical attacks, and he should go down in a short amount of time. There, now wasn't that easy... right?

Name: Gottos
HP: 2000
MP: 80
Attack: 70
Attack Statistics: 6, 90%
Defense: 60
Evasion: 65%
Magic Defense: 5, 40%
Weaknesses: None
Difficulty: 5/10

Description/Comments: This boss has the looks of a chaotic berserker, and pretty much as the attitude of one as well. Something you must watch when fighting this boss is when it uses an item to enhance its strength. Not too much history on this boss though.

Strategy: This guy isn't really as hard as you may think he is, but try to make use you are about 100% or so anyway. Make sure you have good physical defense magic at a decent level, because this boss will tend to raise his physical strength by using an item during battle. Now, have your usual warriors attack him, and if you plan on using magic, make sure your spells are about level 5 or higher to pretty much effect this boss. Also, try to

have the spell Cure at a decent level just in case you get into any trouble or so. Just repeat the sequence I have above with your warriors and magic-users, and this boss should go down in a decent amount of time.

Name: Ice Gigas
HP: 2000
MP: 140
Attack: 120
Attack Statistics: 7, 95%
Defense: 120
Evasion: 50%
Magic Defense: 4, 50%
Weaknesses: Fire
Difficulty: 5.5/10

Description/Comments: An extremely large-muscled giant that looks like he can participate in the World's Strongest Man competition! ...looks just like The other gigases in this game, but different color. Anyway, this same gigas is back from FFI, and looks to be much stronger than he was, watch out though for his strength and defense.

Strategy: Now, this boss is a little harder than the Fire Gigas, but you can still basically use the same strategy slightly adjusted: Before getting into battle with this boss, make sure your team has a decent amount of physical defense, and have the spell Fire at a formidable level. When you get into battle now, have your magic-user repeatedly cast Fire on him, and then have you warriors just attack him. Repeat this sequence, and this boss should go down in a decent amount of time. Though, if you get in any type of trouble, just make sure you have great leveled cure magic, and you should be just fine.

Name: Lamia Queen
HP: 1290
MP: 370
Attack: 50
Attack Statistics: 8, 95%
Defense: 50
Evasion: 75%
Magic Defense: 7, 40%
Weaknesses: None
Difficulty: 7/10

Description/Comments: Remember Merilith from FFI? Well, this boss has a very similar look to Merilith, which is a half human/half snake like boss. This boss can really cause some trouble to you if you don't come into battle with the right precautions though.

Strategy: Before battle, since you are in a town after all, you can just go ahead and sleep in the Inn to get to 100%, and/or go outside and save your game. Also, make sure you have the spell Esuna at a formidable level, because this boss will tend to use many status effect spells on you, or you can also carry items like a cross or antidote if your magic-user dies/gets very effected. At the start of the battle, it would be best to go for your physical attacks rather than magic due to its high magic defense. If some of your attacks aren't strong enough, have your not so powerful warriors concentrate on defense, and have your magic-users use offensive black magic like fire, ice, bolt etc.

Name: Sergeant
HP: 140
MP: 10
Attack: 35
Attack Statistics: 2, 70%
Defense: 25
Evasion: 30%
Magic Defense: 3, 50%
Weaknesses: None
Difficulty: 6/10

Description/Comments: Just has that look of an ordinary soldier in FFII, that just wears heavy armor. In other FFs, you usually fight soldier-like enemies, though they usually have the appearance to match the nation they're from, or to go with the certain timeline of the game. This is the first beatable boss you fight in this game as well.

Strategy: Before you get into this fight, make sure you have nice defense equipment, and also have pretty decent black magic. Now, during battle, you will probably notice that your physical attacks won't do much damage against this boss; therefore, have your magic-user use either fire, ice or bolt against him to be able to damage him ignoring his physical defense. Now, this boss has a pretty formidable attack value for this time, so if you get in any type of trouble, have Mindu (you should have him around this time) use his recovery magic to get yourself leveled again. Just repeat this sequence, and this boss should go down with no trouble.

Name: Shrieker
HP: 540
MP: 30
Attack: 35
Attack Statistics: 1, 80%
Defense: 40
Evasion: 60%
Magic Defense: 4, 40%
Weaknesses: None
Difficulty: 5.5/10

Description/Comments: This is just a floating-like skull enemy with a little magic surrounding him. This is not a boss you have to seriously worry about when getting into battle, but just be in a decent state in terms of stats, magic, HP etc.

Strategy: This is a boss that likes to use magic the majority of the time, if not, all the time. So, make sure you have a decent amount of HP, and maybe have the spell Shell at a decent level so you can target it on your entire team. When you start off in this battle, have your warriors just attack, and make sure you do NOT use black magic on him like fire, ice or bolt, or this enemy will absorb the damage. So, just have your magic-user defensively support your warriors, and you should be just fine. Repeating this sequence, this boss should go down with little damage taken on behalf of this boss.

Name: Thunder Gigas
HP: 2500
MP: 370
Attack: 150
Attack Statistics: 8, 95%

Defense: 150
Evasion: 60%
Magic Defense: 4, 50%
Weaknesses: Poison
Difficulty: 6/10

Description/Comments: An extremely large-muscled giant that... well you get the idea now, right? looks just like the other gigases in this game, but different color. Anyway, this same gigas is back from FFI (again), and looks to be much stronger than he was, watch out though for his strength and defense.

Strategy: Just fight this boss like you would fight the other 2 gigases you have fought, except with minor adjustments. Now, this is actually the hardest gigas of them all, so you might want to really concentrate on your defense as well as going more accurately on its weakness. Make sure you have the spell Poison at a decent level to do so pretty good damage on him with your magic-user, and also some defensive/recovery magic just in case you might find some trouble with this boss. Anyway, just have your warriors attack this boss as well as having your magic-user repeatedly use the spell Poison (unless that is, you get in trouble, but in this case just use defensive/recovery magic). Repeat this similar sequence, and this boss should be going down in a decent amount of time.

Name: X8 Pirates
HP: 45 (each)
MP: 0
Attack: 17
Attack Statistics: 1, 60%
Defense: 4
Evasion: 30%
Magic Defense: 2, 40%
Weaknesses: HP, Defense, etc.
Difficulty: 1/10

Description/Comments: Just your average pirates that dwell on ships, with their swords, and other attire. Now, why am I including this as a boss? Well, if you remember from FFI, this was also a boss there, and was just about as easy as well. Therefore, I'll also include these pirates in this boss FAQs, and just in case anybody has trouble with them (I seriously hope not...).

Strategy: Heh, before encountering these enemies, make sure your warriors have the ability to attack, and your magic-users have the ability to use magic. In other words, the random encounters you've fought beforehand should be much easier than this battle. All these pirates so is attack you for low damage, and you BETTER not have any trouble with this fight :). So, just have your warriors attack, and also have you magic-user use whatever magic you might need/want to level up. Just do this, and this enemy will go down depending on how quick you want them to go down.

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*>>>>>> <<<<<<<<*<br>*>>>>>> 2.2) OTHER BOSSES AND ENEMIES <<<<<<<<*<br>*>>>>>> <<<<<<<<*<br>*****
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Name: Astaroth

HP: 7000
MP: 540
Attack: 150
Attack Statistics: 8, 100%
Defense: 180
Evasion: 80%
Magic Defense: 8, 70%
Weaknesses: None
Difficulty: 9/10

Description/Comments: Whoa, how very unlucky to run into an enemy like this one just because you wanted what was inside the treasure chest. This chest boss as the appearance of an angel-like enemy that doesn't look to possess holy powers. This treasure chest was found in Pandaemonium, so remember to watch what you open there...

Strategy: Before opening this treasure chest and encountering this boss, I'd definitely recommend having High HP, endurance, strength, and just good stats in general. You can also try to have the Masamune + Defender combination for your swordsmen (again, the Masamune is found in the 4th floor of Pandaemonium, and the Defender was found in the Palamecia Castle). This boss attacks just like the undead monsters do, draining your HP and ignoring the majority, if not, all of your physical defense. In battle, make your swordsmen attack, and have you magic-user use spells like Berserk, Aura, and/or Haste at a formidable level on your swordsmen to aid his attacks. Then, have the rest of your party do attack, or do whatever they do in boss battles, unless however, you get into serious trouble, and then have them use any kind of recovery items which would be recommended for this battle. Now, just go on with this sequence, and this boss should go down with all the damage from your swordsmen. Though if you still have trouble with this boss, you can always upgrade your spells, stats, skills, etc. So keep at it, as well as any other boss.

Name: Beelzebub
HP: 5000
MP: 450
Attack: 150
Attack Statistics: 8, 100%
Defense: 180
Evasion: 80%
Magic Defense: 8, 70%
Weaknesses: None
Difficulty: 8/10

Description/Comments: Don't really let the name throw you off too much, this boss has the appearance of a skeleton-like beetle or so. The name Beelzebub is actually another name for the dark angel himself, which I shouldn't really be talking about right now. Anyway, this is a nice and formidable boss for a Pandaemonium treasure chest boss, and try not to trip out too much with this boss as well.

Strategy: Alright, make sure you have good stats all over before opening this chest in the Pandaemonium, as well as high leveled magic. This boss may look like he's undead, but he really isn't, so you don't have to worry about your HP getting drained as he attacks. Anyway, at the start of this battle, just have your usual warriors attack, and if have your magic-user support them by either casting Haste, Aura, Berserk, Shield etc, and if you do intend to use black magic and/or any other offensive magic, make sure the spell is at level 8 or above. If you just keep this sequence up, you should really not have too

much trouble taking down this boss, and you can also carry items for just for emergency as well to help your chances if you do get into serious trouble.

Name: Blue Dragon

HP: 3500

MP: 240

Attack: 180

Attack Statistics: 8, 100%

Defense: 150

Evasion: 75%

Magic Defense: 8, 40%

Weaknesses: Poison

Difficulty: 7.5/10

Description/Comments: Looks just like the other dragons in this game except for its blue color (obviously). Though the color is usually the sign of its own weakness, which is actually (like the others again) pretty useful to use against him. These different dragons are used in many of the older FFs, and also in many other games since this type of enemy is very common in most games.

Strategy: Again, fight this dragon like you would fight the others if you have fought them with a slight adjustment which we will go over. The slight difference is upgrading your characters in terms of stats, HP, equipment etc, slightly more than what you usually would have them in a regular dragon fight. Also again, have the spell Poison at a formidable level since this is this dragon's weakness, which will positively effect your chances at winning. Anyway, once you get into battle, have your magic-user use the spell Poison repeatedly, and have your warriors just attack, or do what they do in a boss situation. If you get into trouble while fighting this dragon, it doesn't hurt to have your magic-user begin to use recovery magic, or using items that you have stock, which I'd recommend as well having before this battle. As long as you keep a good offense and defense in that battle, this dragon should go down.

Name: Captain

HP: 750

MP: 30

Attack: 60

Attack Statistics: 6, 80%

Defense: 50

Evasion: 60%

Magic Defense: 4, 50%

Weaknesses: None

Difficulty: 5-9/10

Description/Comments: Again, just has that look of an ordinary soldier in FFII, that just wears heavy armor. In other FFs, you usually fight soldier-like enemies, though they usually have the appearance to match the nation they're from, or to go with the certain timeline of the game. Anyway, you might ask why I included this enemy here as a boss. Well, as you also look at the adjustable difficulty, you can fight this enemy from the beginning to the middle of the game in your invaded hometown of Phin/Fynn. This can be a very challenging enemy when you're weak, but he's beatable, and you also might get some neat equipment such as the Flame Bow, Gold Armor etc.

Strategy: Now, before encountering this enemy, make sure you "Save your game" before getting into battle! This will be a challenging enemy that doesn't

hesitate to kill your party members with one it! Make sure you have very good stats overall as well as HP, and strong magic with your magic-user. Also, have very strong equipment on, and depending on how far you are, I'd definitely recommend having the Ancient Sword with your swordsmen (found in the Ice Cavern) since it has a pretty good chance of automatically casting the spell Curse on the enemy after striking. As a note, also make sure you have massive recovery magic at formidable levels. Anyway, in battle, make sure you have your swordsmen attack with the Ancient Sword and HOPE he puts a curse on him, and have you magic-user(s) go to defense by casting Shield. If you are able to curse this boss, just attack with your warriors, and use black offensive magic with your magic-users. If you get into serious trouble during this fight, you might want to start over, go to recovery, or keep on fighting. Don't worry if you lose, you can always just keep on training your characters, and continue to have a better chance against him. If you are able to take him down once, you might receive a great item that will benefit you, and if you beat him once, you can do it again and keep on getting stronger.

Name: Death Rider

HP: 1290

MP: 0

Attack: 120

Attack Statistics: 8, 85%

Defense: 120

Evasion: 70%

Magic Defense: 5, 70%

Weaknesses: Fire, HP (possibly)

Difficulty: 8/10

Description/Comments: Meh, this is actually just a random encounter enemy you can face while in Pandaemonium. I included this enemy here because this is possibly one of the most dangerous random encounter enemies out there. So, it would be best to kill these enemies FIRST if you meet them in a random encounter with other enemies, or even if they're just alone. Heh, I wonder where the Emperor got these soldiers from, I'd say 8 of these Death Riders would be harder to fight than the Emperor (Possible sarcasm :)).

Strategy: Alright, the worst thing you want in a battle with them is for them to attack you. Their attack is just like that of the undead (obviously if you look at the name), which drains your HP along with the physical penetrating attack. So, in battle, just have your warriors attack them FIRST unless they can't reach them, and have your magic-user use the spell Fire on them. Make sure you have Fire at a decent level as well as having formidable HP, and strength. The other weakness is their HP, for they have somewhat low HP for their overall stats and strength in battle. So, if you just go after these enemies in a random encounter, you should be fine as long as they don't get to continuously attack you.

Name: General

HP: 1800

MP: 0

Attack: 120

Attack Statistics: 10, 95%

Defense: 100

Evasion: 75%

Magic Defense: 4, 60%

Weaknesses: None

Difficulty: 8/10

Description/Comments: This treasure chest boss has the look of the ordinary soldier you fight in this game, but is indeed the strongest one you will fight in this game. Well, again let me say this to you, in other FFs, you usually fight soldier-like enemies, though they usually have the appearance to match the nation they're from, or to go with the certain timeline of the game. Well, let me also add in that the general is the highest ranking in the army, and also that in other FFs, some characters you fought/controlled were also generals.

Strategy: Before opening this treasure chest (subjectively), make sure you are about 100% or so on your HP, and have formidable overall stats as well. This enemy has very powerful attack as well as physical defense, and it would be best to use magical attacks on him if you have a problem taking on him physically. So, in battle, have your magic-user be very active working on your defense, support, possible recovery, and offense. Have your warriors just attack, and stay on the offense (unless you might have some items to use with them). Just keep this strategy up with your team, especially your magic-user, and this general should go down. If you still have any trouble with this boss, just level up your magic so it can be more effective.

Name: Green Dragon

HP: 3000

MP: 190

Attack: 150

Attack Statistics: 7, 100%

Defense: 150

Evasion: 75%

Magic Defense: 8, 40%

Weaknesses: Bolt

Difficulty: 7.5/10

Description/Comments: Has the look of a fearsome dragon that you will see in this game (like the white dragon). Just look at its color, and you may find out what its weakness is (again). These different dragons are used in many of the older FFs, and also in many other games since this type of enemy is very common in most games.

Strategy: Alright, just pretty much fight this battle like you've fought the White Dragon (if you did). First, try to make sure you are near 100% or so before opening this treasure chest, and also having good stats as well as having your magic-user have the spell Bolt at a formidable level. Now, once you get into battle, have your magic-user use the spell Bolt repeatedly, and have your warriors just attack, or do what they do in a boss scenario. If you get into trouble while fighting this dragon, it doesn't hurt to have your magic-user begin to use recovery magic, or using items that you have stock, which I'd recommend as well having before this battle. As long as you keep a good offense and defense in that battle, this dragon should go down.

Name: Hill Gigas

HP: 750

MP: 0

Attack: 100

Attack Statistics: 3, 80%

Defense: 60

Evasion: 30%

Magic Defense: 4, 40%

Weaknesses: None

Difficulty: 6.5/10

Description/Comments: Whoa, would you now look at the size of this guy! Yup, he's back all the way from FFI to face you again. This guy look like he can be a professional wrestler or so with that size. Anyway, don't really sweat this guy too much even though it might be a little early to fight him (that's what you get for opening too many treasure chests!).

Strategy: Before getting into battle with this treasure chest boss, make sure your team has a decent amount of physical defense, and have pretty good offensive magic at a decent level. When you get into battle now, have your magic-user repeatedly cast his/her black magic on him, and then have your warriors just attack him. Repeat this sequence, and this boss should go down in a decent amount of time. Though, if you get in any type of trouble, just make sure you have decent leveled cure magic, and you should be just fine.

Name: Iron Giant

HP: 3500

MP: 240

Attack: 180

Attack Statistics: 12, 100%

Defense: 180

Evasion: 0%

Magic Defense: 14, 100%

Weaknesses: Ice, Bolt

Difficulty: 8/10

Description/Comments: If you've played other FFs, you should know who this already is. A very tall, threatening, and full-armored warrior that looks like he's out to stomp on you. This enemy is actually a rare random encounter in Pandaemonium; however, when you run into this enemy, you should treat him like a main enemy (hearing the battle theme is also motivating). You can encounter this enemy in the 4th floor of Pandaemonium or possibly other corresponding floors as well. Also, be sure to watch what he drops because what he can drop might be very useful to you.

Strategy: Since this is a very rare random encounter in Pandaemonium, I can't really tell you to be at 100%, but what I can say is: Before attempting to run into this enemy, make sure that your magic-user has Ice, Bolt and Berserk at a high level, and also make sure you have strong weapons (i.e: Masamune, Excalibur, Blood Sword, Rune Axe, Defender etc). Once the battle begins, have your warriors attack, and have your magic-user use Berserk on your strongest warrior. If you have any stat enhancing items, make sure you use them as well in the first round. Then, have your magic-user use Ice/Bolt (which ever one you have stronger), and have your warriors attack as well. What's so hard about this enemy is that not only is he hard to run into, but he also is very cowardice, and runs away after a certain amount of time, so you have to be quick at damaging him. Since he his also heavily armored, equipping the Blood Sword can really help penetrate his physical defense. If you enhance your warriors greatly in all the areas of strength (and agility), you should be able to take this enemy down before he ditches you. Though if he does run away, remember where you were when you fought him, and go around that area later when you enter Pandaemonium again to look for him (and you'll also be more aware). Now, when you meet him again in battle much more aware, he should be very easy to take down with the right equipment, spells, etc at high levels as well.

Name: King Behemoth

HP: 5000

MP: 0

Attack: 150
Attack Statistics: 8, 100%
Defense: 120
Evasion: 50%
Magic Defense: 8, 30%
Weaknesses: Physical defense
Difficulty: 7/10

Description/Comments: Just when you thought the regular Behemoth wasn't enough, you open a treasure chest and find this one! Now, don't get too crazy about this enemy, he's really not as hard and threatening as he looks, he just has the same look as the other behemoth. You might be advanced into the game, but one of his stats isn't TOO much for the type of enemy he is.

Strategy: Before entering this battle (like you know anyway, but just take it from before entering the cave/dungeon), make sure you have formidable stats overall, especially attack, as well as having formidable magic powers with your magic-user (specifically support magic). Now, in battle, just have your warriors physically attack him, and have your magic-user use his/her support magic on your warriors that improve strength or so (like Aura, Haste, Berserk, etc). Though if you do get into any trouble, just have your magic-user use defensive support magic, or recovery. Keep this strategy up, and this boss should go down in a decent amount of time with all the damage it has received.

Name: Red Dragon
HP: 5000
MP: 450
Attack: 180
Attack Statistics: 8, 100%
Defense: 180
Evasion: 75%
Magic Defense: 8, 40%
Weaknesses: Ice
Difficulty: 8/10

Description/Comments: Again, Looks just like the other dragons in this game except for its red color (obviously). Though the color is usually the sign of its own weakness, which is actually (like the others again) pretty useful to use against him. These different dragons are used in many of the older FFs, and also in many other games since this type of enemy is very common in most games. By the way, this is the strongest of the basic colored dragons you fight in this game, so fight with with care.

Strategy: Well, fight this dragon like you would fight the others if you have fought them with a slight adjustment which we will go over. The slight difference is upgrading your characters in terms of stats, HP, equipment etc, slightly more than what you usually would have them in a regular dragon fight. Also again, have the spell Ice at a formidable level since this is this dragon's weakness, which will positively effect your chances at winning. Also, note its high physical defense, so you also might want to consider using spells that enhance your warriors attack/accuracy. Anyway, once you get into battle, have your magic-user use the spell Poison repeatedly, and have your warriors just attack, or do what they do in a boss situation. If you get into trouble while fighting this dragon, it doesn't hurt to have your magic-user begin to use recovery magic, or using items that you have stock, which I'd recommend as well having before this battle. As long as you keep a good offense and defense in that battle, this dragon should go down.

Name: Tiamat
HP: 5000
MP: 450
Attack: 150
Attack Statistics: 8, 100%
Defense: 180
Evasion: 80%
Magic Defense: 8, 70%
Weaknesses: Paralysis
Difficulty: 8/10

Description/Comments: Another dragon? Notice I said that the Red Dragon was the "strongest of the basic colored dragons". Anyway, Tiamat is back! Tiamat is one of the four major bosses you fought in FFI, and also a dragon you fight in a couple of the new FFs. This is not a dragon that likes to play around, so fight him well, and follow the tricks :)

Strategy: Listen up now, you can take the same precautions you've done with the other dragons you've fought already, but instead of worrying about an elemental weakness, you'll have to worry about inflicting Paralysis on him. Make sure you have the spell Stun at a very high level as well, to be specific, level 8 or above. Also have pretty formidable overall stats; moreover, equip items that you might need for recovery just in case you get into any serious trouble. In battle now, have your magic-user repeatedly cast the spell Stun so that Tiamat will no longer be able to move if it works. After that, just have your warriors attack, or do whatever you might have them do in a boss situation. If all goes well, Tiamat should go down in a formidable amount of time without taking out so much you.

Name: White Dragon
HP: 2500
MP: 140
Attack: 150
Attack Statistics: 6, 95%
Defense: 120
Evasion: 75%
Magic Defense: 5, 50%
Weaknesses: Fire
Difficulty: 7/10

Description/Comments: Has the look of a fearsome dragon that you will see in this game. Just look at its color, and you may find out what its weakness is just like you would similarly for the gigases. These different dragons are used in many of the older FFs, and also in many other games since this type of enemy is very common in most games.

Strategy: Now, consider yourself pretty unlucky if you fight this treasure chest boss without getting ready, or hoping you would find an Elixir in the treasure chest you opened. This is the first of the dragons you fight, so I'd definitely recommend being at around 100% or so (if you can). Well, make sure you party overall has good stats in general, and your magic-user having the spell Fire at a formidable level. Alright, when you get into battle, have your magic-user use Fire repeatedly every turn, unless you get into serious trouble, that's when you make him/her use recovery magic. As for your warriors, just have them attack, or do what they usually do in a boss battle environment. Keep at this strategy, and this dragon should go down in a decent amount of time.

