Final Fantasy Boss FAQ

by ParanoidXE Updated on Nov 11, 2004

....-[Final Fantasy BOSS FAQ]-.... Author: RedDemon (paranoidxe/nemesisera) ツツツツツツツツツツ Version: FINAL Revision Date: 11/10/04 Game Release Date: Unknown Console: NES E-Mail: nemesisera@yahoo.com -[Terms & Conditions]-* Do not reproduce this in any form other than electronic * Do not attempt to make profit from this FAQ, it is FREE * Do not put this up on another website with out proper permission from me, the author. * Do not modify this document in any form If you don't agree to this, please click BACK now, and exit this document immediately. ========= THE BOSS FAQ ========= Legend: = Special attacks = Gold Pieces EXP = Experience Points HP = Hit Points WEAK = Weakness INF = Ineffective Spells ______ HP:106 EXP:130 GP:250 WEAK:N/A GARLAND Garland is a rather easy opponent to beat. If you are at level 3, there should be no troubles from Garland. Have the fighters fight, while mages use spells such as FIRE or LIT. If you have a White Mage have him heal as needed. Have your white mage heal the party, in very few cases Garland may attack one of your allies twice in a row this could effectively kill them, but this is rare and is probably the only attack you would have to worry about when fighting Garland.

EXP:40 GP:40 WEAK: N/A

HP:6

Pirates are another easy opponent in the game, I think these guys are here just for a little warm up. Pirates don't take all that much damage to your characters either, but in some cases they like to pick on one of your characters, which makes you rather vulnerable especially since there is six of them. To defeat them have the fighters just use their attacks, Black Mage can just defend and not waste magic, or you can use magic, whichever. Have white mage be there to heal any damaged party members. Also, make sure you have each character fight a seperate pirate because for the most part one attack will kill one pirate and your other guys would be going to waste if they are all focused on one enemy.

WIZARDS HP:84 EXP:276 GP:300 WEAK:LIT INF:ICE,FIRE,BANE BRAK,STUN,SLEP

Before starting this battle it is highly recommended that you have your allies completely healed before the battle, that way this battle will not be as hard as it seems.

Wizards are another relatively easy opponent, but the Marsh Cave environment is what makes them tough because by the time you get to them you are not 100 percent, which makes you vulnerable. If you aquired FAST, then by all means use it on your best fighter. Have the black mage use LIT2 (if not LIT) on the wizards, eventually they will kill over.

ASTOS HP:168 EXP:2250 GP:2000 WEAK:N/A SA: RUB, SLO2, FAST FIR2, LIT2, SLOW

DARK, SLEP

When you are first battling ASTOS he loves to use his RUB spell, which will instantly kill one of your characters. Throw your most powerful spells at him. Use spells such as FIR2, LIT2, or ICE2, if you have FAST it would be wise to use that also. The thing you must be worried about the most is his arsenal of spells he will throw at you, so have the white mage be prepared to heal.

VAMPIRE HP:156 EXP:1200 GP:2000 WEAK:FIRE, HARM SA: DAZZLE

Well this vampire is very easy, because he is undead he is vulnerable to both FIRE and HARM spells. Have your black mage use FIRE or HARM spells to defeat him. While the fighters attack, and the White/Red Mage heal damaged party members. If you have FIR3 then you will easily be able to kill the vampire with one spell.

The biggest threat from the vampire is the dazzle spell that renders a character useless for a couple of rounds. If one of your allies happens to get hit with this spell just keep them healed and eventually the spell will wear off.

LICH

Lich is the Fiend of Earth, and she is rather difficult to defeat. She has an arsenal of spells such as ICE2, SLP2, FAST, LIT2, HOLD, FIR2, SLOW, NUKE, XXX, ZAP!, but in the first encounter she won't be using half those spells neways. LICH is susceptable to FIRE and HARM attacks. Have the black mage use FIRE and HARM spells, while the others fight. white mage might want to use things such as ALIT, AICE, or AFIRE to keep damage from LICH down to a minimum. FIR3 will be your most effective spell against Lich, so use it if you have it.

Use FAST on your fighting characters, this will make them considerably quicker at attacking Lich and will make the battle much easier.

EYE HP:162 EXP:3225 GP:3225 WEAK:N/A SA:XXXX,BRAK,LIT2 INF:QAKE LAMP,SLOW,SLEP

The EYE is a rather difficult opponent to defeat do to his advanced spells. Almost all of his spells are almost guarenteed instant death, thus you must act fast using spells such as FIR3, HRM3. Have the fighers attack, and don't bother having white/red mage use defensive spells, just have them heal.

ZOMBIE DRAGON HP:268 EXP:2331 GP:999 WEAK:FIRE,HARM INF:QAKE,ICE,RUB BANE,BRAK, STUN,SLEP

The Zombie Dragon guards the Rat Tail (which gets you to adult hood). If the name didn't state it, this enemy is undead..therefore spells such as FIR and HRM will effectively take this beast down. If you end up battling two then you should definitely use FIR3 or HRM3 on them.

Also, cast FAST on any fighting character on your team.

KARY HP:600 EXP:2475 GP:3000 SA:FIRE, DARK, HOLD INF:LIT, ICE, FIRE BANE, BRAK

If you have visited the Ice Cave already, make sure one of your allies is equipped with the Ice Armor.

When you go into this battle make sure the entire team is filled up to their max. First use FAST on the fighters, and have the white wizard use AFIR on the allies. Have the Black Wizard use the most powerful spell he has. ICE isn't as effective as one might think, but it is just as effective as LIT and FIRE.

Casting INVS spells may also prove useful since Kary does rely on some hard physical attacks.

KRAKEN HP:800 EXP:4245 GP:5000 WEAK:LIT SA:DARK,LIT2 INF:QAKE,FIRE

Kraken is the easiest fiend in the game. The biggest attack is ${\tt LIT2}$

and Dark spells, neither which should cause too much damage if you have been leveling up like you should.

Cast ALIT to help lower the damage from the possible LIT2 attack, then cast FAST on every fighter character in your party. The black mage should use LIT3 which will help defeat Kraken even quicker.

BLUE DRAGON HP: 454 EXP:3274 GP:2000 WEAK:N/A SP:N/A INF:RUB,BANE, STUN,BRAK,

SLEP

Blue Dragon guards the teleport room in the Mirage Tower, there isn't really any spell that works well with him. Use the Spell FAST on your allies, and then start attacking he should be down in no time.

WARMECH HP:1000 EXP:32000 GP:32000 WEAK:N/A SA:NUCLEAR INF:N/A

The Warmech is extremely difficult. It's special attack Nuclear will do MAJOR damage to all allies on your team. It can also kill you with one hit at times. Make sure that white wizard is ready to heal all of your party members, and have the wizard perform AFIR on all allies, and FAST for the fighters. Good Luck!

TIAMAT HP:1000 EXP:5496 GP:6000 WEAK:BRAK,BANE INF:QAKE,ICE,LIT,FIRE

Ahh, the Fiend of Air. He is rather difficult if you don't know it's weakness to BANE. If you have it have one of the fighters equipt the Bane Sword, and have the black wizard use Bane. Bane can kill Tiamat instantly, but if you give up on it, you can always fight it without the spell. Have the Black Wizard use FIR3 and INV2, have the all the fighters just fight it as usual.

CHAOS HP:UNKNOWN EXP:0 GP:0 WEAK:N/A SA:ANYTHING INF:ALL

Chaos is the final battle in the game, what makes him so deadly is he can use any spell he chooses to use. He even has the ability to use CUR4 and heal himself back up to full HP. The very first thing you want to do is cast the spells INV2 and FAST. If you have the ninja have him use FAST also. If one of the mages has the masamune make sure to perform FAST on the mage also. Remember to heal whenever you feel it is needed. GOOD LUCK!

BOSS LOCATIONS

Garland = Temple of Fiends

Pirates = Pravoka

Wizards = Marsh Cave

Dark Elf = Northwest Castle

Vampire = Earth Cave
Lich = Earth Cave
Kary = Gurgu Volcano
Eye = Ice Cave
Kraken = Sea Shrine
Blue Dragon = Mirage Tower
Tiamat = Sky Castle
Chaos = Temple of Fiends (Revisted)
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