

# Final Fantasy Chronicles Boss/Enemy FAQ

by Gbness

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This walkthrough was originally written for Final Fantasy Chronicles on the PSX, but the walkthrough is still applicable to the PSX version of the game.

Final Fantasy IV Boss/Enemy FAQ  
For the Sony Playstation  
Copyright 2003-2005 Richard Beast  
Email: richard\_power1000@yahoo.com

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+\\+ 1. Introduction +/+

Well... this has sure gone a long way; looking at this (originally) crappy FAQ made me sick. Not to mention a certain person was opposed to some stuff in the original version, so here it is... I've removed my stupid attitude which showed throughout much of the FAQ, as well as corrected some things. I removed all the useless filler, took out most of the lists besides the enemies (Devin has those in his guide), and overall turned it into a much better piece of work. But you can't blame me, since all of us are terrible in our first six months of writing or so. I was no different. =P

Anyway, I'd like to drop a note on how I'm gonna run things in this guide. I've got the introduction, legal disclaimer, and contact rules first, which you can skip if you want, then some info on the characters. Even a boss FAQ needs info on the characters, you know. So after that, then comes the meat and bones of the FAQ itself, the boss guide. Once you're done reading through that, you'll meet up with the enemy list, which has now been combined with the steal list and been formatted far better. So that's basically it. Have fun reading; this guide is now a HELL of a lot better.

- Richard Beast

+\\+ 2. Legal Disclaimer +/+

You are NOT permitted to put this FAQ on your site without my permission first.

All you have to do is email me or IM me saying you want this FAQ on your site, then you can tell me your site and the chance is high that I'll let you. But if you put this FAQ on your site without my permission I swear you will regret it. If I let you, not ONE word should be changed from this FAQ! NOT ONE! Got it? Good. Also, make sure that no money is involved. If you want this FAQ to be sold on eBay, then just forget about it, man. And don't sell this guide either, or pay people to use it, or you'll be in such big trouble you don't want to think.

Another little note is that I will not have this guide hosted on many other web sites besides GameNotOver, GameFAQs, IGN, and Neoseeker. You need full-on permission if it's not one of the four above sites. I am sick of people ripping me off (I have been ripped off three times in the past), so if I don't like your site, I won't let my guide be posted on it. I am sorry, but this is how it has to be. If you ask politely and I like your site, you will definitely have the luck of getting it up there. Thank you very much.

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  +\+ 3. Contact Rules +/+
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Oh, and also, rules for contacting me. Those are important, ya? First of all, feel free to check out the stuff I've written on GameFAQs. Those include a guide for Mega Man 5, a few other Mega Man games, and tons of random PSX games. Honor to the PSX, yanno? Hopefully, that'll be added with awesome Legend of Zelda: Majora's Mask and Tales of Symphonia guides. As you might be able to guess, I'm a large RPG fan and writer.

Alright, enough shameless advertisement about me. You can e-mail me if there is a question you wish to ask that hasn't been answered in the guide, but I REALLY don't want to bother answering questions that have already been done, answered, and done again in the guide, if it isn't too much trouble. Feel free to tell me if there's something I've forgotten, however.

My e-mail address is richard\_power1000 [at] yahoo [dot] com. Except, replace the [at] and spaces with a "@" symbol and the [dot] and spaces with a period; I have to write like that so I don't get a dozen spam bots e-mailing me and getting me viruses. Just be polite in the e-mail, don't talk like "omg wtf rich ur gides r t3h su><0rz & how du i beat grean cupu", and don't ask something that's already been answered in the guide, and I'll respond.

And don't bother sending things like:

"You friggin' idiot. Your guides suck, you suck, and everything about you sucks. DIE DIE DIE!"

"BURN IN THE FLAMES OF HELL, YOU STUPID RETARD!!!"

"What the hell did you think you were doing writing all that garbage, you piece of crap?"

"I hope you fall down the stairs and break every bone in your body!"

"u su><0rz, eVrYtInG BoUt u sUx, dIe ass!!!!!!1"

I will laugh at such e-mails and delete them. So... if you're not just playing a friendly joke on me or something, don't bother with that crap cos I've been through with it too much.

Okay, that's enough for that. My AIM name is rbeast288; sorry, I don't have MSN or YIM. The list is closed, but I'll add you if you ask politely via e-mail. I

like chatting with people, but try not to overdo it on AIM if I add you to my list. Since I am busy a majority of the time and all.

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+\+ 4. Characters +/+  
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I can tell that you're glad we're past the introductory stuff, haha. But anyway the character info has been taken from the manual with the exception of the Cecil (Paladin) and FuSoYa descriptions.

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Cecil (Dark Knight):  
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Introduction: The main character, commander of Baron Kingdom's fleet of military airships, the Red Wings. At the king's command, he masters the dark sword, which embodies the power of darkness. He maintains his humanity, however, and as a dark knight will not allow himself to accept Rosa's affection. But no one could ever understand the pain and suffering masked beneath his helmet.

In Battle: Cecil's one good character as a dark knight. He starts out at Level 10, with 200 HP, but is strong nonetheless, especially with his special command Dark, which sacrifices his own HP to attack. Unfortunately, he becomes a Paladin, so you can't use his Dark again.

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Cecil (Paladin):  
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Introduction: Cecil, as a paladin, wielding the holy sword of the Mysidian Legend. The dark and evil once living in Cecil has left him, and his quest is to protect Rosa and save the world.

In Battle: Cecil starts out on Level 1 with 600 HP, so he's sort of weak now, but once he gets some better levels, he's possibly the best character. His White magic kind of sucks, except for his Esuna and Exit, but it's helpful nonetheless, and his Cover command can make the difference between a victorious battle and a lost one. So he's extremely good.

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Kain:  
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Introduction: Cecil's rival and best friend, who specializes in fighting from the air. Kain comes from a long line of dragoons and is a master of the spear. In Baron, where most soldiers are pressured to master the dark sword, he shuns the path of a dark knight and chooses instead to live as a dragoon. Aloof but compassionate, Kain is a proud warrior who secretly has feelings for Rosa.

In Battle: Kain is also a super-duper fighter. He starts at Level 10 with 190 HP, but it gets much better later. He cannot use any magic, but his Jump is extremely powerful, especially at the end of the game. So he's quite a useful character.

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Rosa:  
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Introduction: Childhood friend of Cecil and Kain, and the heroine of the story.

She follows in the footsteps of the mother, who once fought for Baron as a white mage. As her mother did for her father, Rosa studies white magic largely to help Cecil. Although she can be reserved at times, Rosa has a strong will and an adamant side to her that surprises even Cecil.

In Battle: Rosa is better placed in the back row. She is an excellent character because of her white magic, and without her the game would be nigh impossible, if not impossible. Her Will stat starts low, but becomes VERY high to enable her to use extremely strong white magic. Her Pray ability is pretty useless, even in the end of the game, but she can do a great amount of damage in the end of the game. She starts out on Level 10 with only 150 HP, and never gets big strength or huge HP, but she's easily the best healer in the game and quite possibly the most useful character in the entire game.

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Rydia:  
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Introduction: A girl who once lived peacefully with her mother in the summoners' village, Mist. Like her mother, she has the magical ability to summon beasts, and can cast black magic and white magic spells. Her honest, cheerful, and courageous personality lifts the party's spirits when the going gets rough.

In Battle: Rydia has VERY low HP. When you get her, she starts off at Level 1 with only 30 HP, and it goes up very little when she levels up, but besides this, Rydia's strength lies within Black magic. She will eventually...(there are gigantic spoilers here, so quickly read somewhere else unless you desire to have the plot totally spoiled), for some reason, lose the ability to use her white magic, and will join later as an adult. She's a fantastic character because of her amazing Black magic, and the ability to use summons, such as Titan, Leviatan, and Bahamut later.

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Cid:  
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Introduction: Baron's chief airship engineer, who loves the skies and being around young people. Since he has just one daughter, he treats Cecil like a son.

In Battle: Cid is one of the worst characters. He starts out at Level 20 with 788 HP, much less than Cecil has at Level 20. Also, he can't really use magic, except his Study ability, which is the same effect as Scan. Plus he leaves your party when you reach the Dwarven Castle, so he's not that good, at all.

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Edward:  
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Introduction: The prince of the desert kingdom Damcyan. He despises his royal status and prefers to live in freedom as a wandering bard. An attractive young man filled with sadness, his appearance reflects his gentle personality. His soft-heartedness, which stems from his benevolent nature, may be his downfall.

In Battle: Edward is not all that great. His attack power is fairly low, his defense is low, he starts on Level 5 with a feeble 60 HP, he doesn't have one magic spell he can use, and hides from the fight when in critical status. However, he can use Sing to inflict status effects on his enemies, and his physical attack randomly does a status effect, but this "spoony bard" is not

all that great at all.

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Tellah:

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Introduction: A powerful sage, renowned even among the highest mages. He controlled powerful magic when he was younger, but his magic prowess has faded. He seems unfriendly, but is a man of principle. Tellah has a mysterious connection to the mage kingdom of Mysidia.

In Battle: When Tellah joins, he knows few magic spells, but is at Level 20 with some good HP compared to Rydia's. He leaves soon but rejoins at Mt. Ordeals, and after Cecil becomes a Paladin, he learns all the spells he used to know. Now he is a fantastic member except for the fact he only has 90 MP. Still, he is worthy of being called the best party member until quite a while.

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Yang:

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Introduction: Leader of the monks of Fabul. Like many monks, he is polite and taciturn. Beneath his serene exterior lies an invincible soul. He uses his trademark elemental claws to decimate his opponents. Rumor has it that his skill is second to none.

In Battle: Yang has GREAT HP. When he first joins, he has 300 HP at Level 10. Until he leaves in the middle of the game his HP is usually higher than Cecil's is. His Kick ability isn't useful at all as it does quite a small amount of damage to all enemies, but he's a great character because he can make his attacks elemental by equipping certain claws like Rosa and use Power to double the damage, and pretty much kill elemental enemies such as Cagnazzo. His Bear ability is okay, so he's quite a decent character.

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Edge:

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Introduction: A prince of the Eblan royal family, which has passed down the secrets and traditions of ninjutsu for generations. A confident and often brash man, he acts recklessly at times, but can also be affable and comedic.

In Battle: When Edge joins, he's at Level 25 with a pathetic 790 HP, sometimes even less than Rydia if you're at about Level 32-33 when you get him. His HP is barely higher than Rosa's, but besides his HP, Edge is a spectacular character. His Ninja magic is extremely useful at certain parts of the game. His Throw ability's value cannot be calculated in the final boss fight, and his Steal ability is also extremely useful in the last fight. He's sort of average, but can be one of the best characters, especially in the end.

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Palom & Porom:

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Introduction: Apprentice mages who live in the mage kingdom of Mysidia. Palom studies to be a black mage, while Porom aspires to be a white mage, both under the guidance of the town elder. They are twins.

In Battle: Palom starts with 100 HP while Porom starts with 110, both starting at Level 10. Despite their miniscule HP, they are both useful, as Palom can use

Black magic like Bolt2 very well with his Bluff ability and when you need to escape in quite a hurry, Porom has the Cry ability, and she has some very useful White magic like Cure2. Their Twin ability is extremely useful because of its power, so overall, both mages are useful, but you don't have them for a very long time.

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FuSoYa:  
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Introduction: A mysterious individual the characters encounter during their journey. FuSoYa is the guardian of the Lunarians on the Moon, and comes from the same race as the evil Zemus does. He seems to have a strange connection with Cecil and Golbez.

In Battle: FuSoYa is one great sage! When you get him, he's on Level 50 with 1900 HP, which sadly is not really a very good amount and plus his Regen is worthless, as it only restores 10 HP every few seconds and he cannot act when his HP is being restored, but he actually knows EVERY white magic spell and EVERY black one too, so he's incredibly good. His attack power is low, but who needs THAT, anyway? Unfortunately, he only has 190 MP, and won't gain any more until you level him up about 20 times, but regardless of his low HP and MP, he's a fantastic character, but he's better for using his White magic than he is for Black magic.

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+\+ 5. Boss FAQ +/+  
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You just love RPG bosses, admit it. Anyway, the legend...

Number: Number of the boss.  
Name: Name of the boss.  
HP: How many hit points the boss has.  
EXP: EXP you get after battle. To tell how much each character will get, divide the number by the number of living characters.  
Difficulty: They range from 1 to 10, and tell how hard the battle is, of course.  
Location: Where the boss is fought.  
Steal: What to steal.  
My Levels: Your party and my levels.

Then the strategy. Enjoy!

Boss Fight #1  
Name: Mist Dragon  
HP: 465  
EXP: 700  
Difficulty: 2  
Location: Mist Cavern  
Steal: N/A  
Weakness: N/A  
My Levels: Cecil: 11, Kain: 11

This is an extremely easy boss. Cecil should attack while Kain jumps. The Mist Dragon can't really attack you too well. The only tricky spot is when the Mist Dragon turns into mist. Don't attack it because your attacks will not only miss but the Mist Dragon will counterattack with Cold Mist, for about 30-40 damage to both Cecil and Kain, although it will not counterattack Jump. Take this time to heal with Potions as the Mist Dragon won't attack. When it turns back into

the Mist Dragon, attack and Jump more and this battle will be over soon.

NOTE: Picture available of Mist Dragon!:

<http://www.angelfire.com/rpg/fantasyheaven2/ff/ff4/bossfight.gif>

#### Boss Fight #2

Name: General, 3 Soldiers

HP: 221, (General), 27, (Soldiers)

EXP: 398, (General), 27, (Soldiers)

Difficulty: 1

Location: Kaipo

Steal: N/A

Weakness: N/A

My Levels: Cecil: 11

I don't really consider this battle as a boss fight, but it should be covered here anyway. This battle is actually even easier than the Mist Dragon. Your first priority will be to take care of two of the soldiers, then you should get rid of the General, because the EXP is well worth it. The soldiers can quite easily be taken down in one blow apiece, but don't use Dark or there's a chance you will kill all three of the soldiers, and if you do then the general will run away, and you'll miss the good EXP. A few good blows will rid the general. This is pretty easy.

#### Boss Fight #3

Name: Octomann

HP: 2350

EXP: 1200

Difficulty: 2

Location: Lake

Steal: N/A

Weakness: Dark, Bolt

My Levels: Cecil: 14, Rydia: 10, Tellah: 20

This is another rather easy battle. Have Cecil attack every turn while Tellah uses Recall, (a few times I recalled Bio for about 700 damage), or Bolt1 while Rydia uses Chocobo every turn. Tellah may use Bio or similar powerful spells at random, and they may do big damage. Octomann isn't very dangerous, do not worry about healing. If you keep this up you'll win this battle.

NOTE: Picture available of Octomann!:

<http://www.angelfire.com/rpg/fantasyheaven2/ff/ff4/bossfight2.gif>

#### Boss Fight #4

Name: Antlion

HP: 1100

EXP: 1500

Difficulty: 3

Location: Antlion's Nest

Steal: N/A

Weakness: N/A

My Levels: Cecil: 15, Rydia: 12, Edward: 10

This battle isn't nearly as hard as it might look. You'll notice that when you attack the Antlion, it will counterattack a random party member, for about 30-40 damage. If it does this too much to Rydia or Edward it might decimate your party. Its regular attacks are weak, so its counterattack is the only threat. Have Cecil attack every turn while Edward can heal with a Potion or his

Heal ability, and Rydia summons Chocobo. Antlion isn't too tough.

#### Boss Fight #5

Name: Mom Bomb

HP: 11000

EXP: 1900

Difficulty: 5

Location: Mt. Hobs Summit

Steal: N/A

Weakness: N/A

My Levels: Cecil: 16, Rydia: 13, Edward: 13, Rosa: 13, Yang: 10

This fight is tougher than the last fights. The Mom Bomb starts out quite harmless, until you get rid of its HP. Have Cecil attack, Rydia summon the Chocobo, Edward use a Potion or Heal if needed, or otherwise attack, Yang use Power, and Rosa Aim. You do not need to do 11000 damage, but when this Mom Bomb puffs up, have everyone quickly Parry until you get to Rosa. Do absolutely nothing until it explodes, for about 50-75 damage to everyone, and then cast Cure2 on everyone. Now have Cecil use Dark and Yang use Kick. The Bombs will probably die and the GreyBombs will most likely detonate, and the battle is won.

#### Boss Fights #6, 7, 8

Name: Captain, 2 Fighters

HP: 320 (Captain), 65 (Fighters)

EXP: 999 (Captain), 399, (Fighters)

Difficulty: 5

Location: Fabul Castle

Steal: N/A

Weakness: N/A

My Levels 1: Cecil: 16, Edward: 14, Yang: 12

My Levels 2: Cecil: 16, Edward: 15, Yang: 13

My Levels 3: Cecil: 17, Edward: 15, Yang: 14

Just like the last fight, this fight isn't actually a boss battle but it should be covered here anyway, for random. This battle is much harder than the last one. If Edward is in the front row he'll be knocked out in two or three good blows, so by all means don't put him there. The Fighters are much stronger than they used to be, even with Edward and Yang here. Make sure that Edward does not get in critical status or he will hide, and have him heal Cecil and Yang or himself. Have Cecil take care of one soldier, while Yang uses Power on the General for the usual great EXP, and then leave the other soldier alone while you have Cecil and Yang beat up the general, who will be gone quite soon. You will have to fight this battle twice more, so follow this strategy to win all three battles with ease!

#### Boss Fight #9

Name: Milon, 4 Ghosts

HP: 3500, (Milon), 200, (Ghosts)

EXP: 3400

Difficulty: 7

Location: Mt. Ordeals Summit

Steal: N/A

Weakness: Milon: Fire, Ghost: Holy, Fire

My Levels: Cecil: 19, Palom: 16, Porom: 16, Tellah: 22

This battle can be a bit tough. The Ghosts will attack but aren't too bad, so have Palom cast Fire2 on all of them, then have Tellah cast Fire1, and most likely they will all be dead. Milon uses Bolt1 a lot, for about 60-70 damage, so have Porom ready to cast Cure2 when needed. Tellah should use spells like



Fire1 while Palom and Porom use Twin and Cecil attacks. Make sure that Tellah is ready to cast Cure2 on someone when needed, because Milon uses Bolt1 a lot. Otherwise this battle is pretty simple and easy now.

#### Boss Fight #10

Name: Milon Zombie

HP: 3523

EXP: 3600

Difficulty: 5

Location: Mt. Ordeals Summit

Steal: N/A

Weakness: Fire, Holy, Projectiles

My Levels: Cecil: 19, Palom: 17, Porom: 17, Tellah: 22

I actually think this battle is easier than the last. Hopefully you put Cecil in the back and others in the front before this battle because Milon attacks you from behind. If you didn't it's no problem, just use Row. Have Palom use Fire2 while Tellah uses Fire1 every turn, and have Porom heal when necessary. If you have one, using a Bomb would also help, because Cecil's attack is pretty useless here.

#### Boss Fight #11

Name: Dark Knight

HP: N/A

EXP: N/A

Difficulty: 2

Location: Mt. Ordeals Shrine

Steal: N/A

Weakness: N/A

My Levels: Cecil: 1

The one-on-one fight between Cecil and his old self is actually very simple. You must act like a paladin, so instead of attacking this Dark Knight, Parry and if your HP gets too low, use a Hi-Potion. Eventually this battle will be over.

(Now it might be a good idea to knock Palom, Porom, and Tellah out, and have Cecil take all the glory until he reaches a sensible level, such as 18.)

#### Boss Fight #12

Name: Baigan

HP: 4444 (Main Body), 444 (Arms)

EXP: 4000

Difficulty: 5

Location: Baron Castle

Steal: N/A

Weakness: N/A

My Levels: Cecil: 20, Palom: 19, Porom: 19, Tellah: 22, Yang: 22

This battle can be tough if you don't know what to do. As soon as Tellah gets the chance, have him use Ice3, (which seems for me to work the best of three Level 3 Elemental magics) on the body, which will do about 1800 damage. He will use Wall now. DO NOT attack the arms, because Baigan will revive them. Have Porom heal your party while you might have Palom use a Hi-Potion and Yang uses Power. When Baigan uses Haste, you'll know he's no longer under Wall. Use Ice3 on him again quickly, and do some big damage. Shortly afterwards, the two arms will detonate and do some damage to a character.

#### Boss Fight #13

Name: Cagnazzo

HP: 5312  
EXP: 5500  
Difficulty: 3  
Location: Baron Castle  
Steal: N/A  
Weakness: Bolt  
My Levels: Cecil: 20, Palom: 19, Porom: 19, Tellah: 22, Yang: 22

This battle is tough if you don't know what to do, but is VERY easy actually. Cagnazzo will shortly use Big Wave for about 220+ damage to your group, but Palom should be able to survive. Have him do Bolt2, and have Tellah use Bolt3. If Porom survived, have her heal someone. Yang should have the Bolt Claw equipped and should be using Power for about 700 damage while Cecil attacks, and this battle should be over in no time. Also, don't be afraid to kill off Palom and Porom because this is the last boss fight you will have them in.

Boss Fight #14  
Name: Dark Elf, Dark Dragon  
HP: 23890, (Dark Elf), 3927, (Dark Dragon)  
EXP: 6000  
Difficulty: 7  
Location: Magnetic Cavern (Crystal Room)  
Steal: N/A  
Weakness: Holy  
My Levels: Cecil: 23, Cid: 23, Tellah: 24, Yang: 24

This battle should prove your first real challenge in FFIV. Have Cecil equipped with the Legend because whenever he attacks he'll do a whopping 1000 damage or so! This first form isn't all that tough actually. It'll do that nasty combo of Fire2, Bolt2, and Ice2, but it'll only do about 40-50 damage to your party, it uses Wind to reduce your party's HP to a single digit, and Whisper to turn a character into a pig, always in this order. Whenever Yang or Tellah is turned into a pig, immediately use a DietFood. When the Dark Elf uses Wind on Tellah, use Cure2. If on anyone else, Cure3 is advised. You don't have to do 23890 damage, but once some damage is done to the Dark Elf, it'll turn into a Dark Dragon, a far tougher form. It does Dark Breath for about 250-300 damage to your party, and physical attacks for about 400 damage. When Dark Dragon uses Dark Breath, immediately have Tellah use Cure3 on the party to keep yourself in good shape. Cecil will do the usual 1000 damage, and Yang will do about 400-500 damage, so you should be able to kill the Dark Dragon fairly quickly, as long as you never have Tellah use anything but Cure magic. If you have a few Ethers, you may also want to have Tellah cast Haste on himself and Cecil, so you can do this all quicker, but if you don't want to take any risks, then don't.

Boss Fight #15  
Name: Sandy, Cindy, Mindy (Magus Sisters)  
HP: 2590 (Sandy), 4600 (Cindy), 2590 (Mindy)  
EXP: 2500 apiece  
Difficulty: 3  
Location: Tower of Zot B5  
Steal: N/A  
Weakness: N/A  
My Levels: Cecil: 24, Cid: 24, Tellah: 25, Yang: 25

This battle is pretty easy. Our main target here is Cindy in the middle, because she's not only the greatest threat but she can revive Sandy or Mindy if they're killed first. Sandy will cast Wall on Cindy, and then Cindy will order Mindy to do a Level 2 spell on her to reflect to a random character in your party for about 150 damage. Once in a while Sandy will cast Wall on Cindy when there already is one, and reflect it on to a party member. You should have

Tellah cast Fire3 on that party member to reflect it onto one of the sisters, and the chance is pretty high that it'll be Cindy. Have Cid, (with the Gaia), and Cecil, (with the Flame), attack, while Yang, (with the HellClaw and Fairy) uses Power. It won't be too long until Cindy is gone. Now beat up Sandy, because she uses some status effects on your party. She'll go down very soon, and now have Tellah use all of his strongest spells and Mindy will be dead very soon. Also, don't be afraid to knock Tellah out, but I wouldn't want to spoil the upcoming...

#### Boss Fight #16

Name: Valvalis

HP: 8636

EXP: 9000

Difficulty: 8

Location: Tower of Zot B7

Steal: N/A

Weakness: N/A

My Levels: Cecil: 24, Kain: 27, Cid: 24, Rosa: 26, Yang: 25

This is definitely the toughest boss fight that you have fought so far. When Valvalis turns into a tornado, by ALL MEANS, don't attack her because you'll do very small damage. Have Kain Jump every turn, and if it doesn't miss, it'll do 400-500 damage, and the tornado will be down, and Valvalis will counterattack. Don't have Rosa use Esuna when Valvalis uses Wind then Glare, use Cure2. When Valvalis is not a tornado, have Cecil and Cid attack, and Yang use Power. Rosa should cast Cure2 every turn, and when someone is very close to becoming stone, have her cast Esuna if Cecil hasn't learned it yet, (he does at Level 25.) Have Kain on standby at all times to ensure he can Jump when you need to, and have Rosa heal at all times, and then repeat, then the fight can pretty much be won.

#### Boss Fight #17

Name: 3 Cals, 3 Brinas, (Calbrina)

HP: 1369 (Cals), 369 (Brinas), 5315 (Calbrina)

EXP: 1000, (each doll), 12000, (Calbrina)

Difficulty: 4

Location: Dwarven Castle

Steal: N/A

Weakness: N/A

My Levels: Cecil: 27, Kain: 29, Rosa: 28, Yang: 27

If you don't want to fight the Calbrina, kill off the blue dolls, the Cals, then immediately kill the red dolls, the Brinas. This is how to take care of the Cals to avoid fighting Calbrina: Have Kain jump, then have Yang attack one Cal, then it's going to die. Now have everyone concentrate on another Cal until it's Kain's turn. Have him Jump the OTHER Cal, then take out the Cal you were working on, then have Yang attack the other Cal and it'll be gone. Have Yang use Power on a Brina, then have Cecil and Kain attack another, and have Rosa cast Aim on another, and possibly have someone else attack, and then the battle is won. If you want to fight the Calbrina for the EXP, kill off the Brinas. Wait for a short while and the Cals will turn into the Calbrina. Have Cecil attack, Kain jump, Yang do Power, and have Rosa cast Cure2 on anyone who's been injured by Calbrina's strong attack. Have someone use a Unihorn if Calbrina uses Glance for confusion and the fight will be over shortly.

#### Boss Fight #18

Name: Golbez

HP: Don't think he has an amount.

EXP: 15000

Difficulty: 2

Location: Dwarven Castle Crystal Room

Steal: N/A

Weakness: N/A

My Levels: Cecil: 27, Kain: 29, Rosa: 28, Rydia: 27, Yang: 27

Quite unfortunately, this is a very easy battle. Quickly have Kain Jump, and soon Golbez will taunt your party and then use Hold Gas on the party, then he summons a Shadow dragon. Golbez will threaten Cecil and a Mist Dragon appears and deals fair damage to Golbez and will kill Shadow. Cecil will be healed, and Rydia will appear at last! Don't bother reviving Rosa and Yang, instead have Cecil attack, Kain Jump, and Rydia summon Titan for a whooping 1400 damage, and Golbez will finally be defeated!

Boss Fight #19

Name: Dr. Lugae, Balnab, Balnab-Z

HP: 4936 (Lugae), 4832 (Balnab), 4518 (Balnab-Z)

EXP: N/A

Difficulty: 3

Location: Tower of Babil B8

Steal: N/A

Weakness: N/A

My Levels: Cecil: 30, Kain: 31, Rosa: 30, Rydia: 29, Yang: 29

This battle is fairly easy. Balnab will attack Dr. Lugae for about 600 damage, and then the battle begins. Aim to destroy Balnab, not to kill Dr. Lugae. Have Cecil attack, Rydia use Titan, Rosa heal the damage, Kain Jump, and Yang use Power. Balnab isn't too dangerous. Eventually, Balnab will be destroyed and then Lugae will control Balnab for himself, turning into Balnab-Z. Attack WELL and do it a lot, because after a few turns, Balnab-Z will detonate and do major damage to a character and almost definitely knock him/her out. Prevent this by having Cecil attack, Kain Jump, Yang use Power, and Rydia use Titan. Have everyone quickly do this and this battle will be won.

Boss Fight #20

Name: Lugaborg

HP: 9321

EXP: 10100

Difficulty: 5

Location: Tower of Babil B8

Steal: N/A

Weakness: N/A

My Levels: Cecil: 30, Kain: 31, Rosa: 30, Rydia: 29, Yang: 29

This a rather strange battle, and a rather difficult one compared to the last couple, but it still isn't all that hard. Lugaborg uses Gas often to put a character to sleep, Beams and Lasers for seemingly random damage, as sometimes it does 150 while sometimes it does more like 1500 to the same character, and poison. Don't worry about curing Sleep and Poison. Instead have Cecil attack, Kain jump, Rosa heal the party with Cure3, Rydia summon Titan, and Yang do Power. Lugaborg will, for some reason heal the whole party of the status effects. Have yourself healed at all times, and rinse, wash, repeat, and this battle will be over soon.

(De-equip Yang right at the end of this fight, because he's going to go soon.)

(When you get Edge, he's at Level 25. It'd be a good idea to knock out everyone else and have him kill some enemies and get him to Level 31. The Tower of Babil is a spectacular place to level up, so why not do so?)

Boss Fight #21

Name: Queen Eblan, King Eblan

HP: 7000 apiece  
EXP: N/A  
Difficulty: 1  
Location: Tower of Babil  
Steal: Potion, Potion  
Weakness: N/A  
My Levels: Cecil: 35, Kain: 36, Rosa: 34, Edge: 34, Rydia: 34

This is a very easy fight and not really even a boss fight actually. Their attacks are very weak, so have Rydia summon Titan and have Cecil attack, Edge use Flame, Rosa use Aim, and Kain Jump, and once you do 7000 damage, they'll get a hold of themselves. Do nothing and soon both of them will die.

Boss Fight #22  
Name: Rubicant  
HP: 34000  
EXP: 18000  
Difficulty: 5  
Location: Tower of Babil  
Steal: Potion  
Weakness: Ice  
My Levels: Cecil: 35, Kain: 36, Rosa: 34, Edge: 34, Rydia: 34

This isn't a tough fight at all. Just have Cecil attack for about 1500 damage, and Kain jump for a good 5000 damage! Rosa should Aim Ice arrows, while Edge uses Flood, and Rydia summons Shiva. When Rubicant covers himself, DO NOT use Ice Elements, because he absorbs them now. Have Rosa use Cure2, Cure3 or Lifer when Rubicant uses Scorch, which probably knocks someone out, or his nasty Fire2. Be healed all times, and make sure that Kain is not knocked out, and this battle will be over quickly.

(Perksposse noted that Cecil and Kain were only doing 1000 and 2500 damage with their attacks. To make them do the correct damage, be at a moderate level, and have them both equipped with the Ice equipment, while you may have Edge equipped with the IceClaw, from Yang. If you have the equipment, Rubicant is insanelly easy.)

(Now that Cid has upgraded our new Falcon, we can go to the Cave of Summons! If you get past there and go to the Land of Summons and into the library, we can fight these two.)

Boss Fight #23  
Name: Asura  
HP: 31005  
EXP: 20000  
Difficulty: 6  
Location: Land of Summons  
Steal: Potion  
Weakness: N/A  
My Levels: Cecil: 39, Kain: 39, Rosa: 38, Rydia: 37, Edge: 38

First things first. Don't fight Asura unless Rosa is at the very least Level 36, or this will be an insanelly difficult fight. Asura casts Cure3 to restore about 2500 HP very frequently, so to beat her you have to reflect it to your party. Have Rosa use Wall on Asura so that her spells are worthless, and now have Rydia summon Titan, Rosa use Cure3 or Cure4 if you know it, and Edge throw a Shuriken or a Fuma. Whenever you attack Asura, she will counterattack a random party member for some good damage, so try to make sure that Rosa can keep everyone at as high HP as possible. Her spells are now reflected at you so just make sure you keep in good shape at all times.

#### Boss Fight #24

Name: Leviatan

HP: 50001

EXP: 28000

Difficulty: 5

Location: Land of Summons

Steal: Potion

Weakness: Bolt

My Levels: Cecil: 39, Kain: 40, Rosa: 38, Rydia: 38, Edge: 38

This battle can get to be tough if you're not careful. When Leviatan's head is sticking out, he will use Big Wave for about 300-400 damage to your party. When he hides his head, he will use Ice2 for about 600 damage. Ramuh is not a very good summon compared to Titan, so summon him instead, while having Rosa use Cure3 or Cure4, Kain jumps, Cecil attacks, and Edge either uses Blitz or attacks with his great ninja swords, or throws a Fuma. This battle is all a matter of keeping your HP high at all times and knowing how to attack well. Keep in mind that if you're not at high HP at all times then Leviatan will make short work of you, so be careful!

#### Boss Fight #25

Name: EvilWall

HP: 28000

EXP: 23000

Difficulty: 4

Location: Sealed Cave

Steal: Potion

Weakness: N/A

My Levels: Cecil: 42, Kain: 43, Rosa: 42, Rydia: 41, Edge: 42

This battle can quite easily be a toughie. You must kill it before it gets close to you or it will start killing random party members. To start off, have Edge throw weapons, Rydia summon Leviatan or do Ice3, Rosa cast Slow on the EvilWall, Kain attack, (his Jump is pretty useless here), and Cecil attack. Also, you might even want to have Rosa cast Bersk on Cecil to have him attack quicker. I hate this boss, but if you can get in enough damage quickly enough then it will be gone pretty soon.

(Now that we're on the moon, it wouldn't hurt to go to that cave surrounded by the walls, would it? It's well worth it, to get Rydia's very best summon. Make sure that you have gotten FuSoYa and these battles will be more than twice as easy.)

#### Boss Fights #26, 27, 28

Name: Behemoth

HP: 23000

EXP: 57000

Difficulty: 7

Location: Bahamut Cave

Steal: Potion

Weakness: N/A

My Levels 1: Cecil: 44, Rosa: 43, Rydia: 43, Edge: 43, FuSoYa: 50

My Levels 2: Cecil: 44, Rosa: 44, Rydia: 43, Edge: 43, FuSoYa: 50

My Levels 3: Cecil: 45, Rosa: 44, Rydia: 43, Edge: 43, FuSoYa: 51

This is not really a boss battle, but if your levels are really low, these creatures can make short work of you. They have high defense and high attack power. Have Rydia summon Asura while Rosa casts Cure4, Cecil attacks, Edge Throws Shurikens or Fumas, and when the Behemoth goes below 7000 HP, Meteo.

Meteo will only do about 7000 damage, and the Behemoth will counter Meteo and Holy with Storm, which is Wind on everyone. Be very careful and keep healed and alive at all times and you'll beat it. Keep in mind that there are three of these menacing creatures, so after this fight you may want to get out of this place, save your game, and enter again.

(Remember one thing before this fight. You MUST have beaten Leviatan, or he will not challenge you.)

#### Boss Fight #29

Name: Bahamut

HP: 45001

EXP: 35000

Difficulty: 3

Location: Bahamut Cave

Steal: Potion

Weakness: N/A

My Levels: Cecil: 45, Rosa: 44, Rydia: 43, Edge: 44, FuSoYa: 51

As the god of summons, you'd think this would be an extremely difficult battle, but it's not, as long as you know exactly what to do. Bahamut will start off by counting down from 5 to 0, and when at 0, he will use MegaFire on everyone, and pretty much kill them all. Just as the book in the Land of Summons said, you need to reflect Bahamut's strength. Have Cecil, Edge, and Rydia use StarVeils or MoonVeils on themselves, and then have Rosa and FuSoYa use Wall. After this is done, try to have FuSoYa cast Meteo. When Bahamut uses Mega Fire, it will reflect back at him for 9999 damage. Try to keep Wall on as many characters as possible while having FuSoYa cast Meteo and Rydia cast Leviatan. Try to beat him fast, before he uses MegaFire again to kill you.

#### Boss Fight #30

Name: Elements

HP: 28000 apiece

EXP: 62500

Difficulty: 8

Location: Giant of Babil

Steal: Potion

Weakness: Milon: Fire, Holy, Projectiles, Rubicant: Ice, Cagnazzo: Bolt,

Valvalis: N/A

My Levels: Cecil: 47, Rosa: 46, Rydia: 45, Edge: 46, FuSoYa: 52

This can be a very tough battle unless you're careful. We start off fighting Milon. He is weak against Fire and Holy, so have Cecil attack with his Excalibur, Rosa heal or use a Cross when Milon uses Curse, or she can use Cure4 on Milon, while Rydia casts Fire3, Edge uses Flame, and FuSoYa uses Fire3. Soon afterwards, we'll fight Rubicant, but although he's supposedly the strongest Fiend, he's not that hard at all. He uses Fire2 on everyone for about 100 damage to your party, Fire3 for about 250 damage to it, and Scorch for about 400 damage to it. Have Rosa heal everyone while Cecil attacks, Rydia and FuSoYa use Ice3, and Edge uses Flood. Soon enough we'll end up with the same old Cagnazzo, although now his Big Wave does about 500 damage to everyone. Have Cecil attack, Rosa use Cure4 when needed, Rydia use Bolt3, Edge use Blitz, and FuSoYa either use Bolt3 or Cure4. Now for the tough part. We are here fighting Valvalis, and she's no pushover at all. She has a new technique called Storm to put you in critical status, and all the other attacks. Have Cecil attack, Rosa on standby at ALL times to use Cure4, Rydia use Bolt3, Edge throw a Fuma if you have one, and FuSoYa cast Cure4, or possibly Flare or Meteo. Be very careful while fighting Valvalis, and this battle will be over.

#### Boss Fight #31

Name: CPU, Attacker, Defender  
HP: 30000, (CPU), 3000, (Attacker, Defender)  
EXP: 50000  
Difficulty: 6  
Location: Giant of Babil  
Steal: Potion, Potion, Potion  
Weakness: N/A  
My Levels: Cecil: 47, Rosa: 46, Rydia: 45, Edge: 46, FuSoYa: 52

This is a little easier than the last fight. First of all, our target is definitely the Defender because every turn it will heal the CPU. The Defender is the orb at the bottom. It won't take long to decimate it. The CPU will cast Wall on itself now, so don't use magic. As tempting as it is to attack the Attacker to remove its 200 damage Maser attack, DON'T! If you do, the CPU will use Globe99 for a good 9999 damage to a character, and does it twice or maybe even thrice. We don't want this to happen, because then it'll revive both the Attacker and Defender. So have Cecil attack with the Excalibur, Rosa Aim Yoichi arrows, Rydia attack or Parry, (an attack will do more than Chocobo ever will) Edge throw a Shuriken or two, and FuSoYa heal. Once you're sure it'll destroy it, you may want to have him cast Meteo though, because it does 9999 damage as usual.

(Odin is located in Baron Castle's hidden throne room. You MUST have defeated Leviatan to challenge him. You could have done this as soon as Cid upgraded the Falcon to fly to the overworld, but you want Kain in this battle, right?)

#### Boss Fight #32

Name: Odin  
HP: 20001  
EXP: 18000  
Difficulty: 5  
Location: Baron Castle  
Steal: Potion  
Weakness: Bolt  
My Levels: Cecil: 47, Kain: 48, Rosa: 46, Rydia: 45, Edge: 47

What we have to do is beat Odin before he uses Odin, a skill which does about 4000 damage to your party, and needless to say will rip it apart. Don't heal Odin's attacks, just beat on him with Rosa's Bolt arrows, Kain's Jump, Cecil's attacks, Rydia's Bolt3, and Blitz from Edge (or a Fuma if you have one). If you need to, you can use a Silk Web on Odin to slow him down, should your levels be too low. But if you do these attacks properly then Odin will be toast.

#### Boss Fight #33

Name: White Dragon  
HP: 32700  
EXP: 55000  
Difficulty: 6  
Location: Lunar Subterrane  
Steal: Potion  
Weakness: N/A  
My Levels: Cecil: 50, Kain: 51, Rosa: 49, Rydia: 48, Edge: 49

This guy is sort of tough, especially if you didn't cast Float before this fight. If you did, his nasty Gaia Rage will miss. What we do here is have Cecil attack, Kain Jump, Rosa use Cure4, Rydia call Bahamut, and Edge throw a Fuma. Whenever you attack, he'll do the annoying Slow spell on you to reduce your speed, which isn't bad, but the White Dragon also uses that terrible Storm attack, which will reduce everyone's HP to one digit. Immediately have Rosa cast Cure4 or Rydia try luck and summon Asura, and this battle shouldn't be all



that difficult.

#### Boss Fight #34

Name: Wyvern

HP: 60000

EXP: 64000

Difficulty: 7

Location: Lunar Subterrane

Steal: Potion

Weakness: N/A

My Levels: Cecil: 52, Kain: 53, Rosa: 51, Rydia: 51, Edge: 51

Wyvern can be fairly difficult too. Some say he's harder than the final boss, but he's not actually, as long as you know what to do. He starts the battle with the use of MegaFire, which will almost definitely kill Rydia and maybe Rosa too. Have Edge throw a Fuma while Cecil and Kain revive Rydia and Rosa, (if Rosa isn't knocked out then Kain's jump is worthwhile.) Now, have Rosa heal the whole party, and use StarVeils or MoonVeils on Rosa and Rydia, and have Rosa cast Wall on your weakest other characters, and then have Rydia summon Bahamut. He will do some great damage, and now Wyvern will use MegaFire again, and it'll be reflected on him for some even more damage. Now just have Cecil attack, Kain Jump, Edge throw Fumas or weapons, while Rydia can summon Bahamut or use something like Bolt3. Wyvern will go down pretty soon.

#### Boss Fight #35

Name: Plague

HP: 33333

EXP: 31108

Difficulty: 2

Location: Lunar Subterrane

Steal: Potion

Weakness: Projectiles

My Levels: Cecil: 54, Kain: 55, Rosa: 53, Rydia: 52, Edge: 54

This battle has a technique to easily win. You should enter the battle with one character dead, such as Rosa. Plague will start out the battle by using Doom, which puts everyone in a countdown from 10 to 0. At 0, you're dead meat. Have Cecil attack with the Ragnarok, Kain Jump, Rydia summon Bahamut, and Edge throw a good Fuma. Now immediately put Rosa back to life. Now Plague will reset the timers to 10. Have Rosa Aim Yoichi Arrows while everyone else does their job, and you should exit this battle with a victory. If you don't have enough time, just kill off another character and revive him/her, and then Plague will restart. This is the easiest way to defeat Plague, bar none. Or, if you want a challenge, then you'll just have to level up more and kill Plague. The correct attacks to use are Cecil's Ragnarok attacks, Kain's Jump, Rosa's Holy, Rydia's Bahamut instead of Meteo, because Meteo is much too slow, and an Excalibur, thrown by Edge. I'd raise the difficulty to about 8 if you choose this. I've done it, but it's VERY difficult to do it. Good luck!

#### Boss Fight #36

Name: 2 Lunasaurs

HP: 23000 apiece

EXP: 29500 apiece

Difficulty: 5

Location: Lunar Subterrane

Steal: Potion

Weakness: Holy

My Levels: Cecil: 55, Kain: 55, Rosa: 53, Rydia: 53, Edge: 54

This is a hard battle, but it can be easy if Cecil has the Ragnarok equipped.

If he does then he'll do 9999 damage whenever he attacks. These Lunasaurs use Fire for about 350-500 damage to everyone, they use Wall, and then they reflect Bio onto your party for a nasty 1800 damage or so. Concentrate on one Lunasaur at a time, but by all means don't have Rydia summon anyone. If you do, they'll get 2300 HP back, and plus she can do about 1600 damage when she attacks anyway, as long as she's at a moderate level and has the Fire Lash equipped. Have Edge throw a Fuma, Rosa heal at ALL times, and Kain jump, while Cecil takes off 9999 HP from a SINGLE Lunasaur. Once there's just one left, this battle is cake. Just make sure you're healed when needed.

Boss Fight #37

Name: Ogopogo

HP: 50000

EXP: 61000

Difficulty: 7

Location: Lunar Subterrane

Steal: Potion

Weakness: Bolt

My Levels: Cecil: 58, Kain: 58, Rosa: 56, Rydia: 56, Edge: 58

And you thought that Leviatan was terrible! Ogopogo doesn't use Big Wave once, he uses it twice, and will probably do 1000 damage to your whole party. Have Rosa cast Cure4 at ALL times, because Ogopogo can take one of your characters down to a single digit HP. Have Rosa do this as fast as possible, while Cecil attacks, Edge throws a Fuma or Excalibur, Kain Jumps, and Rydia uses Bolt3 like you would on any other water creature. Be sure to keep your HP up at all times, while keeping in the powerful attacks from the four characters, and you may end up winning this fight, but be careful at all times!

**\*\*SPOILERS BELOW! FINAL BOSS!\*\***

Boss Fight #38 (Final Boss)

Name: Zeromus

HP: 133333

EXP: N/A

Difficulty: 9

Location: Lunar Subterrane

Steal: DkMatter

Weakness: N/A

My Levels: Cecil: 63, Kain: 64, Rosa: 63, Rydia: 62, Edge: 63

These are my preparations: Have Cecil equipped with the Ragnarok you got from Wyvern and all of the Crystal equipment. Have Kain equipped with all the Dragon equipment and Plague's Holy Lance, have Rosa with a Protect Ring, a Yoichi bow with Artemis arrows and a Ribbon, have Rydia equipped with the FireLash, a Ribbon, a Minerva Robe, and the other Protect Ring, and have Edge equipped with White Dragon's Murasame, Ogopogo's Masamune, a Ninja Helmet, and a Ninja Gear. Before this fight, if you don't feel guilty by doing this, do this: Enter a battle with Cecil equipped with the Excalibur. Click on a blank space and then the Excalibur. Now finish off the battle. Go to the menu and choose to equip the Excalibur, and you'll see you have two. Remove them, and then re-equip the Excalibur, and then you'll equip ONE, while another is already in your inventory! Repeat this tedious process until you have about 12 Excaliburs. Yes, I know it is boring, but it is more than worth doing it because he'll be a lot easier.

If you're REALLY, REALLY patient, have a lot of Alerts, and some coffee to stay

awake with, you can also do this. On Floor B5 of the Lunar Subterrane, there's a 1/64 chance you will find a Pink Puff. Then, there's a 1/64 chance it will drop a Pink Tail. So, there's a 1/4096 chance you'll get the Pink Tail. This is much easier if you have lots of Alerts. If you do, then you'll immediately get a Pink Puff and all you have to worry about is the 1/64 chance of getting the Pink Tail. Now, go to the Adamant Cave. Give that adamant guy the Pink Tail, and he'll give you the Adamant Armor, the strongest armor in the game. I'm not entirely sure about that thing with the Adamant Armor, as you may get an Adamant Ore. Please correct me if you know. Go to Each time you throw one at Zeromus you will do 9999 damage. Now when you start the battle, you'll realize you cannot hit Zeromus in any way. Take this time to have every single person Parry, while Edge attempts to steal a DkMatter item. If you have it in your inventory, Zeromus' Big Bang attack will do less damage. This may take as many as 10+ attempts, but keep at it until you have the DkMatter.

Another tactic would be to knock out everyone except Edge. This will assure you won't have to deal with Parrying with everyone else. Now that this is done, revive everyone except Kain and Rydia. Rydia cannot do much in this fight and Kain can't really do much damage with his Jump. You'll get to Rosa for healing quicker if you do this, plus you will notice a small difference in the healing amount. Now Parry until you get to Cecil. Use the Crystal now, and we'll finally enter the fight with Zeromus. He'll use Big Bang, so have Edge throw an Excalibur and have Rosa cast Cure4. Constantly have Cecil attack, Edge throw the Excaliburs and Rosa heal. Don't use Holy though. Also, don't worry about Bio, just worry about Big Bang and possibly Flare. Keep yourself at good health at all times and eventually Zeromus will start casting Meteo. If you do feel guilty about getting all of those duplicate Excaliburs, this battle is much harder, so try this.

Always have Cecil attack while Edge throws the Light Sword, the Excalibur, the Defense Sword, and the Gungir Spear. After he's thrown everything that you have, have him kill himself off. Zeromus and Cecil will trade hits probably, and Rosa can heal the damage. Now you'll know you've got the battle won because Meteo doesn't even hit your whole party, and only does 800-900 damage. Keep up with Cecil's strong attacks and Edge's Excaliburs, and eventually you will defeat Zeromus. Enjoy the excellent ending!

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++-----++
  +\+ 6. Enemy List +/+
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The second part of the guide. I know no one enjoys enemies as much as bosses, but... eh, I'll get to the point.

Name: Alert  
HP: 1425  
EXP: 2008  
Steal: Alert  
Weakness: N/A

Name: AquaWorm  
HP: 638  
EXP: 690  
Weakness: Bolt

Name: Arachne  
HP: 3650  
EXP: 4388  
Weakness: Projectiles

Name: Armadillo  
HP: 325  
EXP: 1555  
Weakness: N/A

Name: Balloon  
HP: 697  
EXP: 2459  
Weakness: Projectiles

Name: Basilisk  
HP: 90  
EXP: 110  
Weakness: N/A

Name: Beamer  
HP: 3000  
EXP: 3199  
Weakness: Bolt

Name: Behemoth  
HP: 23000  
EXP: 57000  
Weakness: N/A

Name: BlackCat  
HP: 593  
EXP: 2758  
Weakness: N/A

Name: BlackLiz  
HP: 792  
EXP: 1298  
Weakness: Ice

Name: BladeMan  
HP: 1050  
EXP: 2559  
Weakness: Holy

Name: Blue D.  
HP: 15000  
EXP: 36000  
Weakness: N/A

Name: Bomb  
HP: 55  
EXP: 361  
Weakness: N/A

Name: Breath  
HP: 40000  
EXP: 60000  
Weakness: N/A

Name: Cannibal  
HP: 440  
EXP: 650  
Weakness: Fire

Name: Carapace  
HP: 700  
EXP: 920  
Weakness: Ice

Name: Cave Bat  
HP: 334  
EXP: 598  
Weakness: Holy, Projectiles

Name: CaveNaga  
HP: 285  
EXP: 800  
Weakness: Holy

Name: CaveToad  
HP: 47  
EXP: 89  
Weakness: Ice

Name: Centaur  
HP: 380  
EXP: 860  
Weakness: N/A

Name: Centpede  
HP: 655  
EXP: 2714  
Weakness: N/A

Name: Chimera  
HP: 700  
EXP: 1708  
Weakness: N/A

Name: Clapper  
HP: 7600  
EXP: 7777  
Weakness: Projectiles

Name: Cocatris  
HP: 149  
EXP: 275  
Weakness: Projectiles

Name: Conjuror  
HP: 3600  
EXP: 3688  
Weakness: N/A

Name: Crawler  
HP: 1855  
EXP: 3437  
Weakness: N/A

Name: Cream  
HP: 55  
EXP: 144  
Weakness: Bolt

Name: Crocodile

HP: 292

EXP: 660

Weakness: Ice

Name: D. Bone

HP: 12000

EXP: 14000

Weakness: Fire

Name: D. Fossil

HP: 12000

EXP: 15000

Weakness: Fire, Holy

Name: DarkTree

HP: 3900

EXP: 5041

Weakness: Fire

Name: Dark Imp

HP: 199

EXP: 1930

Weakness: N/A

Name: Eagle

HP: 18

EXP: 40

Weakness: Projectiles

Name: Egg

HP: N/A

EXP: N/A

Weakness: N/A

Name: ElecFish

HP: 284

EXP: 240

Weakness: Projectiles

Name: EpeeGirl

HP: 425

EXP: 1050

Weakness: N/A

Name: EvilDoll

HP: 388

EXP: 1408

Weakness: N/A

Name: EvilMask

HP: 37000

EXP: 50000

Weakness: N/A

Name: EvilShel

HP: 58

EXP: 101

Weakness: Bolt

Name: FangShel  
HP: 380  
EXP: 1030  
Weakness: Bolt

Name: Fiend  
HP: 2480  
EXP: 6388  
Weakness: N/A

Name: FlameDog  
HP: 1221  
EXP: 1700  
Weakness: Ice

Name: FlameMan  
HP: 579  
EXP: 1700  
Weakness: Ice

Name: FloatEye  
HP: 20  
EXP: 42  
Weakness: Projectiles

Name: Gargoyle  
HP: 160  
EXP: 315  
Weakness: Holy, Projectiles

Name: Gator  
HP: 175  
EXP: 236  
Weakness: Ice

Name: Ghost  
HP: 2800  
EXP: 3141  
Weakness: N/A

Name: Ghoul  
HP: 222  
EXP: 505  
Weakness: Fire, Holy

Name: GiantBat  
HP: 439  
EXP: 1977  
Weakness: Fire, Projectiles

Name: Ging-Ryu  
HP: 7500  
EXP: 25000  
Weakness: N/A

Name: GlomWing  
HP: 1580  
EXP: 2837  
Weakness: Projectiles

Name: Gorgon  
HP: 2550  
EXP: 3003  
Weakness: N/A

Name: GrayBomb  
HP: 111  
EXP: 445  
Weakness: N/A

Name: Gremlin  
HP: 410  
EXP: 1221  
Weakness: Fire

Name: Grenade  
HP: 1820  
EXP: 2644  
Weakness: Bolt, Projectiles

Name: Grudger  
HP: 1400  
EXP: 2459  
Weakness: Holy

Name: Guard  
HP: 280  
EXP: 710  
Weakness: N/A

Name: Hooligan  
HP: 2200  
EXP: 4088  
Weakness: Holy

Name: Horseman  
HP: 3500  
EXP: 9699  
Weakness: Bolt

Name: HugeCell  
HP: 695  
EXP: 1504  
Weakness: N/A

Name: HugeNaga  
HP: 1480  
EXP: 3582  
Weakness: N/A

Name: Hydra  
HP: 257  
EXP: 670  
Weakness: Bolt

Name: Ice Liz  
HP: 480  
EXP: 1331  
Weakness: Fire



Name: IceBeast  
HP: 520  
EXP: 1441  
Weakness: Fire

Name: Imp  
HP: 6  
EXP: 28  
Weakness: N/A

Name: Imp Cap.  
HP: 37  
EXP: 184  
Weakness: N/A

Name: Ironback  
HP: 100  
EXP: 1077  
Weakness: N/A

Name: Jelly  
HP: 35  
EXP: 134  
Weakness: Fire

Name: Jucllyote  
HP: 1700  
EXP: 6999  
Weakness: N/A

Name: Kary  
HP: 4000  
EXP: 13000  
Weakness: N/A

Name: King-Ryu  
HP: 8200  
EXP: 30000  
Weakness: N/A

Name: Lamia  
HP: 1200  
EXP: 2059  
Weakness: N/A

Name: Larva  
HP: 28  
EXP: 49  
Weakness: N/A

Name: Last Arm  
HP: 3580  
EXP: 8703  
Weakness: N/A

Name: Lilith  
HP: 466  
EXP: 2703  
Weakness: Fire

Name: MacGiant  
HP: 10000  
EXP: 31000  
Weakness: N/A

Name: Machine  
HP: 4900  
EXP: 7999  
Weakness: Bolt

Name: Mad Ogre  
HP: 2000  
EXP: 2359  
Weakness: N/A

Name: Mad Toad  
HP: 59  
EXP: 127  
Weakness: Ice

Name: Mage  
HP: 300  
EXP: 1000  
Weakness: N/A

Name: Malboro  
HP: 4200  
EXP: 5641  
Weakness: N/A

Name: Mantcore  
HP: 3400  
EXP: 28000  
Weakness: N/A

Name: Marion  
HP: 473  
EXP: 1000  
Weakness: N/A

Name: Mech D.  
HP: 18000  
EXP: 41400  
Weakness: N/A

Name: Medusa  
HP: 490  
EXP: 1208  
Weakness: N/A

Name: Mind  
HP: 20000  
EXP: 65000  
Weakness: N/A

Name: MoonCell  
HP: 980  
EXP: 3237  
Weakness: N/A

Name: Naga  
HP: 320  
EXP: 1118  
Weakness: N/A

Name: Needler  
HP: 115  
EXP: 335  
Weakness: N/A

Name: Ogre  
HP: 865  
EXP: 800  
Weakness: Holy

Name: Panther  
HP: 342  
EXP: 820  
Weakness: Holy

Name: Pike  
HP: 65  
EXP: 119  
Weakness: Bolt

Name: PinkPuff  
HP: 20000  
EXP: 10000  
Weakness: N/A

Name: Piranha  
HP: 180  
EXP: 430  
Weakness: Bolt

Name: Procyote  
HP: 2600  
EXP: 7999  
Weakness: N/A

Name: Pudding  
HP: 1357  
EXP: 3044  
Weakness: Ice

Name: Puppet  
HP: 256  
EXP: 800  
Weakness: Fire

Name: Python  
HP: 108  
EXP: 700  
Weakness: Ice, Holy

Name: Red Bone  
HP: 210  
EXP: 315  
Weakness: Fire, Holy

Name: Red D.  
HP: 15000  
EXP: 41500  
Weakness: Ice

Name: Red Eye  
HP: 2400  
EXP: 3444  
Weakness: Projectiles

Name: Red Worm  
HP: 7000  
EXP: 6303  
Weakness: Fire

Name: RedGiant  
HP: 14000  
EXP: 18500  
Weakness: N/A

Name: Revenant  
HP: 250  
EXP: 575  
Weakness: Fire, Holy

Name: Roc  
HP: 500  
EXP: 1404  
Weakness: Projectiles

Name: RocBaby  
HP: 50  
EXP: 1004  
Weakness: Projectiles

Name: RockMoth  
HP: 900  
EXP: 3114  
Weakness: Projectiles

Name: RocLarva  
HP: 986  
EXP: 2822  
Weakness: N/A

Name: Sand Man  
HP: 20  
EXP: 70  
Weakness: Ice

Name: SandMoth  
HP: 40  
EXP: 74  
Weakness: N/A

Name: Sandpede  
HP: 60  
EXP: 79  
Weakness: N/A

Name: SandWorm  
HP: 75  
EXP: 82  
Weakness: N/A

Name: Screamer  
HP: 1400  
EXP: 3082  
Weakness: Ice

Name: Searcher  
HP: 5500  
EXP: 15004  
Weakness: Bolt

Name: Skeleton  
HP: 135  
EXP: 238  
Weakness: Fire, Holy

Name: Skull  
HP: 740  
EXP: 1577  
Weakness: Fire, Holy

Name: Slime  
HP: 105  
EXP: 750  
Weakness: Fire

Name: Sorcerer  
HP: 1000  
EXP: 2359  
Weakness: N/A

Name: Soul  
HP: 200  
EXP: 460  
Weakness: Holy

Name: Spirit  
HP: 86  
EXP: 278  
Weakness: Holy

Name: Staleman  
HP: 1950  
EXP: 703  
Weakness: Ice

Name: StingRat  
HP: 398  
EXP: 700  
Weakness: N/A

Name: Stoneman  
HP: 2560  
EXP: 2908  
Weakness: Ice

Name: SwordMan  
HP: 360  
EXP: 840  
Weakness: Fire, Holy

Name: SwordRat  
HP: 30  
EXP: 66  
Weakness: N/A

Name: TinyMage  
HP: 69  
EXP: 132  
Weakness: N/A

Name: TinyToad  
HP: 600  
EXP: 1841  
Weakness: Ice

Name: ToadLady  
HP: 2960  
EXP: 3441  
Weakness: N/A

Name: Tofu  
HP: 298  
EXP: 1008  
Weakness: Ice

Name: Tortoise  
HP: 435  
EXP: 1666  
Weakness: Ice

Name: TrapDoor  
HP: 5000  
EXP: 30000  
Weakness: N/A

Name: TrapRose  
HP: 370  
EXP: 1204  
Weakness: Fire

Name: Treant  
HP: 335  
EXP: 687  
Weakness: Fire

Name: Tricker  
HP: 12000  
EXP: 20000  
Weakness: Bolt

Name: Turtle  
HP: 190  
EXP: 234  
Weakness: Ice

Name: VampGirl  
HP: 270  
EXP: 810  
Weakness: Fire, Holy

Name: VampLady  
HP: 2375  
EXP: 3582  
Weakness: Fire, Holy

Name: Veteran  
HP: 25000  
EXP: 33333  
Weakness: Projectiles

Name: Warlock  
HP: 5100  
EXP: 17003  
Weakness: N/A

Name: Warrior  
HP: 2900  
EXP: 4288  
Weakness: N/A

Name: WaterBug  
HP: 125  
EXP: 225  
Weakness: Bolt

Name: WaterHag  
HP: 64  
EXP: 136  
Weakness: Bolt

Name: Weeper  
HP: 130  
EXP: 157  
Weakness: Holy

Name: Were Bat  
HP: 1014  
EXP: 2306  
Weakness: Fire, Projectiles

Name: Yellow D  
HP: 3100  
EXP: 28000  
Weakness: N/A

Name: Zombie  
HP: 52  
EXP: 112  
Weakness: Fire, Holy

Name: Zuu  
HP: 941  
EXP: 432  
Weakness: Projectiles

++-----++  
+\+ 7. Outro/Credits +/+  
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This is the end, my beautiful friend... errr... right. The end of this guide. Or whatever. Hope you enjoyed this guide; it's a huge improvement over what was originally here, but then again, anything is.

- Richard "Gbness" Beast: Yeah, this incredibly sexy and modest person wrote the very thing you are reading at the moment. He deserves a medal for that, would you agree? Right...

- Jeff "CJayC" Veasey: For running the whole site of GameFAQs, the main site that I work for. It's an awesome site, and I must commend CJayC for running this great site for 6 whole years and posting this guide.

- Stephen Ng: For being the FAQ editor for IGN, which is the other site that I write for. I am honored to write for IGN, since it is a great site. I was also very glad to do an exclusive for IGN.

- Devin Morgan: Thanks a lot for the information that was needed to create this guide; tis been very helpful. He's got some very good stuff for FF4 up, so like, check it out.

- Led Zeppelin, Pink Floyd, U2, The Eagles, Queen, Van Halen, The Beatles, and many others: You probably know why I'm thanking you, but I don't believe this guide would be up as quickly if it weren't for all of you.

- The people who support me and still keep me writing today; stuff happened a year ago, and without these people, I would not still be writing: SinirothX, Psycho Penguin, Meowthnum1, CVXFREAK, Karpah, ZoopSoul, Crazyreyn, Gobicamel, asa2377 (OH EM GEE YOU TROLL), Warhawk, Cyril, supernova54321, Minesweeper, AlaskaFox, me frog, RHarrison, masterzero99, Tom Hayes, wayalla, djg40, MTincher, NickBush24, BurningFox, AquaBlast, and definitely more that I'm forgetting: you don't know all that you have done to support me since I began to write almost two years ago.

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