

Final Fantasy IX Ozma FAQ

by notacomputerperson

Updated to v1.0 on Jan 10, 2008

F I N A L F A N T A S Y

```
====  ===  ===  
  ||   \ \  //  
  ||   \ \//  
  ||     ||  
  ||   // \\  
  ||   //  \\  
====  ===  ===
```

```
*****  
* FINAL FANTASY IX *  
* Ozma FAQ v0.1 (PSX Version) *  
* By notacomputerperson *  
*****
```


- [001] - Contents

Table of Contents

| | | | | | | |
|--------------------|---|---|---|---|---|-------|
| 1) Contents | . | . | . | . | . | [001] |
| 2) Version History | . | . | . | . | . | [002] |
| 3) Introduction | . | . | . | . | . | [003] |

Friendly Monsters

Getting to Ozma

Ozma

- [002] - Version History -

01/21/06, v0.1 - Started Guide.

- [003] - Introduction -

This is the first FAQ I've ever written, and I think it's pretty much self explanatory.

If you've spotted a mistake or have something to add, please e-mail me at tol.pwnage@gmail.com.

- FRIENDLY MONSTERS -

You have probably already run into one or two of these guys around the world. They're the creatures that will ask for a certain gem (like Ore), say something, and then run away. You'll end up with a pretty good amount of AP.

If you've tried to beat Ozma (or already have), you may notice he's out of range of physical attacks, and he absorbs shadow. Doesn't really matter since physical attacks never really did much to him anyway, and there's many ways of dealing damage other than Ark and Doomsday. However, you can hit him with physical attacks, and he'll actually be weak to shadow if you find all nine friendly monsters. Again, it doesn't really matter, and I've heard he will stop casting Doomsday if you decide to do this (Ozma will cast Meteor much more if he's not casting Doomsday), making the sidequest almost useless.

MU - Found on the plains near Dali.

Wants an Ore.

GHOST - Found on the dark plains near Treno.

Wants an Ore.

LADYBUG - Found in the forest surrounding Black Mage Village.

Wants 2 Ore.

YETI - Found in forest outside of Madain Sari.

Wants 2 Ore.

NYMPH - Found in the only forest on the land mass where the Iifa Tree is.

Wants 3 Ore.

JABBERWOCK - Found in the forest on the coast east of Oeilvert.

Wants an Emerald.

FEATHER CIRCLE - Found on the icy continent, just east of the chocobo tracks.

Wants Moonstone.

GARUDA - Climb up the rope near the save moogles in Gizamalukes Grotto. Garuda can be found in the forest around here.

Want a Lapis Lazuli

YAN - Found in the forest on Vile Island, will run away unless you've found the other 8 friendly monsters.

Wants a diamond.

If you already beat Ozma before doing this sidequest, Yan will say something a bit different when you give him the Diamond.

=====

- GETTING TO OZMA -

=====

Getting to Ozma may seem even more challenging than actually beating the boss, or at least more time consuming...

Ozma can be found in the Chocobo Sky Garden, which you need to Gold Chocobo to access, and the only way to get a Gold Chocobo is to dig up certain Chocographs, but I suggest you go ahead and do all of them, you'll get some equipment that's very useful.

When you're ready to fight Ozma, FLY to where the Chocobo Sky Garden appears on your World Map, and give your chocobo a Dead Pepper while hovering over the

shadow. Examine the Eidolon Cove in the back of this area, and get ready to fight the hardest boss in the game.

=====
- OZMA -
=====

Many people consider Ozma the hardest boss ever in the Final Fantasy series, but in reality, he's actually pretty easy. You just have to know what to do. I don't think you'll have much of a problem beating him.

Ozma usually starts things off with two turns. The most deadly is Meteor (will probably deal 9,999 damage to everybody), followed up by Curse. There's no way to survive this.

A good way to reduce the frequency of Meteor is by NOT casting reflect and NOT doing the Friendly Monster sidequest (so he'll use Doomsday). I did both of these the first time I beat Ozma, and he didn't use Meteor once.

He also likes to cast Doomsday which is easily defended against. Just equip gear that absorbs or guards Shadow (Demon's Mail, Pumice Piece, Egoist's Armlet, and Ninja Gear come to mind).

Flare Star is pretty nasty too. It does damage equal to your highest level multiplied by 50. So make sure every character can survive this.

He may or may not cast Curse after Doomsday. Curse is what really hurts. It will cause physical damage to the entire party, and inflict Slow, Poison, Confuse, Mini, and Darkness. If your characters are in the back row and have the right abilities equipped, a single Curaga on the entire party and a few Remedies should fix things up.

He'll only cast Flare on party members who can't reflect it, and only on one party member anyway. He also won't cast Holy if you can reflect or absorb it.

He'll cast Lv. 4 Holy and Lv. 5 Death sometimes too, so make sure nobody is on a level that's a multiple of 4 or 5. (A good way of keeping other characters from leveling up is to somehow get them into the Virus status. The Yan's on Vile Island will do this to you a lot.)

I haven't seen him cast Mini yet, but I hear he does it. Same goes for Esuna, but he does cast Curaga on himself a lot. It's actually a good thing when he does this most of the time.

If he happens to cast Berserk, you can cure it with a Gysahl Green.

He'll only use Absorb MP if you're using Quina's Magic Hammer. It shouldn't be much of a problem.

Basically if you've got the right setup, the only attacks that can really hurt you are Flare Star, Curse, Meteor and Flare. If you've got Auto-Life equipped, you can survive Meteor. Other than that, a simple Curaga should fix things.

Don't think you're not going to die a lot though-Ozma's insanely fast-and can often get two or three turns in before you get one.

Skipping Zidane's turn (by pressing Triangle) is incredibly useful in this fight, in fact, almost necessary. Unless you've got Thievery to do 9,999 damage, all Zidane is good for is using Phoenix Downs, Remedies, and Gysahl Greens.

For actually killing Ozma, I used Steiner's Shock ability and Freya's Dragon's Crest. Each attack did 9,999 damage. Feel free to use any characters you want, though. Anybody that can deal 9,999 damage every turn is perfect for this fight (if you've done the Friendly Monsters sidequest, Vivi's Doomsday or Dagger's Ark will do the trick).

I had Dagger using Curaga every turn. She won't need to do much else if you're skipping Zidane's turn until he's needed. If you're using Eiko and feel like going all out, get her one hit away from Trance and use Dbl Wht every turn.

It doesn't really matter what level you're on, since most of his attacks are easily defended, and the ones that aren't are gonna hurt if you're on level 1 or 99. Just hope you get lucky if you're on level 1.

You could use Quina's Magic Hammer ability to drain his MP. I've never actually tried this myself, but I heard it sucked, and I've also heard it works great. Feel free to experiment.

Also remember that using Dark Matter in battle will deal 9,999 damage to anything. :)

OZMA:

LEVEL: 99 HP: 55,535 MP: 9,999
WIN: Pumice, sometimes Dark Matter
STEAL: Elixer, Robe of Lords, Dark Matter, Pumice Piece
EXP: 65,535
AP: 100
GIL: 18,312
WEAK: Wind, Holy

By now, you should be almost completely prepared for the battle. I also recommend you equip Auto-Regen, Auto-Potion, and HP+20% on anybody you can.

I actually didn't use Auto-Haste on this battle. It's not very useful considering that if you enter a command in between Ozma's attacks his ATB bar will be immediately filled. So, using Auto-Haste will speed both of you up. However, it's up to you if you want to use it.

Here's the party/abilities/equipment I used for Ozma my first time through:

ZIDANE:

LEVEL: 72 HP: 5,593 MP: 290
EQUIPMENT: Ultima Weapon, Thief Hat, Power Wrist, Ninja Gear,
Rosetta Ring
ABILITIES: Auto-Regen, Auto-Life, HP+20%, Accuracy+, Gamble Defense,
Insomniac, Antibody, Auto-Potion, Locomotion, Clear
Headed, Mug

DAGGER:

LEVEL: 74 HP: 3,960 MP: 346
EQUIPMENT: Tiger Racket, Holy Miter, Egoist's Armlet, Robe of Lords,
Anklet
ABILITIES: Auto-Regen, Auto-Life, Half-MP, Insomniac, Antibody,
Auto-Potion, Locomotion, Clear Headed

FREYA:

LEVEL: 58 HP: 4,408 MP: 248
EQUIPMENT: Dragon's Hair, Genji Helmet, Venetia Shield, Demon's
Mail, Protect Ring
ABILITIES: Auto-Regen, Auto-Life, HP+20%, Accuracy+, Antibody,
Bright Eyes, Auto-Potion, Clear Headed

STEINER:

LEVEL: 72 HP: 6,152 MP: 272
EQUIPMENT: Ragnarok, Genji Helmet, Genji Gloves, Demon's Mail,
Protect Ring
ABILITIES: Auto-Haste, Auto-Life, HP+10%, HP+20%, Man Eater, Alert,
Antibody, Bright Eyes, Auto-Potion, Clear Headed

As you can see, I could have done without some of those abilities, and a few more that I hadn't learned yet would have been useful. I basically just tried to defend against as many of Ozma's attacks as I possibly could, have Steiner and Freya using nothing but Shock and Dragon's Crest, use Curaga almost every turn, and keep Zidane ready until I need to use a Gysahl Green (to cure Berserk), a Remedy, or a Phoenix Down. That is, unless he's in Trance, where you'd want to use your best Dyne (hopefully Grand Lethal).

(Don't forget that Dark Matter will deal 9,999 to Ozma, I suggest that if your going to use them, use them when there's nothing else to do with Dagger)

The battle might be fairly hard right up until about half-way through, in which case Ozma will cast Curaga a lot more, and stops casting the spells that hurt so much.

You might have noticed already that there isn't a flawless, perfect strategy like the ones to beat Emerald and Ruby weapon in FFXIII, so there's nothing stopping you from doing whatever you might see fit against Ozma.

If you've gotten Thievery to do 9,999 damage, you could ditch one of your damage dealers (I'd suggest the one with less HP), and bring Quina in. Her abilities like Angel's Snack (to counter Curse), Frog Drop (if it does good damage), White Wind, and Mighty Guard are GREAT. In fact, I think this strategy is ever better then the one I've been talking about.

No matter how good you are, the battle is mostly luck. So, unless you're really unlucky, or don't have the right equipment and abilities, it shouldn't take you any more than 20 tries.

=====

tol.pwnage@gmail.com