

# Final Fantasy IX Boss Walkthrough

by Odge

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Secret Boss Hints

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All credit to them for this fabulous game

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## 1) INTRODUCTION

In Final Fantasy IX, as with the other games in the Final Fantasy series, there are several bosses in the game which you don't have to fight, but will give you some precious rewards if you manage to defeat them. Of course, since these bosses give you lots of EXP., AP., and rare items, they're obviously going to be tough, so here is a special hints section dedicated to beating them. Please note that these methods are not the only way to beat these bosses, and perhaps not necessarily the best, but they do work, because I beat these bosses using these techniques.

## 2) TANTARION

Location: Alexandria CDs 2-3

You have two chances to fight this monster, once after the destruction of Cleyra when you are on a time limit to find Zorn and Thorn, and once when Kuja attacks Alexandria, and you are rushing to the Altar where Eiko and Garnet had previously summoned Alexander. Enter the library, and you will spot a book on one of the shelves. Go up to the book and press X when the ! appears. Choose the upper option twice to battle Tantarion, a monster resembling an ancient tome.

It is useful in this battle to equip the antibody ability, and unequip the Mug ability if you have it. Any abilities which enhance Vivi's spell-casting are also useful. Equipping everybody with Auto-Potion reduces the pressure a little, and equip Zidane's Bandit ability to allow easier stealing.

When you enter battle, you will notice that Tantarion is currently closed and extremely resistant to any type of attack. When you attack it, it adds the damage you do with the attack on to the damage it has taken in total since it last shut, and opens at that page number. Its body is at page 150-200, and so about 4 attacks are sufficient to expose his main body. If you've got Steiner and his Minus Strike attack, and Steiner has lost 150-200, you can quickly get him open by using this attack. Never queue more than one person to attack at the same time, as you may expose his body with one attack, and then close him up with another. When you attack him physically when he is open, he shuts, and you have to do the whole process again to get him to open up again.) While the other characters try to open Tantarion up, have Vivi use the Focus command.

Once the body is exposed, have Vivi cast Fira or Firaga repeatedly (magic

attacks will not shut him) while Zidane tries to steal items. Tantarion has a wealth of stuff to steal, including an Ether, an Elixir, a Silver Fork, and a Demon's Mail. The latter two of these are quite powerful at this stage of the game. The other characters should wait or heal any characters that have been poisoned by Tantarion's only attack at this stage, poison - of course, if enough characters have Antibody, you shouldn't need to worry about this. Freya can use Reis' Wind to aid the party's healing. After a while of beating from magic, Tantarion will eventually close up again automatically.

Open him up again, and beat him with magic, and he'll eventually give in. Of course, you may not even have enough time to reach Zorn and Thorn if you have beaten him on CD2, and you may die anyway. I advise you try him on CD3 - the pair of Running Shoes he leaves behind are not valuable enough to warrant the battle on CD2.

### 3) QUALE

Location: Any Qu's Marsh CDs 1-4

This guy is Quina's master, and appears after you catch 99 frogs. This requires perseverance, and the knowledge that there are 4 marshes on the planet. One you already know about, and is on the Mist Continent. Another is on the Outer Continent, and is near Black Mage Village. The third is on an island, in the south-west of the map, near Daguerreo, and the last is on the Forgotten Continent, in the North. Make sure you leave at least 1 male and 1 female in each pond so that the frog population can recover. While you wait for the frog population to recover you can embark on other subquests, or just train your characters in Memoria (if you've got that far.)

You will immediately enter battle as soon as you catch the 99th frog, so when you catch the 98th, return to the outside and modify your equipment. Quale is not really a problem if you've waited till the last disc to do all the subquests (which I do.) You obviously need Quina and Zidane in your team, and I advise having Vivi to cast spells, and either Garnet or Eiko to heal.

As for equipment, you'll need armour and accessories which absorb or neutralise water damage. Vivi can equip his weapon Octagon Rod, and you can use Ribbons to protect the rest of the characters. Believe it or not, there are in fact 3 ribbons in the game. One is given to you automatically, the other is a treasure from the 21st Chocograph, and the last is given to you by Stilzkin after you buy his items in Alexandria on disc 4. You may have had to buy all of his items to get this, but I'm not sure. If you can't be bothered to get these Ribbons, then you can use Black Hoods, Glass Armllets, or Mythril Vests to partially reduce the damage.

He uses a lot of status attacks, so equip abilities such as 'Clear Headed,' 'Loudmouth,' and 'Bright Eyes.' Equip Zidane with MP Attack and Man Eater for the attack, and Bandit and/or Master Thief to improve your stealing chances - believe me, Quale has some good items. Half MP is useful for Quina and Vivi to decrease MP expenditure. Equip Eiko/Garnet with Concentrate and Chemist to allow for easier healing. Also, Auto-Regen and Auto-Haste is useful to heal and speed up your party.

In the battle, try not to inflict too much damage until Zidane steals all of Quale's items, which are: an Elixir, a Ninja Gear, a Glutton's Robe, and a Robe of Lords. Choose Vivi's Focus command, heal your party and try to cause the Protect status on them, and try and inflict the Slow status on Quale. Once you have stolen all of the items, unleash your most powerful attacks on Quale. Use Vivi's Thundaga, Quina's Frog Drop or Twister, Eiko's/Garnet's most powerful summons, and Zidane's attacks. If you're battling him on disc 4, he should never inflict more than about 1000 damage on you, which should be healed with Regen anyway. After 65,535HP damage, Quale will give up the ghost. He might drop an Elixir, and you'll obtain the Gastro Fork, Quina's ultimate weapon, from him as a reward after the battle.

#### 4) HADES

Location: Memoria, Birth Room

The first of the 'really hard' bosses, Hades hangs out in Memoria. Do you remember that room which Quina thought was underwater and full of fish? Well, go there, and head to the bottom of the stairs. Now head right into a hidden niche, pressing X repeatedly as you go. Eventually a message will come up. Choose to stay and you'll be attacked by Hades.

You'll need characters with at least 3000HP here, since Hades uses a disastrous attack called Curse, which not only hits all characters with nearly every status effect in the book, but also does considerable damage. Since Hades is weak against Holy, Eiko will be immensely useful for her Holy and Madeen attacks. You also want Vivi for his attacking spells, and two powerful fighters (I chose Zidane and Steiner.) Steiner is useful because of his Shock ability, and because of his Excalibur (I or II) which has a Holy elemental attack element.

As for equipment, you'll need stuff which absorbs Shadow damage. Ninja Gears (which only Zidane and Amarant can equip,) Egoist's Armlets, Demon's Mail and Pumice Pieces are all useful to nullify Shadow damage. Other than that, equip your strongest weapons and armour.

On the abilities front, your fighters need MP Attack, Bird Killer, and Devil Killer. If you have Zidane, equip Master Thief and Bandit, because Hades, like Quale, has some excellent items on offer. Equip Vivi with Half MP and MP +20% to allow him to cast more spells. If you have enough magic stones, Boost is useful to increase the power of Eiko's summons. Just in case Hades casts Curse, equip the Clear Headed, Bright Eyes, and Antibody Abilities, and stock up on Remedies beforehand. Auto-Regen and Auto-Haste are very useful in this battle.

When the battle begins, try to get Zidane to steal items, and use Vivi's Focus command. Keep Eiko on hold to heal the party after Hades' attacks, and use Steiner's Climhazzard or Shock commands to deal damage to Hades. The only really useful item Hades has is a Robe of Lords, and you don't want to stay in this battle for longer than you have to. Once you have stolen the Robe, get Vivi to cast strong spells such as Flare or Comet (NOT Doomsday - Hades absorbs Shadow damage), Eiko to summon Madeen, and Zidane and Steiner to attack (Steiner's Shock ability is immensely useful here.) If you are powerful enough, Hades should not get many attacks in before you defeat him. When you have proved your strength to Hades, he will open up a Synthesis Shop in which you can synthesise some very rare items, including a piece of Pumice which Garnet can use to learn Ark, her most powerful summon. But, should you have the two pieces, I advise against combining them unless you don't want to fight Ozma. The pieces absorb both Shadow and Holy damage, and this is very useful in the Ozma battle. Plus, if you beat Ozma, he will give you a Pumice anyway, saving you the money.

#### 5) OZMA

Location: Chocobo's Aerial Garden, Eidolon Cave

Ozma is the hardest boss in Final Fantasy IX, and is a real tough cookie. But there is a sneaky tactic which you can use to kill him very easily. It only took me three tries to beat this guy, and during the battle which I beat him, only one character died (briefly,) so that shows how good this tactic is! Ozma lives in the Chocobo's Aerial Garden, which can be accessed once you have obtained most of the Chocographs and got a Golden Chocobo. There are several places on the world where you can find shadows - the shadow of the garden moves around over these places. You may find the shadow to the Northeast of the Mist Continent, in the middle of the map in the ocean, to the east of the Outer Continent, or on the Salvage Archipelago near Chocobo's Lagoon.

Once you have found the garden, you can go treasure hunting in it. I advise finding the 3 Chocographs in this garden, and all the treasures in bubbles and cracks, before taking on Ozma. They hide valuable treasures which are

useful for the Ozma battle.

You can always leave the garden and return to the ground. Once you have found the garden, the location of it will always be marked on the map, so if it moves, you know where it is.

If you want to use my trick to do massive damage to Ozma, then you must have completed the phantoms event. Not a clue what I'm talking about? Well, you may have entered battle where the usual music is replaced by a cute little ditty, and you come across a friendly monster looking for a certain jewel. Well, there are nine creatures of this kind, spread all across the world. You must find all nine, and when you do, you'll be able to attack Ozma, and he will become weak against Shadow damage. The locations of all of these critters are shown below

Name of beast	Location	Wants
Brown Mu	Plains between the Ice Cavern and Dali	1 Ore
White Ghost	Plains and forest around Treno	1 Ore
Colour Ladybird	Donna Plains - Forest and plains	2 Ores
Green Yeti	Lucid Plains - Forest near Madain Sari	2 Ores
Green Nymph	Pualei Plains - Forest near Iifa Tree	3 Ores
Purple Jabberwock	Blairsurpass Plains - Forests	Emerald
Green Feather Circle	Mitmakis Ice Field - Lost Continent	Moonstone
Rainbow Garuda	Popos Heights - East forest on plateau above	
Gizamaluke's Grotto		Lapis Lazuli
Friendly Yan	Forest on Vile Island	Diamond

Once you have found the other 8 creatures and given them what they want, you can find Yan on an island south-west of the Outer Continent. You should probably save before entering the forest - the unfriendly Yans are really powerful, and can easily wipe your party out. Once you find Yan and give him what he wants, he'll give you the bonuses against Ozma.

Your characters don't have to be at level 99 - my characters were at levels 60-70 when I battled Ozma. However, it is important to have a balanced party to ensure success. You must have Zidane in your party, but what about the other members? It is almost necessary to have Quina in your party. Not only can he attack with powerful spells such as Frog Drop and Twister, he can also heal with White Wind, and induce the Auto-Life status on other party members. He can even use Mighty Guard to protect the party. However, the reason why you really need him is because he can use Angel's Snack after Ozma uses Curse, which will remove every status effect except for Slow of every party member, and means you don't have to waste turns using Remedies. Of course, because Angel's Snack uses Remedies, you'll need a full supply of 99 Remedies, but the cost of buying 99 Remedies is small change compared to the money you should have by now. As for your next party member, I suggest Amarant, because not only can he heal with Chakra, revive dead party members with Revive, and induce the Auto-Life status using Aura, he has powerful attacks such as No Mercy and Throw. One of his support abilities is also very important for the trick that you can use to inflict massive damage on Ozma. As for the last member, Vivi is a good choice. You might think he is an entirely attack-orientated party member, but you can equip accessories to change one of his spells so that it heals your party. His Doomsday and Flare spells are also highly effective against Ozma, and he has the same support ability as Amarant that is essential for the trick to kill Ozma.

What equipment should you equip? Items that absorb or nullify Shadow damage are absolutely necessary, and items that reduce Holy damage are also useful. Zidane should equip The Ogre, because you can use Soul Blade in battle to cause the Darkness status on Ozma. You may think this is foolish because the Ogre is so weak, but even his Ultima Weapon doesn't do much damage. You should put either a Golden Skullcap or a Circlet on his head, a Chimera Armllet on his wrist (nullifies Holy damage,) and a Ninja Gear on his body (absorbs Shadow damage.) As for accessories, a Ribbon would be useful,

firstly because of its bonuses to several parameters, and secondly because it absorbs water (the reason why this is good will be explained later.) Amarant should equip his Rune Claws (which you can find in Memoria, near the pillars at the bottom of the steps up to the 'eye' of the invincible, where you fought Tiamat.) You can choose from a Circlet or a Golden Skullcap on his head, a Chimera Armlet on his wrist (nullifies Holy damage,) and a Ninja Gear on his body (absorbs Shadow damage.) Equip Amarant with a Ribbon as well.

Sadly the other characters, Quina and Vivi, cannot equip Ninja Gears, and so will have to wear Robes of Lords (or other Robes, if you don't have enough Robes of Lords.) If you have Pumice Pieces, then you can equip them, one to each character, as accessories and absorb both Shadow and Holy damage. However, if you've combined your Pumice Pieces, you'll have to make do with equipping Egoist's Armlets (nullifies Shadow damage) on both of their wrists. Unfortunately, this means you can't equip Chimera Armlets to nullify Holy damage, and so will have to equip a Ribbon on Quina, and a Protect Ring on Vivi, to half the damage done by Holy. Equip Vivi with his Octagon Rod (absorbs water damage), and Quina with the ultra powerful Gastro Fork. As with Amarant and Zidane, a Circlet or a Golden Skullcap will suffice as head protection.

It is of utmost importance that all of your characters can either nullify or absorb shadow damage. Firstly so that the trick to kill Ozma quickly will work. Secondly because Ozma's Holy attack doesn't do nearly as much damage as his Doomsday attack does, so you want to be able to nullify or absorb the damage.

Right, now for abilities. Since Ozma, like Hades, uses Curse, you'll need abilities like 'Clear Headed', 'Antibody,' 'Bright Eyes,' and 'Loudmouth' to protect yourself. Auto-Haste should also be equipped to all party members - not only does it speed your party members up, it also stops Ozma inflicting the Slow status on you when he uses Curse. Auto-Regen is, as always, a necessity for every party member to aid the healing process. Auto-Life comes in very handy, but isn't entirely necessary.

As for individuals, equip Zidane with Master Thief, and Bandit if you have enough magic stones. The HP+20% ability makes him slightly more resistant to Ozma's attacks, and if you have chosen to ignore my advice and are using Ultima Weapon or The Tower, MP Attack and Bird Killer increase the damage done by his attacks.

Equip Amarant with Add Status, so that if you get a chance to attack him, the Rune Claws will cause the Darkness status on Ozma. Equip him with Power Up, so that the useful Chakra healing spell becomes more potent. Lastly, equip him with Return Magic, which can be learned from a Coronet or a Brigandine. This ability is the 'trick' I've been talking about and is surprisingly useful when Ozma casts Doomsday.

Equip Quina with the Half MP and MP+10% if you have enough magic stones. But if you haven't got Auto-Life on Quina, I advise you use the Magic Stones on that as Quina has a tendency to die on you.

Lastly Vivi needs Half MP and MP+20%, because his Doomsday and Flare attacks are very expensive on your MP, and they will soon run out unless you have these abilities in place. Also, it is imperative that you equip the Return Magic ability so that you can reflect Ozma's magic back onto him.

Check a few things before you head for Chocobo's Aerial Garden and battle Ozma. Firstly put all your characters into the back row. This will improve your defence. You'll need to check your items as well. 99 Remedies are essential if you are using Angel's Snack, since this move uses 4 Remedies per time. You'll also need at least 2 Gysahl Greens, because Ozma casts Berserk during this battle. If you are using Auto-Potion, then you'll need to dispose of all of your Potions and buy Hi-Potions - Potions heal too little to be effective. Also check that either Zidane, Amarant and Quina have Ribbons and Vivi has the Octagon Rod, and/or Zidane and Amarant have Ninja Gears, and Quina and Vivi have Pumice Pieces. This will allow Vivi to

heal the party with his Black Magic. Lastly, make sure you save. You don't want to be doing all that ability equipping again.

Go into the Garden and across to the other island where you can see a small mound of earth. Go up to it and press X when the ? appears. Choose Examine, followed by Examine, followed by Ready to enter battle with Ozma.

Basically, you should concentrate on healing the party primarily, and going in for the attack only when your party is in its best condition. Start by using Amarant's Aura and Quina's Auto-Life to induce the Auto-Life status on anybody who didn't have it already. If you get a chance, use Quina's Mighty Guard to cast Shell and Protect on every party member. Zidane should begin by using Soul Blade to cast Darkness on Ozma, and then try to steal items. Ozma has several cool items, including an Elixir, a Robe of Lords, a Dark Matter and a Pumice Piece. The others can all be used to heal, so always try to keep one waiting for Ozma to attack (so they can then heal the party), preferably Quina. Here is a complete list of Ozma's attacks, and what to do about them.

Flare, Flare Star, Holy, or Lv.4 Holy - These will do little damage (when I say little, I mean it doesn't kill your characters...) and can be safely healed by using Quina's White Wind, Amarant's Chakra, , or Vivi's healing spell. If you equipped the Ribbons and the Octagon Rod, then you should cast Water to heal the party, but if you equipped the Pumice Pieces as well as the Ninja Gears, then you can use Doomsday to heal the party. Bear in mind that if you haven't completed the Phantoms event described above, Doomsday will heal Ozma as well. If it is Zidane's turn to attack, then you can use the Item command and use Elixirs to heal the party. If Amarant and Vivi have Return Magic equipped, then they can return Holy, Lv. 4 Holy, and Flare back to Ozma, and do some damage. However, Return Magic only comes into it's own when Ozma casts Doomsday...

Lv. 5 Death or Death - The character will automatically revive (if you have auto-life on that character) and you should use one of the above spells to heal the party. If not, you can use Phoenix Downs or Amarant's Revive ability.

Mini or Curse - Use Quina's Angel's Snack to cure the status abnormalities, and then (if Ozma has used Curse) heal with the spells above.

Meteor - Basically you're in big trouble. There is a high chance that it will kill every single party member, and if the Auto-Life status then heals them, Ozma often enjoys to cast Curse (or some other hideous attack) on your party which kills them without any doubt. So pray that Ozma doesn't use this attack.

Curaga or Esuna - You can sigh with relief, because it's a waste of his turn. If the Esuna removes the Darkness, then use Zidane's Soul Blade to cause the status on him again. If you have either Eiko or Garnet in your team, then you can cast reflect on Ozma and his Curaga spells will heal you.

Berserk - He'll cast this spell a couple of times during this battle when his HP get to certain amounts. Use a Gysahl Greens to nullify the effect immediately. You don't want one of your characters wasting precious turns by attacking.

Doomsday - This is the attack you've been waiting for. If you've completed the Phantom's event, equipped armour and accessories that absorb or nullify shadow damage, and have the Return Magic ability on both Vivi and Amarant, you can watch as Ozma does around 25,000HP damage on himself while healing (some members of) your party. After casting the initial Doomsday and inflicting around 7000 damage on himself, Vivi and Amarant will then both cast it as well. Amarant will do around 5000HP damage, and properly Focused, Vivi can do up to 9999HP damage to Ozma. If Ozma uses this ability twice, then he'll have almost killed himself.

While Ozma's own Doomsday (and your returned Doomsdays) will do most of the

damage on Ozma, you may need to do a little damage yourself to finish him off. If you get a chance between turns used healing yourself, then you should use attack spells and abilities. Quina can use Frog Drop or Twister, Amarant can use No Mercy or Throw, Vivi can use Doomsday (which you may be using anyway to heal yourself) or Flare, and Zidane can use Thievery or Attack. Of course, if your characters get into Trance during this battle, it will be even easier to beat Ozma. Zidane can use his Dyne abilities to cause massive damage to Ozma (this is where the Ultima Weapon has the edge over the Ogre.) Amarant can use Chakra to heal everybody. Vivi can cast Doomsday twice in a row (which is remarkably destructive.) Quina's abilities are enhanced (you obviously can't Cook Ozma.)

Hopefully, Ozma will cast Doomsday at least twice during the battle, and this, added to the damage done by the returned Doomsdays will cause enough damage to himself for you to be able to finish him off with a couple of normal spells or abilities.

Once Ozma has been defeated, you'll obtain a whole load of EXP, AP and cash. In addition, you'll receive a Pumice, and perhaps even a Dark Matter. Mene will give you the Ozma card, and the Key Item Strategy Guide, for beating Ozma, and you can take pride in defeating one of the toughest bosses in the game. Now there's just the card game to beat..

#### 6) Legal Stuff and Credits

All material © 2001 djgaunt86

If you want to use these hints on your website, ask me first, and don't change anything! I spent hours writing this thing, so I want some credit.

Any further tips or boss queries would be greatly appreciated.

Thanks to Taro for the tip about reflecting Curaga, and for testing the Reflect Magic trick.

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