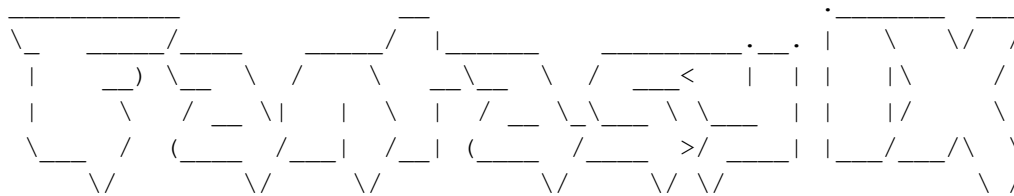
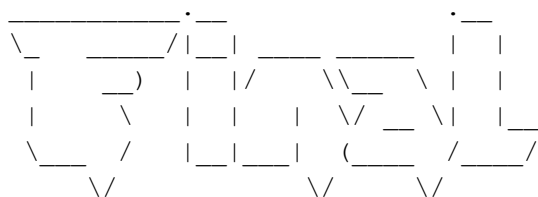


Final Fantasy IX Boss FAQ

by One Tough Mage

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By Squaresoft.

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Legal disclaimer: This guide cannot be used for commercial matters. If you would like to post it in your website, then make sure you e-mail me(asking the permission) first.

Update: What I'm doing this summer is basically a clean up of all my guides. I'm rewriting them(as I did with my Final Fantasy VII boss FAQ a week ago) with better grammar and informations, since the older versions are... oh well, let's just say not suitable for the internet.

1- Introduction

Hi! Having a tough time dealing with Final Fantasy IX's bosses? Then let's hope that you will enjoy this boss FAQ and that it'll help you with your various troubles. As you can see, I also usually include listings in my Boss FAQs, so make full use of them. Most(keyword: most) of the bosses found in this game aren't DEADLY, yet I still thought that most of them were tougher than the ones found in the other Final Fantasies(excluding that damn Final Fantasy IV, of course). This guide is easy to use, you basically just have to check the table of contents and type Ctrl+F to get to the section. With that said, I hope that you will enjoy the lecture!

2- Bosses' strategies

The main section of this guide. The way I will proceed is fairly simple; each bosses are numbered in the encounters' order(in the story), and I list their stats(boxed) right under it to then type the strategy. If you have any questions or contributions regarding them(the strategies), refer to my e-mail section(8-).

Alright? Here we go!

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Disc 1 bosses strategies

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First

Boss: Steiner
HP: 169/167/162
MP: 523/620/770
Level: 1
AP: None.
Steal: Leather Hat, Silk shirt
Difficulty: Easy

The first battle with Steiner is actually the third encounter in the game. I didn't make any strategies for the two previous ones though since they were more like tutorial battles. You will fight Steiner 3 times in a row(in different areas, respecting the storyline), and each battles are nearly all

the same, except for a few minor things. The first battle is the essential one (and the reason why I'm including it in my guide). Why? Well, you see, the thief feature in this game is really important. By stealing a certain boss or enemy, you can acquire items that can only be gotten later on (from the point of the battle with that boss/enemy that is). Most bosses in the games got interesting items to snatch, meaning that I will inform you about it whenever an item will be worth stealing (in my strategies). One thing to know though, is that as you could've noticed already, Final Fantasy IX took back the oldschool job system of the older Final Fantasies, meaning that you can only steal an opponent with a thief character. Which ones are these? Marcus, Blank, Cinna and of course, Zidane. That last one being the main character of the game (meaning that you will control him for most of the playthrough), he is the thief that you'll need to rely on. With that said, let's see what Steiner got in his inventory; Leather Hat and Silk Shirt. So basically just keep using Zidane and Blank's turns to steal both items properly. Note that sometimes, items will be tougher to steal, so you will have to keep trying. Once that is done, just finish off Steiner with normal physical attacks. The second battle with the knight is on the stage of the play, meaning that you won't be able to steal anymore since the command will be replaced by the special effect magics (which are useless). Your characters will be switched as well (Marcus joining the fun while Cinna and Blank will be replaced by Vivi and Garnet). Finally, as you deplete Steiner's HP some more, the third battle will engage after an FMV. See, ugly fat Queen Brahn has thrown a Bomb on the ship, which will be positioned right behind Steiner. If you played other Final Fantasies, you should know that these types of enemies like to grow their sizes to eventually blow up in a self-destruct attack. You cannot target it though, so you will just have to keep focusing on attacking Steiner with what ever you got (physical attacks and Vivi's Fire black magic. You could also use Garnet as an healer with her cure but I doubt that you'll ever need to regen some HP in this battle). The party will try to warn Steiner of the Bomb behind him but he will think that it is a trap, so he just won't buy it and will keep fighting until...

Boooooom! You get the picture (-_-).

Second

Boss: Prisoncage

HP: 533

MP: 1186

Level: 2

AP: 3.

Steal: Broadsword, Leather Wrist.

Difficulty: Easy

Easy battle here, but you need to watch out for one thing; Princess Garnet. Prisoncage has her trapped in his stems, and he will absorb points of her health whenever he doesn't use his turn to attack you (which is when he uses his left or right stem as physical offenses). Meaning that you will have to heal Garnet so she doesn't die. If she does, it's game over. I'd recommend you to steal the boss until you get to steal the Leather Wrist, and then focus on your offensive arsenal. Zidane goes in Trance at the start of the battle, allowing him to reveal some higher powers (check out my 6- Trance section for more about it). I'd recommend you to use his Dyne skills. At this point, you have Free Energy (for sure), but you could also have Tidal Flame (if you took the time to steal a Mage Masher from Baku when he was masked in the very first battle of the game). Do NOT use Tidal Flame though, because it harms all targets, meaning that you will also damage Garnet, which is not

wanted. Basically just unleash Free Energy, and then just finish off the boss with physical attacks.

As the boss is down, he will flee with Garnet who's still trapped. After a scene, he(the same Prisoncage or another one of his specie, not that I give a flying duck about it) will ambush you by trapping Vivi. Here we go for another battle with the same principe; Vivi is trapped, and the boss can absorb his HP. Something different though is that Vivi will keep casting Fire to deal a bonus damage. Basically just have Zidane and Steiner attacking the hell out of the prisoncage, giving potions to Vivi whenever he's too damaged to survive another absorption.

Third

Boss: Baku
HP: 202
MP: 1285
Level: 2
AP: None.
Steal: Hi-Potion, Iron sword.
Difficulty: Easy

A one-on-one duel between a brand new FORMER Tatanlus member and the Tatanlus's boss. What to do in this battle? Yeah, you gotta win, but what to do BEFORE winning? Simple; make full use of Zidane's Steal ability. You will first get an Hi-Potion(probably), and then an Iron Sword. The sword might take more than one try to successfully be stolen though. To talk about Baku's attacks well, he will use nothing but physical slashes with his sword. However, he will deal different damage points each times because the attack power of his offenses will be based on his comments(on top of the screen). Sometimes he will deal 40 points, while some other times he will deal 0 point, because he'll bump in the ground before reaching Zidane, like the big loser he is. Still, if you didn't get one or two levels in the Evil Forest, you may need to use potions when your HP gets too low. But the battle is easy.

Tip: Once you left the crashed Prima Vista to venture in the Evil Forest, you will reach(after a couple of screens) an area with an hot spring and a moogle. With the spring, you can regen your characters' HP/MP simply by touching it. The moogle is there to let you save. So basically just use this place as your "home" for some time and battle enemies outside, gaining levels. I would advice you to get your characters to lvl.5-6 before moving on. Note that you can also steal Tents from Dendrobium enemies, so make full use of that opportunity.

Fourth

Boss: Plant Brain
HP: 916
MP: 1431
Level: 7
AP: 20.
Steal: Eye drops, Iron Helm.
Difficulty: Fair

This is technically your first real boss battle, with the music and so on. To

talk about Plant Brain's attacks, well there is nothing complicated, he will cast Thunder on one or all targets for 30-60 points, he will use his left and right tentacles to harm one target and finally, he starts (correct me I'm wrong) the battle by using Pollen, which inflicts Darkness on all targets. Have Zidane using his physical attacks and Vivi casting Fire each turn. As for Steiner, I'd suggest you to try out the combination of his sword and Vivi's magic. With Steiner's Swd Mag command, you can have him harm the enemy with a charged sword by Vivi (who doesn't waste any turn) to multiple his damage, thanks to the elemental factor. Since plant enemies are vulnerable to fire, you will be able to do some great damage (up to 430 points, which rocks for such an early point in the game). After a while (of depleting the boss's HP), Blank will join the battle. At that point, have him and Zidane focus on stealing the boss to get his items (Eye drops and the Iron Helm). It's easier with two thieves, so that's why I didn't propose it earlier in the strategy (when you had only Zidane for that task). You could need to use some normal potions once in a while, but the battle isn't all that tough. Harder than the previous ones, but nothing serious.

Fifth

Bosses: Black Waltz No.1

Sealion

HPs: 229

472

MPs: 9999

9999

Levels: 2

3

AP: 5 (total).

Steal: Remedy, Silk Shirt

Mythril Dagger, Ether

Difficulty: Medium

Meh, let's just say that this battle will give you a tough time if you didn't level up Zidane much since the beginning. If you did, then you shouldn't have too many problems. See, you only have Zidane, and Black Waltz No.1 won't have the guts to battle you one-on-one, so he will summon the Sealion, similar creature to Aps (from Final Fantasy VII). Black Waltz will be using Fire and Blizzard, which will both deal around 20-30 points on Zidane. The Sealion will use Wing, which is pretty much like a swipe physical attack, dealing around 15-25 points on Zidane. He will cast Blizzard too, for around same magic damage as Black Waltz's. Other than that, he will use Tsunami as well, and as his HP gets lower, Sealion will dare to unleash Blizzara, which is the lvl.2 grade of Blizzard, dealing around 60 points on your hero. What to do in the battle? Beat down Black Waltz No.1 first, because if you try to take on Sealion while he's (the mage that is) around, he will keep healing him with Blizzard. Oh and, nope, I wouldn't bother stealing him. Now once the mage is gone, let's take care of the Sealion. Make sure you first steal it for a Mythril Dagger (and an Ether, if you'd like), and then basically just use your normal physical attacks. As it starts to cast Blizzara though, you will probably need to drink a potion or two. The fact that it's two-on-one will also probably help Zidane's Trance bar to increase quite easily, allowing you to use the Tidal Flame Dyne skill, which works quite well in here. Stay focus and you should win. If you can't, you might just need to get a few levels.

Sixth

Boss: Black Waltz No.2

HP: 1030

MP: 3017

Level: 6

AP: 5.

Steal: Steepled Hat, Leather Plate.

Difficulty: Easy

Let's see Black Waltz No.2's attacks. He will cast all three black magic elements; fire, ice and lightning. Meaning Fire, Blizzard and Thunder, all three dealing around 60-70 points on one character. As his HP is depleted to around halfway, he will unleash Fira, which is the lvl.2 grade of Fire, dealing around 120-140 points on Steiner, Zidane and Vivi. In last, he will also use Teleport, which is when he uses his staff to physically strike one target for 40 points(about). You must consider his impressive speed as well, since he will get around two turns per four of yours, which is fairly quick since you have a party made of 4 characters. Seems like a rough one huh? Unfortunately, it's not. Why? Because the Black Waltz No.2 won't attack Garnet, errr, Dagger, sorry(gotta get used). Meaning that he will simply focus on the three others, making this battle quite easy to win(just have Dagger with Cure to support her allies, you won't need to worry about her). Zidane should steal the black mage for a Steepled Hat and then a Leather Plate (the plate could take a few tries though), and then use his weapons to physically attack. Steiner should be using some sword magics, and Vivi should Focus a few turns before unleashing a spell of your choice.

Seventh

Boss: Black Waltz No.3

HP: 1128

MP: 2080

Level: 7

AP: 0

Steal: Steepled Hat, Linen Cuirass, Silver Gloves.

Difficulty: Fair

Black Waltz No.3 is kind of decent on the field, but I don't see such a big difference between him and No.2 in all honesty. He will use the three elemental spells(Fire, Blizzard and Thunder) for around 60 points on one target, and he will use Fira and Blizzara for around 100 points as well. After depleting his HP a bit, he'll start to float and cast Thundara on your party for around 120 points. He isn't fast though. For the strategy, you could try to steal with Zidane. The Steepled Hat and the Linen Cuirass should be easily obtained, while the Silver Gloves seem quite tough, so it's not much of a big deal if you let it go. As the battle start, Vivi will automatically go into Trance, allowing you to use the Doublecast command. Take that as an opportunity to double his magic damage potential. As for Steiner, well you could use his sword magic command, or you could also try out the Minus Strike ability whenever his HP gets low enough.

Tip: In Lindblum, don't forget to check out the Synthesis shop to acquire some strong equipment!

8th

Boss: Zagnol

HP: 1574
MP: 2342
Level: 9
AP: None.
Steal: Mythril Gloves, Needle Fork.
Difficulty: Fair

Well, this battle isn't really a boss battle. In fact, it's an optional encounter. A Zagnol can be fought during the Festival Hunt, once you have the whole Theater and Business District cleared of monsters with Zidane, at the shop square. Killing him with Zidane will (actually should) name you master of the hunt. To talk about the battle, well there isn't much to say. The Zagnol is basically a weaker version of a Behemoth, using Heave on one character for around 130 points. Also, it will charge itself with Electrocute, allowing the use of Thunder at the next turn, dealing around 60-80 points on all targets (Zidane and Freya, in this battle that is). First, naked the beast of its items (Mythril Gloves and Needle Fork), and then basically just use physical attacks (with Zidane, if you want him to get the points, since he needs to be the one who defeats the Zagnol to get them, or that's what they say anyway). With the Ogre weapon and Beast Killer equipped on your hero, you should be dealing enough damage to end the battle in a few turns.

Tip: As you're back on the World Map after the Lindblum events, you will be able to meet a new ally in the Qu's marsh to add to the party; Quina. With him, you will be able to use Blue Magics. Search for a forest near the marshes in which you meet Serpions enemies. These dragons can be eaten (by Quina) to learn Mighty Guard. Though you probably won't be able to use it right now (MP matter), it's a pretty good skill so make sure not to miss it.

9th

Boss: Gizamaluke
HP: 3175
MP: 502
Level: 16
AP: 5
Steal: Elixir, Magus Hat, Ice staff.
Difficulty: Rough

Oh yeah, tough battle here. I'd say it's the hardest one yet, so be prepared. The Gizamaluke will be quite fast, and his attacks quite good. He will counter any damaging black magics (like Fire, Thunder, and Blizzard) with the Silent Voice, which silences the caster. Other than that, he will use Crash, which is a physically based offense, dealing around 100-200 points on one target. Water, the liquid black magic will also be one of his attacks, dealing around 100 points on one target. As I told you already, he's a quick one, so you can expect to get hit twice per row. How to fix that? Simply have Vivi cast Slow (with the Magus Hat you found in the Grotto). Afterward, have Zidane steal an Elixir from the boss, and then focus on using physical attacks (he should be dealing over 450 points at this point, considering that you leveled him up properly and that he's equipped with the best weapon you could get so far, which is The Ogre). Freya should be using Jump, and as for Quina, I'd suggest that you simply use him as an healer and a hitter. Vivi, in last, could use some of his black magics but as you know, he's gonna get countered each times by getting silenced so, making him an healer wouldn't be such a bad idea. What ever you do, don't give up. Gizamaluke is an high HP user (over

3000 HP is quite impressive for this point), so just show what you got.

Tip: There a few blue magics that you can learn in Burmecia (and the area around). Angel's snack from the Ironite for example (inside the ruined Castle).

10th

Boss: Beatrix
HP: 3630
MP: 3467
Level: 14
AP: None.
Steal: Pheonix down, Chain Plate, Mythril Sword.
Difficulty: Tough

General Beatrix is the hardest opponent that you can battle in Disc 1, so yes, she deserves the final boss battle spot for the first disc. The fight cannot be won, because after a few turns (or once her HP is depleted enough), she will end the battle with a vicious Stock Break, taking your whole party's HP to 1. To talk about her other attacks, well, she will use her sword to physically hit one target for around 200 points. She will also use Shock, which is a deadly move, dealing up to 750 points on one target. Quina could use Mighty Guard on the party if you'd like, though he would probably use nearly all of his MP on the same occasion. Rei's Wind from Freya however, will be extremely usefull in here, since it will put your four characters in Regen status. Other than that, still on Freya's role, have her equipped with a Man Eater to then simply either strike the general, or have her Jump. Or even both, why not. With that lightning staff you found in the castle, you can have Vivi cast Thundara, which is finely effective on Beatrix. In last, to talk about Zidane, have him use normal physical attacks. Stealing Beatrix? Nah, her items (apart from the Pheonix Down) are tough to get and they blow anyway. Also the fact that you are pretty much timed in this battle, so just make full use of the arsenal you built during the whole disc!

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Disc 2 bosses strategies
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11th

Boss: Black Waltz No.3
HP: 1272
MP: 344
Level: 9
AP: 5
Steal: Steeped Hat, Flame staff, Lightning staff.
Difficulty: Easy

There isn't much to type about this boss battle. Black Waltz No.3 is a total mess from what happened to his poor self in disc 1. Oh well, let's still list his attacks: the three elements Fire, Blizzard and Thunder, all dealing around 90 points on one target. He will also use his staff to physically hit you (dealing crappy damages), and he will cast Freeze, which basically freezes one of your character, meaning that you lose control of that one character.

You could steal him with Marcus if you'd like, though you should just finish this encounter quickly. Have Steiner with the Man eater ability equipped and you should be able to finish the battle in a few turns. If something goes wrong(which shouldn't happen, but oh well), you can always have Garnet supporting the party.

Tip: At Treno, there are two items that you definitely SHOULD pick up. Here, I will list them below.

- When you arrive in Treno and that you can control Steiner, you will get to see many ATEs. The first ones that can be viewed will be "Treno Tradition" and "Ambition". Check out the "Treno Tradition" to see Dagger getting pickpocketed by a four armed man(that you should recognize). Head to that area (left path) and a new ATE will be available; "Pursuit". Check it out to see the four armed pickpocket fooling Dagger in the chase. Go down the stairs to that place and enter the mansion(where the pickpocket went). You'll meet up with the bastard in there, and he will totally screw his own poor self, revealing the fact that he is a pickpocket. He will give you a Power Belt in exchange though, which is worth way more than the gil he stole. With it, you can have your melee characters learn MP attack, which is a skill that uses MP to boost up your damage potential(physically talking).

- If you've been collecting Stellazios since the beginning of the game, you could give them to Queen Stella. She rewards you each times you give her one, and as you lend her 4 of them, you will obtain the Blood Sword. Great sword for Steiner, allowing him to life leech when hitting.

12th

Boss: Ralvurahva
HP: 2296
MP: 3649
Level: 13
AP: None.
Steal: Mythril Fork, Bone wrist.
Difficulty: Easy

Relatively easy battle, Ralvurahva will use String, which basically slows one target and deal a bonus damage of around 120 points. He will also use Devil's Kiss, which poisons one target. He can use Blizzara as well, though I've never seen him do it. In last, he will use physical offenses for around 100 points. Have Marcus steal the boss for the Mythril Fork and the Bone wrist, and then just have him use normal physical attacks. Steiner should be normally attacking, or you could try some of his sword art skills if you'd like. As for Dagger, well, like always, she's good at supporting the party so make full use of her white magics such as Cure, Protect, Panacea(to cure the poison from Devil's Kiss, if you don't have Antibody equipped that is), and so on. Once you depleted the boss's HP, he will escape(so original).

Tip: While climbing the trunk to Cleyra, there are many good blue magics that you can learn with Quina. I will list the three best ones below:

- White Wind: From the Zuu.
- Auto-Life: From the Carrion worm.
- Matra: From the Dragon Fly.

13th

Boss: Antlion
HP: 3938
MP: 3950
Level: 16
AP: 5
Steal: Annoyntment, Mythril Vest, Gold helmet.
Difficulty: Tough

This battle's pretty hard, but if you listened to my tips just above and learned White Wind for Quina, then you will have an easier time. To describe the Antlion's attacks, well, he will use Trouble Mucus, which inflicts Trouble on one of your character (and deal a few points of damage). He will also cast Fira for around 170 points on one target, and in last, he will use the Sandstorm, which puts your whole party's HP to a single digit, inflicting Darkness as well. As for his defense, he will dare to counter your attacks with Counter Horn to deal between 150 and 200 points. Not bad heh? As you can see, the Sandstorm attack is quite dangerous, bringing your characters' HP in crisis level and putting them under blind status. White Wind + Angel's Snack from Quina however, will fix the problem, since it will heal back for a few hundred points (White Wind) and cure your statuses (Angel's Snack, which consists of using a Remedy on whole party). Just make sure that Quina is always ready to make a move at any moment in the battle. Vivi should be using ARA spells, while Freya should be using Jump. Zidane could try to steal, though it's not much of a big deal if you let go the Gold helmet (which is tough to get). Eventually, you should win.

14th

Boss: Beatrix
HP: 4736
MP: 3694
Level: 17
AP: None.
Steal: Thunder Gloves, Pheonix Down, Ice brand.
Difficulty: Rough

As you can see, Beatrix has leveled up a bit. However, if you also leveled up your characters with a level about as high as her and that you have the required abilities, she will be easier, or that's what I thought the 5-6 times I've beaten this game. Still a tough battle nonetheless. Beatrix will still be using her sword for some physical attacks, just that now she will deal up around 240-280 points. Shock will still be her most devastating attack, dealing around 750 points on one character. She does have a new attack though, which is the Thunder-Slash, dealing around 600 points on one target. I wouldn't bother stealing her, instead, just use what ever you got. Have Zidane and Freya equipped with the Man eater ability to simply pummel Beatrix with normal attacks. Vivi should be using his Ara spells, while Quina will just support the party with White Wind, and reviving the KO characters (if there are any). After a while, Beatrix will cast Cure (starting to choke girl?), and that will mean that the battle's about to end, because one or two turns later, she will use the Stock Brock to bring your whole party's HP to 1. Nope, you once again cannot win the fight!

Tip: As you can control Steiner and Marcus again, you will be in Alexandria. As they're out of the cage (thanks to their originality at escaping), you will be on a surface surrendering a hole. You can battle an infinite amount of

Alexandrian soldiers there, that will always appear in teams of 2. Kill off Marcus, and then just battle the soldiers over and over with Steiner. With the Level-Up ability, you will get more than 1000 EXP per battle, allowing you to get to some fairly high levels(for this point of the game). Even better, if you got the Blood Sword from Queen Stella earlier in Treno, you will be able to life leech with it, allowing you to not give a flying duck 'bout your HP. Take this opportunity, you won't regret it.

15th

Bosses: Zorn & Thorn

HPs: 4896

2984

MPs: 9999

9999

Levels: 16

16

AP: 0,

Steal: Partisan, Stardust Rod.

Mythril Armor, Mythril Armlet.

Difficulty: Easy

Thank god, we can finally get a piece of these two little annoying scumbags. Let me explain to you their strategy. Zorn has the Flare power, while Thorn got the Meteor power. They can't use it by themselves though, because they need to charge each others before using the spell. Zorn, for example, will give the Flare power to Thorn. Afterward, Thorn will be able to use Light Flare once, dealing around 220 points on one target. When it's Thorn who gives the Meteor power to Zorn, that last clown will be able to use Meteorite once, dealing around 300-400 points on party. Whenever a clown gets a power, he will use it as he gets his next turn, meaning that they won't be able to both charge each others at the same time. What to do? Well, you can simply hit the twin who was granted with a power to neutralize it. In other words, just check who's being granted with the power, and strike him. Keep doing that until one of them's HP is totally depleted, they shouldn't even be able to touch you if you know what you're doing. Victory is easily yours. Oh and, nope, I wouldn't bother stealing them.

16th

Boss: Beatrix

HP: 5709

MP: 4203

Level: 19

AP: None.

Steal: Pheonix down, Thunder Gloves, Ice Brand.

Difficulty: Medium

Hmm, as far as I'm concerned, I always have a godly Steiner at this point of the game, allowing me to end this battle in 2-3 turns, thanks to his damage of over 2000 points per hit(MP attack+ Ice Brand+ Man eater+ high level because of tip above). Oh well, Beatrix will still be using the same attacks, like Thunder-Slash, Shock, and her normal physical offenses. All seem to be doing a little more damage, though I could be wrong(not that it would matter anyway). If you don't have a strong party(neither a strong Steiner, which would mean that you didn't listen to my advice just earlier), then have

Zidane, Freya, and Steiner the hitters, while Vivi will be healing with Hi-Potions. Anything that can boost up your physical damage potential (MP attack, Man eater, accessories that increase Strength, etc) is the key to this battle. Just like in the previous encounters with Beatrix, you cannot win it. After she's damaged enough (or simply after a few turns of surviving), she will end this match with Climhazzard, which does absolutely the same thing that Stock Break did; every targets' HP dropped to 1!

17th

Boss: Ralvuimago

HP: 3352

MP: 584

Level: 18

AP: 7

Steal: Pheonix Down, Adaman Vest, Oak staff.

Difficulty: Fair

This isn't hard, it's actually quite simple, though it does require a certain strategy. See, whenever you hit that snake (it's actually a dragon but meh), he will react to your attack and compact himself. When that happens, he will be nearly immune to your offenses, since they will be dealing pretty low damages. Also, he will then release its compactibility to cast Earth Power as a counter to deal around 200 points on your party. Other than that, he will use stab physical attacks to deal ~100 points on one target, along with Thundara on party for 120 points (about). In last, he will use Ultra Sound Wave, which inflicts Mini on one target (evil). Here is the strategy; hit him so he compacts himself and then, just steal him. Don't attack, just keep stealing until you get all of his items (Pheonix Down, Adaman Vest and Oak staff). What ever you do, do not hit him. Let him release his compactibility by himself so you don't get struck by the Earth Power. Afterward, just repeat the same strategy, which consists of hitting him once so he becomes compact, to then wait. Zidane's physical attacks are fine, but Vivi's Blizzara will be quite good, since Ralvuimago is weak to Ice elemental. Dagger should support the party, like always.

18th

Boss: Lani

HP: 5708

MP: 4802

Level: 19

AP: None.

Steal: Ether, Gladius, Coral Sword.

Difficulty: Medium

This is quite an interesting battle here against a new enemy; Lani. She will focus on attacking Dagger mainly, but it will happen that she will attack the others as well. Let's talk about her simple list of attacks; she will use Aera quite a lot, dealing around 240 points on one target. She will use the lvl.2 grade of the three elements (Fira, Blizzara and Thundara) as well, dealing damages based on your resists (all around 250 points on an average note). She will use Water too, along with physical attacks with her huge axe. The deal in here is to STEAL her in order to get the Coral Sword. It will probably take a few tries though, even with Bandit equipped. Quina, good old ally, will do just like Dagger, which means supporting the party. Make full

use of White Wind and Cure. Vivi should be using his ARA spells, while Zidane will just have the Man Eater equipped to pummel Lani(after stealing, of course). This isn't really a tough battle, just that you gotta focus on keeping Dagger alive for what it's worth(which is nothing but harrrr!). After you depleted her HP, Lani will escape. Is it me or it's getting totally unoriginal? How can you ambush somebody and still escape? Bah what ever, next!

19th

Boss: Hilgigars
HP: 8106
MP: 908
Level: 28
AP: 9
Steal: Pheonix Down, Mythril fork, Fairy Flute.
Difficulty: Medium

Nothing unusual here, it's actually a fairly oldschool boss battle. Hilgigars will use his gigantic fists to physically strike one target for around 350 points. He will also use HipHop, which consist of stomping one of your characters with his big ass(may sound funny but he really does that). His best attack will be Earthquake, which deals between 300 and 500 points on your party. You can cast Float with Dagger and Eiko however, allowing you to avoid getting hit by the Earthquake. Protect is also quite usefull to defend your characters against the boss's attacks. Now, as for the enemy's items to steal, you really shouldn't bother. Pheonix Down and Mythril Forks are items that can be easily obtained. The Fairy Flute really is a good weapon for Eiko though. Con? The chances to successfully steal the item are so low that you will probably obtain your first promotion at your job(or graduate at school) before getting it. Therefore, do not bother. For your offense, equip Zidane with his best weapon to date, along with Man eater. Despite what you may think, Hilgigars really is a human(his enemy type I mean). The boss is also weak to lightning, but magic doesn't seem to be all that powerfull against him, so it's your choice if you want Vivi to cast Thundara or not during the fight. As for the girls, just have them support your party and cast Float, like I suggested you to earlier. Long battle here, especially if you didn't work on your levels properly. Hilgigars will dare to cast Curaga when his HP gets below 2000 to heal for up to 2300 points, so don't quit and just keep attacking until you are victorious!

20th

Boss: Soulcage
HP: 9765
MP: 862
Level: 26
AP: 9
Steal: Magician cloak, Oak staff, Brigandine.
Difficulty: Tough

Oh yeah, here we got a fairly hard battle. Soulcage is an high HP user, and his attacks are quite good. Let me list them, like I always do. Mustard bomb, which inflicts Heat on one target. That abnormal status is terrible, it instantly KO the victim as he tries to make a move. Soulcage will also use Level 5 Death, which inflicts Death on every characters with levels multiple of 5(example; 15, 20, 25 and so on). Other than that, he will use Shockwave,

which deals around 300 points on party. Fira, level.2 grade of Fire, dealing up to 750 points on one target. In last, if you ever cast a fire spell on him, Soulcase will be set on fire and then, he will add a new attack to his list; Fire Blades, which is terrible, dealing around 600 points on party. But how to win? Well, he is an undead, so as you know, these types of enemies hate fire. As I told you though, do NOT ever use a fire spell on him; you don't want him to start to use Fireblades. You also don't want to have any characters with levels multiple of 5. Something else to know is how to get rid of Heat. See, Body Temp allows you to be immune to it, but there is also another way to get rid of it; whenever a character is inflicted with Heat from the Mustard Bomb, cast Blizzard on him/her with Vivi. It will damage the character, but it will also disable Heat. Alright, knowing this, you're set to block a few attacks of his pattern. Now, I'm sure you ask the same question again: how to win? Vivi should be using Bio, while Zidane will first steal a Brigandine to then focus on using physical attacks. As for Dagger and Eiko, I would advice you to choose one of them as a supporter, while the other one will cast white magics on the boss. Undead enemies are vulnerable to such white magics, so you will be able to damage Soulcase with them(Cure, Cura, etc). The battle could take a while(since he has high HP as I already warned you, nearly 10 000 HP), so don't give up and keep focusing on having a good offense and defense. Yes, you could also finish the battle in one turn by using a Phoenix Down or Life(since Soulcase is an undead) or by using an Elixir. But there would be no fun in doing this. Right? Right.

21th

Boss: Red headed man.
HP: 8985
MP: 5865
Level: 22
AP: 9
Steal: Ether, Poison Knuckles.
Difficulty: Easy

Meh, this battle is easy even in a Level 1 or Low level game. There is just a trick to it, and it's extremely simple. It's a one-on-one duel between Zidane and the scarlet hair. The opponent will be using nothing but physical attacks of around 100-200 points. As for his defense, he will be moving around on the battle field. You can only hit him when he says "Here I go!". If you try while he's moving around, you will simply miss him. As you can see, the word "simple" is not enough to describe this duel's mechanic. Even though he uses around two physical attacks per turn, it still shouldn't be taking down Zidane. If it is for some reason, then just have Auto-Potion equipped. Make full use of your Dyne skills if Zidane ever goes in Trance.

22th

Boss: Ark
HP: 20 002
MP: 1374
Level: 38
AP: 11
Steal: Elixir, Power Vest, Holy Lance.
Difficulty: Depends about you!

This battle could be one of the hardest in the whole entire game(on the story

bosses' side that is). With the right equipment however, you won't see any difference between Ark and the easiest boss in the game(which ever it is). What to point out first? The attacks, like I always do! Ark will use Whirlwind mostly, which deals around 400-500 points on your party, and casts Float. He will use Photon as well, which reduces one character's HP to 1. I've heard that it was actually a counter attack, but meh. Another attack that the boss will use is Propeller Wind, which inflicts Confuse on your whole party. In last, he will also use Boomerang on your party to deal 200-600 points. I've heard that there was a mechanic to calculate the attack's damage but bah, not like we cared. So, let's now talk about WHAT type of party you should have. As Kuja told you earlier, Oeilvert ain't a place for mages. Knowing this, I hope that you brought nothing but physical characters. Who are they? Zidane(duh), Steiner, Freya, and Amarant. Mages can't use any magic in here, so that's why it isn't a good idea to bring any(unless you brought Quina because you wanted him to learn a few Blue Magics in the area around). Now, what should these characters have equipped? Clear Headed. Awesome ability that guards you against Confuse, which is basically Ark's best offense(Propelly Wind). With that, you are nearly set. Freya should have Rei's Wind, and any characters could use Auto-Potion(entirely optional). In last, having Auto-Haste on Zidane will also be quite usefull. Now, in the battle, have Freya cast Rei's Wind on your party to put everybody under Regen statuses, and then just keep stealing Ark with Zidane. You want the Holy Lance here, though the chances of getting the item are very low. However, trust me when I tell you that acquiring that item at this point of the game is truly awesome, since it can only be bought later on in the game, at a point that there is no coming back to the Worldmap in Disc 3. Therefore, just have the patience and keep stealing until you successfully obtain it, and then just finish the battle. With Regen on your party, Ark's attacks shouldn't be bothering you. Even Photon won't do much. For your offense, physical attacks(with Bird Killer as an ally) work quite well. Amarant could use Throw as well(just throw some of your best weapons that you won't use anymore). Make full use of Trance whenever you get the chance to use it. Yes, Ark is good on the HP, but you should definitely be victorious, unless you really messed up somewhere (-_-).

23th

Boss: Valia Pira
HP: 12 119
MP: 9999
Level: 36
AP: 11
Steal: Nothing.
Difficulty: Medium

Hm, well, this battle requires a certain technical strategy... kind of, but it's simple. Meh, to be fair, let's just qualify it as a medium one. Valia Pira will use Firaga, Thundaga and Blizzaga, all dealing around 600 points on one target(without any resists). But you can counter it by casting Carbuncle with Eiko so your party gets put under Reflect status(or you could just cast it manually but harrrr). Point? Well, Valia Pira will cast spells on you but they will be reflected right on his face to damage his own poor self. However, his weakness is water, and other magics won't deal much on him. Knowing this, you should just be using water elemental spells such as Water from Vivi, and Leviathan(the Eidolon) from Dagger. After a few turns though, he will cast Reflect on himself. At that point, you won't be able to directly target him. What to do? Just cast Water on one of your character who is under Reflect status so it bounces off back on Valia Pira. Note that the boss's

strategy also varies on a certain factor; the number of bloodstones you have obtained in the Desert Palace. I have never faced him without having taken every bloodstones of the place though, so I don't know what it changes. The one thing I know is that it allows him to lock some of your stats, or abilities, or what ever.

24th

Boss: Red Dragon
HP: 8000
MP: 1242
Level: 36
AP: 3
Steal: Tent, Ether, Elixir.
Difficulty: Moderate

Hmkay well, the Red Dragons aren't bosses. They are actually enemies that you will be forced to battle a few times in Mount Gulug, and they are somewhat a bit tougher than the usual enemies, though they are still not all that hard. They appear in pair of one or two, and they use two attacks that target-all. Aerial Slash, 300-500 points on party and Twister, their best offense, dealing up to 1500 points on your party. Having Wind resistance equipment will help to protect you from Twister though. The red dragon will also use Dive, which consists of a physical attack dealing less than 300 points on one character(nothing to worry about). Key to victory? Well, let's see how of a Final Fantasy gamer you are. Usually, what are dragons weak to? Ice magics right? Then just have Vivi cast Blizzaga and Steiner use his Blizzaga Sword. Both will deal some pretty nice damage on the dragons, allowing you to win quite easily. If you got Quina in your party, don't forget to have him learn the Twister Blue magic from these enemies. Any supportive auto-abilities will also help.

25th

Boss: Meltigemini
HP: 24 348
MP: 1570
Level: 42
AP: 11
Steal: Vaccine, Golden Hairpin, Demon's Vest.
Difficulty: Rough

Impressive transformation, never thought that these clowns could do such a thing! Oh well, here comes the strategy. Meltigemini will start the battle with Viral Smoke, which inflicts Virus on your party. Afterward, he will start using his normal attacks, like Bio, which deals up to 700 point on one character; Wings, which deals 'round 600 points; Venom Powder, which inflicts Venom on one target. Have Antibody equipped on all your chars to block Venom Powder, and then have Devil Killer equipped on your physical hitters, since the boss is a Demon type. For your party, I like Quina with his White Wind. Have Eiko cast Regen on your characters, then steal the boss with Zidane until you get the Golden Hairpin. Afterward, do what ever you feel like doing. Any attacks pretty much work, you just have to take care of healing your whole party at each turn, thanks to Quina's White Wind that is easily possible. Stealing the Demon's Vest will take you too many turns and it isn't worth it, since it can be bought in a bit. With that said, good luck and you

should definitely be victorious!

Tip: After a few events, you will be able to travel around the world map with the Hilda Garde 3, allowing you to take on many optional quests. I will list them below, so read and pick!

- Daguerro: You can visit the library of Daguerro southwest on the world map on an isolated elevated island that can only be accessed with an airship or a Gold Chocobo. You should visit it to check out the stores there, and acquiring a few items.

- Choco raising: The Chocobo Hot and Cold quest can be done anytime in the game(when you have the opportunity of visiting the Chocobo Forest that is), but now that you have an airship as your transportation engine, it's the best time to complete it, seeing as how it's easily possible with the Hilda Garde 3. Check out a Chocobo Hot and Cold guide for more infos.

- Yan Island: With a Gold Chocobo, you can go on Yan Island and battle the Yan enemies over there for some NICE exp. They are not easy though, so be cautious.

- Sacrobless island: If you can't go take on the Yan Island for some reason (like not having a Gold Chocobo), you could go at Sacrobless Island(at Daguerro) and battle the Grand Dragons there. They give pretty good EXP.

26th

Boss: Taharka
HP: 29 186
MP: 1776
Level: 46
AP: 11
Steal: Mythril Claws, Elixir, Orichalcon
Difficulty: Medium

If you took the opportunity of being able to do a world tour of Final Fantasy IX's universe with the Hilda Garde 3(or with a Gold Chocobo) before coming to Ipsen's Castle, taking on a few side quests as I suggested you just above, then the battle will probably be cake. Taharka will use Ram and Chop mostly, which are both physical attacks, to deal around 400 and 600 points on one target. He will also cast Blizzaga, which won't do much(around 600 on one character). Curl however, is a command that he will use to become compact. Your physical attacks won't deal crap then. To win this battle, I hope that you found out the castle's secret; the weaker your weapon is, the bigger your damage will be. You can play with both normal attacks and magics, though the first option isn't as effective because of Taharka's good vitality. As for his weakness, it seems that the best element to use on him is fire, so make full use of Vivi's magics and Steiner's sword. You don't want to end this battle before stealing every items from the boss though.

27th

Boss: Earth Guardian
HP: 20 756
MP: 2234
Level: 54
AP: 11

Steal: Rubber Suit, Avenger.

Difficulty: Medium

This battle is easy or hard, depends about your Zidane and Quina(their levels, abilities, equipments and so on). Earth Guardian will use two attacks only if I am correct(I never saw him use anything else); Firaga to deal around 700 points on one target, and Earthquake for up to 1000 points on all targets. Have Devil Killer equipped on Zidane, and have Quina in back row. Start the battle by having that last one cast Mighty Guard on your two characters, allowing you to cut the Earth Guardian's damage power by half. Zidane will first steal the boss for a Rubber Suit and an Avenger to then, with his best weapon and Devil Killer, just attack the boss over and over until you're victorious. Quina's White Wind will be your best bet as your healing business. Just in case something goes wrong, you could also have him cast Auto-Life(just to be safe).

The next bosses are actually the final confrontations of Disc 3. You will battle 3 bosses, one after another without taking any break.

28th

Boss: Silver Dragon

HP: 24 055

MP: 9999

Level: 58

AP: 13

Steal: Kaiser Knuckle, Dragon Mail, Ether, Elixir.

Difficulty: Fair

If your defense sucks, then you could have a few difficulties dealing with this boss. But otherwise, that's a pretty easy battle. The silver dragon will use two targets-all attacks; Shockwave, for around 500 points; Twister, for 500-800 points, and Aerial Slash, for around 600 damage. He can also use Claw, which is simply a physical attack to deal up to 400 points, but on one target only. Thing is, he's pretty fast and usually attack two or three times per row(which is good considering that your party is made of 4 characters). If you have a decently leveled up Quina with White Wind though, you won't need to care about the boss's damage potential, since you will be able to heal easily. Steal with Zidane if you wish, and then just pummel the dragon. As you know, at this point of the game, you pick your own party members. I personally like physical attacks with a touch of magic in here, meaning that I always bring Zidane(duh), Steiner, Freya and Quina. If you got a mage or a summoner though(Vivi, Eiko or Dagger), you can always try your best black magics and summons. Before giving the final blow to the boss though, make sure that your party is fully healed and that none of your characters are KO.

29th

Boss: Garland

HP: 40 728

MP: 9999

Level: 62

AP: None.

Steal: Ninja Gear, Battle boots, Dark Gear.

Difficulty: Rough

Garland the tyrant isn't bad, he's actually fairly good. If you're well leveled up with good abilities though, you'll win in no time. Garland will use Flare mostly, which deals up to 1500 points on one target. He will also use Stop once or twice in the battle, inflicting Stop on one target. Being the spiritual mage that he is, he will also play with Psychokinesis, which deals around 1600 points on one character. In last, his best attack is Wave, which deals up to 2500 damage. Have Locomotion equipped on your characters to get rid of Stop. Regen is also pretty good, so just use it on your party (Auto-Regen, Rei's Wind or via the white magic command). The best way to take down Garland is, in my opinion, with physical attacks. Have your hitters equipped with Man eater and then just keep attacking him. Have one healer in your party though, because even if Regen takes a part of the job, Garland is pretty fast so since he deals decent points per turn, it doesn't hurt to back your statuses a bit. You may want to steal with Zidane as well. Any auto-abilities are welcome in here (except for Reflect), especially Auto-Haste. Once again, before ending the battle, make sure that your party is in good condition, because up next comes...

30th

Boss: Kuja
HP: 42 382
MP: 9999
Level: 64
AP: None.
Steal: Ether, Caribini Mail, Light Robe.
Difficulty: Tough

Kuja will only use two attacks, but he will still be a worthy opponent for the last boss of Disc 3. He will use Thundaga for over 2000 points on one character and Demi, good old gravitationnal black magic. Once again, your best bet in this battle is the simple art of normal physical attacks, with Man eater equipped. Stealing Kuja isn't a must in here. For your party, like I just told you, should be made of physical strikers. Black magics and Summons won't do in here because of Kuja's impressive resistance to magic. White magics on the other hand can be usefull to support the party, though I prefer Blue Magics all the way. The good supportive white magics that cannot be casted with the blue magics can actually be used with an Auto-Ability, such as Auto-Haste, which is usefull in here by the way. Same thing goes for Regen, though you could just use Rei's Wind from Freya's dragon knight command. As you deplete Kuja's total HP, he will go into Trance and after a small animation, he will end the battle Beatrix style, just that he won't take your HP down to 1. Instead, he will cast the terrible black magic Ultima to knock down your party.

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Disc 4 bosses strategies
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31th

Boss: Nova Dragon
HP: 54 940

MP: 9999

Level: 67

AP: 13

Steal: Remedy, Dragon Wrist, Grand Armor.

Difficulty: Hard

Oh yeah this boss is tough. Nova Dragon has good stats and his attacks are really damaging. He will use Aerial Slash, which deals up to 1000-1500 points on party. He will also use Psychokinesis, which deals up to 1000 points on one target(just like Garland). Shockwave, the attack that he will use the most, is fairly dangerous, dealing over 1600 points on all targets. Tidal Wave has to be his best attack however, which deals up to 2000-2500 on party. In last, he will counter some of your physical attacks with a swipe, dealing over 700 points. As you can see, a supportive character will be of a good help here. Have Auto-Regen and Auto-Haste(or cast them manually) to have a small advantage and then, just use your very best attacks. I like physical attacks from Zidane, Steiner and Freya as you know, but you could try other types of offenses as well, though Nova Dragon doesn't have any weaknesses. You could try to steal a Grand Armor from him if you'd like, but if you're low on your defense side then you will want to end this battle as quickly as possible. Yes, you could use absorb equipments for an easy victory but meh, it's always more amusing to do it fair and square. Isn't it?

32th

Boss: Maliris

HP: 59 497

MP: 3381

Level: 72

AP: 10

Steal: Genji Armor, Ultima Sword, Masamune.

Difficulty: Medium

This boss isn't hard or anything, it's a simple battle. Maliris will be using physical attacks like Sword Quiver, which deals around 1500 damage on a target. His Flame Clash will be way better though, dealing very high damages. It dealt around 5000 points on me, but it could be gravitionnal since I never died from it(not like I ever was able to test it). Other than these, Maliris will use Mustard Bomb on one character as well, which inflicts Heat as you already know. To win, I once again wouldn't play with elemental magics. Maliris does have a weakness to ice and water, but he will cast Reflect after a few turns so... Devil Killer paired with your physical attacks will do the thing. Use any defensive magics you would like to have supporting your party, and heal whenever you need. Do not forget to equip Body Temp either, since Heat is quite VICIOUS. As you deplete Maliris's total HP, he will use a final attack; Raining Swords, which consists of throwing his 8(or so) swords on your party to deal up to 2000-3000 damage. If your characters are low on HP, you might want to put them in back row just before giving the final blow to the boss.

33th

Boss: Tiamat

HP: 54 494

MP: 3381

Level: 72

AP: 10

Steal: Blood sword, Feather boots, Grand Helm

Difficulty: Rough

Good lord, what the hell has happened to you since Final Fantasy VIII Tiamat? Oh well, this boss is tougher than Maliris, though it's still far from being an impossible-to-win battle. Tiamat will use many attacks, so let me list them, like always. He will Absorb your Strength, Magic and MP. Explanations? When he absorbs one of your character's strength or magic, his/her (your character that is) physical or magical damage will be cut by half. When he absorbs your MP, then he simply takes away all your MP for his own benefit. Other than that, he will use Twister for quite deadly damages (2500-4000) points on party. His best attack though, is Snort, which he uses as a counter when a floating character (a character under Float status) attacks him. If you fought Yans at Vile Island, then you will most likely know what Snort does; ejects the character out of the battle, and he cannot come back. Yes, Tiamat is quite a *****. Your best bet in this battle is your agility. The faster your characters are, the easier the boss will be. You want to use your very best attacks before Tiamat goes berserk with his attacks. Any powerful offenses will do.

34th

Bosses: Kraken

Left tentacle

Right tentacle

HPs: 59 496

18 169

18 169

MPs: 3380

3339

3339

Levels: 72

71

71

AP: 10

Steal: Genji Helmet, Glutton's Robe, Wizard Rod.

Difficulty: Medium

Ok, this boss's pattern varies on a few different things. You see, the Kraken has two targetable tentacles; left and right. Both will use Ink to blind your characters. Also, as you attack the main body, he will counter with the Water-Gun. Last thing, he will also use Waterga on himself to heal. If you get rid of the tentacles though, then the pattern will change. Everytime you attack Kraken, he will counter with Leg, which deals up to 3000 points on one character. He will abuse of Waterga as well, dealing up to 2500 points on your party. Reading these two different patterns, you decide which one you want to deal with. To defeat this boss, you really have the choice; magic or normal attacks. For some reason, it seems that this water enemy is actually weak to fire (usually, they're supposed to be weak to lightning!), so make full use of Vivi's fire spells, if he's in your party. Steiner could use his fire sword magics as well. But with physical attacks, Devil Killer will help a lot, along with some high strength (in that case, have a leveled up party). For other attacks to check out, you could use Summons from Garnet and Eiko, but avoid casting Leviathan (or else you will heal the opponent). Stealing with Zidane is always fun, and Auto-abilities are sure useful (hell, I keep mentioning them in each strategies that I type out (^_^)). Now, for those

smiling cheap players in the corner over there(*points at you*), yes you could use water elemental absorbing stuff to make this battle like pie, but come on! This is the end of the game, show what you got with fair strategies!

35th

Boss: Lich
HP: 60 000
MP: 9999
Level: 71
AP: 10
Steal: Genji gloves, Black Robe, Siren's flute
Difficulty: Medium

This boss is more annoying than hard. Lich will like to use these attacks that instantly make you lose control of your characters. Lv.5 Death, which will inflict Death on every characters with levels multiple of 5. He will cast Death manually too, to simply instant-KO one target. Bastard you said? Ain't done yet. He will use Stop too, which as you know, simply stops one character. For the damaging side, he will use Earthquake for up to 1800 points on party. Before entering the battle, make sure that you have Locomotion equipped, along with Undead killer on your physical hitters. Try not to have too many characters with levels multiple of 5 either. Use the same attacks that you've been using in the previous battles, with the other guardians. Prepare the phoenix downs, and if you want to play with magic, well use Wind and Thunder elemental offenses(like Twiser from Quina and Thundaga from Vivi), since these are Lich's weaknesses. Yep, stealing with Zidane is always fun, and be patient for when you're taking down Lich. If you got low levels, then it will take a while to deplete his total HP.

36th

Boss: Deathguise
HP: 55 535
MP: 9999
Level: 74
AP: None.
Steal: Elixir, Black Belt, Duel claws.
Difficulty: Tough

Doomgaze from Final Fantasy VI!!! Oh well, Deathguise but meh, translation matter. Well, this Deathguise basically acts just like he did in FF6, fast and all. The boss will most likely start the battle with Meteor, dealing 2000-4000 points on party. Afterward, he will use Spin(1000 points on party) and Demon's Claw(around 1800 damage on a target). He's got other attacks but these are the ones that he will use the most. This battle is just a race with Deathguise. You just gotta be faster than him and damage him more that he does. Use any effective ways of healing your party, from the white mage's white magics to Quina's Blue magics. For your attacks, I like those that can deal the max damage while the user is in back row, like Dragon's Crest and Steiner's Shock. Oh well, all I can say is good luck!

37th

Boss: Trance Kuja

HP: 55 535

MP: 9999

Level: 76

AP: None.

Steal: Ether, White Robe, Rebirth Ring.

Difficulty: Tough

Geez, I understand why Kuja didn't want to go to Oeilvert. He's a 100% mage. He will use Holy and Flare to deal around 3000 points on one target both. He will use cast Flare star to harm the whole party as well. Not sure if the damages are calculated like Ozma's Flare star though. Oh well, it still deals pretty good damages. Other than that, Trance Kuja will use Curaga to heal himself for around 3000 points. He can use it as a counter-attack too, if I'm correct. Oh well, Kuja has no weakness so ditch elemental magics again. I like physical attacks with Man eater, but non-elemental offenses such as Climhazard are great. For your healing business, Quina will once again do the trick. Though you could use Eiko and Dagger if you'd like. There isn't much to suggest for this battle, just make full use of Auto-Regen/Haste/Life and any other abilities you want to use!

38th and final battle

Boss: Necron

HP: 54 100

MP: 9999

Level: 69

AP: None.

Steal: Elixirs.

Difficulty: Hard

Now that's an interesting final battle. Tougher than Kuja, Necron could be the second or third hardest enemy of the game. He got a large list of attacks, so pay attention to their effects and to how you can block them. Necro will use Firaga, Blizzaga and Thundaga on your party for 1500+ damage. He will use Flare and Holy as well, both dealing 3000 points on one target. He will support himself with Protect and Shell, and he will cast Curaga on himself to heal for 2500+ HP too. Another attack he will use is Blue Shockwave, which brings one character's HP to 1. Enough of the normal attacks, let's now get down to business to his two best offenses. Necro will use Neutron Ring to deal up to 4000 damage on your whole party, which is quite devastating. And finally, his last and best attack; Grand Cross. Terrible spell that is pretty much like Ozma's Curse or Malboro's Bad Breath, since it inflicts every abnormal statuses of the book on all targets. Yes, these include the terrible ones such as Confuse and Heat/Freeze. Alright, so let's set your party. Just before battling Necron, you'll have the opportunity of preparing your characters. Equip every characters you got with Clear headed, Body temp, Antibody, and Jelly. These blocks Confuse, Heat/Freeze, Venom(and Poison but bah), and Petrify(and Gradual Petrify). These statuses make you lose control of your characters(except for Heat but it's not like if you were helping yourself by entering a command with a victim of it). Afterward, use any other abilities that will boost up some stats, such as HP+20%. Auto-Regen and Auto-Haste will, as always, be your friends. With these equipped, your defense set up is fine. Let's check your offense now. If you will use physical attacks, then equip Bird Killer and MP attack, allowing you to double your damage on the boss. I don't like magics in this battle, except for Freya's, Steiner's, and Quina's(supportive ones in his case). In other words, I don't recommend elemental junk. Dragon's Crest and Climhazard(or

Shock) will do the thing with Freya and Steiner. If you will use Amarant to damage Necro, then don't feel guilty about using Throw and Spare Gil; this is the last battle anyway. Don't try to dispel Necro's protective magics because he will just recast them, thanks to his quickness, allowing him to get more than one turn per row. Constantly have a character ready to heal the party as well. Don't be scared, just fight with EVERYTHING you got. EVERYTHING. Eventually, you will win, unless something goes horribly wrong, which could be possible.

Congratulation readers, you can now get your ending! Enjoy.

3- General tips

As I always do in each and every boss guides I write, I always include a tip section in which I simply give general help about the game.

- Best places to get EXP

I will point out places where you can get good EXP in order to have an easier time leveling up your characters. You must know however, that the places I advice you to visit can be accessed late in the game(near the conclusion of Disc 3 and up).

Sacrobless Island: This is outside of Daguerro, on the elevated level. You will encounter two types of enemies there; the cats and the Grand Dragons. The cats are pretty much useless, since they are simply there to fool you by snatching a Diamond from you to then flee. Meh, you can always kill them for 5000 gil, but be aware that they will defend themselves. And nope, they don't give EXP(technically speaking yes, but if you call 1 EXP a worthy amount...). Indeed, you're interested by the Grand Dragons. They are quite good at batteling, but you can own them in one turn with Quina's Lv.5 Death blue magic, since they are lvl.60. They will give 8802 EXP when fought with 4 characters alive. Make that around 11 000+ EXP with the Level-Up ability. This is an awesome place to power up Freya's Dragon Crest as well.

Yan Island: Check out the lifa Tree's location on the map. Just southwest of it is an independent island, detached from the Outer Continent. That's the Yan Island, which can be accessed with a Gold Chocobo or with the Invincible (Disc 4). The Yans here give great EXP, but you must be warned that they are quite tough and aggressive for such little beings.

Memoria: Some of the enemies in Memoria are quite generous for EXP, though it's the place I recommand the least to level-up.

- Don't ever end a battle without stealing!

As I told you tons of times already, the stealing domain in Final Fantasy IX is very important. Therefore, make sure you steal each and every enemies you battle(unless you know what item you can acquire and that you don't need it).

- Chocobo Hot and Cold?

Raising a chocobo is so original in FFIIX. Check out a Chocobo Hot and Cold guide for more infos about it.

- Synthesis

You can make equipment or items using combinations of equipment or items, in a Synthesis shop, which are usually found in each towns of the game(except for a few exceptions). Therefore, don't forget to check them out all.

4- Characters' best weapons

As in, hell, nearly every game in which there are weapons to equip, there are some that are better than others. I will list each of them in this section, including their abilities, stats, and how to get them.

=====

a. Zidane's Ultima Weapon

How to get it: With a dark blue (or Gold) Chocobo, check out the area where the shimmering island used to be. Use a Dead Pepper there to find a treasure made of 10 Aquamarines, 1 Maximilian, 1 Invincible Card, and the Ultima Weapon.

Weapon's Attack: 100

Weapon's ability(ies): Flee (requires 40 AP to be learned).

=====

b. Garnet/Dagger's Whale Whisker

How to get it: You need a Dark Blue (or Gold) Chocobo to obtain it, since the Whale Whisker is found with the Chocograph named "Ocean". Check out a Chocobo Hot and Cold guide for more.

Weapon's Attack: 36

Weapon's ability(ies): Curaga (requires 155 AP to be learned).
Life (requires 30 AP to be learned).
Break (requires 35 AP to be learned).

=====

c. Vivi's Mace of Zeus

How to get it: You will find it in Memoria at the area after fighting Lich. Search left of the ladder to obtain the mace.

Weapon's Attack: 35

Weapon's ability(ies): Doomsday (requires 150 AP to be learned).

=====

d. Steiner's Excalibur, Ragnarok and Excalibur II

Steiner has three swords actually. They are all great, in their own ways. That is why I will list them 3.

Excalibur

How to get it: The weapon can be obtained in Disc 4 only. At Daguerro, talk to the old man on the second level (near the Inn) and he will tell you that he needs a certain item, and if you find it for him, he will reward you. Head to Treno and enter the auction house. Bid (and get) the Rat's Tail, the Uge's Mirror, the Doga's Artifact and finally, the Griffin's heart. Each should cost between 5000 and 15 000 gil. Now you will need to sell them to 4 different (1 item for each) nobles. See the area between the card game stadium and Queen Stella's house? Head there and talk to every nobles you see. Each of them will spot one of the four key items you got at the auction house and

they will suggest you deals. Accept them all until you sold 3 of them. Now with the last one, enter the Synth shop and go talk to the scholar there. Sell him your last key item. Now, go back to the auction house and a new item will be available for you to bid on; the magical fingertip, which is what you seek. Win it and then, go back to Daguerro. Give the fingertip to the old man who requested it, and you will be rewarded with the Excalibur.

Weapon's Attack: 77

Weapon's ability(ies): Climhazard(requires 70 AP to be learned).

Ragnarok

How to get it: Being better than the Excalibur, the Ragnarok is truly great. It allows Steiner to learn Shock, which is quite devastating(though I prefer Climhazard). You will find it with the Chocograph named "Outer Island". Check out a Chocobo Hot and Cold guide for more about it.

Weapon's Attack: 87

Weapon's ability(ies): Shock(requires 60 AP to be learned).
Thunder-Slash(requires 30 AP to be learned).

Excalibur II

One of the hardest to get item of the serie, you will obtain the Excalibur II in the greenish room in Memoria after the ladder area(which is after Lich). Examine the pillar right to the portal and you will obtain the Excalibur II. Why did I just say that it was hard to obtain it? Well, you gotta have a timer of under 12 hours. Yes, that is in the end of disc 4, so you nearly have to end the game in under 12 hours. This is quite a good challenge trust me. You must know the game perfectly, and be used to battle the enemies with low levels. All I can say is good luck!

Weapon's Attack: 108

Weapon's ability(ies): Minus strike(requires 35 AP to be learned).
Climhazard(requires 70 AP to be learned).
Stock Break(requires 35 AP to be learned).

=====

e. Eiko's Angel flute

How to get it: After defeating Maliris in Memoria, continue on to the next screen. In there, you will see Alexandria being destroyed(flashback). Afterward, head north to the observatory and turn left. Search there for the flute.

Weapon's Attack: 33

Weapon's ability(ies): Holy(requires 110 AP to be learned).
Esuna(requires 80 AP to be learned).
Curaga(requires 80 AP to be learned).

=====

f. Freya's Dragon Hair

How to get it: Northwest of Oeilvert on the Forgotten Continent, a canyon can be found. Search around here for a valley with a forest in the middle, and look out for a crack. Feed Choco a Dead Pepper on it and you will obtain a Maiden Prayer, Gauntlet, Odin card and the Dragon's Hair.

Weapon's Attack: 77

Weapon's ability(ies): Dragon Breath(requires 205 AP to be learned).

=====
g. Amaranth's Rune Claws

How to get it: Memoria, in the area where there are stairs leading to a huge eye in the sky. Search left of them to get the claws.

Weapon's Attack: 83

Weapon's ability(ies): Spare change(requires 90 AP to be learned).
Demi Shock(requires 50 AP to be learned).
Revive(requires 35 AP to be learned).

=====
h. Quina's Gastro Fork

How to get it: Catch 99 frogs with Quina in the Qu's marshes and Quale will reward you with... the opportunity of fighting him. He isn't a push over though, so you might want to check out the section devoted to him(7- Optional Bosses' strategies -> b. Quale).

Weapon's Attack: 77

Weapon's ability(ies): High Tide(requires 250 AP to be learned).

5- Characters' abilities

A section that will be made of listings mostly, I basically just point out the characters' abilities and describe them.

a. Zidane Tribal

Steal command: Steal one enemy to acquire an item.

Skill command: Allows you to use one of Zidane's skill learned from a weapon.

Skill listing

=====
Flee: Escape from battle.

Detect: Check one enemy's item inventory.

What's that!?: Pre-emptive mode.

Soul Blade: Inflicts the weapon's status.

Annoy: Inflicts Trouble on one enemy.

Sacrifice: Sacrifices Zidane to replenish HP/MP of party.

Lucky Seven: Deal high damage by luck.

Thievery: Deals damages based on how many times Zidane successfully stole the opponents.

=====

b. Garnet til Alexandros 17th/ Dagger

White magic command: Select a white magic.

White magics' listing

=====

Cure: Restores HP of one character.

=====

Cura: Restores a nice ammount of HP of one character.

=====

Curaga: Restores a huge ammount of HP of one character.

=====

Life: Revives a KO'd character.

=====

Scan: Scan an enemy to check its stats and weaknesses.

=====

Panacea: Cures Poison and Venom status.

=====

Stona: Cures Petrify and Gradual Petrify.

=====

Shell: Reduces points taken from a magic.

=====

Protect: Reduces damages taken from a physical attack.

=====

Silence: Disables one target's magic command.

=====

Mini: Weaken one target.

=====

Reflect: Reflects the magic back on the caster.

=====

Confuse: Make one target lose control.

=====

Berserk: Increase the target's damage power but lose control of it.

=====

Blind: Lower the target's accuracy.

=====

Float: Make the target float to prevent Earth elemental magics.

=====

Summon command:

Summons listing

=====

Shiva

Attack: Diamond Dust

MP cost: 24
Item needed: Opal

=====
Ifrit

Attack: Hell Fire
MP cost: 26
Item needed: Topaz

=====
Ramuh

Attack: Judgment Bolt
MP cost: 22
Item needed: Peridot.

=====
Atomos

Attack: G-Force 199
MP cost: 32
Item needed: Amethyst

=====
Odin

Attack: Zantetsuken
MP cost: 28
Item needed: Dark Matter

=====
Leviathan

Attack: Tsunami
MP cost: 42
Item needed: Aquamarine

=====
Bahamut

Attack: Mega Flare
MP cost: 56
Item needed: Garnet

=====
Ark

Attack: Eternal darkness
MP cost: 80
Item needed: Pumice

c. Vivi Orunitia

Focus command: Increases magic.

Black Magic command: Select a black magic.

Black magic listing

=====
Fire

Effects: Deals fire damages
MP cost: 6

Equipment(s): Mage staff, Leather Hat

=====

Fira

Effects: Deal fire damages

MP cost: 12

Equipment(s): Flame staff, Topaz, Power belt, Mage's hat

=====

Firaga

Effects: Deals fire damages

MP cost: 24

Equipment(s): Octagon Rod

=====

Thunder

Effects: Deals lightning damages

MP cost: 6

Equipment(s): Silk shirt, Glass bottle

=====

Thundara

Effects: Deals lightning damages

MP cost: 12

Equipment(s): Lightning staff, peridot

=====

Thundaga

Effects: Deals lightning damages

MP cost: 24

Equipment(s): Octagon rod

=====

Blizzard

Effects: Deals ice damages

MP cost: 6

Equipment(s): Leather wrist

=====

Blizzara

Effects: Deals ice damages

MP cost: 12

Equipment(s): Ice staff, Opal

=====

Blizzaga

Effects: Deals ice damages

MP cost: 24

Equipment(s): Octagon Rod

=====

Water

Effects: Deals water damages

MP cost: 22

Equipment(s): N-Kai armlet

=====
Poison

Effects: Inflicts poison

MP cost: 8

Equipment(s): Lightning staff

=====
Bio

Effects: Inflicts Poison and deals a damage bonus

MP cost: 18

Equipment(s): Oak staff

=====
Sleep

Effects: Inflicts Sleep

MP cost: 10

Equipment(s): Flame staff

=====
Slow

Effects: Inflicts Slow

MP cost: 6

Equipment(s): Ice staff, Magus hat

=====
Drain

Effects: Drains some HP from an enemy

MP cost: 14

Equipment(s): Oak staff

=====
Osmose

Effects: Drains some MP from an enemy

MP cost: 2

Equipment(s): High Mage staff, Gaia Gear

=====
Break

Effects: Inflicts Petrify

MP cost: 18

Equipment(s): Cypress pile

=====
Stop

Effects: Inflicts Stop on one target.

MP cost: 8

Equipment(s): Oak staff

=====
Demi

Effects: Deals damages depending on enemy's HP.
MP cost: 18
Equipment(s): Cypress Pile, Amethyst, Black belt

=====
Death

Effects: Inflicts Death
MP cost: 20
Equipment(s): Black hood

=====
Flare

Effects: Deals Flare damage
MP cost: 40
Equipment(s): Black robe

=====
Meteor

Effects: Deals non elemental damages on all enemies
MP cost: 42
Equipment(s): High mage staff

=====
Doomsday

Effects: Deals shadow damages on all targets.
MP cost: 72
Equipment(s): Mace of Zeus

d. Aldebert Steiner

Sword Art command: Select one of Steiner's art to damage or weaken the enemy.

Sword Art listing

=====
Darkside: Sacrifices HP to damage an enemy.

Minus strike: Damages based on Steiner's max HP minus Steiner's current HP.

Iai Strike: Inflicts death on one enemy, but misses very often.

Power strike: Deals damages, as well as reduce the enemy's Attack.

Armor Break: Deals damages, as well as reduce the enemy's defense stat.

Mental Break: Deals damages, as well as reduce the enemy's magic defense stat.

Magic Break: Deals damages, as well as reduce the enemy's magic stats.

Charge!: Puts all characters in crisis level(HP in yellow).

Thunder slash: Deals lightning damages on one enemy but misses often.

Stock Break: Deals good damages on all enemies.

Climhazard: Deals major damages on all enemies.

Shock: Deals major damages on one enemy.

=====
Sword magic command: Steiner can only use this command while Vivi's around.
It consists of using his sword after it has been charged by one of Vivi's
black magic(only uses Steiner's turn).

Note: Steiner cannot combine his sword with the next magics: Stop, Drain,
Osmose, Sleep, Poison, Death, Meteor, Demi, and Comet.

e. Eiko Carol

White magic command: Select a White Magic.

White Magics listing

=====
Cure: Restores HP of one character.
=====

Cura: Restores a nice ammount of HP of one character.
=====

Curaga: Restores a huge ammount of HP of one character.
=====

Life: Revives a KO'd character.
=====

Regen: Regens some HP each turns.
=====

Panacea: Cures Poison and Venom status.
=====

Stona: Cures Petrify and Gradual Petrify.
=====

Shell: Reduces points taken from a magic.
=====

Protect: Reduces damages taken from a physical attack.
=====

Silence: Disables one target's magic command.
=====

Mini: Weakens one enemy.
=====

Reflect: Reflects the magic back at the caster.
=====

Float: Makes one target float to prevent Earth elemental magics.
=====

Haste: Fasters one target's ATB.
=====

Dispel: Removes statuses of one target(doesn't work on Autos).
=====

Esuna: Cures abnormal statuses.

=====
Might: Raises attack power.
=====

Jewel: Draw some Ores from an enemy.
=====

Holy: Deals holy elemental damages on one target.

Summon command:

Summon listing

=====
Carbuncle

Attacks: Ruby light, Emerald light, Pearl light, Diamond Light

MP cost: 24 each

Effects:

- Ruby light casts Reflect on party
- Emerald light cast Haste on party
- Pearl light casts Protect on party
- Diamond Light cast Vanish on party

Item needed:

- Ruby for Ruby light
- Emerald as an add on for Emerald light
- Pearl as an add on for Pearl light
- Diamond as add on for Diamond light

=====
Fenrir

Attacks: Terrestrial Rage, Millennial Decay

MP cost: 30 for both

Item needed:

- Sapphire for Terrestrial Rage
- Maiden Prayer as an addon for Millennial Decay

=====
Pheonix

Attacks: Rebirth Flame

MP cost: 32

Item needed: Pheonix Pinion

=====
Maden

Attack: Terra Homing

MP cost: 120

Item needed: Ribbon

f. Freya Crescent

Jump command: Jump out of the battle screen to damage the enemy after a few turns.

Dragon Knight skills: Select a Dragon Knight skill.

Dragon Knight skills listing

=====
Lancer: Damages the HP and MP of one enemy.

Rei's Wind: Casts Regen on party

White Draw: Restores MP of party.

Luna: Inflicts Berserk on all enemies.

Six Dragons: Takes an amount of HP/MP of two characters randomly and give it to two other characters.

Cherry Blossom: Deals non elemental damages to all enemies, but misses often.

Dragon Crest: Deals damages depending on how many dragons you killed with Freya in party.

=====

g. Amarant Coral

Throw command: Throw a weapon from your inventory.

Flair command: Select a Flair skill.

Flair listing

=====
Chakra: Restores some HP/MP of one character.

Spare change: Uses gil to damage one target.

No mercy: Deals non elemental damages on one enemy.

Aura: Casts Regen and Auto-Life on one character.

Curse: Weaken enemies to certain elements.

Revive: Revives a KO'd character.

Demi Shock: Deals gravitational damage on one enemy.

Countdown: Inflicts Doom one one enemy.

h. Quina Quen

Eat command: Eat enemies when their HPs are low enough and you should eat it to defeat it. If the enemy happens to have a blue magic, then it's all yours.

=====
Goblin Punch

Effects: Deals non elemental damages.

MP cost: 4

Monster(s) to eat: Goblin, Goblin Mage

=====
LV 5 Death

Effects: Inflicts Death all enemies with levels multiple of 5

MP cost: 20

Monster(s) to eat: Whale Zombie, Stropper, Lich(boss), Draco Zombie

=====
LV 4 Holy

Effects: Casts Holy on all enemies with levels multiple of 4

MP cost: 22

Monster(s) to eat: Torama, Feather Circle

=====
LV 3 Def less

Effects: Reduces defense power of all enemies with levels multiple of 3

MP cost: 12

Monster(s) to eat: Carve Spider, Lamia, Lizard Man, Sand scorpion, Ochu,
Grand dragon

=====
Doom

Effects: Put a 10 seconds countdown on one enemy. As it reaches 0, Death is
inflicted.

MP cost: 12

Monster(s) to eat: Veteran, Ash

=====
Roulette

Effects: Inflicts Death on one target randomly chosen.

MP cost: 18

Monster(s) to eat: Ghost, Zombie, Hectoeyes

=====
Aqua Breath

Effects: Deals Water damages on all enemies

MP cost: 14

Monster(s) to eat: Axolotl, Sahagin

=====
Mighty Guard

Effects: Casts Protect and Shell on party

MP cost: 64

Monster(s) to eat: Serpion, Antlion, Gigan Octopus, Myconid, Gargoyle

=====
Matra Magic

Effects: Reduces one enemy's HP to 1(misses very often)

MP cost: 8

Monster(s) to eat: Zagnol, Trick Sparrow, Ogre, Dragon
Fly, Armstrong

=====
Bad breath

Effects: Inflicts abnormal statuses on one enemy.

MP cost: 16

Monster(s) to eat: Malboro, Worm Hydra, Anemone

=====

Limit glove

Effects: Deal high damages if Quina's HP is 1

MP cost: 10

Monster(s) to eat: Muu, Jabberwock, Blazer Beattle, Axe Break, Mandragora

=====
1000 needles

Effects: Deal 1000 damages no matter what.

MP cost: 8

Monster(s) to eat: Cactuar

=====
Pumpkin Head

Effects: Just like Minus, the damages dealed are the different between your current HP and your HP at max.

MP cost: 12

Monster(s) to eat: Hedgehog pie, Python, Bandersnatch, Skeleton, Yeti, Lady bug, Basilik

=====
Night

Effects: Inflict Sleep on all enemies AND allies.

MP cost: 14

Monster(s) to eat: Nymph, Abomination, Seeker Bat, Grim Lock

=====
Twister

Effects: Deal Wind elemental damages on all enemies.

MP cost: 22

Monster(s) to eat: Red Dragon, Abadon, Tiamat(boss)

=====
Earth Shake

Effects: Deal Earth elemental damages on all enemies.

MP cost: 20

Monster(s) to eat: Adamantoise, Earth Guardian(boss), Shell Dragon

=====
Angel's snack

Effects: Use Remedy on whole party.

MP cost: 4

Monster(s) to eat: Ironite, Epitaph. Mistodon, Behemoth

=====
Frog Drop

Effects: Deals damage based on Quina's level and how many frogs he caught (multiple them).

MP cost: 10

Monster(s) to eat: Gigan Toad

=====
White wind

Effects: Heal the whole party's HP

MP cost: 14

Monster(s) to eat: Griffin, Zuu, Zemzelett, Garuda

=====
Vanish

Effects: Make one character invisible

MP cost: 8

Monster(s) to eat: Troll, Vice, Hornet, Drakan

=====
Frost

Effects: Inflict Freeze on one enemy.

MP cost: 8

Monster(s) to eat: Wraith, Chimera, Kraken(Boss)

=====
Mustard Bomb

Effects: Inflict Heat on one enemy.

MP cost: 10

Monster(s) to eat: Bomb, Red Vepal, Grenade

=====
Magic Hammer

Effects: Damage the MP of one enemy.

MP cost: 2

Monster(s) to eat: Magic Vice, Ring commander

=====
Auto life

Effects: Cast Auto Life on one character(automatically revived when gets KOed)

MP cost: 14

Monster(s) to eat: Carrion Worm, Cerberus, Stilva, Gimme Cat

=====
6- Trance(Descriptions for each characters).

In Final Fantasy IX, once one of your character has taken enough damage to fill up his/her Trance bar, he/she will go into Trance. During that mode, he/she will be granted with a special something. It's a little bit like the limit breaks from the other Final Fantasies, but it's on the same occasion pretty much difference. Each characters got their different Trance specials, so this section is basically just about descriptions of these.

a. Zidane

When Zidane goes in Trance, his damage potential will increase, and his Skill command will be replaced by Dyne. In the Dyne's list, you will find powerfull skills that Zidane can use to damage the enemy(ies).

Dyne listing

=====
Free Energy: Deals non elemental damages on one enemy.

Tidal Flame: Deals non elemental damages on all enemies.

Scoop Art: Deals non elemental damages on one enemy.

Shift Break: Deals non elemental damages on all enemies.

Stellar Circle 5: Deals non elemental damages on one enemy.

Meo Twister: Deals non elemental damages on all enemies.

Solution 9: Deals non elemental damages on one enemy.

Grand Lethal: Deals major non elemental damages on all enemies.

=====

b. Garnet/Dagger

A new command will appear as Garnet/Dagger goes in Trance: Eidolon. Actually, it will take Summon's place. While in Trance, after you summoned an Eidolon, it will come back and uses its attack randomly during the battle, without wasting any turn.

c. Vivi

When Vivi is in Trance, you can doublecast his Black Magics, meaning that you can use two black magics in one row.

d. Steiner

Steiner doesn't have any new comment to use while he's in Trance. However, his damage power will be around 3 times stronger.

e. Eiko

Trance Eiko will be able to doublecast just like Vivi, just that in her case, she will doublecast white magics.

f. Freya

Freya's Trance special isn't AWESOME but meh, it can be quite usefull sometimes. When you select Jump, Freya goes off screen(just like when you normal Jump) and uses Dive(to deal damages) a couple of times before coming back using Spear.

g. Amarant

The flaming Amarant's special while in Trance allows him to use his Flair abilities on whole party.

h. Quina

As he goes in Trance, Quina's Eat command will be replaced by Cook. With it, you can eat enemies when they are at 3/4(and lower) of their health points.

7- Optional Bosses' strategies

There are four optional bosses in Final Fantasy IX. Optional meaning that you don't need to fight and defeat them in order to beat the game. They are also quite harder. This section is about them, divided in four parts. Each optional boss will get his own part.

a. Tantarian

You will find this enemy in the library of Alexandria on the third rack of books on the left screen. Examine the book and choose to challenge it.

Tantarian can be fought only two times. The first time is in Disc 2 after Steiner and Marcus escaped from their suspended cage to meet up with Zidane's group(who came from the Red Rose). It's NOT a good idea to take on him at that point though, because your time is limited(30 minutes) and your party could be NOT strong enough. Also, if you leveled up Steiner with the mini

trick once he's free of the prison, you could have to restart all over again if you die(since there are no ways to save).

The second time is the best one in my opinion. During Disc 3 as Alexandria is under attack after the card game tournemant and that the party enters the castle to find Dagger.

Optional Boss: Tantarion

HP: 21 997

MP: 1456

Level: 41

AP: 30

Steal: Ether, Elixir, Silver Fork, Demon's Mail.

Difficulty: Tough

Let me explain Tantarion's pattern. Tantarion will be hiding in a 200 pages book. You can only find him on the pages 150-200. Now to reach the pages, you have to damage him. Because of his incredible defense, you will deal extremelly low damages. Now, each times you attack him, the damage points are added to the total damage you already dealt on him. You need to reach the pages between 150 and 200, in order to make Tantarion appear out of the book. Note that if the total damage you deal on him goes from under 150 to over 200, the pages are reset to 0. Now let me list his attacks. While in the book, the boss will use three attacks; Paper Storm, which is quite deadly, dealing over 700 points on party; Edge, which deals around 800 points on one target and; Doom, number 10 is put over one target's head. As it reaches 0, it's Death. While Tantara is discovered, he will only use Poison, which is nothing to worry about when you got Antibody. To win, I recommand you to put all your characters in back row to weaken the boss's damage potential by half. If you are fighting the enemy in Disc 3, then your party will be made of Zidane, Freya, Vivi, and Amarant. Have Freya cast Rei's Wind on party to then support. Amarant will help Freya to support the party as well. While in the book form, Tantarion's quite dangerous so it's a good idea to rely on two characters to heal. With Zidane and Vivi, they should both be attacking the book form(Zidane with physical attacks and Vivi with Fira). As you catch Tantarion out of the pages, STOP attacking with physical attacks. If you do, Tantarion will yell "Ouch!" to then hide right back in the book, forcing you to open it to the right pages again. Instead, just have Vivi casts Fira over and over. Don't do anything else, don't even use Amarant's Throw ability, which will be considered like a physical offense, allowing Tantarion to escape in his pages. After a few turns though, the book will close itself so you will have to do the process again, without changing anything of the strategy. Eventually, you will be victorious. What do you get out of this battle? The opportunity of getting some Sprint Shoes(Auto-Haste).

b. Quale

You will fight Quale as you catch 99 Frogs in the Qu's Marshes around the world.

Optional Boss: Quale

HP: 65 535

MP: 3680

Level: 76

AP: None.

Steal: Glutton's Robe, Ninja Gear, Robe of lords.

Difficulty: Easy to Hard

Highest HP user in the whole game! Quale is easy or hard, all about your abilities. Let me list his attacks and you will understand. To damage you, Quale will use Rolling Attack(a physical attack), dealing around 1000 points. He will cast Water as well, to deal up to 3000 points on one target. When he casts it on your party, then divide the number by how many living characters are on the battle field. His last damaging attack will be Aqua Breath, which does around 1000 points on party. BUT, he will also use other attacks that consist of inflicting bad statuses; Confuse, Mini, Poison, Blind and Silence. How does he use them? Sometimes on one target, some other times on whole party. Seeing this, which bad status are you scared of? Confuse, that's right. That is why you will equip Clear Headed on your characters. With it, you will be immune to Confuse, making this battle easier. The other abnormal statuses can be blocked as well, though you shouldn't, since they can be easily cured using Quina's best(in my book) blue magic; Angel's Snack, which consists of throwing a Remedy on party, as you should already know. Mini is the only status that cannot be blocked, but it doesn't matter. As I just told you, Quina's Angel Snack will do the job for you. As long as you have the control of your characters, you're ok. Now, you could also use Water elemental absorbing stuff, but that would make this battle so easy that the fun will go "nananana, nananana, hey hey hey, good bye" on you. That was sexy wasn't it? Oh well, ahem, sorry for that. As for your offense, use what ever you feel like using. I personally like physical attacks with Man eater, though you can also use powerfull magics such as Shock and Dragon's Crest (powered up to 9999 damage, thanks a lot). You could steal Quale's great items too. Use any other usefull auto-abilities like Auto-Haste and Auto-Regen and eventually, you will be victorious and obtain Quina's ultimate fork (sure is funny to type out).

c. Hades

You will find Hades in Memoria. See that area that looks like the bottom of the sea where Quina thinks that he cannot breath because he's underwater? Well, search behind the huge shell on the right side of the screen, mashing the X button. Accept to challenge Hades when you have the option.

Optional Boss: Hades

HP: 55 535

MP: 9999

Level: 92

AP: 30

Steal: Battle boots, Running shoes, Reflect Ring, Robe of Lords.

Difficulty: Hard

Bah, hard... With a strong party, Hades is a push over. I'd even say that the very last boss of the game is actually tougher. Oh well, let's see Hades's small list of attacks. He will use Cleave the most, which is quite a good swipe physical attack with his huge sword to take away up to 4000 points from your whole party. He will use the Judgment Sword too, which reduces one target's HP to 1. Another attack he will use is Mustard Bomb, which inflicts Heat on one target. In last, he uses Curse too, which inflicts Doom on your party. To win, I'd recommand my good old party made of Zidane, Steiner, Freya and Quina. Put all characters in back row except for Zidane. Have Body Temp on your party as well. Auto-Haste and Auto-Regen will both be extremelly usefull, and Auto-Life will be a bonus. Steiner should have Climhazard(or Shock but har, I prefer Climhazard, better looking and costs less MP -_-), Freya should have a powered up Dragon's Crest(to 9999 points) and Quina will

have both Mighty Guard and White Wind. As for Zidane, have his best weapon, the Ultima Weapon. If you didn't get the Ultima Weapon from the chocobo quest, then just use The Tower that you found a few moments ago. Start the battle with Quina casting Mighty Guard on party, and then pummel Hades with Zidane's attacks, Steiner's Climhazzard(or Shock, as I told you already), and Freya's Dragon Crest. Quina will support the party with White Wind. That blue magic plus Auto-Regen will do the job to heal your party. You could try to steal if you'd like. Revive any character who dies at the hand of Curse(or from any other of Hades's attacks). This is no ordinary battle but really, it shouldn't be too hard. You don't have to use my party either, it's just that it's the one I prefer.

Funny note: If you battle Hades AFTER killing Ozma, Hades will notice it but won't retreat, though he will face the fact that he is about to get rocked O_o.

d. Ozma

You will find Ozma in the Chocobo Air Garden. On the second platform, examine the big coloured rock. Mene the moogle will warn you that you're about to battle a deadly monster though. Accept anyway to fight the nemesis that is Ozma.

I- His stats and attacks

Optional Boss: Ozma

HP: 55 535

MP: 9999

Level: 99

AP: 100

Steal: Elixir, Dark Matter, Pumice Piece, Robe of Lords.

Difficulty: Very hard

Hardest enemy of the whole game, and many players also call him the hardest enemy in the whole entire serie. Well yes, he is very hard. He actually reminds me of Final Fantasy V's Omega and Shinryuu. Oh well, I will first write the huge list of attacks that Ozma can use, and then I will give you my strategy, with the required stuff.

Ozma's attacks

Death: Inflicts Death on one target.

LV5 Death: Inflicts Death on every characters with levels multiple of 5. Note that he won't use it if you don't got any characters with levels multiple of 5.

LV 4 Holy: Casts Holy on every characters with levels multiple of 4. Note that he won't use it if you don't got any characters with levels multiple of 4.

Flare: Deals flare damages on one target for 3500-4000 points of damage.

Holy: Deals holy damages on one target for 3500-4000 points of damage.

Flare star: This one's damage is based on your characters' levels. It will deal 50X their levels.

MP absorb: Absorbs one character's total MP(he only uses it when you drain him out of his own).

Meteor: Terrible black magic that can deal 7000+ damage on party.

Doomsday: Extremely damaging attack that heals Ozma for 9000+ points AND damages your party with shadow damages of 9000+. However, if you complete the Friendly monster's quest, then it will damage Ozma too. What's the point if it kills you anyway? Keep reading, you will see (^_^).

Curaga: Heals Ozma for 6000-9999 points. He can use it as a counter-attack too.

Mini: Inflicts Mini on party.

Esuna: Cures abnormal statuses, Ozma will only cast it if you inflict his unique status weakness; Blind/Darkness.

Berserk: Increases strenght of one target but make you lose control of that character. Ozma uses it as a counter-attack.

Curse: Ozma's very best attack, dealing up to 5000-6000 points on party, inflicting every abnormal statuses on party, except for a very few of them.

After reading the list, I hope that you are impressed (-_-). Oh well, now let's talk about a certain side quest that you can take in order to make this battle easier. See, Ozma is out of range for your physical attacks. Also, when he uses Doomsday, he will heal himself.

II- Friendly monster quest

Let's fix these bugs with the Friendly Monster quest! Through the game, you might have met some monsters who were begging for certain items in random encounters, with a different theme. They were the friendly monsters. Here comes the list.

=====

Mu: Meet him in the forest near the Evil Forest, or you can find him in the area around Dali as well. He wants an Ore.

=====

Ghost: In the forest completely west of Treno(near the mountains). He also wants an Ore.

=====

Colour Lady Bug: In the forest around Black Mage village, or simply on the grass, she wants 2 ores.

=====

Yeti: In the forest just north of Madain Sari, he wants two Ores. He can appear on the grass south of the village too.

=====

Nymph: She appears in the forest or on the grass around the Lifa Tree. She wants 3 ores.

=====

Jabberwock: There's a forest(shaped like a star) east of Oeilvert on the Forgotten Continent, you'll find Jabberwock there and he wants an Emerald.

=====

Feather Circle: On the lost continent, he appears on the snow near the chocobo tracks, as well as near Esto Gaza, he wants a Moonstone.

=====

Rainbow Garuda: Remember at Gizamaluke's Grotto during disc 1, after helping out of the Moogle couple, you could climb out on the World map to battle

tough enemies(for that point I mean). Well, the Rainbow Garuda will appear in the forests around there. He wants a Lapis Lazuli.

=====

Yan: At Vile Island southwest of the life Tree(can only be accessed with a Gold Chocobo or with the Invincible). Search the forest to meet a friendly Yan. However, you need to have given the right items to every friendly monsters or else he will flee. He wants an Emerald.

=====

As you hooked them all up, they will grant you a nice reward; being able to reach Ozma with physical attacks. Also, Ozma's Doomsday will now damage him instead of healing him.

With that said, let's now talk about the required stuff.

III- Required stuff

My favourite party to beat down Ozma(and for the whole game) is made of Zidane, Steiner, Freya and Quina. I will list them four with the abilities that they need.

Zidane: Long reach, Auto-Haste, Auto-Regen, Auto-Life, Clear headed, Body Temp, and Antibody. For the equipment, put on a Pumice Piece and the Ultima Weapon.

Steiner: Auto-Haste, Auto-Regen, Auto-Life, Clear headed, Body temp, and Antibody. For the equipment, equip him with a Demon's Mail and the Ragnarok (for Shock).

Freya: Auto-Haste, Auto-Regen, Auto-Life, Clear headed, Body Temp, and Antibody. Equip her with a Demon's Mail, and she must have Dragon's Crest powered up to 9999 damage. How to power it up? By killing dragons with Freya in your party. I'd recommend you to go at Sacrobless Island(outside of Daguerro) and kill the Grand Dragons with Quina's LV5 DEATH blue magic to get some EXP during the process.

Quina: Auto-Haste, Auto-Regen, Auto-Life, Clear headed, Body temp, and Antibody. Pumice Piece is needed for him as well. To talk about his blue magics, you will need White Wind and Angel's Snack.

There you go, you are set! Now keep reading below for the strategy, and also to find out why did I make you equip absorbing shadow gear,

IIII- The battle

Ozma will be INSANELY fast. Usually, you will be lucky if you can move twice without having him act. Sometimes, Ozma will struck 3 times in ONE row. That is why Auto-Haste will be great here, giving you a little speed advantage. Note that Ozma will still be extremelly quick in his actions. Auto-Regen will be helpful, allowing you to constantly heal yourself during the battle without wasting any turn. Auto-Life will allow you to be automatically revived once as your character dies, once again sparing a turn of throwing a Pheonix Down. Ozma's Curse will be a pain to deal with, though you still have a small benefit on your side; your immunities. Clear headed blocks Confuse, Body temps blocks Heat and Freeze(though I'm not sure if Curse includes Freeze) and Antibody blocks Venom. These three were the worst abnormal statuses. Mini is indeed also deadly, but you cannot be immune to it. That is why you got Quina with Angel's Snack, allowing you to get rid of that status. Now, what about the shadow elemental absorbing equipment? Well, you see, Ozma's Doomsday IS shadow elemental. When he uses it, he will heal you instead of

damaging you. Also, thanks to the fact that you completed the Friendly Monster Quest, Ozma will damage him. Meaning that Doomsday will actually be a breather for you, or even a miracle, since it will totally heal you and damage Ozma for 8000+ points. Now for your OWN offense, Zidane will use physical attacks while being in back row, allowing him to cut down Ozma's damage potential by half and dealing same damage that he does in front, thanks the Long Reach ability. Steiner will use Shock, and Freya will use the Dragon's Crest, both dealing 9999 points. Don't EVER enter too many commands though because, like I told you already, Ozma usually gets the time to enter an attack between your turns, so let say you have Steiner use Shock and that he gets Mini'd just before his turn. His Shock will deal extremelly low damage, wasting a turn. Freya's Dragon Crest canNOT be affected though. You should ALWAYS have Quina's turn ready to make a move in order to support the party. If you want to, you could also have Zidane use a 9999 damage Thievery instead of using physical attacks, but that skill is a total pain in the neck to power up so, you should basically just go with normal physical attacks for about same results. The important thing to do in this battle is to not give up. You may die, so if that happens, just keep trying. The random factor of Ozma's pattern allows him to instantly kill you at any moments. Therefore, a little bit of luck will also be needed for your victory.

When you win, be happy. You just rocked one of the very best enemy of the whole serie! Now nothing should scare you!

That concludes the optional bosses section, I hope it helped you out!

8- E-mail

If you would like to ask me questions about Final Fantasy IX, my e-mail is blackestmage(at)yahoo(dot)fr. You can send me questions regarding bosses, but I won't answer anything related to the storyline or about the walkthrough. Also, don't be shy, if you have to contributions, send them as well. Oh, and, last thing, I am French so, vous pouvez m'écrire en français pour ceux qui ont de la difficulté en anglais.

9- Conclusion

That concludes my Boss FAQ. I seriously hope that the guide was of a good help, and that it was a pleasure to read. Writing guides is so awesome, especially when it isn't in your first language(since I'm French). It is an experience that I recommend to anybody.

10- Credits

- CJayC for posting this guide on www.gamefaqs.com.
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- Jörg Seyfferth for the ASCII generator.
- All of you for reading this FAQ.

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