

Final Fantasy IX Boss FAQ

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FFIX Boss

Strategy!

Baku (aka Masked Man)

HP: 200

Level: 1

Steal: Potion, Wrist, Mage Masher.

Strategy: This is defenetly the easiest boss in the game. You will wipe out Baku in a couple of rounds but don't. He has some very usefull stuff to steal from him at this point in the game, so don't kill him off just yet. Have everyone steal from him untill you have taken everithing. Don't worry if your HP gets really low or if anyone dies because you woun't use that party throughout the game much. No levels recomended here.

Steiner, 1st Fight

HP: 309

Level: 1

Steal: Leather Hat, Silk Shirt

Strategy: Another very easy fight. When you are controling Steiner before the fight make sure you unequip all of his items to make thing a little bit easier. Keep attacking with Zidane and have Blank steal some stuff from him before you kill him.

Steiner, 2nd Fight

HP: 620

Level: 1

Steal: Nothing if you already stole all of the stuff last fight.

Strategy: Same tactics should apply. He isn't much tougher, he just has a lot more HP. Now things should actually get a lot easier considering that you have Garnet and she could heal. Another unrecomended fight.

Steiner, 3rd Fight

HP: 770

Level: 1

Steal: Again, Nothing

Strategy: I hate it when he keeps getting tougher and when you get him on your team he is really weak. All you have to do is keep attacking him untill the Bomb behind him explodes and ends the fight. Don't worry because your HP gets replinished after the fight.

Prison Cage 1st Round

HP: 513

Level: 2

Steal: Broad Sword, Leather Wrist.

Recommended Level: Zidane should be at 3 and higher.

Strategy: If you stole the Mage Masher from Baku the you should already have Zidane's Tidal Wave Dyne ability. Good for you, DON'T USE IT or else you will lose considering it hits Garnet as well. Just hit him about 2 times with Free Energy to kill it. Don't bother stealing items from him because you already have those items and you will risk killing Garnet. If her HP gets too low don't hesitate using a potion on her. Now get ready for round 2.

Prison Cage, 2nd Fight

HP: Same

Level: Same

Steal: Same

Recommended Level: Same

Strategy: Sam....j/k. This is a bit harder in my opinion but don't panic. Vivi should use Fire each round to do some heavy damage while you pound on the prison cage. Your characters won't be in Trance anymore so it will take a little longer. Again don't hesitate to use a potion on Vivi if his HP get's too low because if Vivi dies the game is OVER.

Baku, Rematch

HP: 202

Level: 2

Steal: Hi- potion, Iron Sword

Recommended Level: As you were was fine but level 4 won't hurt.

Strategy: Baku is not that much of a pushover anymore. He has some pretty good items to steal before you kill him. Some of Baku's attacks will miss a lot so don't worry if you get hit a lot. But be warned that if your HP gets to 0 it will be game over.

Plant Brain

HP: 916

Level: 7

Steal: Eye Drops, Iron Helmet

Recommended Level: Level 5.

Strategy: Your first real Boss Fight of the game. Make shure you have some eye drops and don't hesitate to use them if your characters gain the "darkness" status. His items are pretty usefull so attemp to steal. Have Vivi use his Fire spell each round and use Steiners Fire Sword each round. When Blank appears use his Physical attacks and use him as the healer while Zidane keeps stealing. If Steiner runs out of MP use an Ether so he can keep using Fire Sword. You should win in no time.

Black Waltz 1, Sea Lion

HP: (Black Waltz) 229, (Sea Lion) 472

Level: (Black Waltz) 2, (Sea Lion) 3

Steal: (Black Waltz) Remedy, Silk Shirt (Sea Lion) Ether, Mithril Dagger.

Recommended Level: 5 and higher

Strategy: A very tough fight. Not only that you have to face them alone and you have to win. Try to ignore the Sea Lion and all of his strong attacks while you take out the Black Waltz first. Keep concentrating your attacks on the Black Waltz until he dies. Also try to keep Zidane's HP over 100 by using a potion. When Zidane Trances use his Dyne ability. Take down the Sea Lion with Tidal Flame and Free Energy. Don't bother stealing because you can buy the items in the upcoming town.

Black Waltz 2

HP: 1,030

Level: 6

Steal: Stepled Hat, Leather Plate

Recommended Level: 8 and higher

Strategy: Before the fight equip Vivi with the leather wrist to absorb some of his thunder attacks. He may be weak against Fire but if you use any of those spells, he will counter with either Fira or Thundara. The Key is to use Blizzard and Steiner's Blizzard sword because he will not counter those. Zidane should alternate between stealing and attacking while Garnet Cures the party.

Black Waltz 3

HP: 1,128

Level: 7

Steal: Steepled Hat, Linein Curiass, Silver Gloves.

Recommended Level: 8 and higher

Strategy: When Vivi Trances use any of his 2 spells 2 times in a row. Steiner should use his Thunder sword and Zidane should act as the healer of the party with potions. You can attempt to steal some of his items but they are not that great.

Gizamaluke

HP: 3,175

Level: 16

Steal: Elixir, Magus Staff, Ice Staff

Recommended Level: 13

Strategy: This could be a difficult boss fight if not prepare properly. Make Zidane use Soul Blade ability with the ogre to blind him. If Quina can cast Mighty Guard then this battle will also be a lot easier. You don't need to steal many of these items. Vivi should attempt to cast Blizzard as much as he can and Freya should Jump. Quina could also act as the Healer of the party and Zidane attack as much as he can.

Beatrice

HP: 3,630

Level: 14

Steal: Phoenix Down, Steal Plate, Mithril Sword

Recommended Level: 15 and higher to stand a chance.

Strategy: One of the most famous battles in FF9 history. Beatrix has some deadly attacks and it won't be easy to keep your party alive. Make sure one character doesn't attack so they could be ready with a phoenix down or a potion. Freya should use Reise Wind as soon as the fight starts and then she should jump. Zidane should concentrate on attacking more than stealing, although the Mithril Sword would come in handy later in the game. Vivi should use his Thundara or Blizzara to hit her with a lot of damage. After she uses Stock Break the battle will be over so if you want make sure you steal everything you want from her before the attack.

Black Waltz 3 Rematch

HP: 1,292

Level: 9

Steal: Lightning Staff, Steeped Hat, Flame Staff

Recommended Level: 8

Strategy: He is not much tougher than last time. He has about 100 more HP than the last fight. If you took your time to steal the Mithril Sword from Beatrix then equip it before the fight. Marcus and Steiner should keep on attacking each round while Garnet heals the group and can also dish out some damage to it. This isn't too tough.

Ralvurahva

HP: 2,200

Level: 13

Steal: Bone Wrist, Mithril Fork

Recommended Level: 13

Strategy: Before the boss fight make sure that you equip your party with the Antibody ability. Steiner should attack and Marcus should steal every round. Garnet should cast barrier and protect as well as heal and sometimes attack. This isn't very hard if you are at the right level at this point in the game.

Antlion

HP: 3,938

Level: 16

Steal: Gold Helm, Mithril Vest, Annoyment

Recommended Level: 20

Strategy: A pretty tough fight no matter at what level you are. Freya should cast Reis's Wind as soon as possible and then she should jump. Vivi should cast Blizzara each round to hit him hard. Be aware that after each physical attack the antlion will counterattack with a vicious attack. If Quina learns white Wind then the battle will be a lot easier and you will save a lot of potions and Phoenix Downs during this fight. Make sure that Zidane also steals everything from it before the fight ends.

Beatrix, Rematch

HP: 4,736

Level: 17

Steal: Ice Brand, Thunder Gloves, Phoenix Down

Recommended Level: 23

Strategy: Another yet very difficult battle. Freya should use Jump and Reis's Wind while Zidane steals and attacks. Vivi should first cast Slow on her to slow her down and then keep casting Blizzard. Quina could act as the healer but she actually does quite some good amount of damage with physical attacks. She will still kill you with a Stock Break after the battle ends.

Zhorn and Thorn

HP: (Zorn) 4,896 (Thorn) 2,984

Level: (Zorn) 16, (Thorn) 16

Steal: (Zorn) Mithril Armlet, Mithril Armor (Thorn) Stardust Rod, Partisan

Recommended Level: 24

Strategy: This battle is very easy considering the party you have. Each one of them has a strong spell that they will keep juggling. Keep on attacking both of them and Zidane should only steal. A very easy fight and the only enemy is your time limit right now.

Beatrix, Last Fight

HP: 5,709

Level: 19

Steal: Survival Vest, Ice Brand, Phoenix Down

Recommended Level: 24

Strategy: Beatrix is back and this time a lot more aggressive. If Steiner has the Ice Brand equip then this is going to be really easy. Vivi should cast Slow and then Blizzard each round while Steiner devastates her with Blizzard Sword. Zidane should attempt to steal and Freya should jump and act as a healer if needed. After her Clmihazard attack you get to harness her power for your own use. (For a limited time at least)

Ralvuimago

HP: 3,352

Level: 18

Steal: Oak Staff, Adamant Vest, Phoenix Down

Recommended Level: 24

Strategy: This fight should be acted just like the one with Ralvurahva. When the monster coils up steal from it and heal yourself, just don't attack it. Vivi should cast his Blizzard and you will win in no time.

Lani

HP: 5,708

Level: 19

Steal: Coral Sword, Gladius, Ether

Recommended Level: 25

Strategy: Lani is definitely not a pushover. She will concentrate some attacks on Garnet more than any other. Quina should cast Mighty Guard on her and Zidane

should alternate between attacking and stealing. Vivi should use any level 2 spells and Garnet should cast Ramuh to deal a lot of damage to her. Other than that she is also vulnerable to poison.

Hilgigars

HP: 8,106

Level: 28

Steal: Fairy Flute, Mythril Fork, Phoenix Down

Recommended Level: 30

Strategy: Not that tough. He just has a lot of HP. Have Vivi use his Thundaga if available and Garnet should summon Ramuh. Eiko should summon Fenrir and concentrate on healing too. Zidane can attack from time to time and balance his attacks out a little. If your HP gets too low use Curaga to heal.

Soulcage

HP: 5,700

Level: 26

Steal: Brigandine, Magician Cloak, Oak Staff

Recommended Level: 30

Strategy: The easiest battle in the game. Use a X- Potion on it or a phoenix down to instantly kill it. You might want to steal some stuff from it before you do this though.

Amarant

HP: 8,000

Level: 22

Steal: Poison Knuckles, Ether

Recommended Level: 31

Strategy: Amarant is not tough. The only time you should attack him though is when he says "Here I come" or else you will miss. When Zidane Trances use his strongest Dyne ability to finish off Amarant quickly.

Ark

HP: 20,202

Level: 38

Steal: Holy Lance, Power Vest, Elixir

Recommended Level: 46

Strategy: Ark was the toughest boss fight in FF9 for me. This is going to be tough because there is no Garnet therefore there is no healing magic. Freya is going to be your healer. She should cast Reis's Wind and have potions and Phoenix downs available. Make sure that all your characters have the clear headed ability before the battle or else this is going to only get harder. Amarant should throw Wing Edges or Pin wheels on it until he runs out and then he should attack regularly. Zidane should attack and concentrate less on stealing from this fight because it's simply too hard. Steiner should also use power break and armor break as well and Freya should also use a good potion after Ark's Photon attack.

Valia Pira

HP: 12,119

Level: 36

Steal: None in this one. Remember, no thieves.

Recommended Level: 40

Strategy: Before the fight starts make sure that you take out all of the blood stones in the desert palace or else the boss will get a major power and magic bonus. Vivi should cast Water each round and Garnet should balance between healing and summoning Leviathan. Eiko could summon Phoenix if the battle gets too intense, but until then Carbuncle should cast Ruby Light on your party. After half way through the fight the boss will cast reflect on itself. If Carbuncles effect is still in play then bounce the spells of you to hit the boss.

Zorn and Thorn

I just had to add these in to show how Madeen simply destroys these 2 in just one attack.

Meltigeminy

HP: 24,348

Level: 42

Steal: Demon's Vest, Golden Hairpin, Vaccine

Recommended Level: 47

Strategy: This is a pretty easy fight. The only problem is that Meltigeminy will inflict the Virus status on all of your characters at once. Make sure that you get rid of it before the fight ends. To make this easy use Quina's Bad Breath or cast Mini with Garnet or Eiko until he gets the Mini status. After that just pound on him with physical attacks until he is done.

Taharka

HP: 29,186

Level: 46

Steal: Orichalcon, Mythril Claws, Elixir

Recommended Level: 52

Strategy: Before the fight make sure that your whole party is equipped with their weakest weapons and armor possible or else all your attacks will do 1 damage to it. Vivi should cast Flare on it to do some major damage while Bahamut does the rest. Garnet should also heal often. Zidane could steal some of his items but he could also attack. When the boss is coiled up then start using abilities. Freya's six dragoon and Amarant's spare change are good right now as well with Zidan's Thievery and Stein's Flame Sword.

Earth Guardian

HP: 20,756

Level: 54

Steal: Rubber Suit, Avenger

Recommended Level: 58

Strategy: This is a pretty tough fight. Your only characters are Quina and Zidane. Zidane should have his Orichalcon equip. Quina should use Mighty Guard on herself or Zidane and Bad Breath as well. Then use Aqua Breath and 1,000 Needle to cause some huge damage. His weakness is wind and Holy so if you have any items that have that elemental property use it. Once Zidane Trances use his strongest Dyne ability to kill him but make sure you steal some items from him before hand.

Silver Dragon

HP: 24,055

Level: 58

Steal: Kaiser Knuckles, Dragon Mail, Elixir, Ether

Recommended Level: 60

Strategy: Not that hard of a battle. Try to keep your HP high because there is no break in between these battles. To finish this quick summon Madeen and Bahamut with Eiko and Garnet and have Amarant throw some Wing Edges. Quina should cast Night to blind it and you might not even get hit.

Garland

HP: 40,728

Level: 62

Steal: Dark Gear, Ninja Gear, Battle Boots

Recommended Level: Same

Strategy: It would of been wise if you have equped the locomotion ability to prevent his Stop spell. He is a great magic user so summon Carbuncle to cast Ruby Light to prevent some of his spells. Have Zidane steal before you kill him as well. The next fight is going to be pretty hard so lets hope you have some HP.

Kuja

HP: 42,382

Level: 64

Steal: Light Robe, Carabini Mail, Ether

Recommended Level: Same

Strategy: The last of the series. Have Eiko and Garnet summon Bahamut and Madeen to cause some extra damage to him. Quina is good to cast Mighty Guard and Zidane could steal whyle Amarant throws some more Wing Edges. After you kill Kuja then sit back and watch the awesome movie.

Nova Dragon

HP: 54,940

Level: 67

Steal: Grand Armor, Dragon Wrist, Remedy

Recommended Level: 60 and higher

Strategy: If your characters are properly equiped the this battle is a pushover. Steiner can use his Ragnarok to deal almost 9999 with each hit and Zidan's thievery is also usefull if it has its full potential. Garnet can summon Ark or

Bahamut while Amarant can still use his WingEdges. You can use a Tent on the Dragon to Blind it so all of his counterattacks miss.

Malaris

Hp: 55,000-60,000

Steal: Ultima Weapon, Masamune, and Genji Armor

Weakness: Ice

Recommended Party: Zidane, Garnet, Vivi, Steiner

Recommended Level: 60+

Alright, for this particular battle, I suggest you have Garnet and Zidane (He's also an attacker, but just in case, he's there to help Garnet out, you never know when something might go wrong, better be safe than sorry.) the main healers. Attack with Zidane, but if an ally's hp should go down below 1000, or 1500 to be on the safe side, have either Zidane or Garnet heal them. Your main offensive will be Vivi and Steiner. Have Steiner use his sword abilities, such as, Shock, Climhazzard etc. If you do not have these, then just use the Magic Sword, The Blizzaga sword, since its weakness is Ice. Now on to Vivi, just have Vivi pound Malaris with his black magic (Ice). Just keep this up, until she dies. But before she goes into the next dimension, she leaves you a goodbye present, unleashing a devastating attack, inflicting the whole party with dmg ranging from, 2000-5000. Depending on the level, of your characters, also depends if you guarded or not. So try to predict this disaster, and guard before it happens. Also one last thing, watch out for her Mustarb bomb attack. Make sure your characters have the ability Body Temp, and equip it before this fight. It will help tremendously. Keep your hp above 1500 at all times. Her Physical attacks are lethal. Also be sure to steal.

Tiamat

Hp: 55,000-60,000

Steal: Grand Helm, Blood Sword, and Feather Boots

Weakness: Earth

Recommended Party: Same as above

Recommended Level: 62+

Alright, he has a few really powerful attacks. I can't quite remember what they are called, but here it goes. Twister which hits the whole party, Silent Claw, hitting one person, doing a lot of dmg. He also has another attack which hits all, plus inflicts burn onto your characters. He has a few more devastating attacks. So this boss is going to be a very tough one as you can tell. Alright now onto the actual strategy. First off, since he is vulnerable to Earth type attack moves, cast Meteor with Vivi, and Meteor Sword with Steiner. Again, Garnet will be the main healer, and Zidane will help out with the healing as well. But there is one thing different with this game, I found out, heh, good thing I'm playing this right now, that, taking your time is the key. Let him attack first in other words. So if he hits your party with an attack that hits all, you can heal. Now just keep this up, and you'll eventually come out victorious. Just be sure to keep your hp above 2300, to be on the safe side. One last note, STEAL, he has some goodies you might be interested in.

Kraken

Hp: Aprox. 60,000/ Tentacles 15,000+ each/ Head/torso 30,000+

Steal: Wizard Robe, Wizard Robe

Weakness: Fire

Recommended Party: Same as above

Recommended Level: 65+

First off, his boss has three parts, to it. The head & Body, then the last two, the tentacles. Get rid of the tentacles first. They are extremely annoying, and inflict great dmg on your characters. If you let them live, you will surely have alot of K.O's during this fight. So if your planning on taking out the head first, which I hope aren't your intentions, be sure you have lots of Phoenix downs. Alright, this strategy is pretty much like the ones above. Garnet and Zidane are the healers, well Zidane is the Healer/Attacker. The offensive once again are Vivi and Steiner. Have Vivi cast the mighty Firaga and Flare and have Steiner use the awesome Climhazzard attack, which in my game, hits all parts of kraken for 9,999 dmg. This fight isn't as tough as the others in my opinion so, have Garnet summon every once in a while. Your characters should be able to take Krakens wimpy attacks. Just heal every now and then, and you'll be fine. Dont forget to steal.

Lich

Hp: Approx. 60,000

Steal: Black Robe, Genji Gloves, Siren Flute

Weakness: Thunder

Recommended Party: Same as above

Recommended Level: 66+

Well, he is the last, therefore should be the most powerful out of the four Guardians, bah, he's a sissy. Just use the same strategy above. Zidane and Garnet the Healers, Vivi and Steiner, the attackers. Since he is weak to Thunder use, have Vivi Cast, Thundaga and have Steiner use his, Thundaga Sword and Shock ability. Just be sure to keep your hp above 2500. Or 3000 to be safe, and it will be easy. Be sure to steal, has some goodies.

Deathguise

HP: 55,000

Steal: Duel Claws, Black Belt, Elixir

Weakness: None this time

Recommended Level: around 70

Strategy: Well he stands in your way from Kuja. This guy is not a pushover but can be if you are not prepared. Have everyone with Insomniac before the fight to avoid any nasty ailments. Steiner can deplet around 9999 damage with his Shock technique. Also have vivi use Reflect 2x and then cast doomsday to cause some more major damage. Zidane should attempt to steal from him but his items are not that great. Dagger can also attempt to cure the party once every 2 turns. Don't worry about summoning since he is not that tough.

Trance Kuja

HP: Around 55,000

Steal: Rebirth Ring, White Robe, Ether

Weakness: None

Recommended Level: 70 and higher

Strategy: Well he is not a pushover. If you have Steiner's Ragnarok and use Shock that would deplete about 9999 from him, however he uses Curaga to heal himself. Have Dagger or Eiko cast reflect on him to backfire his healing spells. Zidane should alternate from attacking and stealing. If he goes into Trance use his Grand Lethal about 2x. He hits hard with magic so you need to beware of that. After every turn have Quina cast White Wind. Kuja will use Star Flare about twice each round to inflict major damage. Carbuncle is a must in this so you can bounce magic of yourself to do more damage to him and also to prevent some of his spells. Madeen proves helpful here as well. Autolife wouldn't hurt to have on everybody either since you are bound to die at least once.

Necron

HP 60,000

Steal None

Weakness The last boss has no weakness my friend

Recommended Level 75+

Strategy Well he is here. The last boss. Hopefully you chose your last party well. Lets get started shall we. Before the fight equipt everyone with at least Jelly, antybody, Clear headed, Loudmouth and high tide. Allright Necron doesn't have that many deveastating attacks. His most lethal one is "Grand Cross" It inflicts every status ailment in the game on all your characters. Have a lot of Remedies available after this attack and a few phoenix downs ready also. His Blue Shockwave should bring a characters HP to 1 but it misses most of the time. Hit him hard with Steiner's Shock ability and Zidane can go all out here with his strongest attacks. Freya can use her Jump ability since she can be saved if she is in the ait while his devastating attacks happen. Dagger can Summon and heal but worry about healing after a "Grand Cross" attack from him. After you give him the last hit he will go down, and now enjoy the ending.

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