

Breath of Fire Boss FAQ/Guide

by DragonGod LOrd

Updated to v1.2 on Feb 2, 2003

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|           Breath of Fire
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|           Boss FAQ/GUIDE
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|Hello everyone, This is my first Guide/FAQ and im don`t live in an english speaking country,so
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|please forget my writing errors. Im going to explain how to fight all the bosses in the game.
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|My name is Agustin, I am 15 years old and i live in Argentina, my nick is Zhadron
DragonGodLord|
|or just "Dragon Lord" and i love all 4 BoF`s. If ya wanna know the third is the best!!
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|My email for all type of things about this game and the other 3 is brood_brood@hotmail.com
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|v.1.2 12/10/02
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|+Added 7 new bosses with full tactics and levels!
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|v.1.1 12/10/02
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|+Updated some Bosses and added new ones!
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|v.1.0 11/08/02
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|+I wrote all the bosses i reached so far! (only for doing this FAQ/GUIDE)
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1] Boss
Name: Frog
Recommended Levels: Ryu-- 5 to 8
Preparations: Just Buy around 27 Herbs (just in case)
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To defeat it, just use your normal sword attack. Have some Herbs ready because you
will need them. The Frog uses three different attacks:

1)It can spit you some kind of acid (mid attack)
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- 2)It can hit you with its tongue (weakest attack)
- 3)It can jump onto you (strongest attack).

It can also recover some HP when its about to die. When you take out all its HPs, it will regain some, so you'll have to kill it twice. Just dont get mad ok. You need from 4-7 Extra blows to kill it!

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2] Boss
Name: Knight
Recommended Levels: Ryu-- 9 to 12
Preparations: Just Buy around 32 Herbs (just in case)

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Use your sword and Herbs when needed. The Knight uses a powerful sword attack and casts T. Bolt, that deals 20 HP damage. His sword attack does only 9-11.You'll have a hard time beating him. Use the B-Stn and the F-Stn if you have them. He can also cast Recover when low on HPs. Again, after you take out all of his HPs, he will still live, so you'll have to give him a couple of extra blows to kill him.

NOTE: When he is getting very weak his normal attack can increase up to 14 HP and when he revives 19 HP so, try to kill him quickly.

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Semi-Bosses
Names: Morte, Mortea
Recommended Levels: Soldiers-- 11 to 14 / Nina -- 8 to 10
Preparations: Just have a lot of herbs as well the best weapons you can buy!

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Morte:
It uses a powerful weapon attack. Just attack it with your two strong fighters and use Herbs or Nina's Cura spell when needed. Let Nina use the Famous E-Key!

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Mortea:  
Same as before!Cast C-STN in the first Row with one of the Soldiers!

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3]Boss:  
Name: Wizard  
Recommended Levels: Ryu -- 12 to 15  
Preparation: Have a B-STN Wizard:

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He can use powerful spells such as T. Bolt or Freeze. Use the B-Stn on him for 80 points of dmg.  
He can also cast Petrify to increase his defense. So you will to decide if its better to attack or using the E+Key

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4] Boss  
Name: POG  
Recommended Levels: Ryu-- 13 to 16 / Nina 9 to 12  
Preparations: Have Ryu Equip the LongSD

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No big Deal here!

Pog attacks you twice per turn. Once with each head. Use your sword and healing spells when needed to defeat it. B-Stn works well against it. Use Healing Spells when your HP is low.

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5] Boss

Name: General

Recommended Levels: Ryu-- 13 to 16 / Nina 9 to 12 / Bo innate LV.

Preparations: None!

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The General isn't too hard, but he is faster than your party. Have Nina use Fort on Bo right away because his defense isn't too good, and the General can come close to killing him in one hit. Have the Hero use the E.Key for 30 points of damage, and Bo should use Fry to inflict 80 points damage per round. Nina should then use ATK-UP on the Hero, and the Hero for the second round should use the E.Key again, and Bo should use Fry again. On the third round, have the Hero attack, Bo should attack as well, he'll be out of AP by this time, and Nina should use the E.Key or heal anyone that needs it. If she is required to heal, have Bo use the E.Key instead..

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6] Boss

Name: Wisp

Recommended Levels: Ryu-- 14 to 19 / Nina 10 to 13 / Bo +1Level.

Preparations: None!

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The first thing you should do while fighting Wisp, is the have Nina use Fort on the party, while having Bo use Fry, and the Hero using the E.Key. Wisp's attacks don't really hurt anyone except for Bo, so you'll have to watch his HP. After Nina uses Fort on everyone, use ATK-Up on Bo and the Hero. If Bo runs out of AP, give him some Acorns, and keep using Fry on Wisp. After everyone has received Fort and ATK-Up, have Bo and the Hero attack and Nina use the E.Key and heal when needed. Wisp doesn't have a second wind, and will be defeated when his HP is gone.

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7] Boss

Name: General w/ 2 Lancers

Recommended Levels: Ryu-- 15 to 19 / Nina 11 to 13 / Bo +2 Level.

Preparations: None!

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This battle isn't too tough. Just work on the Lancers first, while they aren't the main target, one less attack per round for the enemies will help. Have Nina use Fort on the party, and have Bo use Fry on the Lancers, and the Hero should use the E.Key. After Nina uses Fort on everyone, have her use ATK-UP on Bo and the Hero, who should continue to use Fry and the E.Key. If Bo runs out of AP, just feed him an Acorn, and then start again using Fry. The battle should be much easier after the two Lancers are out of there. The General has the first attack against the party, so make sure you heal while your HP is above what he can cause. The Lancers attacks inflict between 10-20 depending on who they hit, and the General is about 20-40 per hit. Again, just watch your HP and you should be fine during the fight.

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8] Boss

Name: Gremlin

Recommended Levels: Ryu-- 17 to 21(!) / Nina 13 to 14 / Bo 12 to 15.

Preparations: A lot of Herbs!!

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When this battle begins, have Nina use Fort on everyone, starting with herself, then Bo and the Hero. Then use ATK-UP on the Hero, and have Bo use Acorns on himself when he runs out of AP from using Fry. Have the Hero use the E.Key for the first few rounds, until Nina finishes spelling everyone up, then have him just attack. The Gremlin isn't too mean except when he hits Bo, until he reaches his second wind. He then has attacks which can harm all your party members at once, and he will always get the first attack. This is the perfect time to stop Bo from using Fry, and save his AP for healing himself when Nina needs to heal herself or the Hero. If

you went back to the Cleansing Water Spring to fill your Jar, you may need to save it just for a place like this, if you need a major heal right away. Just keep hitting on the Gremlin and use the E.Key and Bo's Fry when you feel you'll be able to recover from his attacks, and just hope for the best. If he overkills you with extreme damage, it might be a wise idea to upgrade your armor and try to gain a few more levels and try againThats all i have for now!

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1] Optional Boss

Name: Talon

Recommended Levels: Ryu-- 18

Preparations:Herbs!!

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While this is a one-on-one battle its not as hard it would seem. First, you should set the Hero to the back row, reducing the damage done to him. After the battle starts, just keep using the E.Key every round. Talonwill get the first attack, but he only inflicts between 10-15 damage per

hit, so just make sure your herb supply is good, and use them before your hp gets this low. The battle may take a few rounds, but the end result will be well worth it. Talon doesn't have a second wind, and that means he's done after he runs out of HP.

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9] Boss

Name: Gremlin

Recommended Levels: Ryu-- 19 to 22/ Nina 13 to 14 / Bo 12 to 15.

Preparations: A lot of Herbs!!

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This fight is going to be a little easier now that the Hero can use his dragon powers. Have him change into the Thunder Dragon, while having Bo use Fry, and Nina using Fort on the party. The dragon will inflict 130 damage a hit unless its a slam which will be 260. After Nina spells everyone up, have her use the E.Key or use Acorns on Bo to help him keep up with his Fry attack. The Sandworm shouldn't last but a few rounds, and if he does, just heal up as needed.

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10] Boss

Name: SandWorm

Recommended Levels: Ryu-- 19 to 21 / Nina 14 to 16 / Bo 13 to 15.

Preparations: ThrDragon!

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This fight is going to be a little easier now that the Hero can use his dragon powers. Have him change into the Thunder Dragon, while having Bo use Fry, and Nina using Fort on the party. The dragon will inflict 130 damage a hit unless its a slam which will be 260. After Nina spells everyone up, have her use the E.Key or use Acorns on Bo to help him keep up with his Fry attack. The Sandworm shouldn't last but a few rounds, and if he does, just heal up as needed.

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11] Boss

Name: EyeSpy

Recommended Levels: Ryu-- 19 to 21 / Nina 14 to 16 / Bo 13 to 15.

Preparations: ThrDragon!

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You should start off with the EyeSpy by first having the Hero use the Thunder Dragon spell, have Bo, use Fry, and Nina should use Fort on Bo and herself, then ATK-UP on Bo. After that continue hitting him with the Hero, Bo should attack when he runs out of AP, and Nina should use the E.Key and heal when it is needed. The EyeSpy shouldn't give you too much trouble, and if does, try to gain another level or two, or upgrade your equipment in Bleak after that G.Bar set you back so much gold.

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12] Boss

Name: Cloud

Recommended Levels: Ryu-- 20 to 23 / Nina 16 to 18 / Bo 15 to 17.

Preparations: ThrDragon!

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The Cloud is an interesting enemy to fight. His spells aren't too damaging except for maybe his 3.5 spell since its an earthquake that hurts the whole party at once. You should start by changing into the Thunder Dragon, have Karn use the E.Key while Nina uses Atk-UP on everyone. Everyone should just keep attacking and when Bo runs out of AP, he should start attacking as well. Nina should use the E.Key or the FlameRP if you didn't equip it. She should concentrate her efforts to healing the party since the Cloud's spells can rapidly drain the HP of the whole party  
He doesn't have a second wind! So hit it with all at once.

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13] Boss

Name: Knight & Archer

Recommended Levels: Ryu-- 21 to 24 / Nina 17 to 19 / Bo 16 to 18.

Preparations: ThrDragon!

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With this battle, you should use Thunder Dragon with the Hero, have Karn attack, Nina use Fort on the party, and Bo should use Fry on the Archer to reduce the enemies attacks per round by one. After the Archer falls, just attack with your strongest attacks on the Knight, and he'll go down after a few more rounds. Have Nina heal the party as needed during the fight. The Knight nor the Archer have second winds, so this battle should end rather quickly with the use of the Dragon attack and Bo's Fry spell.

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14] Boss

Name: Squid

Recommended Levels: Ryu-- 21 to 24 / Nina 17 to 19 / Bo 16 to 18.

Preparations: ThrDragon!

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This is one of the first battles where the Hero can take full advantage of his Dragon Powers. Turn into the Thunder Dragon, since the Squid is weak to Thunder for 195 damage per hit. Bo's Fry spell will also increase to 120 damage per hit. Have Karn attack or use the E.Key, and have Nina use Fort on everyone, and keep them healed up.

The Squid gets first attack, and he has two types of attacks:

- + One that hurts one member
- +One that hurts everyone at once.

If you want to kill the Squid really fast, use any Mrbl1's if you have any to cause 390 damage to him per attack with the Dragon.

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15] Boss

Name: Octo

Recommended Levels: Ryu-- 21 to 24 / Nina 17 to 19 / Bo 16 to 18.

Preparations: ThrDragon!

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This fight should be handled in exactly the same way the last one was. Octo has a little more HP, so the fight may take a little while longer, also he can hit harder. If you have any Mrbl1s left over, use them here as well. Make sure you keep Bo's AP up so he can cause the second most damage per round, while Karn should use herbs and cures and Nina uses Fort on everyone and keep the party in good health. As long as Bo and the Hero stay healthy, victory is almost a given.

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16] Boss

Name: Morteo

Recommended Levels: Ryu-- 21 to 24 / Nina 17 to 19 / Bo 16 to 18/ Gobi 13 to 15

Preparations: ThrDragon!

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At this pint of the game you can switch between the 5 chars. I typically use the Hero, Bo, Nina and Gobi for this battle. All four of them have spells that work against Morteo, Karn is just fast, but he can't really do much for now. Since Morteo is undead, have the Hero use the

Flame Dragon, Bo should use Fry, Gobi should use his highest spell that is learned, and Nina should use Fort on everyone, and then concentrate on using Zom1 on him if you have that spell learned. This combination should inflict around 522 damage per round. If the Hero gets a slam, then it will be slightly higher. I also used EcoX so if Gobi doesn't have that, it'll be slightly lower.

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17] Boss

Name: Toad

Recommended Levels: Ryu-- 22 to 25 / Nina 19 to 20 / Ox 17 to 19 / Karn 18 to 20

Preparations: ThrDragon, Cura3, and a lot of Cures!

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This fight may require a lot of healing.

Hero:

+ Turn into the Thunder Dragon

Ox:

+ Attack

Nina:

+ Fort (full party)

+ ATK-Up (Karn and Ox)

+ Use FlameRP (as item--90HP damage)

The Toad has a higher agility than everyone except Karn, that means, you must plan ahead when healing, except healing with spells, because you're characters will get the heal spells off first

before the monster can attack. Just keep attacking him, and his HP will go down rather fast.

All you need to watch out for during his second wind, is that his damage is increased by quite a

bit. Just heal before you get too low, and you should be fine.

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New update soon!