

Final Fantasy IV Advance Boss FAQ

by Super Slash

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This walkthrough was originally written for Final Fantasy IV Advance on the GBA, but the walkthrough is still applicable to the PSX version of the game.

Final Fantasy IV Advance

Boss FAQ

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VERSION HISTORY

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v 1.1 - Updated the Behemoth strategy

v 1.0 - Submitted the guide

NOTE: To find what you're looking for, hold Ctrl and press F (Apple for Macs), and type in, for example "II. Bosses", without the quotations. Do this for any section you may be looking for.

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I. Introduction

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I decided to write this FAQ, since I saw that there was no Boss FAQ on GameFAQs for Final Fantasy IV Advance. I've listed a detailed strategy for each boss, including the ones in the Lunar Ruins. If a certain strategy of mine does not work for you, then try a different one that may work for you. With that said, I hope this guide will help you defeat the bosses in the game!

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II. Bosses

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Here, I will list strategies for every single boss in the game, including the bosses in the Lunar Ruins. I hope the strategies I've provided help you.

Mist Dragon

Found: Mist Cave

HP: 465

Strength: 16

Defense: 5

Magic: 10

Magic Defense: 31

Weakness: N/A

Absorb: Holy

EXP Gained: 700

Gil: 200

Item(s) Obtained: N/A

Boss Strategy: The first boss in the game isn't too difficult. However, you have to attack it a certain way. When the battle begins, have Cecil just do his normal attacks, and have Kain use Jump. This is the best way to kill the dragon. But be careful; when the Mist Dragon turns into mist, do not attack it, or it will counter-attack with Cold Mist. It hits both Cecil and Kain, and hurts a lot for this point. Be careful; if this hits you, you may need to heal.

Just heal Cecil and Kain if you ever need to, and make sure Kain jumps on each turn he gets. With all of this in mind, you should take the Mist Dragon down in no time.

Octomammoth

Found: Sunken Lake

HP: 2350

Strength: 22

Defense: 0

Magic: 0

Magic Defense: 25

Weakness: Lightning, Dark

Absorb: Holy

EXP Gained: 1200

Gil: 500

Item(s) Obtained: N/A

Boss Strategy: Despite this boss having so much HP for this point, it's not too difficult to defeat it. The boss has several tentacles, and the key to this fight is to destroy all of its tentacles. It's not as hard as you might think, though. He is really weak against Thunder-type spells, so have Tellah use Thunder, and have him heal when needed. Rydia should either use Thunder or the Chocobo summon; it's your choice. Cecil should just attack.

When you defeat a tentacle, the tentacles move around a bit, and you'll notice that he has less tentacles than before. This boss is actually relatively easy, and if you have the Shadow Blade equipped on Cecil, he should deal 150-200 damage per a hit! Just keep up this pattern, and simply have Tellah heal the party when needed until you win.

Antlion

Found: Antlion Cave

HP: 1100
Strength: 11
Defense: 3
Magic: 0
Magic Defense: 11
Weakness: N/A
Absorb: N/A
EXP Gained: 1500
Gil: 800
Item(s) Obtained: N/A

Boss Strategy: The Antlion isn't too hard of a boss; he's actually pretty easy. He is fast, and will attack quite often, but he doesn't hurt too much. Almost every time you attack him, he will use an attack called Counter Horn. It doesn't hurt much at all, and his normal attack is even worse. Simply have Cecil and Edward attack, and have Rydia use the Chocobo summon. She will hurt the boss a lot. Keep this up, and heal if you ever need to until he's defeated.

Mom Bomb

Found: Mt. Hobs

HP: 11000
Strength: 30
Defense: 1
Magic: 5
Magic Defense: 9
Weakness: Dark
Absorb: N/A
EXP Gained: 1900
Gil: 1200
Item(s) Obtained: N/A

Boss Strategy: This is going to be your first boss battle that's actually a little tough. I suggest healing Yang at the start of the fight, since he lost some HP earlier. This boss fight will go on for awhile. The fight starts off with an enemy that looks like a normal Bomb. Have Cecil, Edward and Yang attack it, have Rydia summon Chocobo, and have Rosa use Aim. Keep up this pattern, and it will eventually change into a huge monster. Simply attack the same way you've been attacking it. You'll be here for awhile.

After a lot of damage has been dealt to the boss, it'll say that it's gonna explode. Keep attacking it, and after a couple of more minutes, it will explode on all of your party members, and it will deal at least 90-100 damage on all of them! You'll need to heal after this, most likely. The boss has now split into three Bombs and three Gray Bombs. Have Cecil use Dark, have Yang use Kick, and have everyone else do normal attacks. After all of them are gone, you finally win.

Scarmiglione / Skullnant (x4)

Found: Mt. Ordeals

HP (Scarmiglione): 3500
Strength (Scarmiglione): 19
Defense (Scarmiglione): 2
Magic (Scarmiglione): 15
Magic Defense (Scarmiglione): 0
Weakness (Scarmiglione): N/A
Absorb (Scarmiglione): N/A
EXP Gained (Scarmiglione): 3200
Gil (Scarmiglione): 2000
Item(s) Obtained (Scarmiglione): N/A

HP (Skullnant): 200
Strength (Skullnant): 42
Defense (Skullnant): 1
Magic (Skullnant): 0
Magic Defense (Skullnant): 5
Weakness (Skullnant): Fire, Holy
Absorb (Skullnant): N/A
EXP Gained (Skullnant): 50
Gil (Skullnant): 100
Item(s) Obtained (Skullnant): N/A

Boss Strategy: Before you attack Scarmiglione, you need to go after the four Skullnant's first. Since the Skullnant's are undead, Cure spells will damage them instead of heal them. Have Cecil use Dark, but make sure to recover him when he gets low on HP. Have Palom use Fira on all of the enemies, and have Porom use Cura on all of the enemies. Lastly, have Tellah use Fire on all of the enemies. Repeat this until all four Skullnant's are defeated. Also, take note that when you attack all enemies at once, Scarmiglione counter-attacks with Thunder, but it doesn't deal that much damage, so don't worry about it.

After you get rid of the four Skullnant's, simply have Cecil use his regular attack on Scarmiglione, have Palom/Tellah use Fire spells, and have Porom heal the party when needed. Scarmiglione will counter-attack with Thunder after every hit, but it's still not really a problem. Keep this up until he's defeated.

Scarmiglione

Found: Mt. Ordeals

HP: 3525
Strength: 46
Defense: 1
Magic: 31
Magic Defense: 22
Weakness: Fire, Holy
Absorb: Ice
EXP Gained: 3600
Gil: 2500
Item(s) Obtained: N/A

Boss Strategy: This time around, he's gotten a little harder. However, this time, he is undead, which means Cure spells will damage him. He mostly attacks by doing the Song of Curse, which rarely even does anything to the party. However, sometimes, he'll poison a party member. Have Palom cast Fira, as it will deal 900-1200 damage each hit! Have Tellah cast Fire, and have Porom use Cura on Scarmiglione. And have Cecil just use his regular attack. Make sure Porom heals if needed. Just keep this strategy up and you'll defeat him

Baigan

Found: Baron Castle

HP (Arms): 444
Strength (Arms): 58
Defense (Arms): 2
Magic (Arms): 9
Magic Defense (Arms): 0
Weakness (Arms): N/A
Absorb (Arms): N/A
EXP Gained (Arms): 10
Gil (Arms): 0
Item(s) Obtained (Arms): N/A

HP (Baigan): 4444
Strength (Baigan): 58
Defense (Baigan): 1
Magic (Baigan): 9
Magic Defense (Baigan): 11
Weakness (Baigan): N/A

Absorb (Baigan): N/A
EXP Gained (Baigan): 3200
Gil (Baigan): 2000
Item(s) Obtained: N/A

Boss Strategy: Baigan is a little bit hard if you don't fight him right. Don't worry about killing his arms, because they will just regenerate a turn or so later. Baigan's arms do hurt quite a lot, though, and magic attacks hardly work on him. If you want to cast a spell, then do it on Tellah's first turn. After that, he will most likely cast Reflect on his body. He'll keep it on, too, because he'll just re-cast it after it wears off. Have Cecil attack the body, and have Palom/Porom use Twin. Have Yang just attack, as well.

And since Baigan has Reflect on for the whole fight, simply have Tellah just defend. Keep healed, and use Tellah and Porom to heal. With this strategy, just keep pounding him with attacks. When his body is destroyed, quickly destroy the two arms. If you don't, he'll self-destruct them, and that will damage your party by quite a lot, so be extra careful.

Cagnazzo

Found: Baron Castle

HP: 5312
Strength: 44
Defense: 2
Magic: 29
Magic Defense: 48
Weakness: Ice, Lightning
Absorb: N/A
EXP Gained: 5500
Gil: 4000
Item(s) Obtained: N/A

Boss Strategy: This is actually a pretty easy boss if you fight him right. He is only weak against Blizzard and Lightning attacks at certain times. At the start of the fight, he is weak against Blizzard attacks. So, start off by having Cecil and Yang attack. Have Palom and Tellah cast Blizzara and Blizzaga, and have Porom just defend or heal. Cagnazzo usually uses physical attacks. After a few turns, you'll see a message saying that torrents of water are drawn up.

He will have a barrier of ice around him at this point. He now absorbs Blizzard attacks, and is weak against Lightning. Use Thundaga and Thundara on him with Tellah and Palom. This will break his ice barrier. If you don't break it, he'll unleash a powerful attack called Tsunami, which hurts the party a lot. Heal your party if he does this. Also, Cagnazzo will sometimes hide in his shell, in which case, you can't hurt him a whole lot, so use this time to recover your party.

With all of this in mind, the battle should be over pretty fast.

Just keep attacking him with the right attacks, and he will be down in the first three attacks or so.

Dark Elf / Dark Dragon

Found: Magnetic Cave

HP (Dark Elf): 23890
Strength (Dark Elf): 18
Defense (Dark Elf): 0
Magic (Dark Elf): 1
Magic Defense (Dark Elf): 254
Weakness (Dark Elf): Holy
Absorb (Dark Elf): N/A
EXP Gained (Dark Elf): 1000
Gil (Dark Elf): 4000
Item(s) Obtained (Dark Elf): N/A

HP (Dark Dragon): 3927
Strength (Dark Dragon): 80
Defense (Dark Dragon): 1
Magic (Dark Dragon): 15
Magic Defense (Dark Dragon): 254
Weakness (Dark Dragon): Holy
Absorb (Dark Dragon): N/A
EXP Gained (Dark Dragon): 6000
Gil (Dark Elf): 5000
Item(s) Obtained: N/A

Boss Strategy: The first part of the fight starts out with the Dark Elf. He may have an unbelievable amount of HP, but you don't have to take it all off to beat him. The Dark Elf still does his triple attack, the Fira/Thundara/Blizzara combo, but it barely even hurts now. Have Cecil attack to deal around 900-1200 damage, have Cid and Yang attack, and have Tellah use Firaga. After a few hits are dealt to him, he'll say "Say your prayers!", and he turns into the Dark Dragon. It's pretty easy, though, if you have metallic equipment on.

He will attack mostly by physical attacks, and they hurt a lot, too. You'll probably need to heal often, unless you can kill him before he gets a chance to attack. He can also do Dark Breath, which deals around 300 damage to the entire party! This is a deadly attack, so recover your whole party if he does this. Have Tellah use Curaga when needed. Otherwise, just have Cecil, Yang, and Cid attack, and have Tellah cast Firaga until he dies.

Sandy / Cindy / Mindy

Found: Tower of Zot

HP (Sandy): 2591

Strength (Sandy): 30
Defense (Sandy): 1
Magic (Sandy): 11
Magic Defense (Sandy): 11
Weakness (Sandy): N/A
Absorb (Sandy): N/A
EXP Gained (Sandy): 2500
Gil (Sandy): 3000
Item(s) Obtained (Sandy): N/A

HP (Cindy): 4599
Strength (Cindy): 36
Defense (Cindy): 2
Magic (Cindy): 11
Magic Defense (Cindy): 11
Weakness (Cindy): N/A
Absorb (Cindy): N/A
EXP Gained (Cindy): 2500
Gil (Cindy): 3000
Item(s) Obtained (Cindy): N/A

HP (Mindy): 2590
Strength (Mindy): 30
Defense (Mindy): 1
Magic (Mindy): 10
Magic Defense (Mindy): 0
Weakness (Mindy): N/A
Absorb (Mindy): N/A
EXP Gained (Mindy): 2500
Gil (Mindy): 3000
Item(s) Obtained (Mindy): N/A

Boss Strategy: Right when the battle starts, quickly take a turn with your other party members, and when it's Tellah's turn, immediately have him cast either Firaga, Thundaga, or Blizzaga on Cindy (the one in the middle). Right after that, though, Sandy (the one in the far back) will cast Reflect on Cindy. At this point, do not use spells on her. Have everyone just attack her like mad. While all three sisters are alive, they will use the Delta Attack on the whole party, dealing a lot of damage. Also, Mindy will use a spell on Cindy to reflect it back on a party member.

If you managed to get a Firaga/Thundaga/Blizzaga in at the start of the battle, you should be able to take care of Cindy quickly. Once she is taken care of, focus all of your attacks on Mindy. Have Cecil/Cid/Yang attack, and have Tellah use Firaga, Thundaga or Blizzaga on Mindy. She will go down in no time. Sandy isn't really hard, but she can cast Confuse on a party member, so be sure to use Esuna with Tellah if this happens. Attack Sandy the same way you did Cindy, and heal when/if needed until you win.

Barbariccia

Found: Tower of Zot

HP: 8636

Strength: 82
Defense: 0
Magic: 63
Magic Defense: 12
Weakness: N/A
Absorb: N/A
EXP Gained: 9000
Gil: 5500
Item(s) Obtained: N/A

Boss Strategy: Barbariccia is by far the hardest of the Elemental Lords thus far. At the start of the fight, have Cecil/Cid/Yang attack, and have Kain jump. Rosa can either attack or just defend. When Barbariccia turns herself into a tornado, do not attack her. If you do, she will counterattack the party with a strong spell. When she's a tornado, have Kain jump. When he comes back down, he'll cause damage, and make Barbariccia go back to her normal state. Continue attacking her like this, and let Rosa heal when you need it.

Her attacks are a little strong, but as long as you do not let her stay in her tornado-like form, you shouldn't have too much trouble. Also, when she's a tornado, you can also just recover your party and wait until she returns to normal (though I prefer to just have Kain jump). Keep on attacking her, and have Rosa recover the party when she needs to. After a lot of beating her up, you'll win.

Calcobrena

Found: Dwarf Castle

HP: 5315
Strength: 106
Defense: 2
Magic: 41
Magic Defense: 25
Weakness: N/A
Absorb: N/A
EXP Gained: 12000
Gil: 5000
Item(s) Obtained: N/A

Boss Strategy: This boss can be a little annoying. She has strong physical attacks, too. Have Cecil/Cid/Yang attack, and have Kain jump. She will also attack by using Glance, which will cause a party member to be confused. Use Esuna with Cecil or Rosa to cure this immediately. Also, have Rosa heal up the party when needed. Calcobrena can also split back into the Calco and Brina's. This can get annoying. If that happens, destroy them until they reform into Calcobrena.

When they reform back into Calcobrena, she will regain all of her HP, so just keep pounding her with the same attacks. Make sure Rosa heals when it's needed.

Golbez

Found: Dwarf Castle

HP: ???
Strength: ???
Defense: ???
Magic: ???
Magic Defense: ???
Weakness: N/A
Absorb: N/A
EXP Gained: N/A
Gil: N/A
Item(s) Obtained: N/A

Boss Strategy: Golbez's stats are unknown. For the first portion of the battle, you cannot hurt Golbez. At all. Just attack over and over. After about ten seconds, Golbez will put the whole party in paralysis. Then, he'll summon up a Shadow Dragon to finish them off. The dragon uses Black Fangs to OHKO (One-Hit KO) everyone except for Cecil. Suddenly, the Mist Dragon appears, and destroys the Shadow Dragon. And then, Cecil's paralysis is removed. Then, an old party member shows up: Rydia!

She's grown up, too; she's an adult now. She summoned the Mist Dragon to help the party. Now the true battle begins. Revive all of your party members, and have Cecil/Rosa use Cura to cure the whole party. Once you're back in business, have Cecil attack, have Kain jump, have Yang attack, have Rydia summon Titan, and have Rosa heal the party whenever needed. Golbez attacks by using Black Magic spells such as Bio, and Thundaga. With all of this in mind, pound him with your best attacks, and keep the party healed until he goes down.

Doctor / Barnabas

Found: Babel Tower

HP (Doctor): 4936
Strength (Doctor): 18
Defense (Doctor): 0
Magic (Doctor): 0
Magic Defense (Doctor): 11
Weakness (Doctor): N/A
Absorb (Doctor): N/A
EXP Gained (Doctor): 5500
Gil (Doctor): 2000
Item(s) Obtained (Doctor): N/A

HP (Barnabas): 4832
Strength (Barnabas): 86
Defense (Barnabas): 0

Magic (Barnabas): 31
Magic Defense (Barnabas): 11
Weakness (Barnabas): N/A
Absorb (Barnabas): N/A
EXP Gained (Barnabas): 5500
Gil (Barnabas): 2500
Item(s) Obtained (Barnabas): N/A

Boss Strategy: There are two ways to fight this battle, but I recommend going after Barnabas first rather than the doctor. If you kill the doctor first, Barnabas will self-destruct on a party member, which will cause massive damage. So, have Cecil/Yang attack Barnabas, while Kain jumps. Have Rydia use a Black Magic spell or a summon, and have Rosa just attack or defend, and heal the party when needed. The doctor will order Barnabas to attack, but he attacks the doctor instead.

When Barnabas is defeated, attack the doctor a few times, and he will control Barnabas himself, and he'll become Barnabas-Z. He has the same stats as Barnabas himself, though. Just attack the same way over and over, and make sure Rosa heals whenever you need to.

Dr. Lugae

Found: Babel Tower

HP: 9321
Strength: 86
Defense: 1
Magic: 7
Magic Defense: 11
Weakness: N/A
Absorb: N/A
EXP Gained: 10101
Gil: 4000
Item(s) Obtained: Dr. Lugae's Key

Boss Strategy: Lugae can be quite a pain to fight. At the start of the battle, he turns into an ugly skeleton-type monster. He can do some annoying things, such as putting your party members to sleep using Sleeping Gas, and poisoning your party members with Poison Gas. He will do this quite often. He will also do an attack called Beam. The damage varies; it can hurt 100, or it can hurt over 1000. Have Cecil attack, Kain jump, Yang attack, Rydia use a summon or a Black Magic spell.

Also, have Rosa use Esuna on your party members that have status effects on them. Have her heal the whole party when needed, too. Keep using this strategy, and you'll win sooner or later.

Rubicante

Found: Babel Tower

HP: 34000
Strength: 80
Defense: 3
Magic: 16
Magic Defense: 37
Weakness: Ice
Absorb: Fire
EXP Gained: 18000
Gil: 7000
Item(s) Obtained: N/A

Boss Strategy: This boss battle is going to be long and difficult. Rubicante starts off the battle with him holding his cape over his face. This means that he will absorb all magic attacks you throw at him, so do not attack him while he's in this state. However, either at the start of the fight or after a couple of attacks, he should turn to his normal state, where his face is revealed. Now you can use Ice spells on him. Have Rydia use Blizzara, or Blizzaga, if she has it. Blizzara will hurt him nearly 3000, and Blizzaga will do two times as much damage.

Have Cecil and Edge attack (or have Edge throw something if you have any Shurikens), and have Kain attack as well. Have Rosa just attack, and cure the party when needed. Rubicante will counterattack with Fira every time you attack him, but it does not hurt much at all. His physical attacks can deal around 300 damage, though. And he can also attack more than one party member at a time. He also has an attack called Glare, which hits one party member. It deals a LOT of damage.

If Glare hits Edge, he's most likely dead. Revive him if this happens, and heal him. Rubicante will cover his face with his cape again sooner or later. When he does this, just attack him with normal attacks until he changes. Keep healed with all of this in mind, and after a long time, you will win this rather hard battle.

Asura

Found: Land of Summons

HP: 31005
Strength: 134
Defense: 3
Magic: 69
Magic Defense: 37
Weakness: N/A
Absorb: N/A
EXP Gained: 20000
Gil: 0
Item(s) Obtained: N/A

Boss Strategy: You pretty much have to have Reflect with Rosa in order to win

this fight. Even with Reflect, you're gonna be here for awhile. This is a pretty hard fight unless you have Curaja with Rosa. Asura has three different faces that she'll switch between during this battle. After every turn, she switches faces. Her angry face means that she is going to cast Curaga on herself, most likely. This will heal around 3200 HP each time she does it. Her blue face means that she is going to cast Life, for some strange reason.

And her sad face means that she's going to cast a support spell. She uses physical attacks at any time, though. They are pretty dang powerful, too. They can hurt anywhere between 500 to 1200. If she hits someone like Rydia or Edge, they're going to be dead, or near dead. Make sure Rosa heals the party often. Have Rosa cast Reflect on Asura. This way, her support spells, along with her Curaga, will reflect back onto a party member. Have Cecil and Edge attack, and have Kain jump. Have Rosa heal the party often.

Have Rydia cast Titan to deal around 1800-2100 damage per a blow. Immediately cast Reflect back onto Asura after it wears off, and make sure you do not cast Reflect on any of your party members, or you won't be able to heal the whole party at once. Keep doing all of this, and stay healed. After you beat Asura up a lot, you should win.

Leviathan

Found: Land of Summons

HP: 50001

Strength: 174

Defense: 5

Magic: 34

Magic Defense: 54

Weakness: Lightning

Absorb: N/A

EXP Gained: 28000

Gil: 0

Item(s) Obtained: N/A

Boss Strategy: This boss fight isn't nearly as hard as the last fight. If you don't have Thundaga with Rydia, Ramuh will do (or Titan). Have Cecil and Edge attack, and have Kain jump. Have Rydia summon Titan or Ramuh, or cast Thundaga if she has it. Have Rosa just heal the party when needed. Leviathan will start off the fight with Tidal Wave, which deals around 500 damage to each party member. When Leviathan has his mouth opened, that means he is going to use Tidal Wave.

When his mouth is closed, that means he'll simply attack with Blizzara. It's not too powerful, but it can hurt if you're low on HP. Despite Leviathan's high HP, this battle should go faster than the battle with Asura. Keep your party recovered and use the same attacks until you beat him.

Demon Wall

Found: Sealed Cavern

HP: 28000
Strength: 84
Defense: 4
Magic: 79
Magic Defense: 29
Weakness: N/A
Absorb: N/A
EXP Gained: 23000
Gil: 8000
Item(s) Obtained: N/A

Boss Strategy: You have to be fast to defeat this boss. It's not that hard if your party is at least Level 40, though. Do not worry about healing in this fight, since the Demon Wall's attacks aren't even that powerful. Have Cecil and Kain both attack (don't make Kain jump), and have Edge throw the Fuma Shuriken, along with the Light Sword you got in the cave earlier. Throw anything else you may have, and if you run out of throwing items, just have Edge attack.

Have Rydia cast Leviathan, and have Rosa do whatever. The wall can cast Stone Gaze, which makes your party members begin to turn to stone. If this happens, use a Remedy or Esuna to cure it. After each turn, the wall moves closer to your party. If it gets very close to your party members, it will do an attack that will kill each of your party members instantly. If he does this, you're pretty much a goner. Just keep this up, and retry if you lose. You'll eventually win this fight.

Odin

Found: Baron Castle

HP: 20001
Strength: 116
Defense: 5
Magic: 95
Magic Defense: 38
Weakness: Lightning
Absorb: N/A
EXP Gained: 18000
Gil: 0
Item(s) Obtained: N/A

Boss Strategy: This boss is sort of like the previous one, because you have to take him out fast. If you don't, he will kill all of your party members in a single hit. After three turns, he will raise up his sword. Then, a turn later, he will slice your whole party

with it, resulting in a Game Over, most likely. So, here's the strategy: have Cecil attack, and have Edge either attack, or throw anything you might have. Have Rydia summon Leviathan, to deal about 4900-5200 damage.

Make sure you do not stop attacking. At all. If he raises his sword, don't give up. Just unleash everything you've got on this guy. If you're a high enough level, he'll go down by the time he raises his sword, or even sooner than that.

Behemoth

Found: Cave of Bahamut

HP: 23000

Strength: 154

Defense: 4

Magic: 63

Magic Defense: 254

Weakness: N/A

Absorb: N/A

EXP Gained: 57000

Gil: 650000

Item(s) Obtained: N/A

Boss Strategy: These are pretty dang hard to defeat. They counter-attack with a physical attack every time you attack them. They hurt around 700-1200 damage every hit, too. Be very careful. If Rydia or FuSoYa gets hit, they're most likely dead. However, if they're not, have Rosa and FuSoYa use Curaja often. Magic spells don't really hurt the Behemoths too much, but use them anyway. Have Cecil and Edge attack, or have Edge throw if you have anything. Have Rydia summon something, such as Leviathan.

Have Rosa use Curaja on the party when they're damaged, and have FuSoYa use Black Magic spells (nothing major like Flare, though; the Firaga, Blizzaga, and Thundaga spells will do fine). Revive any fallen party members and cure them immediately. Repeat this until you beat them.

fedaykin125 says: "Hi, I just thought I'd make a minor suggestion for your Boss FAQ guide to FF4 Advance on gamefaqs. The boss "Behemoth" does indeed have powerful counterattacks, but there is a much easier way to handle him without all the frantic healing and reviving. Simply defend with everyone except FuSoYa and Rosa, who should cast blink on all party members. When blink is set up on everyone, have the strongest physical attacker only (probably Cecil with the Excalibur) attack Behemoth. All his counterattacks will miss. Once blink wears out, hold attacking and recast it.

Using that method, you never need to take an hp of damage."

Bahamut

Found: Cave of Bahamut

HP: 45001

Strength: 174

Defense: 1

Magic: 17

Magic Defense: 4

Weakness: N/A

Absorb: N/A

EXP Gained: 35000

Gil: 0

Item(s) Obtained: N/A

Boss Strategy: At the start of the battle, a message with a countdown timer will commence. When the timer reaches zero, Bahamut unleashes his ultimate attack, Mega Flare. There is a way around this, however. First, have Rosa and FuSoYa cast Reflect on themselves, and have everyone else use as much Curtain items as you have. If you don't have enough for everyone, have Rosa/FuSoYa cast Reflect on the rest of the party members. After this, have Cecil and Edge attack (or have Edge throw).

Have Rydia and FuSoYa cast Firaga, Blizzaga, or Thundaga on a party member that has Reflect on. It will backfire onto Bahamut to deal massive damage. When Bahamut uses Mega Flare, it will reflect off of your party members, and hit him for 9999 damage. If a party member does not have Reflect on when Bahamut uses Mega Flare, revive the party member that's probably dead. Keep doing this, and make sure Reflect stays on. Eventually you'll defeat him.

Elemental Lord

Found: Giant of Babel

HP (Scarmiglione/Rubicante): 60000 (combined)

Strength (Scarmiglione): 46

Defense (Scarmiglione): 1

Magic (Scarmiglione): 31

Magic Defense (Scarmiglione): 22

Weakness (Scarmiglione): Fire, Holy

Absorb (Scarmiglione): Ice

EXP Gained (Scarmiglione): ???

Gil (Scarmiglione): ???

Item(s) Obtained (Scarmiglione): N/A

Strength (Rubicante): 80

Defense (Rubicante): 3

Magic (Rubicante): 16

Magic Defense (Rubicante): 37

Weakness (Rubicante): Ice

Absorb (Rubicante): Fire

EXP Gained (Rubicante): ???
Gil (Rubicante): ???
Item(s) Obtained (Rubicante): N/A

HP (Cagnazzo/Barbariccia): 50000 (combined)
Strength (Cagnazzo): 44
Defense (Cagnazzo): 2
Magic (Cagnazzo): 29
Magic Defense (Cagnazzo): 48
Weakness (Cagnazzo): Blizzard, Lightning
Absorb (Cagnazzo): N/A
EXP Gained (Cagnazzo): ???
Gil (Cagnazzo): ???
Item(s) Obtained (Cagnazzo): N/A

Strength (Barbariccia): 82
Defense (Barbariccia): 0
Magic (Barbariccia): 63
Magic Defense (Barbariccia): 12
Weakness (Barbariccia): N/A
Absorb (Barbariccia): N/A
EXP Gained (Barbariccia): ???
Gil (Barbariccia): ???
Item(s) Obtained (Barbariccia): N/A

Boss Strategy: This is a really unique battle. You have to fight one Elemental Lord at a time, until you defeat them all. The first one up is Scarmiglione. This time around, he shouldn't be much of a problem. Have Cecil attack, and have Edge either attack or throw an item. Have Rydia use Firaga to deal 9999 damage to him. Have FuSoYa use Firaga, as well. And Rosa is actually useful against Scarmiglione. Have her use Curaja on him to damage him a lot. After a few attacks, he should go down. The Elemental Lords pretty much attack the same way as before.

Up next is Rubicante. In this battle, he never puts his cloak over his face. Have Cecil and Edge attack him, and have Rydia and FuSoYa use Blizzaga on him. Have Rosa just recover the party if nessecary. Cagnazzo is up next. He's pretty easy. Just use Thundaga with Rydia/FuSoYa (if Rydia doesn't have Thundaga, either Thundara or Ramuh will do). As usual, have Cecil and Edge attack, and have Rosa heal the party if ever needed. Once you defeat Cagnazzo, you have Barbariccia left to defeat.

She is in her tornado form the entire time this time, but it doesn't do anything bad like last time. Just go all out; since she doesn't have any weaknesses, have Cecil/Edge attack, have Rydia either summon something or cast a spell, and have FuSoYa cast something like Firaga. Beware of her Maelstrom ability, however. This will get your party members down to single-digit HP. Use Curaja to cure the party immediately. After you defeat Barbariccia, you win.

CPU / Attack Node / Defense Node

Found: Giant of Babel

HP (CPU): 30000
Strength (CPU): 174
Defense (CPU): 4
Magic (CPU): 127
Magic Defense (CPU): 38
Weakness (CPU): N/A
Absorb (CPU): N/A
EXP Gained (CPU): 50000
Gil (CPU): 10333
Item(s) Obtained: N/A

HP (Attack Node): 3000
Strength (Attack Node): 116
Defense (Attack Node): 5
Magic (Attack Node): 47
Magic Defense (Attack Node): 11
Weakness (Attack Node): N/A
Absorb (Attack Node): N/A
EXP Gained (Attack Node): 0
Gil (Attack Node): 0
Item(s) Obtained (Attack Node): N/A

HP (Defense Node): 3000
Strength (Defense Node): 116
Defense (Defense Node): 5
Magic (Defense Node): 47
Magic Defense (Defense Node): 11
Weakness (Defense Node): N/A
Absorb (Defense Node): N/A
EXP Gained (Defense Node): 0
Gil (Defense Node): 0
Item(s) Obtained (Defense Node): N/A

Boss Strategy: To win this fight, you have to destroy a certain node. The Defense Node will restore around 3000 HP every turn to the CPU, so you're going to have to focus on him. Do not use magic spells on everything in this fight. If you kill both nodes, the CPU will do a 9999-damage attack, and kill each party member one by one. Once the Defense Node is dead, you cannot use spells on the CPU, because it will have Reflect on it. The Attack Node uses a beam on your party, dealing around 300 damage to every party member.

If this becomes a huge threat, have Rosa or FuSoYa use Curaja to cure the entire party. If you really want to use magic attacks, then cast Reflect on a party member, and use a spell on that party member. The spell may reflect back onto the CPU, but if it doesn't, you're dead. Have everyone just attack the CPU, and have Edge throw something if you have anything. Keep this up, and keep your HP up until you win.

Storm Dragon

Found: Cave of Trials

HP: 40000
Strength: 139
Defense: 4
Magic: 22
Magic Defense: 33
Weakness: Ice
Absorb: Fire
EXP Gained: 320000
Gil: 0
Item(s) Obtained: N/A

Boss Strategy: This boss is pretty hard to defeat. He has some strong physical attacks, as well as a strong, deadly magic attack. Have Cecil attack the dragon, and have Rydia (or Palom, whoever your Black Magic user is) cast Blizzaga. Have Kain just attack, and have Yang attack, as well. Have Rosa be your healer. The dragon might use his strongest attack, the Tornado. It hits all of the party members, and deals around 1500-1700 damage to everyone! This will probably only leave one or two party members alive.

If this happens, revive everyone. Quickly. Then, have Rosa use Curaja on everyone to cure them. He also has the Maelstrom attack, which leaves every one of your party members with single digit HP. Use Curaja to cure this immediately. With this in mind, make sure you keep healed at all times until you defeat this dragon.

Gigas Worm

Found: Cave of Trials

HP: 55000
Strength: 155
Defense: 4
Magic: 34
Magic Defense: 44
Weakness: N/A
Absorb: N/A
EXP Gained: 32000
Gil: 0
Item(s) Obtained: N/A

Boss Strategy: Another rather hard boss battle, but it's not as hard as the last one. Since Edward has very little HP, he'll probably die in one strike. Have Cecil attack, and have Kain jump. Have Rydia summon Bahamut, and have Edward just defend or attack, since he is pretty much useless at this point. Have Rosa cure the party. Every time you attack the worm, it counterattacks with a physical attack, dealing around 1000 damage per a hit. So, have Rosa cure the party when this becomes a problem.

You should also have Rosa cast Blink onto all of your party members, to reduce the damage dealt to you. Keep healed, and make sure no one dies until you win.

Master Flan / Black Flan (x2) / White Mousse (x2)

Found: Cave of Trials

HP (Master Flan): 35000
Strength (Master Flan): 130
Defense (Master Flan): 4
Magic (Master Flan): 34
Magic Defense (Master Flan): 38
Weakness (Master Flan): N/A
Absorb (Master Flan): N/A
EXP Gained (Master Flan): 32000
Gil (Master Flan): 0
Item(s) Obtained (Master Flan): N/A

HP (Black Flan): 1357
Strength (Black Flan): 116
Defense (Black Flan): 254
Magic (Black Flan): 0
Magic Defense (Black Flan): 0
Weakness (Black Flan): N/A
Absorb (Black Flan): N/A
EXP Gained (Black Flan): 3044
Gil (Black Flan): 1300
Item(s) Obtained (Black Flan): N/A

HP (White Mousse): 298
Strength (White Mousse): 66
Defense (White Mousse): 254
Magic (White Mousse): 0
Magic Defense (White Mousse): 12
Weakness (White Mousse): Ice
Absorb (White Mousse): N/A
EXP Gained (White Mousse): 1808
Gil (White Mousse): 384
Item(s) Obtained (White Mousse): N/A

Boss Strategy: This boss battle isn't too hard, especially compared to the last two. The thing about this boss is, physical attacks do not hurt the Flans, and you cannot target the Master Flan unless the four normal Flans are gone. Have Cecil and Kain just attack, since they can't really damage them. Have Rosa defend or attack, and heal when necessary. Have Rydia cast Bahamut. It will hurt 8000-9999, hitting the Master Flan, plus destroying the other four Flans.

After all four Flans are gone, you can target the Master Flan. It will have Reflect on itself, though, so you can't use Black Magic on it. Have Cecil and Kain attack it, and have Palom just attack it normally. If you want to, have Rosa cast Reflect onto a party member, then have Rydia/Palom use a spell on that party member, so it'll backfire and hit the Master Flan. Although you can't heal the whole party at once this way.

Once you get a few attacks in on the Master Flan, the other four Flans will respawn. Have Rydia use Bahamut to take care of them again. The Master Flan will often use Flare on himself, making

it backfire onto a party member, dealing tons of damage. Revive the party member if he/she has fallen. Keep doing this until you win this fight.

T-Rex

Found: Cave of Trials

HP: 60000
Strength: 148
Defense: 3
Magic: 34
Magic Defense: 54
Weakness: N/A
Absorb: N/A
EXP Gained: 32000
Gil: 0
Item(s) Obtained: N/A

Boss Strategy: I actually found this boss to be a little easy. Despite his high HP, if you have Float on before the fight, you shouldn't have much trouble. He will probably start off by using Earthquake. If you have Float on, this will do nothing. His physical attacks are a little strong, dealing around 300 damage per a hit. If you need to, have Rosa or Porom heal. Have Cecil attack, and have Kain either attack or jump. Just have Rydia use Bahamut, to deal around 8000-9999 damage.

If you attack this boss with any Fire attack (summons do not count), it'll counterattack with Flame, dealing around 500 damage to the entire party. As always, just keep your party healed, and you'll beat him.

Death Mech

Found: Cave of Trials

HP: 50000
Strength: 135
Defense: 4
Magic: 34
Magic Defense: 54
Weakness: N/A
Absorb: N/A
EXP Gained: 32000
Gil: 0
Item(s) Obtained: N/A

Boss Strategy: This is another easy boss. Even easier than the last one, in fact. If Cid has a Mythril Hammer equipped, he will hurt around 2800-3200 damage per a hit. The Death Mech's attacks aren't too bad. Sometimes, though, he'll use a move that will kill a party

member in a single hit. Revive the party member if this happens. He also has Flame, which hits every party member for around 500 damage. His physical attacks aren't too strong. However, he may do a Laser attack, which hurts around 1200 damage on a single party member.

He also has the Piercing Laser, which hurts about 300 damage on all of your party members. Have Cecil attack, have Kain jump, have Cid attack, have Rydia cast Bahamut, and have Rosa heal the party when needed. Repeat this strategy, and he'll be down in no time.

White Dragon

Found: Lunar Subterrane

HP: 32700

Strength: 156

Defense: 5

Magic: 31

Magic Defense: 48

Weakness: N/A

Absorb: Fire, Lightning, Blizzard

EXP Gained: 55000

Gil: 0

Item(s) Obtained: N/A

Boss Strategy: Be sure to cast Float with Rosa/Porom during this battle, because this dragon has Earthquake. If you have Float on the entire party, they won't get damaged. The White Dragon will often use Slow on each party member, so if you want to counter it, use Haste. When you use magic spells on him, he may counter with Earthquake. Have Cecil/Edge/Yang/Cid/Edward attack, and have Kain jump. Have Rydia summon Bahamut, and have Rosa cure the party when needed.

The White Dragon's physical attacks aren't that powerful, but have Rosa heal if it becomes too much trouble. Keep pounding him with attacks until you defeat him.

Dark Bahamut

Found: Lunar Subterrane

HP: 60000

Strength: 160

Defense: 5

Magic: 8

Magic Defense: 52

Weakness: N/A

Absorb: N/A

EXP Gained: 64000

Gil: 0

Item(s) Obtained: N/A

Boss Strategy: This boss is a bit hard to defeat. He will immediately use Mega Flare as soon as the battle begins. This will most likely kill everyone but one or two party members. Revive everyone, right after they die. Dark Bahamut is a little slow, so try not to worry. He will cast Reflect upon himself, and for basically the whole battle, he will use Flare on himself, and it will reflect to one of your party members. Don't forget to heal your party members after reviving them from the Mega Flare.

Do not use any type of summon with Rydia. If you do, he will counterattack with Mega Flare every time. The only attack he really does otherwise is Flare, dealing around 800-1200 damage on a single party member. Have Cecil/Edge/Yang/Cid/Edward attack, and have Kain jump. Have Rydia/Palom just attack, since you can't use Black Magic on this boss. Have Rosa/Porom heal the party whenever necessary. Just keep doing this, and he'll die.

Plague

Found: Lunar Subterrane

HP: 33333

Strength: 146

Defense: 5

Magic: 0

Magic Defense: 38

Weakness: Throw

Absorb: N/A

EXP Gained: 31108

Gil: 550

Item(s) Obtained: N/A

Boss Strategy: You have to defeat this boss very quickly. When the battle starts, Plague will cast Doom on the entire party, which will set a countdown timer of ten seconds on everyone. When the timer reaches zero, everyone dies, and you get Game Over. However, you can take advantage of this. As soon as someone's countdown gets to around five seconds, quickly kill a party member. Revive the party member, and Plague will re-cast Doom, resetting the whole party's timer.

Now then, have Cecil pound him with physical attacks, and have Kain either jump or attack. Have Rydia cast Bahamut, and have Palom (if he's in your party) use Black Magic. And if Edge is with you, throw something if you have anything. Otherwise, just have him attack. Do not worry about healing or anything, and do not stop in between selecting commands. You will beat him.

Lunasaur (x2)

Found: Lunar Subterrane

HP: 23000

Strength: 144

Defense: 4

Magic: 54

Magic Defense: 254

Weakness: Holy

Absorb: N/A

EXP Gained: 29500

Gil: 0

Item(s) Obtained: N/A

Boss Strategy: This boss is extremely easy. If Yang is in your party, and he has his ultimate weapon, this will be two times easier than it would be normally. The Lunasaurs will cast Reflect upon them, so you cannot use Black Magic here. Have Cecil/Edge/Yang/Cid and Edward attack. With Cecil and Yang's ultimate weapons equipped, they will each hurt 9999 per a hit! Have Rydia summon Bahamut, and have Rosa attack or heal. Have Kain jump. The Lunasaurs may do Flame, which hurts around 300 on everybody.

Aside from that, there's nothing really worth mentioning. Keep attacking them, and they'll die in a few attacks.

Ogopogo

Found: Lunar Subterrane

HP: 50000

Strength: 150

Defense: 4

Magic: 127

Magic Defense: 40

Weakness: N/A

Absorb: N/A

EXP Gained: 61000

Gil: 0

Item(s) Obtained: N/A

Boss Strategy: Ogopogo will start off the battle with two consecutive Tidal Wave attacks. This will hurt your party a bit, so have Rosa or Porom recover the whole party after this. Have Rydia summon Bahamut, and if Palom is in your party, have him use Black Magic spells. Have Cecil/Edge/Yang/Cid/Edward attack, and have Kain jump. Every time you use a summon, however, he will counter it by using Blaze, a move that hurts around 500 on every party member, so be careful.

He also attacks by using physical attacks, which can hurt around 700 on one party member. Ogopogo may also use Tidal Wave again, after awhile. If he does this, make sure you use Curaaja with Rosa or Porom. Keep attacking him and keep healed until you win.

Zeromus

Found: Lunar Subteranne

HP: 130,000 (estimate)

Strength: ???

Defense: ???

Magic: ???

Magic Defense: ???

Weakness: N/A

Absorb: N/A

EXP Gained: 0

Gil: 0

Item(s) Obtained: N/A

Boss Strategy: Zeromus will start off the fight with his ultimate attack, the Big Bang. This will most likely deal around 1900-2100 damage to each party member. This attack is deadly. After he does it, have Rosa/Porom use Curaja immediately, and revive any fallen party members. If Edge is with you, throw the Dark Matter at him. This will reduce the damage of his attacks temporarily. Have Cecil, Yang, and Cid attack. Have Edge throw the Excalibur (if he's in your party); hopefully you still have it.

Otherwise, have Edge just attack. Have Rydia/Palom use Black Magic spells. If Rydia summons or uses Black Magic, Zeromus will counterattack by using Flare on a party member, so be careful when using spells. Zeromus can also use Black Hole, which nullifies magic, but it doesn't seem to do anything at all. When Zeromus shakes, that means he is about to use Big Bang again. Make sure Rosa/Porom is ready to cast Curaja again, because this will hurt, unless you threw the Dark Matter at him.

Kain should either attack, or just jump. Keep your party healed at all times to survive Zeromus' deadly attacks, and keep pounding him with everything you've got. Zeromus may also use Flare at any time. He may also use Meteor. It's not too strong, though, and it only hits 2-3 party members. Zeromus will go down after awhile. If you cannot win, level up to around Level 55-60, and try again.

Lunar Ruins Bosses

Soldier Monk (x8)

Found: Lunar Ruins - Yang's Trial

HP: 6000

Strength: 140
Defense: 3
Magic: 0
Magic Defense: 254
Weakness: Fire
Absorb: N/A
EXP Gained: 15000
Gil: 5000
Item(s) Obtained: N/A

Boss Strategy: Each one of the monks have 6000 HP, but they're not really all that hard. Just have Cecil/Edge/Yang/Cid/Edward attack, and have Rydia summon Bahamut. Have Rosa/Porom use Holy, if they have it. The monks will vanish as you damage them. When there's only one left in that pack, or you kill them all at once, they die. They have minorly strong physical attacks, but just heal up if you ever have to. And have Kain just jump, or attack. Use the same strategy for the Super Monk/Drillmaster battles coming up.

Lunar Titan

Found: Lunar Ruins - Yang's Trial

HP: 120000
Strength: 196
Defense: 2
Magic: 35
Magic Defense: 37
Weakness: N/A
Absorb: N/A
EXP Gained: 65000
Gil: 65000
Item(s) Obtained: Grimoire LT

Boss Strategy: Ooh, boy. This guy has craploads of HP. To top it onto that, his physical strength is stronger than any boss you've fought in the game. When it is Rosa/Porom's turn, immediately cast Float. The Lunar Titan will sometimes use Earthquake, which is why you need Float on. If he hits a party member with a physical attack, it will hurt at least 1200-1700. If someone like Rydia got hit by it, cure immediately.

When he has his arm close to his chest, he's about to use his ultimate attack, Earthquake. If you have Float on, this is no problem at all. He may also use Stone Gaze. If he does, cure it immediately. Have Cecil/Edge/Yang/Cid/Edward attack, have Kain jump, and have Rydia cast Flare. If Rosa has it, have her cast Holy, unless she needs to heal the party. Keep this up until you win this hard fight.

Lunar Shiva

Found: Lunar Ruins - Edward's Trial

HP: 100000
Strength: 173
Defense: 2
Magic: 36
Magic Defense: 55
Weakness: Fire
Absorb: Blizzard
EXP Gained: 65000
Gil: 65000
Item(s) Obtained: Grimoire LS

Boss Strategy: This boss has some nasty Ice-type attacks. She'll start off the battle by casting Ice Storm, which will hurt around 2000 on the whole party, most likely. If this kills anyone, revive them, and use Curaja with Rosa/Porom to recover the entire party. Have Cecil/Edge/Yang/Cid/Edward attack, have Rydia/Palom use Flare, and have Rosa/Porom either heal or use Holy. You could also use Blink, to prevent damage from her physical attacks. Every time you use a Black Magic spell or a summon, she will use Blizzaga on herself, healing around 2300 HP.

Since Flare hurts around 9600-9999, don't worry about her using Blizzaga on herself afterwards. Holy will hurt almost the same as Flare, so don't worry. When Lunar Shiva has her wand pointed towards the party, she's about to unleash Ice Storm again. She can also do Blaze, which will cause about 400-500 damage to the whole party. Keep attacking her, and keep your party healed. She will go down eventually.

Shiva

Found: Lunar Ruins - Rydia's Trial

HP: 64000
Strength: 172
Defense: 5
Magic: 50
Magic Defense: 52
Weakness: Fire
Absorb: N/A
EXP Gained: 50000
Gil: 45000
Item(s) Obtained: N/A

Boss Strategy: Although she does not absorb Blizzard attacks, she is resistant to them. Shiva is actually pretty easy. As always, just have Cecil/Edge/Yang/Cid/Edward attack, and have Rydia/Palom cast Firaga. It hurts more than Flare. Have Rosa/Porom use Holy, since you probably won't need to heal throughout this entire battle. Have Kain jump or attack. Shiva doesn't really have any strong attacks. Her physical attacks only hurt around 300 damage on a party member.

When she has her wand pointed at the party, she's getting ready

to use Ice Storm. It barely even hurts at all. It will only hurt around 150-200 damage on everyone. Only heal if nessecary. Keep this up, and you'll win in no time.

Ifrif

Found: Lunar Ruins - Rydia's Trial

HP: 110000
Strength: 198
Defense: 2
Magic: 40
Magic Defense: 35
Weakness: Ice
Absorb: Fire
EXP Gained: 65000
Gil: 65000
Item(s) Obtained: N/A

Boss Strategy: Ifrif may have high attack power, but he's still not all that difficult. Have Cecil/Edge/Yang/Cid/Edward attack, and have Kain jump or attack. Have Rydia/Palom cast Blizzaga, and have Rosa or Porom use Holy, unless they need to heal the party. Ifrif's physical attacks are a little powerful, dealing around 1000 damage per a hit. Cure this if it becomes a huge threat. When Ifrif looks like he's about to dash towards you, he is getting ready to use Flame.

It hits all party members, but doesn't hurt much. It only hurts around 300-450 damage on everyone. One Curaga by Rosa or Porom will easily take care of that. Keep pounding him with your best attacks until you win.

Titan

Found: Lunar Ruins - Rydia's Trial

HP: 75000
Strength: 180
Defense: 5
Magic: 28
Magic Defense: 48
Weakness: N/A
Absorb: N/A
EXP Gained: 50000
Gil: 45000
Item(s) Obtained: N/A

Boss Strategy: Be sure to have Rosa cast Float on the entire party before you have her heal or attack. Once you do that, you will be safe from Titan's earth attacks. Have Cecil/Edge/Yang/Cid/Edward attack, have Rydia/Palom cast Flare, have Rosa/Porom cast Holy, or heal,

and have Kain just attack or jump. Titan's physical attacks hurt around 1200 damage per a hit, so be careful. He will also do Quake, but if you have Float on, you won't take any damage. When his arm is near his chest, he's getting ready to use Earthquake.

Again, if you have Float on, this will be no problem. Aside from that, Titan doesn't really have any other attacks. Keep this up, and heal when/if needed, and you'll defeat him.

Ramuh

Found: Lunar Ruins - Rydia's Trial

HP: 60000
Strength: 170
Defense: 5
Magic: 41
Magic Defense: 54
Weakness: N/A
Absorb: N/A
EXP Gained: 50000
Gil: 45000
Item(s) Obtained: N/A

Boss Strategy: Even though he doesn't absorb any spells, he is resistant to Lightning-type spells. He is pretty easy, though. You know the drill by now; have Cecil/Edge/Yang/Cid/Edward attack, and have Kain attack, or jump. Have Rydia/Palom use Firaga or Flare, and have Rosa/Porom use Holy, or just defend. Make sure Rosa or Porom heals whenever necessary. Ramuh's physical attacks are about as strong as any other summons have been so far. He also uses Blitz sometimes, which deals around 1200 damage to a single party member! Cure this immediately.

Ramuh may also use Thundara, which won't hurt too much. Cure if necessary. When Ramuh points his staff in the air, he is about to unleash his ultimate attack, called Lightning. This will deal around 500-700 damage to all of your party members. Heal when you need to, and Ramuh will fall quickly.

Lunar Dragon

Found: Lunar Ruins - Rydia's Trial

HP: 105000
Strength: 180
Defense: 2
Magic: 254
Magic Defense: 44
Weakness: N/A
Absorb: Holy
EXP Gained: 65000

Gil: 65000

Item(s) Obtained: Grimoire LD

Boss Strategy: Fortunately, this boss is pretty slow. He won't attack that often, but he does have some nasty attacks, like Poison Gas, which poisons the entire party. If this happens, have Cecil and Rosa/Porom use Esuna on everyone, one by one. He can also use Sleeping Gas, which puts a single party member to sleep. Use Esuna to cure this if that happens. Also, the dragon will sometimes turn into mist. This isn't anything bad, but you can't hurt him while he's in this state.

Just recover your party members while he's in mist, or just defend. While in mist, he may use Cold Mist, which will only hurt the party 1 HP. When he returns to normal, you can continue attacking him. Have everyone attack, and have Rydia summon up Bahamut. Have Palom cast a Black Magic spell, and have Rosa and Porom cure when necessary. Have Kain jump. Repeat this until you beat him.

Lunar Odin

Found: Lunar Ruins - Cecil's Trial

HP: 95000

Strength: 191

Defense: 2

Magic: 95

Magic Defense: 48

Weakness: Lightning

Absorb: N/A

EXP Gained: 65000

Gil: 65000

Item(s) Obtained: Grimoire LO

Boss Strategy: You're in for a hard fight. This one is a bit harder than the last fight you had with Odin. At the start of the fight, he will use the Zantetsuken shortly after. This will deal around 4000 damage to every party member. Revive any fallen party members, then have Rosa use Curaja until everyone is cured. Have Cecil and the other fighters attack, and have Rydia/Palom cast Thundaga. Thundaga will deal around 9500 damage per a hit. When Lunar Odin's sword is raised, he's about to do the Zantetsuken again, so be extra careful.

If the fight goes on too long, he'll do a DOUBLE Zantetsuken, which is pretty much an instant-KO. It'll deal around 8000-10000 damage on the entire party. Have Kain jump while his sword is raised, because he won't be hit by the Zantetsuken. Cecil's Lightbringer sword may cast Holy (it has a random chance to), which will be around 10000 damage altogether. Keep doing this, and keep healed until he is defeated.

Lunar Asura

Found: Lunar Ruins - Rosa's Trial

HP: 130000

Strength: 183

Defense: 3

Magic: 55

Magic Defense: 40

Weakness: N/A

Absorb: N/A

EXP Gained: 65000

Gil: 65000

Item(s) Obtained: Grimoire LA

Boss Strategy: Asura has some pretty dang powerful attacks, but there is a way around it. She will cast Firaga, Blizzaga, or Thundaga pretty much every turn. She will still cast Curaga on herself, but this time, do not cast Reflect on her. Instead, have Rosa/Porom cast Reflect on every party member, one by one. And with any other members, use any Lunar Curtains you may have. You cannot heal yourself with Curaja this way, so rely on Hi-Potions and X-Potions you might have.

She will also use moves like Tiny, and Toad very frequently. If you have Reflect on, this will do nothing. After a few turns, she stops using Firaga, Blizzaga, and Thundaga, but she will still use them every now and then. She also counterattacks every time you attack her, just like before. Her physical attacks can hurt quite a bit, too, so be extra careful. This fight will be long and hard. When she uses Curaga, she'll only recover about 2200 HP. Keep attacking her and keep healed until you win.

Lunar Ifrit

Found: Lunar Ruins - Edge's Trial

HP: 130000

Strength: 183

Defense: 3

Magic: 55

Magic Defense: 40

Weakness: Ice

Absorb: N/A

EXP Gained: 65000

Gil: 65000

Item(s) Obtained: Grimoire LI

Boss Strategy: This boss is minorly difficult, but it's still not that hard. Ifrit is like Asura; he'll counterattack you each time you attack him. Although he is weak against Ice-type spells, do not use them on him. If you do, he'll counterattack with Glare, a deadly move that will hurt 3000+ on one party member. The same goes for summoning. In other words, have your Black Magic casters just defend, since they really can't do anything. If you

want, you can use Blizzaga, but you risk losing a party member.

Have Cecil and every other fighter attack, and have Kain jump or just attack. Have Rosa/Porom heal the party when needed. When Ifrit looks like he's dashing towards you, he's about to unleash Flame. He has two different types of it. The first type hurts around 500 damage on the entire party. The second only hurts all but one party member one damage. Keep all of this in mind, and keep attacking and you'll emerge victorious.

Lunar Bahamut

Found: Lunar Ruins - Kain's Trial

HP: 50000
Strength: 213
Defense: 2
Magic: 18
Magic Defense: 24
Weakness: N/A
Absorb: N/A
EXP Gained: 65000
Gil: 65000
Item(s) Obtained: Grimoire LB

Boss Strategy: Since Kain is alone, make sure you put him in the back row when Dark Kain was there. Now, Lunar Bahamut will have a countdown timer. It goes from 3 to 0. When it reaches zero, he will use Mega Flare. This will most likely result in an instant death for Kain. So, when the timer reaches two seconds, jump. If you time it right, you'll miss the Mega Flare. However, he will counterattack you as soon as Kain comes down. For an alternate strategy, you could use a Lunar Curtain, so that the Mega Flare would reflect back onto Lunar Bahamut.

If you use a Lunar Curtain, be sure to jump at three seconds, so you can give him damage from the jump, plus from the Mega Flare. This battle will take awhile using the first strategy, so keep that up until you win.

Lunar Ramuh

Found: Lunar Ruins - Cid's Trial

HP: 90000
Strength: 178
Defense: 2
Magic: 44
Magic Defense: 48
Weakness: N/A
Absorb: Lightning
EXP Gained: 65000

Gil: 65000

Item(s) Obtained: Grimoire LR

Boss Strategy: Lunar Ramuh is quite difficult, simply because he counterattacks with Thundaga (and a powerful one, at that) every time you attack him. If you attack him with a summon or Black Magic, he will counterattack with Blitz. Thundaga hurts around 1200-1500 damage on a single party member, while Blitz deals around 500-800 damage on one party member. However, if Kain has his ultimate equipment on, and he's in your party, have him jump. If Kain has his ultimate spear and armband, he'll hurt around 9200, and Lunar Ramuh does not counterattack Kain's jump.

If you have faith that your party members can survive all of the Thunderaga spells, attack away. Otherwise, have your attackers just defend, and have your spell-casters use Flare, to deal around 9200-9999 damage each time. When Lunar Ramuh raises his staff, he's about to use Lightning, which deals about 500-700 damage to all party members. Have a White Mage cure the party when needed, and keep attacking him with magic and with Kain's jump. You will defeat him.

Lunar Leviathan

Found: Lunar Ruins - Palom & Porom's Trial

HP: 135000

Strength: 205

Defense: 3

Magic: 38

Magic Defense: 51

Weakness: Lightning

Absorb: N/A

EXP Gained: 65000

Gil: 65000

Item(s) Obtained: Grimoire LL

Boss Strategy: This boss is rather easy, actually. He doesn't counterattack you when you attack him, either. He'll start off the fight using Tidal Wave, just like last time. This'll hurt anywhere between 1200 and 1500 damage to all of your party members, so just use Porom to cure this. Have Palom use Thundaga, and have Cecil, and every other fighter attack. Have Kain jump. When the Lunar Leviathan's mouth is opened, that means he's about to use Tidal Wave again.

He will occasionally use Blizzaga on a party member, dealing around 1200 damage to one party member. Cure this by simply using Curaga. Lunar Leviathan may also use Maelstrom, which gets all party members down to single digit HP. If this happens, use Curaja with Porom/Rosa immediately. Keep up this attack pattern, and heal when needed until he falls.

Brachioraidos

Found: Lunar Ruins - Certain Floor after Palom & Porom's Trial

HP: 180000

Strength: 225

Defense: 5

Magic: 212

Magic Defense: 125

Weakness: N/A

Absorb: N/A

EXP Gained: 65000

Gil: 65000

Item(s) Obtained: Hero's Shield

Boss Strategy: This boss is completely optional in the Lunar Ruins, and you can only fight it on a certain floor after Palom and Porom's trial room. It does some deadly attacks. It can do Glare, which will deal 9999 damage to a party member, instantly killing him/her. Revive the party member immediately if this happens. His regular attacks are a little strong, too. If he starts counting down, from three, then do not attack him. If you do, he'll use the Globe 199, which instantly kills a party member.

After awhile, he'll cast Protect, and Reflect on himself. Then, he'll use a triple magic attack on himself, and it'll backfire onto either one party member, or several party members! He can do Firaga, Blizzaga, and Thundaga, probably killing 2-3 party members, depending on how many he hit. He can also do Bio, Holy, and Flare, which is pretty much just as dangerous. Have everyone attack him, and have Kain jump. Have the White Mages heal. Keep doing this, and hope you win. Equip the Hero's Shield you get, because it's the best shield in the game.

Zeromus EG

Found: Lunar Ruins - The Final Trial

HP: 200000

Strength: 225

Defense: 3

Magic: 45

Magic Defense: 202

Weakness: N/A

Absorb: N/A

EXP Gained: 0

Gil: 0

Item(s) Obtained: N/A

Boss Strategy: This is what you'd probably consider the true final boss of the game. He is even harder than the regular Zeromus! He will start the fight off with Big Bang, just like the last time. It hurts a little more, too; around 2000-2500 damage on each party member. After he does this, quickly have Rosa/Porom cure the party using Curaja. If you have Palom/Rydia use a Black Magic

spell on him, he'll cast Reflect, so Black Magic is out of the question in this battle.

However, after awhile, the Reflect will wear off, so you can cast Black Magic then. Zeromus EG also can do two spells in a row, this time around. He could use Mini twice in a row, but it isn't always successful. He can also turn your party members into frogs by using Toad. If this happens, quickly cure it, as quickly as you can. This time, he will use Big Bang at any time, but fortunately, he doesn't use it too often. You know all of those Grimoire items you got from the Lunar bosses? This fight is a great battle to use them up in.

Have all of your fighters attack, and have Kain jump. Keep all of your party members alive, and healed, at all times. Just have Rydia/Palom attack until Reflect wears off, then cast Black Magic spells. Have Rosa/Porom just heal, and cure any negative status effects Zeromus EG may put on your party. When Zeromus EG gets near death, he'll start healing himself every turn. Unleash all of your Grimoire's here, if you haven't done so yet. Keep this up until you finally win. Congratulations!

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III. Email Info
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If you wish to email me about this guide, whether it be a comment or a typo, or even a big error in the guide, then email me at my email listed at the top of this guide. For those who are lazy, my email is ganonpuppet@yahoo.com. Email me there, and I'll add whatever it is I missed, or fix whatever it is I messed up on as soon as possible. Please make the subject something to do with the game (such as "Final Fantasy IV Advance Boss FAQ"), so I'll know that your email isn't spam.

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IV. Credits
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Credits go to you for reading this guide.
Credits go to me for taking the time to make this guide.
Credits go to SquareEnix for making such a wonderful game, and port.
Credits go to fedaykin125 for pointing out an alternate strategy for the battle with the Behemoths. Thanks!

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