

# Final Fantasy Boss FAQ

by ParanoidXE

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.....-[Final Fantasy BOSS FAQ]-.....

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THE BOSS FAQ

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Legend:

- SA = Special attacks
- GP = Gold Pieces
- EXP = Experience Points
- HP = Hit Points
- WEAK = Weakness
- INF = Ineffective Spells

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GARLAND           HP:106   EXP:130   GP:250   WEAK:N/A  
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Garland is a rather easy opponent to beat. If you are at level 3, there should be no troubles from Garland. Have the fighters fight, while mages use spells such as FIRE or LIT. If you have a White Mage have him heal as needed. Have your white mage heal the party, in very few cases Garland may attack one of your allies twice in a row this could effectively kill them, but this is rare and is probably the only attack you would have to worry about when fighting Garland.

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PIRATES            HP:6        EXP:40     GP:40     WEAK: N/A  
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BRAKE

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Lich is the Fiend of Earth, and she is rather difficult to defeat. She has an arsenal of spells such as ICE2,SLP2,FAST,LIT2,HOLD,FIR2,SLOW,NUKE,XXX,ZAP!, but in the first encounter she won't be using half those spells neways. LICH is susceptible to FIRE and HARM attacks. Have the black mage use FIRE and HARM spells, while the others fight. white mage might want to use things such as ALIT,AICE, or AFIRE to keep damage from LICH down to a minimum. FIR3 will be your most effective spell against Lich, so use it if you have it.

Use FAST on your fighting characters, this will make them considerably quicker at attacking Lich and will make the battle much easier.

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EYE HP:162 EXP:3225 GP:3225 WEAK:N/A SA:XXXX,BRAK,LIT2 INF:QAKE  
LAMP,SLOW,SLEP  
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The EYE is a rather difficult opponent to defeat do to his advanced spells. Almost all of his spells are almost guarenteed instant death, thus you must act fast using spells such as FIR3, HRM3. Have the fighers attack, and don't bother having white/red mage use defensive spells, just have them heal.

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ZOMBIE DRAGON HP:268 EXP:2331 GP:999 WEAK:FIRE,HARM INF:QAKE,ICE,RUB  
BANE,BRAK,  
STUN,SLEP  
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The Zombie Dragon guards the Rat Tail (which gets you to adult hood). If the name didn't state it, this enemy is undead..therefore spells such as FIR and HRM will effectively take this beast down. If you end up battling two then you should definitely use FIR3 or HRM3 on them.

Also, cast FAST on any fighting character on your team.

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KARY HP:600 EXP:2475 GP:3000 SA:FIRE,DARK,HOLD INF:LIT,ICE,FIRE  
BANE,BRAK  
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If you have visited the Ice Cave already, make sure one of your allies is equipped with the Ice Armor.

When you go into this battle make sure the entire team is filled up to their max. First use FAST on the fighters, and have the white wizard use AFIR on the allies. Have the Black Wizard use the most powerful spell he has. ICE isn't as effective as one might think, but it is just as effective as LIT and FIRE.

Casting INVS spells may also prove useful since Kary does rely on some hard physical attacks.

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KRACKEN HP:800 EXP:4245 GP:5000 WEAK:LIT SA:DARK,LIT2 INF:QAKE,FIRE  
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Kraken is the easiest fiend in the game. The biggest attack is LIT2

and Dark spells, neither which should cause too much damage if you have been leveling up like you should.

Cast ALIT to help lower the damage from the possible LIT2 attack, then cast FAST on every fighter character in your party. The black mage should use LIT3 which will help defeat Kraken even quicker.

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BLUE DRAGON HP: 454 EXP:3274 GP:2000 WEAK:N/A SP:N/A INF:RUB,BANE,  
STUN,BRAK,  
SLEP  
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Blue Dragon guards the teleport room in the Mirage Tower, there isn't really any spell that works well with him. Use the Spell FAST on your allies, and then start attacking he should be down in no time.

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WARMECH HP:1000 EXP:32000 GP:32000 WEAK:N/A SA:NUCLEAR INF:N/A  
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The Warmech is extremely difficult. It's special attack Nuclear will do MAJOR damage to all allies on your team. It can also kill you with one hit at times. Make sure that white wizard is ready to heal all of your party members, and have the wizard perform AFIR on all allies, and FAST for the fighters. Good Luck!

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TIAMAT HP:1000 EXP:5496 GP:6000 WEAK:BRAK,BANE INF:QAKE,ICE,LIT,FIRE  
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Ahh, the Fiend of Air. He is rather difficult if you don't know it's weakness to BANE. If you have it have one of the fighters equip the Bane Sword, and have the black wizard use Bane. Bane can kill Tiamat instantly, but if you give up on it, you can always fight it without the spell. Have the Black Wizard use FIR3 and INV2, have the all the fighters just fight it as usual.

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CHAOS HP:UNKNOWN EXP:0 GP:0 WEAK:N/A SA:ANYTHING INF:ALL  
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Chaos is the final battle in the game, what makes him so deadly is he can use any spell he chooses to use. He even has the ability to use CUR4 and heal himself back up to full HP. The very first thing you want to do is cast the spells INV2 and FAST. If you have the ninja have him use FAST also. If one of the mages has the masamune make sure to perform FAST on the mage also. Remember to heal whenever you feel it is needed. GOOD LUCK!

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BOSS LOCATIONS  
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Garland = Temple of Fiends  
Pirates = Pravoka  
Wizards = Marsh Cave  
Dark Elf = Northwest Castle

