

Wild ARMs Boss FAQ

by pensfan111

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Wild Arms Boss FAQ

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1. INTRO

Hey there, I'm Swordsfreak254 and welcome to my Boss FAQ of Wild Arms!

The purpose of this FAQ is to help you, the humble player, conquer each and every one of this fantastic games' beastly bosses and dastardly Demons. Within each listing for the bosses you'll find all the juicy info on your opponent along with recommended levels for your characters and any special preparations that should be done beforehand to insure success.

Before we get into the heart of the guide, the info on HP, EXP, and Gella is from RPGClassics.com, so proper credit to them. :)

VERSION 1.0 12/18/2015- Every boss up to Boomerang/Luceid #1

VERSION 1.1 12/19/2015- Every boss included up to Boomerang/Luceid #2

VERSION 1.2 12/20/2015- Finished up the remainder of the Storyline Bosses, started the section on Optional Bosses

VERSION 1.3 12/21/2015- Everything up until Bad News is done

VERSION 1.4 (FINAL) 12/22/2015- Finished up the last two bosses, and went back and fixed everything as the format was way off. X__X

If you have any questions on the guide or want to submit your own tips, please feel free to email me at Zrhodes1313@yahoo.com and I'll be sure to add it and credit you within!

2. STORYLINE BOSSES

#1- ZOMBIE

HP- 750

EXP- 100

GELLA- 200

RECOMMENDED LEVEL- 3/4

Welcome to the 1st boss fight of the game! (Or 2nd depending on whose quest you started with, but ANYWAY). If you want a bit easier of a time here, one could leave the Berry Cave after fully looting it and explore the rest of the World Map for fun and profit. Making some pit stops at Adlehyde and Lolithia's Tomb will let ya get some more powerful equipment along with some extra items to give you a bit of a boost early on.

The Zombie is rather tame with only 2 attacks in his arsenal, a normal

attack and his Poison Breath attack. He can also counterattack, but only when hit with a physical attack of your own. The damage from that isn't too worrisome, so attack him a few times to start and let your Force build up so you can use Lock On with the Hand Cannon. Once your HP gets to around 40 or so, toss a Heal Berry to keep you on your feet and go back to blasting him in the face. A good few shots with Hand Cannon will drop him in due time.

#2- NELGAUL

HP- 250

EXP- 100

GELLA- 320

RECOMMENDED LEVEL- 3

If you went ahead and did some extra exploring with Rudy earlier, you'll have 2 Crest Graphs available to get some super useful spells beforehand. I'd HIGHLY recommend getting the Shield and Valkyrie spells; The former raises your Defence with each cast, while the latter hits random enemies a total of 8 times. Seeing as how we're only fighting 1 enemy here, it'll do a ton of damage which makes the fight quite easy. Along with that, give her the upgraded equipment from the Adlehyde shop if you bought that too.

Much like the Zombie from before, Nelgaul only has 2 attacks to use; a basic normal attack and Brutal Attack. To mitigate their effects, have Cecilia use the Shield spell a few times which will bring his attacks down to 0 damage. Needless to say the rest of the fight is a joke, so bring about a swift end with your new Valkyrie spell and go enjoy that shiny new Water Rune!

#3- MAGTORTUS

HP- 2000

EXP- 360

GELLA- 320

RECOMMENDED LEVEL- 6

Time for our 1st boss fight as a full team! This guy is a step up from our previous boss fights but nothing we can't handle. Make sure you top off your HP/MP and Rudy's Hand Cannon before jumping into the fight.

Along with a normal attack, Magtortus has a powerful all-targeting ability called EM Laser that deals a hefty amount of damage to your happy little group. It'll help to buff up a bit with Cecilia's Shield to lessen his physical attacks' damage, then stick to healing with her Heal Spell or a Mystic+Heal Berry combo. If she happens to get a free turn, cast Flame or Valkyrie for a little extra damage. Jack and Rudy will be your main source of offense however, with Psycho Crack and Hand Cannon paired with Lock On. It's a pretty straightforward fight overall but a good challenge.

#4- BELSELK

HP- 2000

EXP- 600

GELLA- 0

RECOMMENDED LEVEL- 7/8

Belselk is all about the physical attacks here and they're pretty dang powerful at that. Starting things up with a few doses of Shield is a smart play with Cecilia, followed by generous doses of healing. If she happens

to get a free turn, throw out a Flame or Valkyrie spell for some extra damage. Jack and Rudy will again be your main damage dealers here, with the tried and true Psycho Crack and Hand Cannon+Lock On.

Belselk loves to swing his flail all crazily and such, which is bad for us and our overall well being. He'll use either Spinning Flail or Flaying Flail to hit 1 or all of your party members, or use "Come and get me!" which is essentially a free turn for you. He's really just toying with us here, but ya get the feeling we'll be seeing this ugly mug again. :P

#5- ORGA WIDOW
HP- 5000
EXP- 900
GELLA- 990
RECOMMENDED LEVEL- 11/12

Before fighting this oversized spider, MAKE SURE YOU HAVE FREEZE AND ESCAPE. Freeze will exploit her weakness to Water and having Escape will save you from having to walk out of this annoyingly long area. Also, consider giving someone (Cecilia?) the Blue Circlet to prevent Paralysis which the boss loves to spam. Finally, make sure you've mastered Meteor Dive for Jack and give it a Secret Sign to lessen its MP cost.

You could use Shield a few times here for good measure, but Cecilia is better off using her Freeze spell to exploit the big bad bugs' weakness and healing when needed. If she gets enough Force at any point, use Summon Guardian with Stoldark to deal oodles of damage. Rudy will be sticking to his usual Hand Cannon+Lock On combo, which hopefully you've been upgrading :P. Have Jack spam the living daylights out of your new Meteor Dive and toss a Lucky Card if you have one for a tasty EXP and Gella boost.

Besides Orga's physical attack, she'll use Capture Web which can potentially paralyze your entire party, which is less than fun. If Cecilia has the Blue Circlet equipped, she'll be immune to it and able to heal the others with a Mystic+Heat Salve combo. If you wanna play a bit risky, you can give the Blue Circlet to either Jack or Rudy and equip her with the Mystic Word for a sorcery boost to increase her damage output.

#6- N. GAUNT
HP- 7500
EXP- 2490
GELLA- 3500
RECOMMENDED LEVEL- 14/15

Prior to fighting this giant bird thing, consider equipping the 3 Goat Dolls you found earlier in the dungeon in case his Mysterious Ray ability gets lucky one one shots you. Also, bind the Break spell for Cecilia to exploit this creatures' weakness to Earth.

Physical attacks are useless here as they'll pretty much always miss, so stick to your spells/Fast Draws/ARMS as your big time damage dealers. Don't worry too much about using Shield here, just stick to using Break with Cecilia and the usual healing thing as it's needed. If you have a spare Lucky Card, DEFINITELY use one here for a hefty amount of EXP/Gella. Jack will be keeping busy with Meteor Dive, while Rudy fires away with Hand Cannon. It'll pay off to pair it with Lock On as always, especially if you haven't upgraded the accuracy of it thus far. To be fair, there's almost no need to upgrade ANY ARMS' accuracy as you can just use Lock On!

As far as attacks go, N. Gaunt only sports a physical attack and Mysterious Ray, which hits the trio for a solid amount of damage and can rarely sometimes possibly kill you in one hit. I've only seen it happen a couple of times in all of my play throughs of the game, but playing it safe with some Goat Dolls wouldn't be a terrible idea nonetheless.

#7- ZED
HP- 7500
EXP- 4200
GELLA- 0. WHAT A CHEAPSKATE
RECOMMENDED LEVEL- 16/17

A special mention to Zed's battle theme, as it's one of my favorites in the entire game. And that's coming from a game that has an AWESOME soundtrack.

Zed is pretty straight and narrow for a boss, you know with the special attacks he does and whatnot. He sports Doom Bringer and Garyu Ichimongiri as his aforementioned special attacks, along with being really speedy. If you have the Quick spell, go ahead and use it on Jack 1st and then Cecilia to give you an edge. Once again if you have a Lucky Card, feel free to use it to double your EXP.

The usual boss tactics here apply; heal with Cecilia as needed and have Jack and Rudy spam Meteor Dive and Hand Cannon, respectively. Further, if you have them, Armor Down and Slow Down are very useful here, dropping Zed's Defense and Speed by 50% with each casting! These very well could have been acquired sooner and used against some earlier bosses, which I PROBABLY should've mentioned beforehand. Whoops. :)

#8- GIGMANTIS
HP- 7000
EXP- 4500
GELLA- 2580
RECOMMENDED LEVEL- 17/18

This overgrown preying mantis can actually be fairly tough, what with its Thunderbolt and Zero Armor Attack...attacks. Along with Mantis Fist, these deal some pretty hefty damage so plentiful healing will be appreciated.

As per usual, toss a Lucky Card if you have one and go to town on this thing. Cecilia spamming Freeze/Stoldark when she's free will deal great damage, and using Armor/Slow Down will give your attacks an added punch. Stop me if you've heard this before, but have Jack and Rudy go all out with Meteor Dive and Hand Cannon until they go out of style. What do you mean you've heard this before? Buncha crazy people.

#9- CAPTAIN GEIST
HP- 10000
EXP- 5100
GELLA- 7800
RECOMMENDED LEVEL- 20/21

Oooh, he's soooooo spooooooky! *Ahem*. The good captain here is actually pretty darn easy overall, more of an annoyance boss than anything. Why is that, you ask? Because he loves to paralyze your dudes and dudette with

Stun Cloud, prolonging his demise. Feel free to give Cecilia the Blue Circlet again to prevent that, and come into the fight with the Light Blow spell to exploit his weakness to Holy.

For a delightful change of pace, use a Lucky Card here for some extra profit. For an ACTUAL change of pace, have Cecilia use Light Blow on Jack and Rudy and have them go nuts with physical attacks. There's really no need to use your ARMs/Fast Draws here as your normal attacks will do plenty of damage. Besides that, have Cecilia toss out a Heal spell as needed and sit back as Jack and Rudy deal with this ghostly spectre.

#10- ZED 2
HP- 10000
EXP- 5400
GELLA- 0
RECOMMENDED LEVEL 22/23

Oh hey, look who's back for another beating! Returning with his super cool boss theme and a new attack, Zed has upped his game since we've last seen him. Thankfully, we just picked up a shiny new ARM in Rocket Launcher and if you left the Volcannon Trap to upgrade it (and you totally should), it'll make mincemeat of this guy in no time flat!

You may or may not have any Lucky Cards left at this point, but if ya do throw one out here for the usual 2x EXP. I pretty much always have Jack do it with his 1st turn so it's taken care of ASAP. Cecilia will be keeping busy with Armor and Slow Down, healing, and using Valkyrie whenever able. Jack will keep himself occupied with jumping really high in the air with Meteor Dive, while Rudy blasts Zed with his new Rocket Launcher ARM. While it does target a group of enemies, it's super rad to use against a lone target once it's sufficiently powered up. Do try to conserve your HP, MP, and Bullets here as best you can, as another old friend is about to return!

#11- BELSELK 2
HP- 10,000
EXP- 5700
GELLA- 5000
RECOMMENDED LEVEL- 22/23

Look who else is back! A note, this is something I really love about Wild Arms; its reoccurring bosses that develop over the course of the game and come back with some new tricks.

Speaking of new tricks, Belselk has quite a few and he's REALLY damn powerful. His Belselk Breaker attack can do upwards of 1,000 damage and that's NOT something you wanna get hit by. He also comes with a new Blaster Howling ability, which can paralyze the team. If Cecilia has the Blue Circlet equipped, she'll be a-okay and can heal up Jack and Rudy if needed.

Have Cecilia get the group buffed up with Shield first to soften the damage a bit, then go with her usual Armor/Slow Down business, followed by generous amounts of healing. She does that a lot, doesn't she? Anywho, let Jack go nuts with Meteor Dive and Rudy with Rocket Launcher or Hand Cannon, depending on which is more powerful or has more bullets left in it.

#12- MAGE FOX
HP- 10000

EXP- 4800
GELLA- 5000
RECOMMENDED LEVEL- 24/25

AWWWWW, IT'S SO CUTE...Until it starts attacking you, that is. This thing LOVES to spam magic attacks at you, and believe me they can hurt like hell. If you happen to have the Protect spell, go ahead and get that up on at least Jack and Rudy, as their lower magic defense will leave them taking more damage from the Foxs' magical assault.

As you might be able to guess, your own spells and Guardians will be useless here so Cecilia will be focusing on her usual healing duties, along with Armor/Slow Down. If you can, try to get Quick on Cecilia as well so she can outspeed the Fox and make healing easier on you. Jack may need to toss a healing item himself here and there but besides that just stick to Meteor Dive. Rocket Launcher+Lock On is the way to go for Rudy, usually dealing a couple thousand points of damage if powered up enough.

The Mage Fox's magical assault consists of Blast, Valkyrie, Confusion, and Heal. Valkyrie, much like Cecilia's version, will randomly hit your party a total of 8 times so if it hits someone 4+ times, they're gonna be in a world of hurt. Blast is just a non-elemental spell on everyone which makes it less of a concern, but Confusion can be a big annoyance. Similar to the Orb of Confusion from SpongeBob, it'll confuse its target and cause them to attack randomly, usually just hitting the air. Thankfully the afflicted character doesn't use their abilities while confused, so there's a silver lining at any rate. And of course, we all know what Heal does but it's oh so annoying when you're juuust about to finish the thing off.

#13- BOOMERANG AND LUCEID
HP- 15000/10000
EXP- Luceid gives 7500, not sure about Boomerang
GELLA- ??? :(
RECOMMENDED LEVEL- 27/28

Awww yeah, a 2 for 1 Boss fight! These 2 don't mess around however, and will pile the damage on very quickly if you're not careful. While you only need to defeat Boomerang to win, we'll gun for Luceid 1st to make things easier on us along with getting some extra EXP/Gella.

To start, have Cecilia work on getting Armor and Slow Down on the duo, followed by plentiful healing which you'll more than likely need already. The newly discovered Blast Charge Fast Draw could be useful here, but I prefer to have Jack stick with Meteor Dive throughout. Rudy will be sticking to his usual thang and blasting these 2 with repeated shots of Rocket Launcher, paired with Lock On.

Boomerang and Luceid have some really powerful attacks between them, the former with Boomerang Dynamic and Crescent Fang, while the latter has Black Fang. Boomerang Dynamic is your biggest concern here, as it can deal close to 1,000 damage, to which you'll want to heal the character hit by it ASAP. The other attacks aren't QUITE as painful, but if the same character is hit back to back they could very well be killed, so be wary of that. Getting Shield up on everyone wouldn't be a bad idea, but Cecilia's turns will be better spent on healing the party with Mystic+Potion Berry combos.

#14- AGALESS
HP- 20000

EXP- 6000

GELLA- 3680

RECOMMENDED LEVEL- 28/29

Awwww what a cute puppy! OH MY GOD WHY ARE YOU SO STRONG? Yeah, this puppy turned giant death tank sports some EXTREMELY powerful attacks and Shield isn't gonna save you here as this guy will spam Armor Down on you, negating its effects. So what's a Princess to do?

HEAL, HEAL, HEAL, that's what. Tossing a few Armor Downs Agaless' way is a good call as well, followed by the oh so wonderful Mystic+Potion Berry duo. If you want to conserve your ARMs and Jack's MP, this thing IS weak to Thunder so buying a couple Thunder Rings from Court Seim and equipping them is an option, but Meteor Dive and Rocket Launcher will usually tend to do more damage. To note, there is a 2nd boss shortly after this one so the choice is yours in the end.

Agaless' physical attack is the big problem here, doing 1,000+ each time it hits, while Rotten Breath hits everyone for some moderate damage to boot. Armor Down is there as an annoyance, countering your own Shield efforts. Thankfully for us, Agaless is as slow as molasses so keeping up on healing should be manageable. If Cecilia has a free turn, go ahead and cast Spark if you have it or summon Nua Shacks to exploit his Thunder weakness.

#15- ALHAZAD

HP- 9000

EXP- 9000

GELLA- 0. Why are these Demons so cheap, anyway?

RECOMMENDED LEVEL- 28/29

Alhazad has some kick ass music in the PS2 remake Alter Code F, but we only get the normal Demon boss theme here. Lame. Anywho, top off your HP/MP and all that other happy stuff as best you can beforehand and come in with the Light Blow spell if you wanna play it conservative.

Cecilia can actually get away with NOT using Armor/Slow Down for once as Alhazad is pretty damn easy regardless but ya might as well use them anyway to speed things along. Afterwards, you can either have her chip in on the offense with Blast or Valkyrie or buff up Jack and Rudy with Light Blow. Rudy and Jack can either go with their normal attacks if they're imbued with Light Blow or go with the usual Meteor Dive/Rocket Launcher.

Alhazad is quite a step down in difficulty from Agaless in damage terms: his standard attack and Esparanza only hit 1 target for a few hundred HP, while Electrigger will generally hit for 900-1000 HP or so. He's pretty slow as well, so some good old Heal spells will handle party uptake easily.

#16- LOLITHIA

HP- 15000

EXP- 6300

GELLA- 5500

RECOMMENDED LEVEL- 30/31

Oh hey, long time no see! Lolithia here isn't too happy to see us however, so let's give her a WARM welcome! Before battling this icy goliath, MAKE SURE YOU HAVE AWAKEN. If you don't, you're more or less screwed so do yourself a favor and bind it. You'll thank me later. Along with that, the usual HP/MP/Bullet refilling is always a good idea.

Keep your fingers crossed that Lolithia doesn't use her Cold Sleep attack from the get go before Cecilia, as you want her to use Awaken to wake your party up if anyone's afflicted. Once that's up, go ahead and spam Armor/Slow down for great effect and go to town with Flame if no healing is needed. The Flame Rings might not be bad to use here too, but Meteor Dive and Rocket Launcher are usually the better ways to go. For some big time damage if Lolithia allows, give Cecilia the Fire Rune temporarily and summon Moor Gault to exploit her weakness to Fire.

Lolithia herself is pretty dang powerful and annoying all in one, especially with her aforementioned Cold Sleep attack. Not only does it do solid damage to everyone, it can also put everyone to sleep which spells trouble for you. If you have Awaken in place you have nothing to worry about, though. Her standard attack only hits for a few hundred damage, while Absolute Zero hits everyone for 600+ damage. Much like Alhazad, Lolithia is pretty slow so Cecilia can keep up on healing without too much hassle.

#17- MOTHER
HP- 15000
EXP- 7500
GELLA- 0. AGAIN
RECOMMENDED LEVEL- 31/32

Say hello to the Demons' mom! *shudders*. Anywho, this creature hell-bent on destroying the world is no walk in the park so let's get going on taking her down! Healing up to the max or as close you can is always welcome.

I'm fairly certain that Mother is weak to Holy, so Light Blow/Light Rings could be a thing but Meteor Dive and Rocket Launcher are just too good to not use. As per usual, open with several castings of Armor and Slow Down then have Cecilia heal as duty calls. Jack and Rudy...you guys know the drill. :) Though I will say that Jack might have to toss some status curing items here and there, as one of Mother's abilities can inflict a whole bunch of them if you're unlucky.

Speaking of which, Mothers' Als Magna will also hit everyone for only single digit damage along with all the nasty statuses. It's random as to what will and won't hit you, so hope that nothing to debillitating pops up. Neregate Harlow (cool name btw) will blast everyone for 600-800 damage, while Hermes Toris Megistos (super cool name) does...something? I honestly can't remember what it does, though if I had to guess it'll hit everyone for some solid damage. If you know, feel free to shoot me an email!

#18- LADY HARKEN
HP- 12500
EXP- 6600
GELLA- 0. BIG SURPRISE
RECOMMENDED LEVEL- 32/33

More Demons?! It's like these guys are major villains or something. Jack's rival in the ways of Fast Draw is actually relatively easy, so not much prior prep is needed besides healing up a tad.

Armor/Slow Down and Quick are some good opening moves for Cecilia, as Ms. Harken here is quite speedy. She doesn't have any elemental weaknesses to speak of, so Cecilia can just hang out and heal whenever it's needed. Jack and Rudy will AGAIN be spamming Meteor Dive and Rocket Launcher, though

one can steal a Secret Sign from her with Trickster if they like.

Overall, Harken is surprisingly weak for a Demon and her attacks say as much; Guilty Blade hits everyone for only around 250 HP or so, while Laser Silhouette will strike one character for around 600 HP or so. Pretty disappointing in all honesty but at least we get the Fast Draw hint for Guilty Blade afterwards, which is MUCH better than the version used here.

#19- BOOMERANG AND LUCEID 2

HP- 12500/10000

EXP- 9000/7500

GELLA- 0

RECOMMENDED LEVEL- 34/35

Everyone's favorite Demon Duo has upped their arsenal since our last encounter, but unfortunately for them so have we. Before making the journey to the Dead Sanctuary, make a couple of pit stops northwest of Milama to get some Advanced Magic and to the southeast part of the World to find the Ocarina and some new equipment. I'd recommend picking up Hyper, Remedy, Hi-Heal, Hi-Shield, and Saint at the very least. These new spells are VERY useful to have and will make your life a lot easier in the future.

For starters, have Cecilia get Armor/Slow Down on the duo as per usual then cast Hyper on Jack to DOUBLE his attack power! It's not as useful on Rudy however, as it doesn't affect the damage of his ARMs. Once that's done, either heal with Remedy as needed or blast Luceid in her face with Saint. We'll wanna take her out first just like last time before going after Boomerang. If you went to the Demon's Lab before coming here have Jack use his new Magnum Fang Fast Draw for some great damage here, or stick with Meteor Dive if you haven't. Rudy will be sticking to the ever so popular Rocket Launcher+Lock On combo. You'd think that thing would break down with its constant use, but I digress. :)

Boomerang and Luceid fight back with their old attacks from our 1st fight along with a couple of new ones. Luceid's Large Moon attack can deal a hefty amount of damage, but it's nothing that Heal or Hi-Heal can't handle. Luceid also comes with Purple Electric, hitting 1 character for some decent Thunder damage. Boomerang's only new attack is Double Boomerang Dynamic which can leave you hurting, so some doses of Hi-Shield can mitigate its damage. These 2 certainly pack more of a punch here, but they're nothing against Cecilia's new spells!

#20- LADY HARKEN 2

HP- 15000

EXP- 10200

GELLA- 0

RECOMMENDED LEVEL- 36/37

Lady Harken is back for Round 2 and...she's really not that much more powerful than she was in our 1st fight. You'll wanna have some of the aforementioned Advanced Spells here which will take care of Harken in quick fashion. The new equipment from the Cart accessed with the Golem is good to have, as well.

The usual boss tactics here apply, in addition to using Trickster to steal another Secret Sign: Armor/Slow Down/Quick/Hyper on Jack, followed by Meteor Dive and Rocket Launcher along with Lock on.

She's added one new attack to her roster, being Harken Tempest. It'll hit everyone for 500 damage or so, which is no concern. Laser Silhouette and Guilty Blade are back as well and they're only slightly stronger here now.

As a nice little bonus, we learn the Fast Draw hint for Magnum Fang which will be Jack's new mainstay attack for quite some time.

#21- DIABLO
HP- 25000
EXP- 120000
GELLA- 7000
RECOMENNDDED LEVEL- 36/37

Time for another Golem battle! This big red baddie might look intimidating, but he's actually pretty tame for a boss at this point in the game. Not much is needed for the preparation side of things, just heal up a bit. :)

Being that Diablo employs Fire attacks, he MIGHT be weak against Water though I don't know for sure. It's not hugely important as our usual boss tactics will be more than enough here. Armor/Slow Down 1st, Hyper on Jack, Magnum Fang and Rocket Launcher til the cows come home. Or something. For some fun, try out the Randomizer spell and see what happens.

Diablo, in addition to his normal attack, has Rolling Attack on the physical damage front, plus Crimson Storm and Flame Shooter for his all-targeting abilities. Crimson Storm is the more powerful of those 2, while Rolling Attack is the highest overall damage dealer. A few castings of Hi-Shield along with Remedy will more than suffice to keep you going. These Golem fights will get much, MUCH harder in the late game as an FYI. A note that there is a boss fight immediately after this one.

#22- ZEIKFRIED
HP- 22500
EXP- 15000
GELLA- 0
RECOMMENDED LEVEL- 36/37

It's time at last for our epic battle with the Demon Leader himself! Sporting his Glumzamber spear, Zeikfried ain't no pushover as one might expect. Let's see what we can do about ending him, huh?

Unsurprisingly, we'll be employing all of our standard boss tactics against this armored fool; Armor/Slow Down, Hyper on Jack, Magnum Fang and Rocket Launcher+Lock On. I think that's the 277th time I've typed that out but why argue with what works, right?

Zeikfried has a handful of attacks at his disposal, starting with Zeik Impulse which only hits for around 700 damage. Glumzamber is a bit more worrisome, pushing 1,000 damage at times. Your biggest concern here is Negative Rainbow, as it hits everyone for 1,000+ HP! Needless to say, Cecilia will be keeping busy with multiple uses of Remedy. If she has a free turn, go ahead and cast Saint to help out on the offense.

#23- ELIZABETH
HP- 12500

EXP- 6000
GELLA- 0
RECOMMENDED LEVEL- 38

And now it's time for a 1 on 1 battle for Rudy's soul! So you know, no pressure. Prior to fighting this dream demon, make sure you have the Saint spell as that will be Cecilia's main source of damage.

You should be faster than Elizabeth here so there's no need to use Slow Down or Quick. Saint will be dealing several thousand points of damage per shot here, so you're in good shape to knock her out with that. If you have the Heavens Rune handy, go ahead and summon that for some juicy damage.

Elizabeth herself is really only mildly threatening, with Zero Armor Attack being her most worrisome ability. Darkness and Flash Bomb are just annoyances really, the former dealing a couple hundred points of damage while the latter can lower your evasion along with dealing some damage. She can also Silence you occasionally which can prolong things. Other than that, she's a pushover compared to some of the other battles we've fought thus far.

#24- MECH DRAKE
HP- 37500
EXP- 18000
GELLA- 7000
RECOMMENDED LEVEL- 40/41

Oooh, I personally love this boss. Why? BECAUSE HE'S A GIANT METAL DRAGON. Before taking this guy on, I'd suggest leaving the Gemini's Corpse and putting your new Black Pass to use and buy some new equipment from the Black Market in Adlehyde. Also, UPGRADE PHASER. It's a lot more powerful than the Rocket Launcher and will be Rudy's new go to ARM for a large portion of the end-game.

Most of our normal boss tactics apply here: Armor/Slow Down, Hyper on Jack, Magnum Fang and Phaser. Finally I don't have to type out Rocket Launcher for EVERY FREAKIN' BOSS XD. Also, if/when Cecilia has a chance to attack, cast Hi-Freeze to exploit this guys' weakness to Water.

The Mech Drake only has 3 attacks in all he uses and they're not as powerful as you might think. Silence can mess things up here and there but Mystic+Violet Rose takes care of that easily enough. Laser Breath only hits 1 character for 450-ish damage, while Resonance Wave is the "worst" of his attacks, hitting the party for around 900 damage or so on average.

Really, for a boss this late in the game he's a pretty easy challenge.

#25- TURASK
HP- 20000
EXP- 18000
GELLA- 28400
RECOMMENDED LEVEL- 41/42

Speaking of challenge, this anti hero in a full shell is certainly a step up from the Mech Drake but we've honed our boss slaying tactics over the course of the game thus far so we have nothing to fear! As usual, restore your HP/MP/Phaser bullets before we get things started.

Slow/Armor Down are actually not that beneficial to use against this guy, as he's slow enough so that Rudy out-speeds him and he'll just use Shield on himself to negate your own Armor Downs. Cecilia is best used getting Hi-Shield established a couple of times to lessen Turasks' damage and healing/Hyper-ing as needed. Jack won't be doing a lot of damage at first until he's Hyper'd, but just stick with Magnum Fang and he'll be fine. Rudy's ARMs ignore defense so he'll be doing oodles of damage with an upgraded Phaser. If he gets enough Force pair it with Fury Shot for ALL OF THE DAMAGE.

Turask sports 4 attacks in all: The aforementioned Shield to raise his own defense, along with Poison Breath, Cut Down, and Horn Spike. Cut Down is especially painful, doing well over 1,000 damage to everyone. Horn Spike does roughly the same amount of damage, but on just one character. Poison Breath hits everyone for a decent amount of damage and can sometimes Poison you. (I think?) After Cecilia gets the party buffed with Hi-Shield, stick to Remedy to handle party uptake and throw out a High Guardian paired with Raftina for super duper healing and hella damage.

#26- DEMON PROPHET
HP- 25000
EXP- 21000
GELLA- 36100
RECOMMENDED LEVEL- 41/42

This boss is unique in a couple of ways. First, you can actually fight him with just Rudy if you really want to, and while I personally have never tried it, I can still say that I don't recommend it. Also, he announces what spell he's going to use and on what character before using it. Odd.

The Demon Prophet is pretty dang fast, so getting Quick on Cecilia is a solid plan to make healing easier along with her usual buffs and debuffs. If you have the Field spell, that'll lessen the damage of elemental magic so that could be useful to use as well. You know the drill with Jack and Rudy: Hyper'd Magnum Fangs and Phaser paired with Fury Shot when able.

Mr. Prophet here casts pretty much every elemental spell in the book and announces its effect before he casts it. For example, if he says "Jack will be whipped!", Jack's getting hit for heavy Wind damage. To make matters worse, he also has Hell Size Masquarade which hits everyone for 1,000+ HP. Plentiful uses of Hi-Heal/Remedy/Raftina are great as they've always been. I guess I don't need to say that for every boss fight, huh? :)

#27- SHAZAM
HP- 30000
EXP- 27000
GELLA- 39800
RECOMMENDED LEVEL- 42/43

ANOTHER BOSS? I can dig it. Thankfully he's the last one in Pandemonium so you can afford to go all out here. You may or may not be hurting still after the Demon Prophet rumble, so heal up as needed beforehand. Having the Life Guard spell for Cecilia or a few Goat Dolls wouldn't hurt, as this guy can and will use Fatal Blow.

Using the usual debuffs here is always recommended, though getting Hyper might be a waste of MP as Shazam will just nullify it with Dispell. It's still probably worth using anyway because the damage boost is too good to pass up. Magnum Fang and Phaser are the tried and true methods of

mass damage dealing.

Shazam, at least when I've fought him, loves to spam his Keen Silf spell which hits everyone for over 1,000+ wind damage. I've seen him use it multiple turns in a row even, but Remedy laughs at that. Shriek is a major annoyance here, potentially inflicting a plethora of statuses much like Mothers' Als Magna ability. If you have a Full Libra, consider giving it to Cecilia so she can stay clear and restore the others if too many statuses stuck on. The aforementioned Fatal Blow has a small chance at instant death but will usually just do normal damage. Getting Life Guard on at least Cecilia will insure she's not killed from it and can revive the others if needed. If things get really nasty, give Cecilia the Life Rune and summon it to heal your HP and statuses lickety split

#28- LADY HARKEN 3
HP- 17500
EXP- 10000
GELLA- 10000
RECOMMENDED LEVEL- 43

Our 3rd and final battle against the lady Demon! It's another 1 on 1 fight, so just heal up Jack to full and grab the Boom Getter in the adjacent room before initiating the battle for some extra defense.

You can steal another Secret Sign with Trickster here, so go ahead and do that til ya get it then go to town with Magnum Fang. Gobble on a Potion Berry or use Heal Blade if your HP gets too low.

Lady Harken has all of the same attacks as before, in addition to her version of Magnum Fang. They all generally do a few hundred points of damage so they're nothing to worry about. Take care of business like a true Fenrir Knight!

#29- BOOMERANG AND LUCEID 3
HP- 20000/15000
EXP- 18000/15900
GELLA- 0
RECOMMENDED LEVEL- 44/45

These guys again??? Yes indeed-y, our persistent Demon duo is back for round 3 and they've stepped up their game yet again from our previous bout. At least this is the last fight time we'll be fighting them...

As we've done in our prior two battles, we'll be going for Luceid 1st but do remember that just defeating Boomerang will end the whole fight. Armor/Slow Down on both is great to start things off, followed by Hyper on Jack and Saint on Luceid and Boomerang. A Hyper'd Magnum Fang and Phaser will be more than enough to wipe these guys out in no time flat.

Boomerang and Luceid return with all of their past abilities and 2 new ones; Zero Armor Attack for the former and Purple Electric Revised for the latter. Z.A.A. generally hits for 1,000+ HP, while P.E.R. usually hits Rudy for close to 1,000 damage, Jack for 800-900, and Cecilia for around 500 or so, depending on everyone's Magic Resistance stat. By and large this fight is very similar to the last, but our next (optional) encounter with Boomerang will be A LOT more difficult. More on that later.

#30- ALHAZAD 2
HP- 30000
EXP- 30000
GELLA- 10000
RECOMMENDED LEVEL- 44/45

Haven't you wondered what exactly was under Alhazad's robe? Wonder no more!
gouges eyes out with harpoon Keep in mind that we've still a long ways to go here with Malduke looming large, so play it conservative as best you can. You ARE able to leave the area to rest up, but it's a long way back up.

Alhazad still retains his weakness to Holy so Light Blow/Light Rings are recommended for the conservative crowd, though if you're loaded with Magic Carrots and Bullet Clips feel free to go all out with Magnum Fang and Phaser combined with Fury Shot. Also, when Jack has enough Force go to town with Sonic Vision. I admittedly COMPLETELY forgot about that for the entire guide. It's super good and you should totally use it whenever you can. When Cecilia isn't healing, have her cast Saint for some big time damage.

Alhazad has quite the roster of abilities to use, including Slow Down, Alhazad Symphony, Super Transmitted Mega Crash, and Sleep. In all honesty, I wipe the floor with him in just a few turns whenever I've fought him so I can't really say much about the damage of his attacks. Awaken to counter sleep is suggested, while Quick and Remedy takes care of the rest. Once he's down, go enjoy your new Double Attack Force Ability for Jack!

#31- BERIAL
HP- 40000
EXP- 21900
GELLA- 8500
RECOMMENDED LEVEL- 45/46

Cheers for another Golem battle! This guy is the most powerful Golem we've faced yet, though pales in comparison to the ones we haven't seen yet. I will say that Berial can give you a run for your money, so let's get to it.

Getting Hi-Shield on everyone would normally be a great idea, but this pain in the butt loves to be a pain in the butt and spam Armor Down on you, cancelling out its effect. Cecilia is better off sticking to her own debuffs, getting Hyper on Jack, and healing with Remedy/Raftina. We FINALLY have a new Fast Draw to use here, the all powerful Trump Card! Time your uses of it when Jack has max HP as it will deal a lot more damage than if he's less than full. That along with Hyper+Armor Down can easily deal 9,999 damage! Needless to say, it's a boss killer. Rudy and his trusty Phaser+Fury Shot combo is good for that max damage too, so Berial ain't gonna last long to be sure.

Berial isn't just gonna sit back and LET you damage him for nothing of course, as he has a host of powerful attacks to use. Genocide Flare will hit the guys for well over 1,000 damage, while only hitting Cecilia for around 850-ish. Blade Lance only does around 1,000 damage as well and hits 1 target. How many times have I used that number in this guide?? Regardless, his last attack in his bag of tricks is Pile Bunker which IIRC hits one character for some heavy damage. Hi-Heal/Remedy/Raftina is the way to go on healing as usual.

#32- ZEIKFRIED 2
HP- 30000
EXP- 50000

GELLA- 0

RECOMMENDED LEVEL- 47/48 OR 50+

You're probably wondering about the Recommended Levels listed here. Before fighting the final bosees, you can leave Malduke and Ka Dingel and tackle the remaining Optional Bosses and Side Quests for the games' best equipment and lots of extra levels. It's highly suggested you do so, but you're more than free to complete the game without doing them. But that would be downright silly and while we are silly in general, we're not THAT silly. If you do the side quests and optional bosses first, you'll have the Sheriff Star available for one character which essentially guarantees your victory anyway.

Regardless, our strategy for this fight is largely the same: Armor Down, Hyper on Jack, Remedy/Hi-Heal/Saint/Raftina, and Phaser/Arch Smash paired with Fury Shot. When Arch Smash is fully powered up it's far and away stronger than Phaser normally, but either one used with Fury Shot will still deal max damage so use whichever one you'd like. Zeikfried is reallllllly fast in this fight, so going for Slow Down/Quick will help you out greatly.

Old Zeik-y here hasn't learned any new tricks besides Hi-Shield since our battle in the Gate Generator, but they're more powerful than before. Negative Rainbow will be hitting for over 1,000 in most cases on Jack and Rudy, while only in the 600's or so on Cecilia. Zeik Impulse is back and slightly better than ever, averaging around 1,000 damage per hit. Hi-Shield annoyingly cancels out any Armor Down efforts on your end, but it's a minor detail with Hyper.

We have another boss fight immediately following this, so keep your HP up as best you can at the tail end of the battle.

#33- MOTHERFRIED

HP- 42500

EXP- 60000

GELLA- 0

RECOMMENDED LEVEL- 47/48 OR 50+

What an unholy mish mash of Demons! Mother has absorbed Zeikfried into her being and is primed to destroy the world as we know it. But we're not about to let that happen, RIGHT? Remember that your HP and MP will carry over from the previous fight.

With Cecilia's 1st turn have her use Remedy to top off everyone's HP, followed with her usual debuffs and buffs. I love how damn useful they've been throughout the whole game. Trump Card with full HP is Jack's best move here, but failing that go with Magnum Fang. Rudy's Phaser/Arch Smash along with Fury Shot is as awesome as always here.

Motherfried has a CRAP TON of attacks available here, many of them new. Als Magna makes its less than welcome return here, hitting for single digit damage and inflicting statuses aplenty. A Full Libra on Cecilia will at least keep her safe so she can heal the others. Phatima's Miracle hits everyone for several hundred points of damage along with dispelling any buffs you have on the team, so re-establish those as needed. Sayfert's Galaxy is nothing to scoff at, striking for well over 1,000 HP on everyone. Rainbow is surprisingly weak here, only hitting for 500 damage-ish and that's on Rudy, no less. Dark Ray and Inferno are all targeting Dark and Flame spells respectively, so getting Field set up early on can mitigate their effects greatly. Cecilia will be plenty busy healing everyone, but Motherfried WILL fall!

#34- ZEIK TUVAI
HP- 50000
EXP- 0
GELLA- 0
RECOMMENDED LEVEL- 48/49 OR 50+

Ahhhh, sweet music to my ears! Zeik Tuvai's theme is one of the best in the game, so sit back and enjoy it for a spell before tackling this fiend! There's no need to hold back here with any abilities or items, so let's hang loose!

Being the final boss and all, Zeik Tuvai puts up a hell of a fight but we can put up a super-hell of a fight right back. Armor/Slow Down is great for starters, followed by Hyper on Jack and Saint spam. Trump Card will full HP and Magnum Fang otherwise are fantastic for Jack, while Phaser and Arch Smash with Fury Shot gives you a guaranteed 9,999 shot.

Zeik Tuvai loves to employ status spells here, being Sleep, Confusion, and Silence. Awaken handily takes care of Sleep with a prior casting, while Restore or the corresponding status curing item allieves the latter two. His main attack is Proton Beam, hitting 1 target for well over 2,000 damage! Funnily enough, if you have the Sheriff Star equipped on someone that character will ABSORB the damage from it! That thing is stupidly good in this game, especially if you use the Iem Duplication trick to give one to every character. At that point, you are literally invincible. :D Besides that, Zeik will occasionally use Hi-Heal on himself to heal 9,999 HP which is SUPER annoying. I've never been a fan of bosses that can heal themselves; it doesn't add any actual difficulty, only prolonging battles longer than necessary. Oh well, I'm just rambling here a tad. With our high powered offensive capabilities it's moot, so tear through this guy and sit back and enjoy the glorious ending!

I'll be seeing you in the Optional Bosses section, where even more dangerous opponents await us!

3. OPTIONAL BOSSES

#1- CHAOS
HP- 8000
EXP- 5200
GELLA- 1500
RECOMMENDED LEVEL- 16

Welcome to our first Optional Boss fight of the game! To reach this guy, Teleport out of the Maze of Death after grabbing the Crystal Bud and bomb your way through the wall behind the center room early on in the dungeon. You only have 3 minutes to escape/get here, but you should only need a minute tops. Beforehand, make sure you have the Awaken spell to counter his Sleep spell, consider using Light Blow because he's weak to Holy.

This guy is actually quite a bit tougher than the other bosses we've fought thus far but the reward for beating him is well worth it, besides the massive amount of EXP/Gella we receive. To start, have Cecilia open things up with Awaken which will save you many a headache for the remainder of the fight. At level 16, Jack and Cecilia should be able to out-speed Chaos, so stick to healing for the most part and use Armor/Slow Down if you have them. Having Jack toss a Lucky Card on his 1st turn is a great idea to further increase the EXP/Gella rewards. Following that, Meteor Dive all the way is just what the doctor ordered, and Hand Cannon paired with Lock On is great for Rudy.

Chaos, at this point in the game, is REALLY powerful so proceed with caution. His Gamma Ray attack will hit for 400-500+ HP and when Rudy has the highest at 900 or so, that certainly leaves a mark. Purple Electric isn't as bad, only hitting for around 200 or so. He spices things up with Sleep and Silence which can mess you up if they hit too many people. Silence is meaningless on Rudy since he rarely talks as is, and it doesn't affect his ARMS at all. If Jack or Cecilia are affected, heal it up with Violet Roses immediately. As stated earlier, Awaken will work its magic on its own whenever anyone is put to sleep. For defeating Chaos you'll get the Death Rune, which is a fantastic fit for Cecilia as it gives a large boost to her Sorcery.

#2- MONSTER ZED
HP- 52500
EXP- 50000
GELLA- 0
RECOMMENDED LEVEL- 55+

Oh hey Zed nice to see y...WHAT THE HECK ARE YOU? Zed is back yet again and he is EXTREMELY dangerous here. You'll want to have Phaser and Arch Smash pretty much maxed out for starters, along with plenty of Goat Dolls as a failsafe. If you've beaten some of the optional Golems and explored the Abyss before this fight, you'll have everyone's best Armor and Headgear which helps out quite a bit. Failing that, the Armor found in Malduke will work well enough.

Our usual boss tactics will apply here, ESPECIALLY Armor/Slow Down. You may even wanna use Quick a few times as well just to make sure you're faster than Zed. After getting Hyper on Jack, keep Cecilia on standby for generous uses of Remedy and Raftina, along with the Life Rune if you need to heal some statuses. If you can keep Jack at max HP without too much trouble Trump Card is his best bet here, but more than likely you'll wanna stick to Magnum Fang. Arch Smash shots from Rudy will be preferred here, paired with Fury Shot for maximum effect. For how much damage Zed can deal, using Protector might not be a bad idea if you want Rudy to play as a tank here too.

Zed employs some VERY powerful attacks here: Doom Bringer, Higi Kajin-Eisatsu, Gaia Crash, and Kinjite Yasha-Ishomjiri. Some crazy names to be sure (which I'll abbreviate as HKE and KYI for the sake of convenience), and their damage is just as insane. Doom Bringer is the least of your concerns, only dealing around 1,500 damage on one target. Keep in mind that Monster Zed will pretty much always go first until you get his speed lowered, which can foul things up with healing. Gaia Crash will usually hit Rudy and Jack for 1,000+, while Cecilia will only take 800 ish damage. Between HKE and KYI, one will hit everyone for 2,500+ HP while the other hits for 1,000+ AND inflicts a ton of status ailments on one character. Those alone are why you want Cecilia to be faster than Monster Zed, so you can re-coup ASAP.

For defeating Monster Zed you'll receive the Doom Bringer sword for Jack and while it's very powerful, it lowers his Luck to Worst so use it with discretion. Equipping something to boost your Luck to counteract that would be good, though I can't recall for sure if it works.

#3- LEVIATHAN
HP- 55000
EXP- 30000
GELLA- 8000
RECOMMENDED LEVEL 55+

You're gonna be seeing that "55+" a lot for these guys, but it's a comfortable level to deal with pretty much all of these bosses. To make Leviathan appear you'll need to have donated up to the 30,000 Gella mark to have more homes in Adlehyde built, in which Drake will be residing in one of them. He'll offer to rebuild the Sweet Candy for you, which we need to fight this beast. Sail around in the dark blue patches of water near Adlehyde and he'll (she'll? *shrug*) appear eventually.

As you've seen many a time in this FAQ thus far, stick with the 'ol reliable boss tactics here: Armor/Slow Down, Hyper on Jack, the usual healing spells, Magnum, and Phaser. Being a creature of the water, Leviathan may or may not be weak to Thunder but I unfortunately can't confirm that.

Leviathan is a step down from some of the other Golems we've fought but still provides a solid challenge. Deep Sea Cyclone is the big move here, hitting everyone for 1,500+ HP. Reactor Torpedo is essentially a single target version of Deep Sea Cyclone, hitting for the same amount of damage. Aurora Destruction (yet another cool name) also hits everyone for around that magical 1,500 damage or so. That number has apparently replaced the classic 1,000 damage from earlier boss fights. Trident is only a single target physical attack, hitting for less than 1,000 HP in most cases.

You can actually fight Leviathan a fair bit earlier than the other optional bosses and the reward for doing so is well worth it if you defeat her as early as possible; The Pret-A-Porte armor for Cecilia is her best in the game and raises her defense/magic resistance by a metric poop ton.

#4- BARBADOS

HP- 42500

EXP- 24000

GELLA- 3890

RECOMMENDED LEVEL- 55+

Like Leviathan, you can fight Barbados a lot earlier than the other optional bosses, though the reward isn't quite as good as Leviathan's. You'll need the fully upgraded Gull Wing to reach this area, being the desert in the northwest corner of the map. There's a narrow patch of desert you'll wanna land near and run back and forth on until he appears.

Barbados is quite fast AND powerful to boot, so getting Slow Down and Quick established is paramount to making this fight easier. Shoot for Armor Down and Hyper following that, with Remedy/Hi-Heal after that. If you're fighting him immediately after he's available you won't have Trump Card or Arch Smash to use, so stick with Magnum Fang and Phaser/Fury Shot as your damage dealers.

Geo Storm is one of his big players here, hitting the team for... you guessed it: 1,500+ HP! What is it with these enemies and that number? To be fair, that's the general amount those attacks have done to me in the past, so there ya go. Acid Missile is a minor nuisance at best, damaging everyone for around 500 HP or so. Linear Rail Cannon sounds like it'd hurt like hell and you'd be right! 1,500+ damage on the team, as you probably guessed. He does have one more attack called Land Master though I'll say that I've hardly ever seen him use it, so I wouldn't worry about it too much.

Your reward for defeating Barbados is the Dist Dims, Cecilia's best weapon. With it you'll be able to smack your enemies upside the head for even MORE damage than before! :)

#5- ANGOL MOA
HP- 60000
EXP- 60000
GELLA- 20000
RECOMMENDED LEVEL- 55+

Angol Moa is one bad dude, so you'll want to come into this fight packing plenty of firepower. A fully powered up Phaser/Arch Smash is always recommended, along with having Trump Card and the best armor from Malduke. Having a full supply of Goat Dolls is a good back up plan too, as Angol Moa can potentially one shot you if you're not sufficiently leveled.

Angol Moa is pretty fast here despite is massive size, so Slow Down/Quick is suggested, along with Armor Down to soften his defenses. Hyper on Jack along with Trump Card/Magnum Fang is more or less guaranteed to hit for max damage, along with Phaser or Arch Smash combined with Fury Shot. I wouldn't worry about trying to chip in with Cecilia on the offense; She'll be plenty busy keeping your dudes alive as is.

Angol Moa only has his physical attack, Guard, and The 7th Moon in his arsenal of attacks and while Guard is nothing to worry about, his normal attack can be pretty painful. It'll strike for close to 2,000 damage on one character but the REAL concern here is The 7th Moon. This bad boy hits everyone for 3,000+ damage so if you're low-leveled you'll be needing those Goat Dolls to kick in. However, as long as Cecilia has 3,000 or more HP you'll survive it but be in dire straits after the fact. If Jack and Cecilia are faster than Angol Moa you can recover to full before he attacks again.

Your prize here is the mighty Juggernaut sword for Jack, his most powerful weapon. Go try that sucker out on some more of the optional bosses!

#6- BOOMERANG FLASH
HP- 60000
EXP- 60000
GELLA- 0
RECOMMENDED LEVEL- 55+

BEST. BOSS. THEME. EVER. Sit back with the volume on max for a while, you'll be glad you did! Speaking of which, MAKE SURE YOU HAVE HI-SHIELD. Without it, Boomerang Flash will wreck your face for tons of damage and it can be difficult to recover from it. Again, Goat Dolls will be handy to have in case of getting one-shotted by Boomerang Flash's most powerful attack.

To start, SPAM HI-SHIELD. You can actually cheese this battle if you want with continued use of it; cast it enough times and all of BF's will do 0 damage! Otherwise, just cast it a handful of times to soften the blow. Armor/Slow Down isa great follow up plan after getting Hi-Shield up, with Hyper on Jack after that. If you went ahead with the cheese method, you'll only need to heal for the first few turns of the fight before reducing Boomerang's attacks to nothing. Trump Card/Magnum Fang and Phaser/Arch Smash with Fury Shot works plenty well for Rudy.

Boomerang Flash has just a few attacks available: Evil Sword Luceid, Zero Cout Execution, and Shadow Boomerang Maximum. ESL is the least powerful attack, coming in at around 800 damage or so. Zero Count Execution can hit for around 2,000 HP if you don't have Hi-Shield up and *may* possibly inflict instant death. With an attack named as such I'd assume it can do that, anyway. Shadow Boomerang Maximum is one of the most powerful attacks in the entire game, striking everyone for 3,500+ damage! At lower levels this WILL kill Cecilia in one shot but if you have enough Hi-Shields up on everyone you'll be fine. It's rather humorous to have so many in place as to reduce its damage to 0, however. Getting enough established on everyone makes this fight a joke, but if you want a real challenge try doing the fight without using it once! :)

Your prize here is the Divine Blade, Rudy's ultimate weapon. It's too bad he hardly ever has to attack normally, as this sword is REALLY powerful.

#7- LUCIFER
HP- 50000
EXP- 45000
GELLA- 10000
RECOMMENDED LEVEL- 55+

Oh hey, more Golems! This guy and his "brother" Sado are the most powerful Golems in the game, so come prepared! You'll wanna be fully healed of course after your battles in Malduke and if you've already defeated a lot of the other optional bosses before taking on Lucifer, you should be more than ready for this bout.

Lucifer, like many other bosses at this stage, is really fast so start things off with Slow Down and Quick to gain a speed advantage. Afterwards, casting Hyper on Jack and bouts of healing would be a great idea. As usual, Trump Card/Magnum Fang/Sonic Vision and Phaser/Arch Smash paired with Fury Shot with Jack and Rudy will be the best methods of damage.

Lucifer is extremely strong as you would expect, sporting a standard physical attack, Sephiroto, Photon Bow Gun, and Beam Fencer. His physical attack is not a big deal, whereas his other attacks kinda are. Sephiroto is of only medium concern, hitting Rudy for 2,000+ most times while Jack and Cecilia are hit for 1500-1800 or so. Beam Fencer is the REAL big time attack here, striking for 3,000+ on everyone. I've even seen this hit for almost 4,000 on Rudy! Photon Bow Gun is almost as deadly but thankfully only hits one target, for around 3,000 damage on average. Remedy and Raftina paired with High Guardian will absolutely be needed here, but as long as Jack and Cecilia are faster than Lucifer you have nothing to fear!

Your reward here is the Jade Wilder, Jack's ultimate armor. I assume it's cold in Malduke so get that sweet new coat on and enjoy the defense and Magic Resistance boosts!

#8- SADO
HP- 50000
EXP- 33000
GELLA- 9000
RECOMMENDED LEVEL- 55+

Time for the last Golem battle! Sado isn't *quite* as strong as Lucifer,

but he's still a force to be reckoned with. As with Lucifer (or Roos-A-Fee if you're Jacques from Cinderella), come into this fight fully healed and your bullet count topped off.

Sado is slower than Jack here but faster than Cecilia so go ahead and get Slow Down/Quick set up as needed. Armor Down, Hyper, and healing will fill the rest of Cecilia's itinerary. Trump Card with full HP and Magnum Fang otherwise will work for Jack, while Phaser and Arch Smash linked with Fury Shot works for Rudy. Funnily enough, I always used to favor Phaser (lol word play) over Arch Smash in the past, yet Arch Smash is a lot more powerful but less accurate. Ahh well, it's a moot point when you have Fury Shot giving ya max damage.

Sado really only has one powerful attack to worry about, along with a couple of mildly strong ones. Black Hole Bullet and Megid Flame tend to hit for around 1,000 damage or so, while Evil Quasar hits everyone for about 950 damage on average; It'll hit Rudy for 1,000+ though, but Jack and Cecilia for a good deal less hence the given average. Armageddon is the biggest "problem" here, hitting the team for around 2,000 damage across the board. Needless to say, a lot less threatening than Lucifer.

Your prize for defeating Sado is the Braver Vest, Rudy's ultimate armor. Equip that bad boy post haste for a massively needed Magic Resistance boost!

#9- RAGU RAGULA
HP- 65000
EXP- 60000
GELLA- 30000
RECOMMENDED LEVEL- 55+, though it's a moot point

Welcome to the biggest and baddest boss Wild Arms has to offer! Besides having to level up to an obscenely high point, your only other options are coming in with 99 Goat Dolls OR stealing 3 Frog Badges in the Abyss. I've heard it completely nullifies the damage, but I've never been able to have any luck stealing them, so I just go with the Goal Doll plan.

Ragu Ragula is extremely fast and vastly powerful, but you can still get Armor and Slow Down on him to help things out. If you go with the Goat Doll route, don't bother with healing as Ragu will just kill you outright the next turn. After getting Armor and Slow Down up, stick to using Hi-Blast as Ragu nullifies any elemental damage. Trump Card with less than full HP might still be more powerful than Magnum, but either one works in all honesty. Phaser is probably the way to go for Rudy, as Arch Smash is a little inaccurate otherwise for my liking and you won't have enough Force to pull off Fury Shot to guarantee a hit, sadly. With constatntly dieing and reviving, you won't really be able to make use of any of your Force Abilities in this battle.

Mr. Ragula here only has 3 attacks in all along with his physical attack and they all leave a mark. His standard attack hits for close to 2,000 HP per use, while Zero Armor Attack is gonna mess you up for 3,000+ per hit. Poison Breath oddly enough doesn't do any damage but can potentially poison you which is mildly annoying. Volcanic Bomb is THE most powerful attack in the game by far, wiping out everyone in one blast: I'm talking 6,000-7,000 damage on everyone! This alone is why you need Goat Dolls on everyone, otherwise you'll be seeing the Game Over screen in short order. With enough Goat Dolls, this is just a battle of attrition but the reward is SO DAMN WORTH IT.

What is your reward here, you may ask? The all powerful SHERIFF STAR!
This thing is absolutely INCREDIBLE and gives you a plethora of bonuses:
25% more HP and MP, immunity to all statuses, full elemental absorption,
an increase in Luck, a 25% chance of doubling your Gella after a battle,
HP regeneration after each turn, prevention of surprise attacks,
AND +100 to ALL of your stats! Just one of these is amazing enough, and
I mentioned this earlier in the guide IIRC, but if you duplicate these
to give to everyone, you are INVINCIBLE. The only thing that sucks is
that it has rather limited use for the late game unless you went to the
Abyss immediately and got it, then you can unleash hell upon every
other optional boss!

#11- MEDEA (1ST IN THE ARENA)

HP- 10000

EXP- 7500

GELLA- 900

RECOMMENDED LEVEL- 40+

Time to tackle the Ancient Arena bosses! These guys can be fought much
earlier than the other dudes and such but I'd recommend waiting to take
them on until after the events at Pandaemonium and getting all of the
Guardian Lords. At that point you should be more than powerful to win each
of the battles here, but these 4 bosses can still be tricky. Having the
usual Advanced Spells are key here, but I want to give a special shoutout
to Banish and Divide Shot, which can make these fights a great deal easier.

Medea is the easiest of the four battles, but can still be a decent
challenge. Armor/Slow Down to start is a good idea, along with Hyper on
Jack and Remedy/Raftina/Odoryuk to handle healing. Hyper+Magnum Fang from
Jack will be hella good here, while Phaser paired with Fury Shot whenever
possible is always welcome.

Medea is a fair bit powerful with one of his attacks being VERY annoying.
Hi-Flame hits everyone for around 400 damage or so which is nothing to
worry about, while Zero Armor Attack tends to hit for 1,000 HP. Hi-Heal can
prolong the fight, healing him for tons of HP, and Human Experimentation
hits one character for some damage and just about every status ailment
in the book. A Full Libra on Cecilia can keep her healthy while Restore
can quickly heal the guys if they're afflicted. Keep in mind that these
battles are fought one after another with no time to heal in between if
you stay for the next round, so try to keep your HP as high as you can
before the next battle.

Your rewards here if you leave after winning are 10 Heal Berries, 1
Goat Doll, and 1 Lucky Card.

#12- BAD NEWS (2ND IN THE ARENA)

HP- 40000

EXP- 15000

GELLA- 1000

RECOMMENDED LEVEL- 40+

Say hello to the powerhouse of the Arena bosses! Bad News hits a damn truck
and can very easily one shot you with his strongest attack, so come packing
Goat Dolls and Hi-Shield.

Armor/Slow Down to start as always is nice, then spam the hell out of
Hi-Shield. It may be tough to get a few uses of it up on everyone if

Bad News picks on Cecilia too much, but stay diligent and it'll make this battle much easier. Having Rudy use Protector after he's been buffed up sufficiently could be very useful here if you're having trouble staying alive, so keep that in mind. Otherwise, stick with Magnum Fang/Sonic Vision and Phaser/Fury Shot when your Force allows. Jack might need to toss a healing item here or there if things get a little dicey.

Bad News employs nothing but physical attacks and they HURT. Fatal Blow can potentially kill you in one hit, hence the Goat Doll recommendation. His standard normal attack alone hits for 2,000 damage most times, while Brutal Attack will mess you up to the tune of 3,000 damage! This can even one shot Jack if you're unlucky so I'd suggest giving Goat Dolls to everyone as a failsafe and winning the battle in the trenches.

Your rewards here if you leave are 1 each of the stat raising apples:
Power, Mystic, Hardy, and Agile.

#13- JAVAWALK (3RD IN THE ARENA)
HP- 40000
EXP- 30000
GELLA- 15000
RECOMMENDED LEVEL- 40+

I've sometimes waited to fight this guy until after I clear out most of Malduke to at least get Arch Smash, Trump Card, and the new equipment throughout the area. You'll want to have Banish for Cecilia and Divide Shot for Jack as well, which can make the fight a lot easier.

Javawalk can actually be extremely easy if you're lucky with getting Banish on him early on, but he's still not all that powerful in all honesty. I wouldn't worry about Armor or Slow Down with Cecilia here, just spam Banish til it sticks and shrinks the Javawalk to an adorable size. At that point he's MUCH weaker so you can go to town with the usual methods of offense: Trump Card or Magnum Fang along with Sonic Vision, and Phaser/Arch Smash, along with Fury Shot. Divide Shot gets a special mention here as it can hit for 9,999 damage for the first 4-5 times you use it before it starts to weaken. You'll probably still need to heal with Remedy or Raftina here or there if you're unlucky with Banish but it WILL stick sooner or later. :)

Javawalk's physical attack only hit for 1,000+ with each use, and he can Disease you every so often which isn't much of a concern. Anti-Matter Bomb is his main attack here and his most powerful, striking for anywhere from 1,500-2,000 damage on everyone. But if you get Banish in place this fight is essentially a joke so you may not even have to heal that much here.

Your prizes here if you leave are 5 Potion Berries, 3 Secret Signs, 10 Magic Carrots, and 1 Ambrosia. My personal favorite item set here. :)

#14- RIVERSIDER (4TH IN THE ARENA)
HP- 65535
EXP- 60000
GELLA- 10000
RECOMMENDED LEVEL- 40+

Time for the 4th and final Arena boss! This fight, much like Boomerang Flash, can actually be quite easy with many uses of Hi-Shield but you still need to survive to get enough castings in.

Unfortunately, this guy doesn't make that a walk in the park, so let's get to the strategy!

Riversider is EXTREMELY fast, so having Jack and Cecilia faster is super duper awesome for making healing easier to manage. Riversider is weak to Fire as an aside, but I wouldn't worry too much about that. As long as you're faster than Riversider, just stick with Armor Down and Remedy/Raftina/Hi-Shield for Cecilia. It might be a bit tricky at first to stay at full HP with Jack to get the full effect of Trump Card, so Magnum Fang or Divide Shot are great alternatives. Phaser/Arch Smash+Fury Shot does that oh so wonderful 9,999 damage, too.

Riversider only has a physical attack and Brutal Blow and that's more than enough for him. His regular attack hits for around 1,800 damage, while Brutal Blow hits for 5,000+ in most cases. This will most certainly one shot you without Hi-Shield, so work to get that established ASAP. You can ALSO cheese this guy if you use it enough times, just a heads up. :P

Your final rewards here are a Duplicator, 3 Nectars, and a Full Libra, which prevents all statuses when it's equipped.

#4- CLOSING

And that as they say, is that! I hope this guide was found useful to you in wrecking each and every boss in the game, and I thank you for taking the time to read it! Happy gaming!

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