

Final Fantasy Origins FFI FAQ/Walkthrough

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Final Fantasy II [Final Fantasy Origins]

Full FAQ/Guide

Playstation

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This is a guide to go over all of Final Fantasy II. Final Fantasy II tends to be the least popular Final Fantasy game released in the US because of its odd powering system. Once you get past the first odd few hours of it though, the game actually becomes quite fun and enjoyable.

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**** Introduction ****

Welcome to my Final Fantasy II guide^^

Before you read this guide, there are a few things to note. There -will- be spoilers in it, as it is a full FAQ. If you accidentally look too far in the guide you might be spoiled by something that you did not mean to.

I like to tell people not use my guides unless you are stuck at a particular part of the game. Though you are free to use my guide for the whole of your game, its just a tidbit to keep you from being spoiled.

Also, I pray you, do not cheat and attack your own party members. I find that very cheap in levelling up stats. While it works, I prefer doing things the real way, as it is much more fun. Its your choice, of course, but to me its not worth it. The game is far more challenging that way, also.

**** Basics ****

This section is meant to go over the basics of Final Fantasy II. If you have the game with no booklet, or if you need something cleared up, then this is the section to go to. Note that these are the extreme basics, and I add them because everyone needs help sometimes.

Controls

The most basic aspect of Final Fantasy II is the controls. This section goes over eah control individually, so that you can know which screen which control does what on.

Note that you can not use Analog mode in this game.

=====
Directional Buttons
=====

Field/Map Screen

As you might assume, these move your character on the field screen. Right button moves your character right, Left Button moves your character left. The Up button moves your character upwards, and the Down button moves your character downwards.

Menu/Battle Screen

Only the Up and Down Buttons are in effect on the Menu Screen. These buttons help you choose which option to go to.

=====
[X] Button
=====

Field/Map Screen

The X button by default is your most pressed button. This button allows you to talk to NPC (Non-playable characters) you find, confirm Memorizing in the World Memory system, buy items from item shops, and pretty much everything that allows you to progress in the game.

On the World Map, the X Button allows you to board vehicles.

Menu/Battle Screen

The X Button allows you to choose the selected command/item when on the Menu screen.

=====
[O] Button
=====

Field/Map Screen

If you press the O Button while moving, it allows you to run. Also, while on the world map screen, if you press this button at the same time as [Select] you can view the World Map.

Menu/Battle Screen

Allows you to cancel selected command.

=====
[Triangle] Button
=====

Field/Map Screen

The Triangle button opens the Menu screen.

Menu/Battle Screen

No use.

=====

[Square] Button

=====

Field/Map Screen

This is a shortcut to the Magic Menu from the field screen. Very useful,
learn to master this.

Menu/Battle Screen

No use.

=====

[L1] Button

=====

Field/Map Screen

This is a shortcut to the items from the field screen.

Menu/Battle Screen

On the menu screen, scrolls left on magic/status menus.

=====

[L2] Button

=====

Field/Map Screen

This is a shortcut to the equipment menu from the field screen.

Menu/Battle Screen

No use.

=====
[R1] Button
=====

Field/Map Screen

This is a shortcut to the status from the field screen.

Menu/Battle Screen

On the Menu Screen, scrolls right on magic/status menus.

=====
[R2] Button
=====

Field/Map Screen

This is a shortcut to the formation menu from the field screen.

Menu/Battle Screen

No use.

=====
[Start] Button
=====

Field/Map Screen

Opens the main menu screen.

Menu/Battle Screen

No use.

=====
[Select] Button
=====

Field/Map Screen

Press at the same time as the [O] button, and you display the World Map. This only occurs when you have gained a certain item.

Menu/Battle Screen

No use.

Main Menu

You will spend a lot of your time in this game on the Main Menu screen. It is very important to get to know the Main Menu, and what each command can do. This section goes over that briefly, and what each command does inside each menu (orz). This takes forever to write!

=====
Items

The items Menu displays all current items you have aquired thus far on your journey. There are two commands at the top of the screen, these are Use, and Sort.

Use

The Use Command allows you to Use items from your inventory. Only items such as Potions, or Tomes can be used by party members. You can also check the description of each item through this command. This is a very useful command, and be sure to check it often.

Sort

This command sorts your items for you. This puts your Potions/healing items on top, and your weapons on the bottom. This is somewhat annoying though, if you have a personal sorted job, as it resets your personal job and you have to resort it to your own preference. Use this command often though, to help clear your inventory of unwanted items.

=====
Magic

The Magic menu shows you spells that a certain specific character has learned. Spells have a MP cost determined by level (see the Character Development section for more on spells). There are two commands on the Magic menu.

Use

This allows you to use magic. Some magic can not be used in the menu screen. This magic is darkened to a grey. Spells like Cure, Life, and Esuna can be used on the Menu screen though.

Drop/Discard

You can only hold a certain number of spells at once. When you find yourself close to the limit, or you have a spell that you think is rather useless (that you are not using at all) then you can discard it with this command. Hopefully you will not buy enough spells that this command is needed often.

=====
Equipment
=====

Equipment in Final Fantasy II is done a bit differently then other Final Fantasy games. Because magic casters can not wear the best gear possible, or their stats will lower, you need to be very careful on their equipment choices. There are three commands in the equipment menu.

Equip

This command allows you to manually equip an item to a location on the selected characters body. You can equip two weapons if you desire, or a weapon and a shield. I suggest a weapon and a shield early in the game, and two weapons late in the game, so you can build evasion early on.

Strongest

This is a bad, bad command. Never use this. This command gives the character the strongest gear in your arsenal. But most of the time, the strongest is not always the best. Sometimes, a stronger weapon may not be the weapon type that the character uses normally (such as an axe user given a sword), or it will give the wrong type of armor to a mage.

Best Defense

Much like Strongest, this command gives you the best defense possible through armor. Once again, on some characters this command is bad. You do not want to use this command on mage type characters. This command is fine on your strong man characters, though.

=====
Status
=====

The status screen shows you the basic parameters of your party. This is an important screen to watch. The stronger your characters are, the higher the numbers in their status screen will be.

Attack: Total physical attack power
Accuracy: Total percentage of hitting physically
Defense: Your defense versus physical attacks
Evasion: Your chance of evading a physical attack
Magic Defense: Lowers damage taken from magical attacks
Strength: Effects total attack power
Endurance: Lowers damage taken in combat
Spirit: Strengthens White Magic spells
Agility: Your speed/helps evasion
Intelligence: Strengthens Black Magic Spells
Magic: Lowers spell cast time

The bottom of the screen shows your current equipment, and the right shows your weapon mastery levels. These change depending on the character and player.

=====
Formation
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The formation command allows you to move a character from the front row to the back, and from the back row to the front. Characters in the back row take less damage physically, but do less damage physically. Characters in the front row take more damage physically, but do more.

=====
Keywords
=====

Keywords are part of the World Memory system. This just shows a list of all of the Keywords you have learned up unto this point, and a brief description of them.

=====
Config (Configuration)
=====

This command allows you to change your in-game settings. You can change your controls, your targeting, or pretty much anything you want.

Auto-Target

It is rather important to keep this on, especially if its your first time playing Final Fantasy II. This allows you to attack a different monster once the monster you were attacking is defeated. In the original version of the game, if you were attacking a monster that died, you would attack the empty space where he was after he died. Its really your choice, but the game is easier with Auto-target on.

Map

This changes your view of the map as either a Globe or a Flat map. Your own

preference dictates this.

[O] Button Dash

With this, you do not have to press the [O] button to run. This is a very useful feature, though you tend to get into more random encounters. I like to keep this on, as it saves time.

Cursor

There are two commands:

-Default-
-Memory-

Default brings your cursor back to the top of the command list each time you enter the menu screen or on each round of battle. Memory leaves it where it was the last round of battle, or where you had it the last time you were on the Menu screen. I like to keep this on Memory.

Sound Output

Allows you to choose your sound mode, Stereo, or Mono.

Controller

Allows you to customize your control scheme. Some people like to do this, again, a matter of preference.

Text Speed

This adjusts the speed of text shown on screen. Faster tends to be good on the field screen, while slower is better on the battle screen. Your choice though@@;

Item Sorting

This customizes the order that items are sorted in the Item Menu. The default is healing (consumable) type first.

Vibration

This turns the vibration function of the analog controller on and off.

Window Color

Changes the color of the windows in the game. Fun to do, but sometimes takes a bit of time to choose which one you like.

Collection

A new feature, this allows you to see everything you have collected in Final Fantasy II. fun feature^^

=====
Memo File
=====

You must learn to use this file wisely in Final Fantasy II. The Memo File saves a non-permanent file to your playstation, that deletes once the console is turned off or is loaded. This is good to use right before you are fighting a boss, as it can be used anywhere. Use it often.

=====
Save Game
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You need a Memory Card and a open space to save your game. You can save on the World Map, but not in towns or Dungeons. Select a memory card to save to, and as long as there is an open space, there should be no problems.

Battle Screen

This section I am taking from my own Final Fantasy V&VI guide^^ (IGN.com Cyril_Rebirth)
With slight changes, of course (lol)

Basics of Battle:

Enemy XXXXXXXX | Firion 1000/1000
Enemy YYYYYYYY | Maria 1500/1500
Enemy BBBBBBBB | Gus 3000/3000
Enemy AAAAAAAA | Leon 2000/2000

|Attack |
|Magic |
|Equip |
Flee

Attack gives a normal attack, with your equipped weapon. If you are in the

back row, it will do half damage. The magic command allows a character to use the spells they have learned. You can scroll between them with the direction buttons. The Flee command allows you to run away from battles.

After you have the basics of battles down, you are ready to go into the advanced areas.

The main thing you need to worry about in battles is HP. Your characters, and your eneemies all sport a certain amount of HP. Depending on your attack, you do a certain amoung of damage to the enemies (or allies) HP.

Lets say you attacked a Nymph. The Nymph had 40 HP. You have 30. Your attack to him did 20 damage. His attack to you did 10. After one round you would have something like this:

Nymph: 20/40

You: 20/30

Obviously, if you did the same amount of damage each attack, you would win on the next turn. Obviously, if the enemy was faster then you, he would be able to kill you, And the attacks dont always do the same amount of damage. This is the basics of physical battles. When your HP=0 you are dead (KO).

There are 2 ways to revive from KO (dead): The Life Spell, or a Phoenix Down item.

Cure Spells, and certain items restore HP. Depending on the enemy, you may want to keep your parties HP over 70%.

The defense and magic defense of a character determine the damage they take in battle. Damage (the number of HP depleted when a character is attacked) is determined by how high your defense against the type of attack (Magical of physical) and the enemies attack strength. There are certain types of spells that reduce damage, such as Shell, Protect, Blink, etc.

To learn more about the battle system, go to Altair, and enter the Rebel Hideout where Firion first woke up. The training center should answer all of your questions.

Status Effects

Status effects are not as huge of part of Final Fantasy II as some other Final Fantasy games, but they are there nonetheless. There are two types of statues effects, ones that wear off after battle, and ones that do not.

=====
Status Effects that wear off after battle:
=====

The Basuna spell can cure all of these status effects.

Venom

The equivalent to the Poison status effect. Every round of battle, your HP is

drained by a small amount.

Sleep

One of the more annoying effects, your character is taking a nap and is unable to act for a few rounds until the effect wears off.

Mute

Your character is silenced and can not cast magical spells. Very annoying, fortunately, not common.

Mini

Makes your character very small, and yur character will have a hard time hitting enemies with physical attacks.

Paralysis

Probably the most common status effect, Parlysis stops a character from acting for a few rounds, depending on how long it lasts. Much like the Sleep status.

Muddle

This is also called Charm. This status effect causes your character to attack other members of your party. Can be deadly.

=====
Status Effects that remain after battle:
=====

The Esuna spell can cure all of these status effects, as well as certain (I will name them) items.

Poison

Curable by: Antidote

Much like Venom, Poison drains HP every round of battle. On the field screen you lose HP gradually by walking.

Darkness

Curable by: Eye Drops

Lowers your physical attack accuracy. Very bad for physical attack characters, such as Gus.

Curse

Curable by: Cross

Lowers the damage you do from all types of attacks, and makes you take double damage. Very very bad.

Amnesia

Curable by: Mallet

Stops you from casting spells. This is bad if you only have one character with high level Esuna to cure this.

Toad

Curable by: Maiden's Kiss

You lose the ability to cast spells, and your attack accuracy is reduced. Your damage is lowered as well. Also very bad.

Stone

Curable by: Gold Needle

The game considers this the same as KO status. If all 4 of your members are turned to stone, the game is over, be very careful! Stone is much like Sleep or Paralysis where you are unable to act, but it never wear off until cured.

World Memory

The World Memory system is unique to Final Fantasy II. This system allows you to learn key terms and put them in your 'memory' for later use to 'ask' people. You can learn information or advice later on by 'ask'ing people.

To use this system, you must first find a key term. Key Terms appear in Red on the normal story screen. After some text, you will be given the option to 'Memorize'. After a little 'beep' sound, you have memorized the Key term, and can now ask anyone you want about it. Some people will know nothing about, and only give you a "?".

This is a great way to learn some backstory on the game, as well as learn new destinations. You can view key terms that you have learned in the Key Terms menu on the Menu screen. Try asking people different words, you never know who will know things.

**** Character Development ****

A very important aspect of Final Fantasy II is how you decide to develop your characters magically and physically. While raising your stats, sometimes other stats will be lowered, and those can be stats that you do not want to be lowered. Such as a magic users Intelligence. This section will go over how to properly level up a character, and raise a proper team.

Raising your stats

Certain actions raise stats of your party members. This section goes over (briefly) how to raise the stats of your party members.

Note: You can attack your party members physically to gain HP and Stamina, or use the Sap spell to gain MP, though this is very cheap, and not how you are truly supposed to play the game.

Strength: Raised by physically attacking/wearing heavy armor

Endurance/Stamina: Losing HP, or taking physical damage in battle

Spirit: Raised by using White Magic such as Cure

Intelligence: Raised by using Black Magic such as Fire/Ice/Thunder/Scourge

Magic: Raised by casting spells in battle

Accuracy: Raised by physically attacking/gaining weapon levels

Evasion: Raised by being a target of physical attacks/gaining shield levels

Agility: Raised by being a target of physical attacks

Magic Defense: Raised by being a target of spells in battle

Note that by raising certain stats, that other stats go down. That is by far the most annoying thing about this system. This table below comes from the booklet that comes with Final Fantasy Origins.

Increased Stat	Decreased Stat
Strength	Intelligence
Intelligence	Endurance/Stamina
Spirit	Strength

Through this system, that means that a White Magic user will have low Strength, and a Black Magic user will have low Endurance/Stamina (AKA defense). Also, a physical attacker will have no skill with magic, since his strength raising lowers his Intelligence (Black Magic skill) and by trying to raise his White Magic skill (Spirit) you will lose Strength. It is an odd balance, but you get used to it.

A Proper Party

The best party type in the game is debatable. I highly suggest having your main White Magic (healer) caster separate from your Black Magic (damage) caster. Since your White Magic caster probably wont be spending much time physically attacking in major fights, stats that raise strength wont matter as much.

I like this party best:

White Mage
Black Mage
Physical
Physical

Each person has their own choices, and some people like to have their White and Black mage as the same person, though I personally find that detrimental to the total damage capable in the party.

As for who plays what role, I like Firion playing White Mage, and Maria playing Black Mage. Firion tends to be quite fast, so his spells get off earlier in the round than the bosses attacks, which is -extremely- important for a healer. While Firion also has skill with physical attacks at the start of the game, they will lower significantly end-game. But at that point, it does not matter as much because physical attacks are rather useless as it is, and you focus more on powering up one characters attacks rather than the party as a whole.

If you so choose to have your Black and White Mage on the same character, you can expect your battles to be a bit slower because your Black Mage will be unable to cast black magic as much as he/she normally would in battle. That is bad in early battles where black magic is the only way to damage the bosses. This -Red- Mage character tends to be back row only, as he/she is far too weak to be front row, both in Endurance/Stamina and in physical Strength.

Magic Development

Magical development is much like stat development. The more you cast a spell, the stronger the spell gets. The spell gets experience each time it is cast in battle (or out, if it has the ability to be cast out of battle). When the experience reaches 100, the spell levels up. Note that the higher levelled the spell gets, the slower you accumulate experience for it, and the harder it is to level.

Note that all spells cost the same base MP to cast at level 1. That is 1 MP. As you slowly level them up, they become more and more expensive. Their MP cost per spell is the same as their level, so, a level 2 spell costs 2 MP, and a level 3 spell costs 3 MP. So on, and so on, and so on.

Some spells are imperative to level up from the start. Cure is one of them. Protect is also very important, as is Life and Esuna. Thunder, Fire, and Ice (and perhaps Scourge) are other spells that will help you from being levelled early on. The earlier you obtain these spells the better you will do in the long run.

Note: If you discard a spell, it starts at level 1, no matter what level it was when you discarded it originally.

*** Characters ***

This section will introduce you to the -three- main characters of Final Fantasy II. Any more than the three main characters will be added as

spoilers, and I do not wish to add them here. They will be shown in the Walkthrough when they come into your party. There are 9 characters total.

=====
Firion
=====

Firion was orphaned by an unknown parent at a young age. He was raised by Maria's parents, and considers them kin. Firion is the leader of our quest.

Starting stats:

HP: 30	MP: 5	Right-Handed
ATK: 10	ACC: 1-70	DEF: 2
EVA: 1-14	MDF: 1-22	STR: 10
END: 10	SPR: 10	AGI: 10
INT: 10	Magic: 5	

1 in all weapon skill levels.

Starting gear:

Right Hand: Broadsword
Left Hand: Buckler
Body: Leather Armor

=====
Maria
=====

Maria is Firion's sweetheart, though she would never admit it. She has a will of iron, and is quite determined to have things her way. Though she is quiet, she is noble and has good intentions.

Starting stats:

HP: 20	MP: 5	Right-Handed
ATK: 3	ACC: 1-55	DEF: 1
EVA: 1-10	MDF: 1-20	STR: 5
END: 5	SPR: 10	AGI: 15
INT: 15	Magic: 5	

1 in all weapon skill levels.

Starting gear:

Right Hand: Bow
Body: Shirt

=====
Gus
=====

Gus is Final Fantasy II's strong man. He is more than a little bit brutish,

being unable to speak properly. He can also speak to animals, a trait which may help you in the future.

Starting stats:

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| HP: 40      | MP: 5      | Right-Handed |
| ATK: 17     | ACC: 1-70  | DEF: 2       |
| EVA: 1-1    | MDF: 1-25  | STR: 15      |
| END: 15     | SPR: 10    | AGI: 5       |
| INT: 10     | Magic: 5   |              |
-----
```

1 in all weapon skill levels.

Starting Gear:

Right Hand: Axe
Body: Leather Armor

*** Walkthrough ***

This is a walkthrough for the main game. It will cover bosses, dungeons, and characters. Use the control-F feature if you are having difficulty finding something.

I have my guide put into parts, to make your journey easier. You can look in the Table of Contents at the top of the guide to see the different parts. I have not named the parts according to the game areas/people, to avoid spoilers. Yes my names may be corny, but so what@@;

Heres a quick rundown of what the words at the top of each section of my guide mean:

- Party: Whos going to be in your party for that area.
- Shops: The types of shops in the area.
- Keywords: Keywords you can learn in the area, if any.
- Monsters: Monsters found in the area, if any.
- Bosses: Bosses founf in the area, if any.
- Items: Items found, it any.

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==== Part 1: Gaining their Trust =====

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*==
*== Altair ==*
```

Party: Firion, Maria, Gus
Shops: Magic, Item, Weapon/Armor, Inn, Sanctuary

Keywords: Wild Rose

Items: Potion

After the opening movie, you are caught in a desperate struggle for survival against 4 Black Knights. This battle is not meant to be won, so allow yourself to die, and the game continues without issue.

When you awaken, you are one member short of your original party. You also awaken somewhere completely different. After a short scene, you go and talk to Princess Hilda. When you finally gain control, talk to Hilda again, and you are given the option to 'Memorize' the word Wild Rose. This word allows you access to the rebel hideout at any time. 'Ask' Hilda about the Wild Rose and she will give you information about Leon. Also, if you talk to Mindu, he will tell you your next destination: Fynn.

Head down, and out of the throne room. Head to the right, and down, and into the first room on the right. This is the King's room. After each big event in the game, return here to give the King news, or ask the King's advice. He will gladly help you. Other than that, there's not much there.

Head back to the left, and go down the stairs into the center of the hideout. Head left again, and go up. Open that chest to obtain a Potion. Head back down, and exit the hideout all the way to the bottom.

In the main town of Altair, there's a lot to do. You have 400 gil on you, and you need to spend it to make it to Fynn. First off, talk to the man right outside the Rebel Base, he should be in brown. His name is Pavel. Making friends with him now will help you in the future. If you want, you can test out the World Memory system and ask him about the Wild Rose. Gordon, prince of Kas'ion is standing north of the rebel base, if you want to speak with him as well. He is another important character. Either way, the goal is the same: it's time to shop.

Shopping in Altair: There's 4 shops in Altair. While your party is severely undergeared for the journey ahead, you also need spells. I suggest buying some Leather Gloves for your characters. You should also have at least one character with access to the Cure Spell right from the start. Remember that if you want, you can level outside the town a bit to earn money. After buying the Cure Scroll, and some Leather Gloves for your party, you shouldn't have much money left. If you want to spend some time making money, I suggest buying the Fire spell next, or another Cure Scroll.

When you're done shopping, head to the far left, and exit the town.

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*==*                               World Map                               *==*
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Enemies: Strangler, Hornet, Goblin

On the world map for the first time, remember that you can encounter enemies just from walking around. Use this time to build up your characters as you desire, or make money.

Note: Right from the beginning of the game it is important to develop your mages. You want a 'Black' and 'White' mage. While they aren't really under those titles, that's the type of magic they will prefer, and the role they will play throughout the game. Because Maria has the highest base Intelligence, she makes the best Black Mage. Gus has the highest base Strength, so he makes a

Party: Firion, Maria, Gus, Mindu

Monsters: Soldier, Loper, Sasquatch, Green Slime, Balloon, Goblin, Goblin Guard, Zombie

Bosses: Spiketoise, Sergeant

Items: 10 gil, 200 gil, Eye Drops, Potion, Potion, 1 Gil, 50 Gil, Fire Scroll, Warp Scroll, Mythril

Note: This is your first real dungeon. There are a few things to watch out for in dungeons. You must save your MP as much as you can, because most of the time they are long, and many floors big. Also, in this particular dungeon, you do not want to use Mindu's magic to cure, you want to save his MP as best you can.

From the entrance, head down, and then left. You will notice a big blue -thing- on the floor. Ignore this for now, as it does nothing. Continue left, and at the intersection, go left. Follow this path as it twists upwards. Open the chest at the top for 10 gil. head back down the path to the first intersection once again.

At the intersection, follow the right path until you reach a second intersection (orz). At this intersection go down until you reach a T. At this T, go right. Continue right until you get to a chest. Open it up, and you will receive 200 gil. Now, go all the way left (ignoring the intersection) and then down at the end, onto the next screen.

On this screen (B2), go right, and up. Continue up until you can not go up any more, and then go left into the crevice. Open the chest here for some Eye Drops. Head back down, and go directly right. Head up when you can, and open the chest here. This chest contains a Potion. From this chest, go all the way down to the bottom of the screen, and then right. Open the chest here for another Potion. Go up the screen, and you'll find multiple doors. Only the door on the far left will bring you down to the next level, the rest are trap rooms.

Note: Most dungeons have these 'trap' rooms. There are doors through dungeons used as traps to try and lure you to treasure. While some have treasure, many do not. Each step you take in these trap rooms brings you into a random encounter. How do you know if you are in a trap room? well, the room is empty, and there are a lot, and lot of encounters.

On B3, head all the way down from the entrance, and open the chest. This chest contains 1 Gil. Head back up a bit, and go to the left. At the intersection, head to the left, and then down. Open the chest over the bridge and you will obtain 50 Gil. Head back up to the intersection, and go up, and then left. Once again, go through the far left door, as the rest are trap rooms.

This room has quite a bit of people in it. This is what you're looking for! Talk to everyone. Eventually, you will find your good friend Pavel the thief from Altair. You also learn that this place has some Mythril Ore ripe for the taking. With the slaves freed, head to the right, and down the stairs onto the next screen.

On B4, head left, and up over the bridge. Go all the way up, and open the chest. This chest contains a Fire Scroll. Use it on someone who you plan to have as a magic user. Head back down, and go right. There will be a 4 way intersection. At the intersection, go up, and follow this pathway all the way around to the right, and all the way down.

On B5, head all the way across the bridge to the left, then go all the way up.

At the top, go to the right, and follow the path until you reach a chest. Save a Memo file now, as you have reached your first monster-in-a-box boss :O!

=====
FF2Boss# 1: Spiketoise

Location: Semitt Falls, B5

Party: Firion, Maria, Gus, Mindu

Status:

HP: 140 | MP: 0 | Attacks: 2 |

ATK: 35 | ACC: 65% | DEF: 35 |

EVA: 0% | MDF: 2 | RES: 50% |

Treasures: Mythril Shield

This battle will be over quickly, but that does not mean it is not dangerous. The Spiketoise has extremely powerful physical attacks which can one hit a character. Cast Shield on the first round to lower the damage from his physical attacks. Even with Shield, the Spiketoise's physical attacks can do over 50 damage a hit to someone with good gear and high Endurance.

Note that because of the Spiketoise's higher defense, it is rather difficult to take him down physically. If your black mage has Ice (or Ice2) then this is the battle to use it. The Spiketoise has a definite weakness to Ice spells, and because of his powerful attacks, you want to kill him as fast as possible, before he can get any off on you. If you did use Ice enough to have Ice2, you might be able to 1-hit this boss, if, of course, your black mage is not one hit first.

If you do not have an Ice spell, this battle will be very difficult, and long and painful. The Spiketoise is hard to damage physically, and will take little damage from physical attacks.

One last note: Make sure Mindu always has his life spell ready, you never know when the boss will get lucky and get a strong critical attack in and one-hit a character.

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Note: the Warp Scroll you get from the Spiketoise is a very good spell. You should use it on Firion/Maria/Gus, but wait until after the next boss fight. This spell will allow you to leave dungeons quickly.

After the Spiketoise battle, head back to the right, and back down to the bridge. Go back over the long bridge, and at the intersection, head up. Go through the left door. Before you talk to the soldier in here, save your game to a Memo File.

=====
FF2Boss# 2: Sergeant

Location: Semitt Falls, B5

Party: Firion, Maria, Gus, Mindu

Status:

HP: 140 | MP: 10 | Attacks: 2 |

ATK: 35 | ACC: 70% | DEF: 25 |

EVA: 30% | MDF: 3 | RES: 50% |

Treasures: Mythril Mail

In this battle, expect to be casting a lot of Cure and Life with Mindu. Have Mindu be acting only as White Mage and curing every round. On the first round, he should cast Shield on everyone, and from then on he should be healing. If you want, you can cast Blink as well, though I tend to not cast

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World Map

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Enemies: Strangler, Hornet, Goblin, Goblin Guard, Bloodsucker, Loper, Soldier, Sasquatch

Once again we need to travel to Salamand, but this time we are minus one party member, so the trip is a bit harder then it was before. From Altair, head north to the little lake, and cross over the lake with the Canoe to get to Paloom. From Paloom you can either take the Ferry for 32 gil to Poft, or you can walk through the long forest to the northeast.

From Poft, there are yet again two ways to go to get to Salamand. You can walk, or take Cid's airship. Taking Cid's airships costs a pretty penny, though. Walking, head northwest through the hole in the mountains, all the way up to the snowcapped peaks. Then go west, and you shall reach Salamand.

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Salamand

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Party: Firion, Maria, Gus
Shops: Magic, Item, Weapon/Armor, Inn, Sanctuary
Keywords: None
Items: None

Note: If you can, buy a Life spell for your healer at this point.

Taking Princess Hilda's advice, we need to talk to Josef. Josef's house, if you remember, is directly to the east of the place where you enter town. Talk to Josef, and 'Ask' him about the 'Goddess's Bell'. He mentions you can only get to the cavern that holds the bell with a Snowcraft. He mentions a blue rock on the first level of the mines. The mines are Semitt falls. Josef also joins your party.

Note: Josef joins your party with no weapons equipped. Make sure to keep it that way. He is far more powerful unarmed, as he is a Monk type fighter. He does has somewhat bad gear though, so if you have Mindu's gear left from before, you should give it to him, but if not don't worry. Josef has enough HP to survive with bad defense.

Josef's Starting Stats:

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-----
| HP: 235   | MP: 5     | Right-Handed |
| ATK: 28   | ACC: 2-99 | DEF: 4        |
| EVA: 1-13 | MDF: 2-32 | STR: 24       |
| END: 24   | SPR: 10   | AGI: 24       |
| INT: 10   | Magic: 10 |                |
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Unarmed skill at level 2.

Equipment:

Head: Leather Cap
Body: Leather Armor
Hands: Leather Gloves
Items: Garlic, Potion

When you're ready, head out of Salamand.

====* World Map *==*=

Enemies: Strangler, Hornet, Goblin, Goblin Guard, Bloodsucker, Loper, Soldier, Sasquatch

Now that you have four members again fights become easier. Our goal once again, is Semitt Falls. There are two ways to get there. One is to go to Poft (southeast of Salamand) and take the airship there, and the other is to walk. Walking there, go west from Salamand, until you reach the ocean. Then head south onto the small creek. Use the Canoe to Canoe inland all the way east on the creek. At the end, head north a bit, and you should disembark. Enter Semitt Falls.

====* Semitt Falls *==*=

Party: Firion, Maria, Gus, Josef
Monsters: Soldier, Loper, Sasquatch, Green Slime, Balloon, Goblin, Goblin Guard, Zombie
Bosses: None
Items: Snowcraft

At Semitt Falls, head south all the way and then west. You'll soon see the 'Blue rock' that Josef mentioned. Examining the rock does nothing, but if you examine the top right corner of the the wall right behind the rock, a scene plays out. Go through the newly opened hidden passage to the new room.

In this new room, head east and open the chest. You obtain a Snowcraft (how does it fit in the chest?). Now, head back out of the room, and out of Semitt Falls.

====* World Map *==*=

Enemies: Strangler, Hornet, Goblin, Goblin Guard, Bloodsucker, Loper, Soldier, Sasquatch, Yeti, Icicle

On the world map, your goal is to head into the Snow Cavern, but I suggest heading to Salamand first to rest at the Inn.

To get to the Snow Cavern from Salamand, head all the way west to the ocean like you would to get to Semitt, but go north instead of south. Follow the ice covered peaks as they tilt northwest, and you'll see a snowfield.

Once you reach the snowfield, you're half there, but the enemies get harder now. Head directly east across the snowfield, following it as it goes somewhat southeast. Eventually you'll pass Salamand (which is below you) and enter a large open area. The Snow Cavern is at the far eastern end of this open area, somewhat in the middle. Its in one of the little mountain formations.

On B5, start by going all the way west from the entrance, and then north at the end. Open the chest here and you will receive a Mythril Shield. Head back east, and at the intersection, head south. At the next intersection, go west, and then south to the very southwest corner of the room. Open the chest here for an Ancient Sword. This is another Monster-in-a-box chest.

Note: The Ancient Sword has an additional effect of Curse when it hits an opponent. Curse is a very strong ability against bosses and normal monsters alike, but it is not 100% occurrence. Many people use this ancient sword quite often on bosses throughout the game, but I do not. It is your choice whether to use it or not, but personally, I think waiting for the Curse effect on bosses makes things harder.

After getting the ancient sword, head all the way east, and into the little square area in the southeastern corner of B5. There is a door here. Go through this door.

This room has quite a few Beavers (!?) in it. You won't understand a word they are saying, but if you talk to the Beaver who is standing still in the northwestern corner of the room, a short scene plays out. 'Ask' the Giant beaver about the 'Goddess's Bell' and he will, surprisingly, give you some good information. There is a secret passage in the top corner of the far eastern wall. Go through this passage to reach B6.

On B6, head all the way east as the path goes north, northeast, and south again. As the path ends, go south over the bridge, and go all the way west. At the end of the western path, go south, and go all the way east. Before reaching the end of the eastern path though, save your game to a Memo file, as another boss awaits. Also, equip the Notus on your black magic user. Open the chest in front of the stairs for a Silver Plate. Talk to the large turtle on the stairs, and a battle starts.

=====
FF2Boss# 3: Adamantoise

Location: Snow Cavern, B6

Party: Firion, Maria, Gus, Josef

Status:

HP: 450 | MP: 0 | Attacks: 2 |

ATK: 50 | ACC: 75% | DEF: 60 |

EVA: 0% | MDF: 1 | RES: 50% |

Treasures: Diamond Shield

This battle will play out much like the Spiketoise battle in the Semitt Falls. The Adamantoise has extremely high defense, and is almost completely impervious to physical attacks. Also like the Spiketoise, the Adamantoise has an extreme weakness towards Ice magic.

The Adamantoise has devastating physical attacks, but does not use magic. He will easily one-hit weaker characters with his physical attacks, so before the battle you might want to put your black and white mages in the back row. On the first round, cast the Shield spell. Hopefully you spent some time levelling it to level 2 or so, but if not that's fine. After the first round you most likely won't have time to cast Shield because you'll be curing the damage from the Adamantoise's attacks. Expect people to die when Adamantoise's attacks get off in full force.

if you found, kept, and equipped the Notus like I recommended earlier, use it the first round. This will easily be the strongest attack in your arsenal that you can employ against the Adamantoise. This is a high level Ice spell

(Ice 16) in the form of an item. This item alone should take off well over 75% of the Adamantoise's base HP, if not kill him in one hit.

Without the Notus item, you have to rely on magical attacks. Ice works wonders against the Adamantoise. Even a level 1 Ice spell does more damage than a level 2-3 Fire or Thunder spell. You hopefully aquired the Ice Scroll from this dungeon, so you should have access to the spell. Note that without the Ice spell or the Notus, you are in for a long, long, painful fight. I dont even suggest attempting it without the Ice spell. But with the Ice spell, even at level 1, the battle should not take more then 3-4 rounds because of the large amount of damage that it does.

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After the battle, examine the little yellow object on the wall. You will recieve the Goddess's Bell. After you get this item, a new stairsway opens, and the door unlocks. This stairway brings you instantly back to B1. A nice shortcut, so that you do not have to walk all the way back up.

Back on B1, head north to the very top of the screen. Once again, save a Memo file. We're not done yet!

Note: You -might- want to take off Josef's gear. He, like Mindu, will soon permanently be leaving your party. There is another, though easy, boss fight coming soon though. You will not have a chance to remove his gear after that boss fight. It is your decision whether you feel you are strong enough to take an easy boss without any gear on Josef.

Talk to the man guarding the bridge, and after a short cutscene, you're forced into battle once again.

=====

FF2Boss# 4: Borghen

Location: Snow Cavern, B1

Party: Firion, Maria, Gus, Josef

Status:

HP: 450		MP: 0		Attacks: 2	
ATK: 50		ACC: 75%		DEF: 60	
EVA: 0%		MDF: 1		RES: 50%	

Treasures: None

The only hard thing about this battle is the long walk you faced to get here. After the Adamantoise battle, your party might be exhausted MP-wise as well sa HP-wise. Luckily, Borghen does not hit too hard so you need not worry too much about that.

Borghen relies on physical attacks only, so cast the Shield spell on the first round. With the Shield spell cast, Borghens physical attacks should only do around 30-40 damage. Blink too, if you can, to prevent as much damage as you can. Then cast black magic spells on him every round, and physically attack him. Borghen is quite a bit quicker then the Adamantoise was, so if you're worried about anyones HP make sure to cure them with your fastest character.

With the sheer strength of Josef's physical attacks, this battle should be over in 2-3 rounds, maximum. It is not meant to be hard, rather, a premonition. If you were strong enough to kill the Adamantoise, this battle will be quite easy.

PS: Remember to save some MP for the walk back to Salamand!

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After the battle, watch a scene, and Josef leaves the party permanently. Exit the Snow Cavern.

*== World Map *==

Enemies: Strangler, Hornet, Goblin, Goblin Guard, Bloodsucker, Loper, Soldier, Sasquatch, Yeti, Icicle

On the world map, you might have some trouble making it back to Salamand because you're weak from your journey through the Snow Cavern. From the Snow Cavern, head directly west as far as you can go, until you get off the Snowfields. Once off the Snowfields, head south until you clear the mountains, and then head east. You will reach Salamand. Stay the night at the Inn and replenish any items that you need, and we need to continue on our way.

Note: You should have quite a bit of money now. Now is a good time to buy gear and spells that you missed. Remember though, that each character can only hold 16 spells at a time.

From Salamand, head southeast through the hole in the mountains, and enter Poft. Enter the Pub, and talk to the man behind Cid. Our goal this time, is Kas'ion. Pay the 400 gil to get lifed there.

*== Castle Kas'ion *==

Party: Firion, Maria, Gus, Gordon
Monsters: Solider, Adamantoise, Spiketoise, Baloon, Mine, Ogre, Ogre Mage, Bloodsucker, Strangler, Queen Bee, Hornet Goblin Guard, Goblin Price, Zombie, Ghoul, Wraith, Ghost, Floating Skull
Bosses: Shrieker
Items: Cure Scroll, 300 Gil, Gold Shield, Mythril Axe, Werebane, Mythril Sword, Golden Mail, Mallet, Eye Drops, Antidote, Egil's Torch, Sunfire

Note: You want to enter Castle Kas'ion at full HP and MP. You might have to exit a few times, so don't feel bad if you do. To get back to Bafsk, there is a Chocobo forest directly beflore Kas'ion. It is a little dent at the bottom of the forest, near the mountains. This will help you get back to Bafsk without encounters.

Another Note: On higher levels of this dungeon, expect to fight Spiketoise and Adamantoise as normal enemies. But they are still exactly as strong as they were int he normal boss encounters in which you fought them before. Treat them as bosses, and be very, very cautious. Also note the encounters with two Ogres/Ogre Mages. The ogre mages like to use Ice 5 over and over on your entire party, weakeninng everyone considerably. While these are good battles to raise your stats, they are also dangerous.

As you enter Kas'ion, head straight up and you'll see the Sunfire. But no matter what you do, you can not get it. If you talked to Mindu when you spoke with the King, he mentioned an Egils Torch. Examine the door right above the Sunfire, and Show the door the 'Goddess's bell'. This opens the door. Go through it to get to 2F. On 2F, head up the stairs and talk to Gordon. Gordon then joins your party.

Gordon's Starting Stats:

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-----  
| HP: 64      | MP: 5      | Right-Handed |  
| ATK: 28     | ACC: 1-77  | DEF: 8        |  
| EVA: 1-12   | MDF: 1-37  | STR: 22       |  
| END: 22     | SPR: 22    | AGI: 22       |  
| INT: 22     | Magic: 22  |               |  
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All weapon skills at level 1.

Equipment:

Right Hand: Spear
Left Hand: Bronze Shield
Body: Bronze Mail
Hands: Bronze Gloves
Items: Potion, Potion

Note: Gordon has nice stats. All of his stats are at 22, which is quite high. I suggest at the very least giving him a Cure spell, but you might want to give him an Ice spell as well, as it will help on some monsters in this dungeon. Note that Gordon joins your party multiple times throughout the game, so you should prepare to use him as such a member. Be careful though, he enters your party with low HP.

On 2F, head east all the way, and then south. Go down the stairs back onto 1F. Back on 1F, head directly south, to the bottom of the screen. Open the chest here for a Cure Scroll. Head back north to the stairs, and then go all the way to the west. Head south, and then up the stairs to the east (when you see them).

On 2F again, head south at the first intersection, and east at the second. Continue until you can go north, and follow the path all the way north. Open the chest for 300 Gil. Continue west until you can go no further, and then south. Go east, and then north up the stairs into 3F.

On 3F, head all the way west, and then south. When you reach an intersection, head east into the pillars. After the third pillar, head south through the passage. Go west, and there will be a chest. This chest contains a Gold Shield, and a Monster-in-a-box. After defeating the Wererats, equip this to someone who has a shield immediately, as it helps protect against poison. Head back into the pillars.

Note: Now is a good time to Teleport out of the Castle, if you plan to make the journey through more then once.

Head east four more pillars, and head south through the second pathway. Go all the way east, and then all the way north when you can. Go up the stairs to 4F.

On 4F, head east, and down the first path south. There will be a door to the east, go through it. There are three chests in here. Open these chests, and you will aquire a Mythril Axe, a Werebane, and a Mythril Sword. Exit the room, and on the main screen, head back north. At the top of the screen, head west, and then south when you can. Go up the stairs to the east.

On 5F, head east at the first inersection. At the next intersection, go down, and open the chest in the center. This is a Monster-in-a-box. These 4 Mines are quite strong, so use Shield immidiately. The Golden Mail you get from it is great, though. Head to the east, and at the eastern wall, go all the way

north. Go through the door on the eastern wall, and there are three chests in here. Open them to obtain a Mallet, Eye drops, and an Antidote. Exit this room. Back on the main screen, head all the way south, and when you can, go west. Go all the way west, and down the stairs at the far southwestern corner of the room.

Quickly run through the small area of B4, and through the door. In this room there is a strange Fire with eyes. Before speaking with it, save to a memo file.

=====
FF2Boss# 5: Shrieker

Location: Castle Kas'ion, 4F

Party: Firion, Maria, Gus, Gordon

Status:

HP: 540 | MP: 30 | Attacks: 1 |

ATK: 35 | ACC: 80% | DEF: 40 |

EVA: 60% | MDF: 4 | RES: 40% |

Treasures: None

This is quite the odd boss fight. The Shrieker attacks -primarily- with magical attacks. These attacks hit the entire party at once, so make sure more than one character knows the spell Cure.

Note: Shrieker absorbs all types of elemental spells, so do not cast them on him after you have started damaging the boss.

On the very first round, have someone cast Shell on all of your members. The Shrieker has access to all sorts of level 8 spells. Even with Shell, the Shrieker's spells will do around 50 HP damage to everyone in your party. have someone healing every member at all times. Something else that helps, if you still have it, is the Magiconch which Mindu had on him when he came into your party. Use this on your lowest magic defense character, or the character you think is going to take the most damage from magical attacks (or of course, the character with lowest HP, if you desire).

Fortunately, the Shrieker only has enough MP to keep casting for a few rounds, and he runs out soon after. As long as your Cure spell is decently levelled up (2-3) and you cast it on everyone every round, you should have no problem staying alive through this onslaught.

When it runs out of MP, the Shrieker has no choice but to use physical attacks on your party. This is the easier part of the battle, and you should now cast Shield to help reduce the damage he can do to you.

As you will notice instantly, the Shriker has extremely high defense versus physical attacks. If you want, you can just take your time and whittle away at it, it is possible to beat him just by doing that, though it takes some patience. The easier (although a bit cheap) way to beat the Shrieker is with the Ancient Sword you probably squired from the Snow Cavern. Equip this on someone, and have them physically attack every round. Hopefully, this sword will Curse the boss with its Additional Effect. When Cursed, the boss has much weaker attacks, and it is easier to damage him physically. Note that the Curse effect might take a few turns to stick onto the boss though, as it is not 100%.

Even worse, the Ancient Sword has a somewhat bad hit percentage, making it difficult to even hit the boss.

Expect that, no matter how you decide to kill this boss, for it to take a while.

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World Map

Enemies: Strangler, Hornet, Goblin, Soldier, Ogre, Ogre Mage, Spiketoise, Warlock, Wererat, Deadringers, Phorusracos

There are two real ways to get to the Dreadnought. Both are long, though one is a bit more difficult than the other.

The first way is by walking. This is a long path, full of strong enemies. Head north of Altair, and cross over the first river. You might want to follow the first river up north, to avoid encounters and to go more quickly north. Pass up Gatreia, and you'll reach Fynn. From Fynn, continue northwest over forests and marshlands. The enemies get harder the farther northwest you head. Eventually, if you look at your menu screen, you will pass into Palamecia, the Empire.

Soon enough, you will see a row of trees, and the Dreadnought there. Note your stats before you enter the Dreadnought. If you feel it is a bit low, then do not enter, and head back to Gatreia to rest, and try the journey again. Or you can do the other way to get to the Dreadnought. . .

Note: There are some particularly difficult battles on the way to the Dreadnought. The three Spiketoise battle comes to mind. There are also Ogre Mages to wear you down. Also note the Warlocks, they drop nice spells for your party, even some you have not yet been capable of learning.

The second path to the Dreadnought is particularly less exciting than the first, but it is much easier and leaves you much more prepared for the battles within. I actually prefer people enter this way, so that they do not have trouble later. The encounters on the way on this path are easier, so your party will not be as worn down by the time you get to the Dreadnought.

You need to make your way back to Kas'ion, which is past Poft, and south of Bafsk. Once you reach Kas'ion, head south into the Chocobo Forest, and get on your Chocobo. Then, head east a bit, through that little path in the mountains that leads south. Continuing southeast you will eventually reach a desert. At the very south end of that desert there is some more greenery. Continue southeast here, and you will reach the Dreadnought in a similar manner as walking.

If you happen to have a Cottage, use it now.

-Very important Note-

The Warlocks drop the Berserk Scroll. If you want the spell Berserk early (it is very very important for battles late in the game) you should kill Warlocks as much as you can to obtain it. This is a very important spell and levelling it is a must.

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The Dreadnought

Party: Firion, Maria, Gus, Gordon

Monsters: Solider, Sergeant, Captain, Balloon, Mine, Shadow, Wraith, Ghoul, Ghast, Warlock, Werepanther, Wererat, Stunner, Helldiver

Bosses: Hill Gigas

Items: Crescent, 400 Gil, Potion, Potion, Shade Bow, Thief's Gloves

Note: The first thing you should note about this section is the Sergeants. While there is only one in the entire area, the Sergeant was a boss previously, and is still just as dangerous as he was before. Talk to none of the soldiers wandering around on the first level, as they will attack you immediately, and are Captains. Even if you can defeat a captain, the battle will most definitely wear you down more than is safe. Also, the Warp spell does not work in this area, so once you're in you cant get out quickly.

At the start, head up and talk to the guard. If you talk to him about the Wild Rose he will recognize you as rebels, and attack you immediately. This is a Captain battle, and will be difficult at this point. That is NOT what you want. Instead, show him the 'Pass' you got from Bafsk (you did, didn't you?) and he will pass, showing you quite a bit more respect then he did previously.

Note: Do not talk to any of the soldiers here, as you will be brought into a fight with a Captain.

Once you're clear, head all the way east, and you will see some stairs going down, guarded by two soldiers. Just walk between the two soldiers, and go down the stairs. On this floor, take two steps down, so that you are at the same level as the treasure chest (no more) and then head all the way east. You should be able to walk through the wall near the treasure chest. Open the chest, and you'll have to fight a monster-in-a-box to obtain the Crescent. This is a rather rough fight, having three Warlocks and two Sergeants. Take out the Warlocks first, because over time they damage your party more then the Sergeants. Cast Shell and Shield if you must.

Note: The Crescent is a nice sword. This sword can cast sleep on a foe, as an additional effect, much like the Ancient Sword Curses an enemy. Use this sword on tough foes that you are hitting hard and you are having trouble defeating.

Head back west, and up the stairs to the main room. Back on 1F, head north, west, and up the stairs to the north. At the top, head west, and open the chest up here for 400 gil. Now, head all the way east, and at the intersection, head east some more, and down the stairs. Head north, up the enxt set of stairs, and go through the door. In the tiny room, go down the stairs to 2F.

On this part of 2F, head south, then east, and then south when you can. At the first intersection, head east, and then south. At the next intersection go south, and open the chests for two Potions. Head back north all the way, until you reach the original intersection. Head west all the way, and then south. At the intersection, continue west, and then south. Open the chest for a Shade Bow. head back up to the previous intersection, an go south. Continue south, and at the next intersection, go wesst. Open the chest here for some Thief's Gloves. This is nice armor, so equip them immediately.

Head all the way east now, and examine the door to open Hilda and Cid's cell. Head north and talk to Hilda. Watch a scene. Talk to Cid, and both the Princess and he will leave the ship. Head out of the Cell, and go west, and when you can, go north. Head all the way north out of the twisting hallway, onto the original screen.

Note: After rescuing Hilda and Cid, you can not exit the Dreadnought again.

On 1F again, head all the way south and up the stairs. Continue west, and then at the very bottom of the screen, go all the way east. There is a stairwell here, go down it. On 3F, head all the way south, then all the way west, and then all the way north. Go through the door at the end, and down the stairs.

On 4F, head south (not talking to soldiers) and then all the way to the east. Then go all the way to the north. Before opening any of these chests though, save your game to a Memo file. These chests contain a Main Gauche, a Trident, an Ice Shield, and a Titan's Helm. But when you open the chest containing the Ice Shield, a boss attacks.

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FF2Boss# 6: Hill Gigas

Location: The Dreadnought, 4F

Party: Firion, Maria, Gus, Gordon

Status:

HP: 750		MP: 0		Attacks: 3	
ATK: 100		ACC: 80%		DEF: 60	
EVA: 30%		MDF: 4		RES: 40%	

Treasures: Giant's Helm, Giant's Gloves

Note: Sometimes the Hill Gigas has friends. They are only a Warlock and a Soldier though. Kill them quickly on the first round to make way to the Hill Gigas.

This is a very difficult battle. The Hill Gigas is powerful physically, and tends to attack quickly as well. If the Hill Gigas gets off a critical attack on someone without Protect, prepare for that character to die. On your first few rounds, cast Shield and Blink, but do not neglect curing, or Life spells.

The goal of this battle is to debuff the Hill Gigas in the best way you can. If you have the Ancient Sword, you can try to Curse him, but that usually does not work. The Sleep from the Crescent is a good way to stop the Hill Gigas, and it has a good chance of working. Unfortunately it does not last more than a few rounds. If you have the spell Blind, you can try inflicting Darkness on him, to lower his attack accuracy. With Blind and Blink on, he won't be able to hit you at all.

With the Hill Gigas's high defense, hitting him physically is somewhat difficult, but not impossible. He has no elemental weaknesses, so any spells work on him. If you got the Berserk spell from a Warlock previously, use it on your fighters to power up their attacks for a few rounds.

Note that even with Curse on, the Hill Gigas can still hit for over 100 damage a hit, and can be critical for 300. Fortunately, the Hill Gigas has no area attacks. But that also means that he is capable of inflicting more damage each round.

You need to kill the Hill Gigas as quickly as you can. This is a difficult battle, but need to get used to fighting the Gigas', as soon they become normal enemies.

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After the battle, head south, and then west. Go up the stairs and through the door. This is a small area on 3F, so just head west and through the door. Go down the stairs to the east.

Right Hand: Dagger
Left Hand: Long Sword
Head: Golden hairpin
Body: Silver Plate
Items: Longbow

Note: Leila has interesting stats. You -might- want to give her the Cure spell, because of her very high speed. She tends to act first in battle, or close to first. She also has the Bolt spell at level 2, which will help you in the long run. Always keep two weapons on her, as she is more meant to be a physical attacker than magical. Also note that Leila is left handed, so her strongest weapon should go into her left hand instead of her right. Lastly, Leila is going to be partied with you for some time longer than the other members who were in your party were, so expect to build her up as such.

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*==*                                     Castle Deist                       *==*
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Party: Firion, Maria, Gus, Leila
Shops: None
Keywords: None
Items: Cottage, Curse Scroll, Stop Scroll, Stun Scroll, Unicorn Horn, Sage's Wisdom, Saint's Spirit, Wing Blade, Gold Needle, Eye Drops, Antidote, Cross, Mallet, Phoenix Down

Deist is abandoned. Fortunately, it is still considered a castle over a dungeon and there are no random encounters in here (unlike Kas'ion).

From the entrance, head north and talk to the skittish boy. Follow him north and talk to him again. Head up the stairs. On 2F, head west, and open the chest for a Cottage. Now head all the way east, and go down the stairs onto 1F. Head directly south, and then west at the bottom. There are two doors, head through the left one. In here are three chests, open them for a Curse Scroll, Stop Scroll, and a Stun Scroll. Exit the room.

Note: Now that you have the Curse scroll, you do not have to rely on the ancient sword to curse strong enemies/bosses anymore. Try to level the spell early by using it as much as you can, as it is useful on most bosses. Though, the Ancient Sword tends to have a better hit rate.

Continue west, and then south. Open the last chest for a Unicorn Horn. Head back north, and then go all the way east. Go all the way north, and once you reach the stairs, head all the way west. Go through the door at the end. There is a grand total of 8 (!) chests in this room. They contain a Sage's Wisdom, Saint's Spirit, a Wing Blade, a Golden Needle, an Eye Drops, An Antidote, a Cross, and a Mallet. After opening all the chests exit the room. Head all the way back east and go back upstairs.

On 2F, head all the way south from the stairs, and then all the way west when possible. Go down the stairs onto 1F. Open the final chest here for a Phoenix Down. Head back upstairs to 2F. Go all the way east, then halfway north. When you can, go west. There will be two NPCs (non-playable characters). Speak to the boy, and he mentions his mistake about Imperial Soldiers. You can 'Ask' him about 'Dragoons' and 'Wind Drakes' and he mentions that his father was a Dragoon. When you speak to his mother, she mentions that there is only one living Wind Drake left, and no one can understand it because there is no Pendant, which is how Dragoons speak to their Drakes. When you ask her about the 'Dragoons' she mentions that they fought valiantly, but the

Head east and then south at the first intersection. Go down the stairs into B3. On B3, ignore the bridge to the west (you will fall through it) and head north, and west around the large rock formation. While heading north again, open the first chest for some Mythrill Gloves. Continue around the path to the east and open the second chest for a Mythrill Mirror. Head back west, and south to the stairs. Go up them back onto B2.

Back on B2, head east, and at the T, head south. Open the chest at the bottom, and you will receive a Mage's Staff, as well as a Monster-in-a-box. This is an odd Monster-in-a-box, as the monsters only cure you, not damage you. Make sure to keep the monsters alive until you feel sufficiently healed.

After the battle, head north all the way, and then follow the path as it curves west. On the far western wall, go south, and down the stairs onto B3. On B3 again, head east, and open the chest for a Mythrill Shield. Now, try to walk over that bridge, and you'll fall. On B4, head slightly east to clear the wall, and then head north all the way. Go down the stairs onto B5. On B5, head south all the way, and at the bottom of the screen, head all the way east. At the far southeastern corners of this room, there is a total of 4 chests. Open them to receive a Flame Bow, some Knight's Armor, a Saint's Spirit, and a Sage's Wisdom. The Knight's Armor is a monster-in-a-box, which is a familiar Adamantoise enemy.

You need to Warp out of the Deist Cavern now. You should probably use a Cottage (or go to Bafsk) to heal your party, since you're out anyway. Make your way back to B3 where you fell down the bridge (where you opened the chest containing the Mythrill Shield). To get there, head down the southeastern stairs on the first screen, and then on B2 head to the far eastern wall, and go down the stairs there.

On B3, follow the western wall as it twists all the way north (Note that it is safe to cross the second bridge). At the top of the screen, head all the way east. At the end, head south and down the stairs.

On B4, head north, and all the way west until you reach a chest. Open it, and you obtain an Acid Bottle. Head south and down the stairs. On B5, head east, and then north. There will be 4 doors. Head through the third door to the left (second to the right). Or in simpler terms . . .

1 2 3 4

Go through door 3.

Now, save to a Memo file. You might have to restart a couple of times.

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FF2Boss# 7: Chimeras xRandom
Location: Deist Cavern, B5
Party: Firion, Maria, Gus, Leila
Status (each):
HP: 640 | MP: 80 | Attacks: 4 |
ATK: 60 | ACC: 75% | DEF: 50 |
EVA: 50% | MDF: 3 | RES: 50% |
Treasures: None

The number of Chimeras you fight in this battle is random between 1-4. You obviously want as little as possible, so if you are unlucky enough to get 4, you might want to R1/R2/L1/L2/Start/Select soft reset to reload your memo file to try and fight less Chimeras. Remember though that if you load a memo file,

your file is deleted, so make sure to resave it once you load it. Ideally, you only want to fight 2 or so Chimeras at once, as then the battle will be somewhat laid back compared to fighting more.

On the first few rounds of battle, cast Shield, Shell, and Blink. The Chimera attacks with physical attacks as well as Blaze, which hits every member for around 50 damage. The Chimera's physical attacks do over 100 per attack. During the first few rounds of battle when the battle is most difficult (every monster is still alive, and you're focusing on buffing your party) it is very important to keep your party healthy and at full HP at all times. You do not want people to die at this point.

You want to focus on one Chimera at a time. Each Chimera you defeat makes the battle much easier to win. With full buffs on your party, the Chimera's Blaze attack will not be nearly as powerful, so its only their physical attacks you need to really worry about. Hopefully with Blink you can help reduce some damage that they can do. You can also hope that they will target more than one person per round, because if they focus their attacks on one person, that person will either be dead, or very close to death.

Surprisingly, this is a rather laid back boss fight. As long as you can quickly control the number of Chimeras in the battle and kill them off in a few rounds each, then you should not have too much trouble with it.

After the battle, approach the Spring the Chimeras were guarding, and choose the Dragon Egg from the items menu. Now, Warp out of the Desit Cavern, as there is nothing left here to do.

Head to Castle Deist.

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*****
**=                Castle Deist                *=
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Party: Firion, Maria, Gus, Leila
Shops: None
Keywords: None
Items: None

Head north and up the stairs onto 2F. On 2F, head west and south, and talk to the mother and son. Unfortunately, the Wind Drakes fate has befallen him. There is nothing left to do in Castle Deist, as we have done what we promised to the King. Head out to the World Map.

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==== Part 7: Freedom Fighting =====

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*****
**=                World Map                *=
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Enemies: Hill Gigas, Ghast, Ghoul, Wraith, Shadow, Ogre, Ogre Mage, Silver, Helldiver, Sea Serpent, Killer Fish

As you probably expect, we need to go to Altair. Its a long ship ride back, so you might want to stop in Bafsk to heal your party before you head out. Once

Note: There are many items to find in Castle Fynn. You have the choice of finding them before or after you liberate the castle. If you do it before, you have to worry about random encounters, but you also gain strength quickly. There are many good scrolls to obtain in fighting some of the stronger monsters in Fynn. I suggest getting the items when you fight the random encounters, but you can also wait until its safe. Remember that you can exit the castle at any time and go down and spend the night at the Inn at Gatreia whenever you desire.

Another Note: The caster type enemies in this area are particularly dangerous. The stronger ones have the potential ability to kill your entire party in one attack, either with Break, or Death. I've seen it happen (multiple times, actually). Be very careful and kill off them first when in battle. Also expect hard battles such as 4 Chimeras. As long as you're careful and save to a memo file often you should be fine.

From the entrance of Castle Fynn, head north, and talk to Leila. She rejoins your party, with the gear she left with. Head east, and through the small path to the side. When you can, go north, and then follow the twisting pathway as it goes west and then north again. Open the two chests at the end for 1000 Gil and 2000 Gil. Head back south, and west into the main chamber of 1F. Here, head directly west, and before you reach the far western wall, go up when you can. Follow the path as it curves east and north, and then west at the end. Open the chest here for 1000 Gil. Head back east, and then south. At the intersection, head west, and then head south some more. At the bottom of the screen, head up the stairs. Head up the small set of stairs onto 3F.

On 3F, head all the way east, and go north when you can. Go through the door at the end. There are three chests in here. Open them for a Break Scroll, Doom Scroll, and Toad Scroll. Note that these are all rare spells. Doom is hard to find anywhere else, and should be taught to the person you are using as your black mage immediately. Exit the room, and head back east to the staircase. There is nothing to do in the other room at the moment, so head back down to 1F.

Back on 1F, head back north and east into the main hallway (now is a good time to spend the night at Gatreia's Inn by the way) head north onto 2F.

On 2F, head north a bit, and then west when you can. Go north and open the chest for a monster-in-a-box that holds an Aura Scroll. This is a rather difficult battle with 2 Sorcerer's (who drop rare spells) and 4 Sergeants. Kill off the front two Sergeants as quickly as you can, and then target the Sorcerers. Cast Shell on the first round to protect from the Sorcerer's status spells. Note that before you open this chest you might want to save a Memo file to try to get some of the better spells the Sorcerers hold, such as Doom.

After the battle, head down into the alcove below the one that holds the treasure chest. If you press towards the top wall in the lower alcove, you will find a hidden passage that allows you to reach the far western wall. In this passage, head north, and open the chest here for a Werebane. Head back south through the passage, and go back through the hole in the wall. Go back into the main chamber, and head east. Open the chest to the east, which contains a Potion, and a monster-in-a-box. This is a rather easy encounter with nothing to worry about. After opening the chest, walk directly to the east of the chest, and through the hidden hall to the far eastern wall. On the far eastern wall, head directly south, and open a chest which contains some Giant's Gloves. Equip these on a physical attacker immediately. Head back north, through the hidden passage, and into the main chamber.

Note: Now it is time to take on the boss of Fynn Castle. Head back out to Gatreia to spend the night at the Inn. Then head back to 2F when you're ready to continue.

Head north up the stairs on 2F to get to 3F. On 3F, head north up the stairs to the 4F throne room. In the throne room, head north, and approach the right hand throne. Talk to the man to initiate battle.

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FF2Boss#10: Gottos
Location: Castle Fynn, 4F
Party: Firion, Maria, Gus, Leila
Status:
HP: 2000      | MP: 80      | Attacks: 6   |
ATK: 70       | ACC: 90%    | DEF: 60      |
EVA: 65%      | MDF: 5      | RES: 40%     |
Treasures: Haste Scroll, Bacchus's Wine, Ripper
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Gottos, like most bosses, tends to prefer physical attacks over magical attacks. Unfortunately, Gottos also likes to buff his physical attacks to the extremes. With Haste and his own version of the Berserk spell, Gottos becomes a force to be reconed with.

On the first round, as always, cast Shield, and if you wish, Blink. Gottos' normal physical attacks do over 250 damage without Shield, with none of his buffs on. He is also very fast, and likes to go first every round. If you're lucky, you can get a Sleep off with the Crescent weapon (the Sleep spell is a bit low accuracy) to lower the damage that Gottos can do. Curse does not hit as often, but it does sometimes.

The only problem that can come about this battle is if Gottos decides to cast Haste or to buff his power up. Haste raises the number of attacks he has, therefore giving him more chances to hit you. And his own version of Berserk doubles or triples his attack power, making it extremely easy for him to one hit kill your characters. With oth of those spells on, expect people to die every round. Because of this, raise them immediately, but you might not need to worry about curing them, since they are just going to die again the next round.

As long as Gottos does not buff himself, this is a normal battle with an enemy with strong physical attacks. Just note that if you are having trouble breaking through Gottos' defense, the spell Berserk (which you can get from some of the mage type enemies in the Castle) will work wonders on raising your attack power. Use this for the rest of the game.

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Note: Theres no more monster encounters in Castle Fynn now, nor in Fynn city.

After the battle, talk to Hilda, and she mentions Mindu, who went to Mysidia and never came back. 'Memorize' 'Mysidia' and 'Ask' her about it. She then tells you about a 'Mask'. 'Memorize' 'Mask' and then "Ask' her about that as well. She then tells you the word 'Ekmet Teloez'. 'Memorize' that as well, and then 'Ask' that. She knows nothing more. Talk to Gordon, and 'Ask' about Mysidia. He tells you about the 'Ultima Scroll'. 'Memorize' this. He knows little more about it though. If you ask him about Ekmet Teloez, he tells you to talk to Pavel. If you 'Ask' Hilda about the 'Ultima Scroll' she knows a bit of legend about it.

Head south, through the three floors of Castle Fynn, and onto the world map. Head into the main city of Fynn.

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==== Part 8: White and Black =====

*== Fynn *==

Party: Firion, Maria, Gus, Leila
Shops: Magic, Item, Weapon/Armor, Inn, Sanctuary
Keywords: None
Items: None

Note: At this point, both your spells and inventory lists are probably getting quite crowded. The most important Black Magic spells to keep are Ice/Fire/Thunder, and any black mage needs Drain and Osmose. Poison is another spell to keep, because technically it is the fourth element, and it works well on a few bosses. You also should keep Doom, since it is quite rare. You will get Flare later on, so you need room for that as well. White Mages need Cure, Shield, Blink, Life, Esuna, Shell, Holy, Berserk, and Ultima. Any other spells are really of your own choosing. Remember to sell off extra items and spell scrolls to shops.

Another Note: Fynns shops have all sorts of new items. I don't suggest buying too much just yet though. Soon you will reach Mysidia (if you haven't gone there already) and you will have access to some even better weapons, armor, and spells.

From the entrance of Fynn, head to the southwest corner of town. There is a house here that is open. This is Pavels house. Talk to him, and 'Ask' him about 'Ekmet Teleoz'. He tells you the secret door is in the upper right corner of the great hall of Castle Fynn. Exit Pavels house, and head back into Castle Fynn (after spending the night at the Inn, of course!)

*== Castle Fynn Basement *==

Party: Firion, Maria, Gus, Leila
Monsters: Ogre Chiftan, Ogre Mage, Screamer, Specter, Wraith, Revenant, Ghast, Brain, Swapper, Parasite, Adamantoise, Stunner, Splinter, Killer Mantis, Rhyos
Bosses: None
Items: Gold Shield, Gold Plate, Golden Mail, Knife, Eye Drops, Shirt, Potion, Potion, Flame Shield, Silk Web, Blood Sword, Flame Mail, Backstabber, Orchalidagger, White Mask

While I have titles this area Castle Fynn basement, it is actually two parts - Castle Fynn-, and the -Castle Fynn Basement-.

From Castle Fynn entrance, head north through three stories into the throne room. Head to the very top right corner of the throne room (northeastern) and the World Memory system pops up saying Nothing was found. When you 'Ask' 'Ekmet Teloez' to this wall, a secret door appears. Cancel out, and walk through the wall. Head down through 3 steps of stairs all the way onto 1F. On 1F, before going down the final set of stairs, press against the eastern wall. That is not a true wall, but a secret passage. Head south,

hugging the wall (do not go out too far, else you will be forced onto the world map) and when you see another passageway, hug the wall to the west, and eventually you can go into the wall. Head south, and there is a door to the west. Enter it, and there are three chests. They contain a Gold Shield, a Gold Plate, and a Golden Mail. Exit the room, and head back up the secret passage. Head down the stairs into the Basement levels.

Note: The basement levels are rather easy, but be careful with your MP. You might want to bring a few Ethers along, because certain enemies drain your MP with their attacks. Otherwise, these levels are good for levelling your magic, but be careful of the Revenants.

Another Note: Be wary the Parasites, they drain your MP with their physical attacks. Also, the Brains cast Swap, but they have quite a bit of MP. If you are low on MP, try and let them cast Swap on you, and you will get a complete refill for free with them. But you want to wait until all other enemies are gone from battle before attempting this. Note that this can only be done once a battle though.

On B1, head slightly west from your starting position, and then go south. Head all the way east, and open the chest here for a Knife. Head back east, and go back north towards the stairs. Head west, and then north. At the next intersection, head northwest and open the chest for some Eye Drops. Head east, and when you can, go south, and follow the path southwest. Open the chest at the end for a Shirt. head back up to the intersection, and head east. Go down the stairs.

On B2, head directly east from the stairs and north. Open the chest here for a Potion. Now head west, slightly south, and continue all the way west until you hit the western wall of this screen. Head south, and open the chest here for another Potion. Head back north, and a tiny bit east. Go north when you can, and at the intersection, head west. Follow the path north some more, and open the chest for a Maidens Kiss. Head back south to the intersection, and then head west. Head all the way west, and then all the way north. Continue west, and then down the stairs onto B3.

On B3, head a bit east from the start, and then head directly south as far as you can go. Continue a bit more east, and a bit more south and open the chest for -yet another- Potion. Head back north a bit, until the intersection, and from there, turn west. Head west, then a tiny bit north, west some more, then go south until you reach the bottom of the screen. Continue west, and open the chest ehre for a Flame Shield. Head back east, and when you can go north, head all the way north until you reach the top of the screen. From there, head west, and open the chest, which contains a Silk Web. From here, head south and go down the stairs to B4.

On B4, follow the western wall until you reach the northern wall. At the first intersection, go northeast, and open the chest here for a Blood Sword with a monster-in-a-box. This is a rather simple encounter with many undead. Take out the Revenants and the Specters first. Read the Note at the end of this section about this very important item. Head back to the intersection, and head south, sollowing it southeast. Soon you will reach a four way intersection. Head north, and then there is yet another intersection. Go all the way to the east, and then follow this north, and open the chest here for a Flame Mail. Head back south, and west. Go as far south as you can, and when you're at the bottom of the screen, go east until you can go no further. Here, head north and open the chest for a Backstabber. Now head south onto B5. Almost done!

B5 is flooded. Head east until you reach dry land again, and then go north. At

as some others. Swap and Holy are nice, though Swap is a somewhat iffy spell you should only use on enemy types you know. Holy should be levelled on your white mage as soon as you can, as it is very useful end-game. Also, buy the best equipment for everyone, as there is quite a few upgrades.

Theres a few things you need to do in Mysidia, other then shop. From the entrance, head south, and then west. Follow the path to the very south of town, and then go all the way west. Go through the door here. This is what looks like an abandoned house. In here, head to the top right corner of the room, examine the bookshelf, and the World memory system will come up. In here, you can look up the origins of quite a few things. 'Ask' the bookshelf about 'Mythril', 'Airships', 'Sunfire', 'Goddess's Bell', 'Dragoons', 'Wind Drake', 'Mysidia', 'Mask', and the 'Ultima Scroll'. While only 'Mask' and 'Ultima Scroll' have any real relevance to your quest, the rest is interesting knowledge. The book tells you that you need a Black Mask to pass through yourself. What the...? Exit this house, and head directly to the east.

In the center of the town lays a small lake, with some stairs leading down. Go down the stairs. In this so called -Hidden Altar-, head south and west all the way. You will see a little white statue on a podium. Examine the statue, and use the White Mask when you can. After this is done, head all the way east and back into Mysidia's main town.

Now, we have 1/2 of the Masks, but if you talk to the villagers of Mysidia we also need to get something cllled the Crystal Rod to enter the tower which contains the Ultima Scroll. First things first, lets go get that second mask!

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Enemies: Helldiver, Sea Serpent, Killer Fish, Vampirette, Mine, Bomb, Dark Flan, Red Mousse, Gigan Rhino, Werewolf, Wraith, Specter, Revenant, Killer Mantis, Soldier, Cockatrice, Malboro, Parasite

Note: Our next location is difficult to find. You need to look at the map quite often and follow my directions exactly.

From Mysidia, head north over the inland lake, and board your boat. On your boat, head directly east, through the passage between Fynn/Mysidia continents, and continue east (following the Mysidian continent) until you can go south through the straights.

At the bottom, head east until the forest -first- touches the water. Note that you'll see the forst before it touches the water, but you want to keep going east until you reach the area where it first touches water. From there, head directly south, and as you are going south (for quite a while) you will eventually see a tiny bit of land on the left side of your screen. Head west onto this bit of land, and land on the island. This is Tropical Island, the small island at the very bottom of the World Map.

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Tropical Island
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Party: Firion, Maria, Gus, Leila
Monsters: Deadheads, Deadringers, Red Mousse, Yellow Jelly, Stunner, Wererat,

Shadow, Wraith, Ghast, Ghoul, Poison Toad, Wild Horn, Swapper

Bosses: Gigan Rhino

Items: Eye Drops, Hi-Potion, Hi-Potion, Ether, Silk Web, Slumber Stalk, Silk Web, Poison Scroll, Blind Scroll, Poison Scroll, Blind Scroll, Garlic, Phoenix Down, Slumber Stalk, Slumber Stalk, Gaia Drum, 1000 Gil, Thanatos, Sleep Scroll, Black Mask

Shops: Weapon

Note: This is a nice area to level any low level magic you might have. The Red Mousse and Yellow Jellies are weak to magic only, as they have a massive 210 physical defense. The rest of the enemies are slightly weaker than the enemies you fought in the Deist Cavern, so you should not have too much trouble with them. Some spells worth levelling are Holy, Swap, and Poison (if you have it at this point, though you will get a few of them from chests in this dungeon).

From the entrance, head south, following the eastern wall. At the very bottom of the screen, head a bit east and open the chest for some Eye Drops. Head slightly north, and at the intersection, continue north. Head west at the next intersection, and north. Open the chest here for a Hi-Potion. Head back southeast, and back at the intersection, continue north. Follow the path as it twists northwest, and open the chest at the end for another Hi-Potion. Head back southeast, and south until you reach the first intersection once again. Here, head east, and when you can, go south. At the bottom of the screen, head all the way east and open the chest for an Ether. Head back west and north to the intersection. Here, continue northwest, until you reach a three way intersection. Head southwest here, and open the chest down this path for a Silk Web. Head back northeast to the intersection, and then go north, northwest, and at the very top of the screen, south, following it southeast, and southwest. Head into B2.

On B2, head south the clear the wall, and then north. At the very top of the screen, head west and open the chest for a Slumber Stalk. Head down the stairs near the Slumber Stalk. Here, head south, east, and then west into the small alcove. Open the chest for another Silk Web. Head back east, north, and west back to B2.

Note: If you choose to, you can go further down this path. All that is there are some rather friendly . . . natives? There is a weapon shop there, but the weapon inventory is not nearly as good as that in Mysidia.

From the Slumber Stalk chest, head east, and south, all the way until you reach the eastern wall. Open the chest here for a Poison Scroll. From here, head directly south, and then east, following the wall until you reach the bottom of the screen. Open the chest here for a Blind Scroll. Head a bit north, and then go west. Head into the alcove to the west and open the chest for another Poison Scroll. Now, head as far south as this room allows, and follow the southern wall west. When you can, head north a bit, and then head west some more. Go south, and open the chest for -another- Blind Scroll. Head all the way north from here, and then all the way west. Go down the stairs to B3.

On B3, head directly south, and open the chest for a Garlic. Now, head a bit east, and head all the way north up the screen until you reach the top. Here, head most of the way west, and when you can, go south. Go down the stairs to B4.

Theres a lot to do on this floor. First off, head directly south and a bit east of the entrance to B4, and go up the stairs here. On B3 again, head west and north. Open the chest for a Phoenix Down and a monster-in-a-box. This is

an easy encounter with many undead. Head back south and west back to B4. Here, head directly east, and a bit north to get over the wall. Head south to the very bottom of the screen (the very very southeast corner) and head up the stairs here. On B3 (again) head west, north, and northwest to the stairs at the very top of the screen. Now we are at a small corner of B4. Here, head south, hugging the western wall, until you reach the bottom of the screen. Go down the stairs here. On B5, head south to the very bottom of the screen, and then head all the way west. There are three chests here. They contain two Slumber Stalks and a Gaia Drum. The Gaia Drum is a monster-in-a-box with a Poison Frog and a Wild Horn. Head all the way back east and north onto B4 again. Head back north onto B3, and on B3 head south back down to B4.

Back in the large room on B4, head north and west, and then head north until you reach the very top of the screen. Head a bit east and open the chest here for 1000 Gil. Now, head a bit south and all the way west. Go down the stairs at the northwestern corner of the large room. Open the chest in this small area for a Thanatos. Head back up the stairs. Back on B4, head a bit south, and head all the way east now. At the far northeastern corner, go down the stairs.

On B5, head a bit east and open the chest for a Sleep Scroll. Now, head south until the wall makes it so you can't move, and head west. You'll see a little rock formation in the middle of the area. There's a door in it. Save a Memo File and enter the door.

There is one final chest in this room, with an obvious boss guarding it. When you're ready, talk to the boss to initiate battle.

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FF2Boss#11: Gigan Rhino

Location: Tropical Island, 5F

Party: Firion, Maria, Gus, Leila

Status:

HP: 1140 | MP: 0 | Attacks: 4 |

ATK: 50 | ACC: 85% | DEF: 50 |

EVA: 60% | MDF: 6 | RES: 30% |

Treasures: None

You may have fought some of these monsters outside of Mysidia. The Gigan Rhino, like their Wild Horn Brethren, prefer strong physical attacks over magical attacks. He has rather low defense for a boss at this point of the game as well.

If you are fighting this monster in the true order of the game (after obtaining the White Mask, and trying to obtain the Crystal Rod) this battle will seem nothing more than a battle with a normal monster to you.

The only time this battle is difficult is if you are doing it before you really should be. The earliest time you can fight this boss is before Deist Cavern. At that point this boss will be quite difficult. Spells like Shield and Blink should be kept on all characters to prevent the Gigan Rhino from damaging your party, as his attacks will be quite powerful.

The Gigan Rhino has rather high magic defense, so spells do not work too well on the Gigan Rhino. He also has no elemental weakness for you to exploit to do more damage. Try to Blind or Curse him to stop his attacks from hitting or doing as much damage.

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After the battle, open the chest the Gigan Rhino was protecting to obtain the

Black Mask.

Now we are ready to get the Crystal Rod. Head to Mysidia to sell your spare items, buy new ones (especially Ethers!) and spend the night at the Inn.

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Part 9: Seekers  
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Enemies: Vampirette, Mine, Bomb, Dark Flan, Red Mousse, Gigan Rhino, Werewolf, Wraith, Specter, Revenant, Killer Mantis, Soldier, Cockatrice, Malboro, Parasite

Theres a bit of a walk from Mysidia to get to our next destination. From Mysidia, head north, and east, following the mountain range to the east. Once you reach the marshlands, head directly east until the mountain range ends, and then head south. Head west through the small path in the mountain range, and south when you reach the rather open area. There is a small cave in the center of this area. Head into it.

Note: You might find it easier to reach the Mysidian Cavern from Altair (you just head south to reach the eastern end of the mountain range) so it might be better to park your boat up there, if you desire to.

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*== Mysidian Cavern ==*  
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Party: Firion, Maria, Gus, Leila
Monsters: Brain, Swapper, Wraith, Revenant, Ghost, Ghast, Specter, Red Mousse, Yellow Jelly, Dark Flan, Malboro, Cockatrice, Howler, Shrieker, Doom Petals, Rhyos, Parasite, Winged Ray
Bosses: None
Items: Golden Hairpin, Ninja Suit, Power Staff, Flame Lance, Ice Bow, Ogrekiller, Phoenix Down, Golden Needle, Mute Bell, Potion, Drain Scroll, Mini Scroll, Potion, Potion, Potion, Potion

Note: The Cockatrice can Stone your party with their physical attacks. Be very careful. Also note the 5 Dark Flan battle can tear through your MP reserves quickly, so bring quite a few Ethers into this dungeon.

This is a rather annoying dungeon filled with odd pathways that are often hard to see, and many, many intersections.

From the entrance, head west, and up the stairs to the north. Continue west, and at the intersection, continue west. When you can, go down the stairs to the south, and open the Chest here for a Golden Hairpin. Head back up the stairs to the north, and head east. At the intersection, head south, and at the 4-way intersection, head east, and directly down the stairs. Open the chest here for a Ninja suit. Head back up the stairs, and go all the way west, then south, and then west and south again. When you can, go down the stairs. Head

east here, and you'll find the Doppelganger mentioned in the Mysidian notes. When the World memory comes up, use the Black Mask on him, and he disappears. Head through the door to the east.

On B2, head north up the stairs, and continue north until the top of the screen. Up here, head east, and when you can, go south down the stairs. Open the chest to the east for a Power Staff. Head back up the stairs, and continue east, and then go south. You will see a chest that seems unreachable. On the eastern pathway, you will notice little 'blocks' that make up the wall. On the middle level pathway (the pathway that is inbetween the wall and the farther path) press through the third block from the top. You will be in the chest area now. Head north and open the chest for a Flame Lance. Head back down through the secret passage. Head all the way west, and then north a bit, then continue west, and then south. At the western wall, go down the stairs to the lower level. Here, go south, and east, through the door to B3.

On B3, head west through the water and up the stairs. From here, go west, and south, and west. Here seems another chest you will be unable to get, or so it seems. The secret wall on this one is slightly north of the large 'block' that you hit when coming from the east. Open the chest for an Ice Bow. Head back east, and when you can, go south. Continue east at the intersection, then north, and east until you hit the eastern wall. Here, head south and down the stairs. On this lower level, head west, and north and open the chest for an Ogrekiller. This is a monster-in-a-box with two Bombs, which were normal enemies outside of Mysidia. Use Fire attacks to quickly kill them. From here, head south until you hit the bottom of the screen, then all the way to the western corner of the map. Head north then, and then east when you can, continuing north. Go through the door at the end.

On B4, head west, and all the way south. At the bottom of the screen, head east about halfway and go north, and up the stairs you see. Up here, head north, and then west, continuing north. When you can, go east, and then north again. At the top of the screen, head down the stairs, and open the chest, which contains a Potion. Head south following the western wall, and you soon see three doors. Go through the middle one, and there are three chests. These contain a Phoenix Down, a Mute Bell, and a Golden Needle. Exit the room, head south and east all the way until you reach the bottom of the screen, and go through the door here.

On B5 (almost done!) head directly east and north, and open that chest for the useful Drain Scroll, which should be used on a Black Mage immediately if he/she does not have it already. This is a monster-in-a-box with 5 Ghosts though, and the Ghosts are very strong undead who drain your HP quite a bit, and use devastating level 16 spells. From the Drain Scroll, head all the way south until you reach the bottom of the screen, and then east. Go up the stairs here. From here, head east until you hit the wall, and go north. Press against the western wall (while you're on the eastern wall) and when you're above the first large 'brick' you will be able to go through the rocks. Head south and open the chest here for a Mini Scroll. Head all the way north, and then west. There are four chests here, each containing a Potion (wtf?). Head back east and south, and go back through the hidden passage. From here, head all the way north, and then all the way west. At the western corner, head all the way south, and go down the stairs at the bottom of the screen. Here, continue west, and head all the way north up the screen, and go through the door at the top.

This is the last room! Open the three chests in here for another Drain Scroll, an Osmose Scroll (use this on your Black Mage as well) and the Crystal Rod. Finally! Use the Warp spell to get out of this dungeon, as it's a huge walk.

HP: 549	MP: 5	Right-Handed	
ATK: 57	ACC: 8-99	DEF: 43	
EVA: 2-21	MDF: 2-48	STR: 60	
END: 32	SPR: 26	AGI: 26	
INT: 16	Magic: 5		

Level 8 Sword Skill, level 5 Shield

Equipment:

Right Hand: Wing Blade

Left Hand: Gold Shield

Head: Titan's Helm

Body: Knight's Armor

Hands: Titan's Gloves

Note: Gareth's stats make him a physical attack before anything else. Give him two weapons and take off that shield immediately. If you are willing to spend the time, Gareth has decent Spirit, meaning that he can cast White Magic well, so you might want to give him a Cure spell.

In the 'Mouth', head north and west. There is purple water (Saliva, ew) here, but it damages you just the same as the yellow water. Head over the first bit of water onto the 'land', and then head into the second bit. Head north from here, and at the very top of the screen, head east and open the chest. You obtain a Terra Sword. Head back a bit west, and south. Back in the purple 'water', head south all the way until you hit the bottom of the screen, and then head east. Open the chest here for a Diamond Shield. This is a monster-in-a-box. Its 4 Shriekers. Just cast Shell at the start and pummel away with physical attacks, as elemental spells heal them. From this chest, head all the way west, then north. Halfway up the screen, you see a weird blue worm to your west. Save a Memo file and prepare your party before talking to this monster.

Note: before engaging this monster make sure that you have every chest in the area, as once you leave, you can not come back.

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FF2Boss#12: Barrel Worm
Location: Leviathan Mouth
Party: Firion, Maria, Gus, Gareth

Status:

HP: 2000		MP: 0		Attacks: 6	
ATK: 120		ACC: 95%		DEF: 100	
EVA: 10%		MDF: 4		RES: 50%	

Treasures: None

The Barrel Worm predominantly uses physical attacks. They are very powerful (120 attack power :O), so cast Shield on the first round, followed by Blink on the second. Make sure to keep everyone at full HP at -all- times, because the Barrel Worms physical attacks can do well over 500 damage a hit. The Barrel Worm uses no magic, so you wont have any rounds to lower the damage the boss is capable of doing. Fortunately, the boss is quite slow so you will have plenty of time to heal in-between his attacks.

The Barrel Worm is somewhat difficult to damage with both physical and magical attacks, but physical attacks especially. If you have the Berserk spell, then you must use it in full in this battle to break the bosses 100 (!) defense. Gareth will have a difficult time damaging the boss usually because you have

?). Head south a bit, and east when you can. When you can, go north, and you'll see some stairs to the east. Ignore them for now, and circle around them to the south. Head north through the small pillars, and press against the wall into the room with the treasure chest. Open the chest for a White Robe, an extremely nice item for any White Mage. If your White Mage has a Diamond Shield and some Thief's Gloves, his evasion might well be raised to 99% with this on. Head back out of this little room and head east. Head north and open that last chest for yet -another Staff. --;;. Head back southwest, and through the pillars. Go up the stairs to 2F.

Note: There are elemental levels of this dungeon. They give you elemental armor types, some of which may be a bit outdated. Keep this anyway, you need it for some specific boss fights in this dungeon, you can toss it after.

On 2F, head directly north, and there are two paths. Head directly east, and at the end, go north, then west, and then north again. At the end of this short path are two chests, which contain a Flame Bow and a Flame Lance. Head back south, east, south, and west until you hit the stairs again. From the stairs, head a tiny bit (just enough to clear the stairs) bit west, and then all the way south. From there, follow the twisting path until you hit the far western wall. Head all the way north from here, and then northeast. Open the chest at the top for a Flame Shield. Now head all the way back to the south, until you hit the southwestern corner, and then head southeast, and then all the way east. Go up the stairs at the end to reach 3F.

At 3F, you will immediately note all the lava. When you walk on the lava, there are no random encounters, but there are more random encounters than normal on the regular ground of this level. From when you start, head directly west, through the lava, ignoring the first two doors. At the far western end of this area, there are another two doors.

Note: If you go through the door at this point, you will be unable to walk back, and be forced to use spells such as Warp or Banish to get out of the Mysidian Tower.

Go through the far western door. You are still on 3F, but on the upper level. From where you begin, head east all the way until you reach the far eastern side of the screen. Open the chest over here for a Flame Sword. Head back to the west halfway across the screen, and go onto the normal ground. Go up the stairs to the north, and on the upper level, head to the west. At the far western wall, head north to the northwestern corner, and open the chest for a Flame Helm. Head a bit south, and then all the way across the screen to the east to open the chest in the northeastern corner of the room for a Flame Mail. Head a bit west from here and go through the door at the center of the chamber.

Note: If you have Flame type weapons on any of your real physical attackers at this point, you -may- want to unequip them, since the boss right now is Fire based and fire type attacks do not work as well on him.

In this small room, there is a mage guarding the pathway upwards. Before you speak to him save a memo file and prepare your party.

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FF2Boss#13: Fire Gigas

Location: Mysidian Tower, 3F

Party: Firion, Maria, Gus, Gareth

Status:

HP: 1800		MP: 240		Attacks: 6	
ATK: 100		ACC: 95%		DEF: 100	

EVA: 40% | MDF: 4 | RES: 50% |

Treasures: None

As one might expect by his name, the Fire Gigas absorbs fire elemental magics, and is weak to Ice. He also likes to use Fire elemental spell types along with his extremely strong physical attacks.

Of the three Gigas battles in the tower, this is by far the easiest but you need to be extremely cautious to prevent deaths. Treat this battle much like you treated the Hill Gigas boss way back in the Dreadnought. Shield and Blink are a must at all times, and if you can, try to Blind the boss to lower its hit percentage.

It is quite difficult to damage the boss with physical attacks because of the Fire Gigas's high defense. Fortunately, Ice spells work very well. If more than one person has Ice levelled, that's even better for you, but you can win with only one person levelled. The only weapon that can really damage the Hill Gigas effectively are the OGREKILLERS. Technically, Gigas are considered Ogres, so the OGREKILLER has a damage bonus on these monster types, as long as someone has axe levelled. You can, of course, use the Blood Sword, but that's somewhat cheap.

A good casting of any powered Ice spell should do well over 400 damage to the Fire Gigas, and the OGREKILLERS (with someone who has their weapons levelled) should do a good 300 a swing. That is the quickest and most efficient route to defeating the Fire Gigas. If no one has Axe levelled, you need to rely on Ice spells only. You can also cast Berserk on your characters to power up their attacks. Berserk will be relied on quite a bit from here on out if you want to damage enemies physically.

Make sure to heal every round, as the 100 attack power from the Fire Gigas is quite high. As long as your HP don't drop and you are capable of keeping everyone at max, this battle shouldn't be too difficult.

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Head up the stairs to 4F.

Note: This is a good time to warp out of the Tower if you plan to do so. You really -should- Warp out once or twice as this Tower becomes more and more dangerous as you go farther and farther up. Every time you warp out, bring more and more Ethers, Elixirs, and Hi-Potions. Note that that you do NOT have to fight the tower guardians (the Gigas) each time you exit, so the path becomes easier each time you exit.

4F ends the Fire element, and starts the Ice element. The spikes on the Ice floors are much the same as the lava on the fire floors. You will get into no encounters on the spikes, but you will also take damage. From the entrance, head all the way north, and then all the way west. Open the chest slightly south of you for an Ice Shield. Head directly south from here, and circle around the wall to the east. Go up the stairs here. This is a small portion of 5F. Head directly south, following the western wall. Open the chest near the bottom for an Ice Lance. Head back north and back down to 4F. Back on 4F, head to the western wall, and head all the way south. Head a bit east, and open the chest to the north for some Ice Gloves. Now, head back to the western wall, and head all the way north, to where you opened that chest which contained the Ice Shield. Stand to the east of that, and walk all the way east; there is a secret passage through the wall here. Once on the other side of this wall, head directly south, and then west a bit. Open the chest for an Ice Armor, and head back south, east, and all the way north. At the northeastern corner of this floor is the stairs to 5F.

5F, fortunately, is not too big. Head north all the way until you hit the top of the screen, and then go east, following the eastern wall. About halfway down the screen, when you are off the ice spikes, there is a piece of wall that is only one layer thin. Press east into that, and you will find that it is a shortcut through about half of 5F. Head directly east from here and obtain an Ice Brand. From here, head a tiny bit east, and then north up two sets of stairs. Go through the center door at the top.

Here is yet another boss screen. Before you start this boss, equip weapons like the Flame Lance and the Flame Sword to characters. The OGREKILLER once again works well. You also might want the Flame Shield (it protects vs Ice magic) on characters that use Shields. The Fire Bow works too, if you have a Bow user.

=====
FF2Boss#14: Ice Gigas

Location: Mysidian Tower, 5F

Party: Firion, Maria, Gus, Gareth

Status:

HP: 2000		MP: 140		Attacks: 7	
ATK: 120		ACC: 95%		DEF: 120	
EVA: 50%		MDF: 4		RES: 50%	

Treasures: Ice Brand, Stop Scroll, Notus

Quite opposite of the Fire Gigas, the Ice Gigas is weak to Fire magic and absorbs Ice Magic. Like the Fire Gigas though, he has very high attack and defense stats, so you need to keep your HP high at all times.

As with before, Shield and Blink are imperative to cast on the first rounds of battle. The Ice Gigas tends to use a bit more magic than his Fire brethren, but it's not nearly as strong as his physical attacks. You might want to cast Shell to help reduce that damage, though.

Fire spells are the best way to take down this monstrosity. They should do over 400 per casting dependant on the spell level. Once again, the OGREKILLER axes work well on harming the guardian, but because this one has slightly higher defense than the Fire Gigas, it won't do as much damage as it did previously. Also again, you can cheat with the Blood Sword, but I don't recommend it. Weapons like the Flame Lance, the Flame Sword, and other Flame gear help deal extra damage to the foe, and you might want to wear gear that protects versus Ice to lower the damage you take.

This is the point in the game that levelling Berserk becomes quite useful in dealing damage physically. If you have the spell from Fynn, or from the mages outside the Dreadnought, then you should use it at every opportunity to level its power. Even better if two characters have it and have it levelled.

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After the battle, continue north onto 6F.

Note: This is yet another good time to head out onto the World Map with the Warp spell. It just gets harder from here on out, so make sure you're prepared to go further before you do!

PS: Remember to use Osmose effectively.

On 6F ends the Ice elemental section of the tower and starts the thunder elemental section. From where you enter, head north to the top of the screen, and all the way east. Open the chest here for a Potion. Head back to the

west, and go south when you can. When you can, go east, and follow the path east until the end of the path. Head all the way south, then west, and then continue south until you hit the bottom of the screen. From here, head west until you can go north, and follow the path north and then west some more. Open the chest for a Spellbinder. Head back east and south to the bottom of the screen. Continue west, northwest, and north through the door. Head up the stairs.

7F is a large room. head directly east from your starting point, and then south to open that chest, which contains a Silk Web. Continue all the way east until you hit the eastern wall (ignoring the doors) and then head all the way north. Open the chest here for a Hermes. From here, head west past two pillars, and open the chest to the north, which contains a Unicorns Horn. From here, head all the way west until you hit the wall, and head a bit south and go through the door on the western wall.

Save a Memo file now before you talk to the Mage. This is by -far- the hardest Guardian battle yet, and you may need to retry a couple of times if things go badly.

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FF2Boss#15: Thunder Gigas
Location: Mysidian Tower, 7F
Party: Firion, Maria, Gus, Gareth
Status:
HP: 2500      | MP: 370      | Attacks: 8    |
ATK: 150     | ACC: 95%    | DEF: 150     |
EVA: 60%    | MDF: 4      | RES: 50%    |
Treasures: None
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From what you learned from the other Gigas, this one absorbs Thunder spells. What you might not know, is that Poison is the secret fourth element, which is opposing to Thunder, and therefore this Gigas is weak to Poison spells. That is an issue, because Poison is not a spell you buy in this game, it is only dropped, or comes from chests. Most likely you either do not have it learned, or it is not levelled, if either one is true, this battle may be long and painful.

Unlike the Ice Gigas, theres no special gear for this battle, other then the Diamond gear (which you would probably have equipped normally, because its the best gear available at the moment). You still want the OGREKILLER equipped, as that is one of the only weapon types that can effectively damage this boss. Poison spells work well on the Thunder Gigas, and if you still have the Acid Bottle from the Deist Cavern, you can do a good 500 damage with that right from the start. Even with the OGREKILLER you will hardly be able to damage this boss. This is where the Berserk spell comes in very very handy to power up your physical attacks.

Now...this is a frightening battle. The Thunder Gigas's physical attacks will do voer 1000 damage to a single character (it will 1 hit most characters, and put the rest in killing range). He is also very very quick, and tends to act before your party members every round. Fortunately, the Thunder Gigas likes to use Thunderbolt 12 often, which only does around 200 (only orz). If your characters seem to be one-hit constantly, you might not want to cure them after you revive them, but just keep them alive for their actions. Thats your choice though, as it all depends on your strength and your strategy.

If you can, try to Blind or Curse the Thunder Gigas to lower its attack power, but even weakened it is still very powerful. Just be absolutely sure that your White Mage is curing and reviving (someone will most likely be dead every

round, or every other round no matter how powerful your party or your gear is) all the time, and you should survive. Just make sure to watch that MP!

=====
Head up the stairs onto 8F.

Note: This is the last time I suggest Warping out. You're high in the Tower now, and really shouldn't warp out from here on out. Use Osmose when you need MP, but remember that using it on Undead will damage your MP and heal theirs.

8F is easy, fortunately. Head a bit east, and head all the way north through the main passage, until you hit the very top of the screen. There is a chest here, that is also a Monster-in-a-box. This is a with with an Evil Bud and two Gottoms. Cast Shield immediately, and kill off the Evil Bud first, before it can Confuse your characters with its attacks. For winning this battle you receive the Flare Scroll, which should be used on a Black Mage immediately. Also, be sure to level it as soon as possible. From here, head west a bit, and south one level. Head all the way east through the pathway, and go through the door at the end. Head up the stairs to 9F.

On 9F (the last -real- floor), head north, and east from your starting point. Open the chest as far northeast that you can go for an Hourglass. No, head back southwest to the stairs, and head as far west as you can go. Open the chest here for a Cross. Head a bit north around the wall, and head all the way to the western wall. Head north up the stairs, and to the very top of the screen. Go all the way east from here, and open the chest for a Black Robe. This is a nice piece of armor for a Black Mage. Unfortunately this is a monster-in-a-box. . .

=====
FF2Boss#16: White Dragon

Location: Mysidian Tower, 9F

Party: Firion, Maria, Gus, Gareth

Status:

HP: 2500		MP: 140		Attacks: 6	
ATK: 150		ACC: 95%		DEF: 120	
EVA: 75%		MDF: 5		RES: 50%	

Treasures: None

In some ways, this battle is easier and harder than the battle with the the Thunder Gigas. The White Dragon is based off Ice, and is weak to Fire Magics. Ice weapons such as Flame Lances work well against the White Dragon.

The White Dragon has two main attacks, his extremely powerful physical attack, and Icestorm, which hits all members for around 100-200 damage. The physical attacks are your main concern, so Shield is your first priority, followed by Blink and then Shell.

Like in the Thunder Gigas battle, you will find it quite difficult to damage this boss physically. At least, without the Berserk spell. Fire spells work well though, and do over 500-600 damage per casting. That is, if you can keep your mage alive. Flame Lances, even with no Berserk, should do over 100 per hit, which is quite a bit more than any other weapon at this point. The Flame Sword is helpful as well, it being fire elemental.

Also like the Thunder Gigas battle, expect many, many deaths. If you are having trouble keeping characters alive, let them stay close to death right after you revived them, just so they can take their actions every round, so that the Dragon will maybe murder them the next round. But remember that the Dragon does have Icestorm, which can damage every member of your party, so

you might have seen north of Fynn. 'Memorize' this word, and 'Ask' about it. He says we can not get inside the Cyclone from the ground. Hilda says that the Emperor is controlling the Cyclone.

From the throne room, head down to 1F (but do not exit the castle!). When you can, head all the way west until you hit the western wall. Then go south, and up the stairs here. Head up to 3F. Go a bit west, and north all the way, and through the door at the top here. Continue north up three sets of stairs, and you'll see a large mirror in this room. When you examine it, the World Memory system comes up. Use the Pendant from the items menu (that you got from the Deist Cavern) and you will summon the Wind Drake. You receive this as a key item. Head back south down the stairs two floors to 1F, and finally exit the castle.

Enter the city Fynn, and head to the southwestern corner of the town and talk to Pavel. 'Ask' him about the 'Cyclone'. He tells you about a hidden area of treasure inside of his house. If you head down by the bed (at the southeastern corner of the house) and press against the wall, you'll find the secret passage. The items in the chest are Thief's Gloves, a Gold Plate, a Ruby Plate, a Ninja Suit (yay!), Elixir, Golden Hairpin, a Silver Plate, and the second Blood Sword of the game. Some of these are really bad items, but the Ninja suit and Blood Sword should be kept.

Head out of Pavel's house, and prepare your inventory for the Cyclone. When you're ready, head onto the World Map. Walk into the Cyclone (which is just north of Fynn).

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*==
                                The Cyclone
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Party: Firion, Maria, Gus, Gareth
Monsters: Captain, General, Royal Guard, Gottos, Cockatrice, Hill Gigas, Bomb, Hecteyes, Lamia, Mezzo Malboro, Succubus, Vampirette, Wizard, Wood Golem
Bosses: Green Dragon, Emperor
Items: Ripper, Venom Axe, Diamond Helm, Diamond Gloves, Defender, Diamond Mail, Zephyr's Flute

Note: Like the Dreadnought, once you finish this locale, you can never go back, so make sure get all of the items the first time through.

When you gain control, head all the way east until you hit the eastern wall. Head north, and go up the stairs you see. On 2F, head west and northwest to open that chest for a Ripper. From here, head all the way south until you hit the bottom of the screen, and then go as far west as you can. From here continue northeast, and go up the stairs to 3F. On 3F, you will see some shiny floors. be careful, these damage you as the stomach acid in the Leviathan did, and the lava/ice shards did in the Mysidian Tower. Head all the way south from the entrance, and then all the way west. Open the chest here for a Venom Axe. Head back east across the dangerous floors, and all the way north. Go back down to 2F. Back on 2F, head southwest, to the bottom of the screen, then head all the way east, and then all the way north. Go down the stairs to 1F.

Back on 1F, head all the way west, and go up the second set of stairs. On 2F, head west, and southwest and go up the second set of stairs to reach 3F. On 3F, head directly west until you hit the wall, and then a tiny bit south. Go up the first set of stairs that you see. On 4F, Head directly north, and then all the way east. Head southeast and open a chest for the Diamond Helm. Head

back northwest, and then head all the way west. Head southwest and open the chest for some Diamond Gloves. Head back northeast, and when you can, go back south and down the stairs back to 3F.

Back on 3F, head directly south until you hit the bottom of the screen, and then head east, and go up the stairs to reach 4F again. On 4F, head all the way east until you hit the wall. There are two sets of stairs here. Head up the left set. On 5F, you'll immediately notice more lightning floors below you. Ignore them, we are not going that way. From the entrance, head directly west, following the western wall as it goes southwest, and south. When you see the lightning floors, ignore them, and continue south and southeast. Open the chest here for a Defender. From here, head south to the bottom of the screen, and then all the way west. Continue northwest, and open the chest here for a Diamond Mail. This is a Monster-in-a-box with two Generals. Use Shield and Blink to lower the damage they can do to your party quickly, and take them out as fast as you can. This is quite a difficult battle. Head back southeast, and follow the western wall back north (once again, ignore the lightning floor, there is nothing over there) and then all the way west, and back down to 4F.

Once back on 4F, head east and up the stairs to the right. On 5F again, head north, and northwest up the stairs to 6F. On 6F, head all the way north until you hit the very top of the screen, and then go northeast, and then head east until you hit the eastern side of the screen. You'll see the stairs from here. Before you open the chest by them, save to the Memo File. When you open the chest, you obtain a Zephyr's Flute, but it is also a monster-in-a-box with a Green Dragon.

=====
FF2Boss#17: Green Dragon

Location: The Cyclone, 6F

Party: Firion, Maria, Gus, Gareth

Status:

HP: 3000		MP: 190		Attacks: 7	
ATK: 150		ACC: 100%		DEF: 150	
EVA: 75%		MDF: 8		RES: 40%	

Treasures: Diamond Helm, Healing Staff, Gaia Drum

Much like the battle with the White Dragon, the Green Dragon is an elemental. As you -might- expect, the Green Dragon is a Poison elemental, and is therefore weak towards Lightning based attacks.

The Green Dragon has two main forms of attack. His area attack, which is magic and poison based (Toxin 16), and his physical attack. Toxin 16 does around 100-200 to all members of your party. Because his physical attack power is rediculously high (150 :O!!!) expect a lot of characters to be 1-hit killed in this battle. Shield and Blink are a must as soon as you can, and you might want to cast Shell to help reduce the damage that the Green Dragon does from his magical assaults.

Because the Green Dragon has high defense (150) it is hard to damage him physically. Even with the best weapons available at this point (not counting the Blood Sword, you cheater!) breaking that defense is difficult. Berserk is a must on physical attackers. The Bolt spell, luckily, is powerful enough so that you do not need to worry too much about physical attacks. A high powered Bolt spell should do over 500 damage per casting, depending on your Intelligence and spell level it may do more, or less. I've found it usually does around 600 damage with a level 5 Bolt Spell. That alone is enough to usually end the battle in a few rounds.

Have your healer working every round. Even if you got lucky and the Green Dragon used his AOE last round, have your healer curing. You dont want to get unlucky and have more then one character die in this battle, as at that point is is hard to recover. But remember, if you find it too difficult to keep one person alive because they keep getting 1-hit, you might want to just revive them with the Life spell and let them stay in the Critical range so that they can act every round, even if they may die the next.

As long as you keep your black mage alive, you should have no problem with this battle.

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After the battle, head up the stairs to 7F.

On 7F, there is a large red carpet. Save a Memo file, and walk up the carpet to the north. As you approach the Emperor, you're forced into two battles. Both are with Royal Guards. Do not spend too much MP during these battles, if you can help it. You still have a boss to fight after these!

=====

FF2Boss#18: The Emperor, Royal Guardx2, Wood Golem

Location: The Cyclone, 7F

Party: Firion, Maria, Gus, Gareth

Status (Emperor):

HP: 1290		MP: 190		Attacks: 6	
ATK: 70		ACC: 80%		DEF: 50	
EVA: 65%		MDF: 4		RES: 40%	

Treasures: Elixir

The battle with The Emperor starts off with him having three friends to back him up. The largest threat of these is the Wood Golem, which is much impervious to physical attacks, and is only weak to Fire type magic. He also has the strongest attacks out of all of the enemies on the screen.

Strangely enough, there is a delicate, exact order of how to do things in this battle for the first two-three rounds. On the first round, your White mage needs to cast Shield, and your Black Mage needs to cast Fire on the Wood Golem. Have your two physical attackers (most likely Gus and Gareth, but maybe not) attack one of the two Royal Guards to kill it off in the first round. On the second round, have the Black Mage cast Fire on the Wood Golem again, which will (hopefully) kill it off. Have your physical attackers kill off the other Royal Guard, and your White Mage cast Shell on your party this round. Your White Mage might need to spend the second round curing, and thats OK, but you need to cast Shell soon after, to lower the damage from The Emperor's magical assault.

On the third round, if there are any normal enemies left, kill them off as quickly as possible, and finish any buffs you might need. Spend some time curing your party, as the hard part is over (oddly).

The Emperor himself is not too much of a threat. Magical attacks are pretty much useless on him, though he has surprisingly low physical defense (only 50) for a boss at this point in the game. As long as you keep Shell up, the Emperor's spells will do less then 50 to your entire party at once, which shouldn't even need curing. Of course, you can stop him from damaging your party at all with magic by using the Osmose spell, but that might take a few rounds to drain his MP. This also tends to cause the Emperor to heal himself with items, which is bad.

As long as you have a strong physical assault (you should at this point, to

facts. Cyclone doesn't work, but Palamecia does. You can do this with your last keywords as well, which you receive after defeating the next dungeon.

Palamecia is right above the Coliseum. It is in the far east of the world, at the large desert. You have to land your airship -directly- on top of it. This is a very annoying and difficult thing to do. If you're having trouble, fly a bit south, and start from there.

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Party: Firion, Maria, Gus, Gareth
Monsters: Captain, General, Black Knight, Gottos, Cockatrice, Hecteyes, Lamia, Lamia Queen, Vampirette, Wizard, Wood Golem, Stone Golem, Winged Ray, Fallen Emperor, Coeurl, Deathmask, Doom Petals
Bosses: None
Items: Diamond Plate, Hourglass, Garlic, Knife, Buckler, Thunder Spear, Saint's Spirit, Slumber Stalk, Mage's Staff, Spellbinder, Healing Staff, SunBlade, Hellfire, Zephyr's Flute

Note: This is an extremely nasty set of monsters. The Generals hit very hard, the Coeurls tend to 1-hit your characters, and the Fallen Emperors are like fighting bosses each time you fight them. Keep as healthy as you can as you proceed through this dungeon.

Another Note: Once you enter Castle Palamecia, you can not exit. Warp doesn't work.

Last Note: If you're really strong, you can try and fight a few Generals. They drop very good gear, including Dragon Mail (the best armor other than the Genji gear) and Rune Axe's, which is one of the best weapons in the game. Be careful with the Generals though, as they are very strong.

You start on 7F of the castle. Head directly north to reach the top of the screen, and go through the door to the east. In here, continue north and try to examine the dragon emblem on the wall. You will fall through a trap door. Now you're on 1F. orz.

We have to climb all the way back up now. Head directly south of your starting position, and open the chest to the east for a Diamond Plate. Head back west and north to where you began, and from there, head all the way east. At the far eastern wall, go south, and when you first can, go west, and go up the stairs here. On 2F, head west and southwest. Open the chest for an Hourglass. Head back northeast and east, and go back to 1F. Go back to the eastern wall, and continue south until you hit the bottom of the screen. Now head all the way west until you hit the western wall (ignoring the pathway north) and open the chest here got a Garlic. Head back east most of the way, and head up that pathway north. Go up the stairs to 2F.

On 2F, head directly east until you hit the eastern wall. Then head all the way south, and open the chest here for a Knife. Now head all the way north to the top of the screen, and open the chest for a Buckler. From here, head all the way west until you reach the western wall, and then all the way south until you can go east. Go up the stairs to 3F.

3F starts off rather open. Head directly north through the sets of pillars, until you hit the northern wall. Up here, head all the way west, and then all the way south. Open the chest here for a Thunder Spear. You need to fight a

Fortunately, our airship is right outside of Fynn waiting for us. After you're prepared your party in Fynn town, theres only one thing left to do before we head off to the Jade Passage.

Hop on your airship, and fly to Deist, which is in the northeast corner of the world map, directly east of Bafsk. Head up to the second floor, head east, and south, and talk to the mother and son. After talking to both of them, 'Ask' the mother about 'Dragoons' and she gives you the awesome sword Excalibur. Equip this on a physical attacker immediately, as it is very powerful.

Note: In case you're trying to get every item in the game in your Collection Data, you should have exactly 90% by now. If you missed items in Castle Palamecia, Cyclone, or the Dreadnought it is impossible to go back and get them. Everything else you should go get before attempting to takle the Jade Passage.

When you feel suffieciently ready to take on two of the hardest dungeons in the game, filled with a total of 9 bosses between them, head to Mysidia town. From Mysidia town, head northeast, following the continent to what used to be the straights you had to pass through on the boat to get between Altair and places such as Deist and the Tropical Island. On the Mysidian straight, you'll find a new lake as appeared, if you walk into the lake, you'll enter the Jade Passage.

== The Jade Passage *==*

Party: Firion, Maria, Gus, Leon
Shops: Magic
Monsters: Green Dragon, White Dragon, Salamander, Frost Lizard, Pit Fiend, Lifesucker, Gazer, Maximus, Scissorjaws, Succubus, Great Malboro, Abyss Worm
Bosses: Blue Dragon, King Behemoth, Red Dragon
Items: Diamond Mace, Hellfire, Hellfire, Notus, Cat's Claws, Rune Axe, Backstabber, Aegis Shield, Dragon Mail, Holy Lance, Yoichi's Bow, Hi-Potion, Protect Ring, Hi-Potion

Note: You must be absolutely prepared to take on both the Jade Passage and the final dungeon in one round. I like to start by taking on the Jade Passage and all its bosses first, and then Warping out, healing, restocking, and then going back in to the final dungeon. Expect a LOT of deaths in normal random battles in the Jade Passage. The enemies are some of the hardest in the game, and they like to use multiple status effects, including Muddle, Stone, Sleep, Mini, and Paralyze. You will also be fighting boss encounters as normal enemies from here on out, so be careful and heal after every battle.

Another Note: Leon, while powerful, is probably quite behind in your party. He probably has low HP compared to your other members, and even lower Endurance. He will take damage quickly, so make sure to watch out for him, and try to build him up before going too far in.

After a quick scene, head south and enter the passage itself. From the entrance, head south, and east until you hit the eastern wall. Head south, and through that tiny passage, and open the chest for a Diamond Mace. Head back to the west until you hit the western wall, and then head all the way south. Open the chest to the west for a Hellfire. Now head all the way east, and you'll see a door in the northern wall. Go through it. Head down the stairs to B2.

On B2, head east, and north up the screen, but follow the western wall. Open the chest at the top for -another- Hellfire. From here, head south a bit, and then east until you hit another chest. Open it for a Notus. Head southwest until you reach the southwest part of this section of the room (I hope you understand that . . .I dont) and there is a chest. Save to a Memo file before opening this chest. When you open it, you recieve a Cat's Claws, and also a nasty monster-in-a-box as a present.

=====
FF2Boss#19: Blue Dragon

Location: Jade Passage, B2

Party: Firion, Maria, Gus, Leon

Status:

HP: 3500 | MP: 240 | Attacks: 8 |

ATK: 180 | ACC: 100% | DEF: 150 |

EVA: 75% | MDF: 8 | RES: 40% |

Treasures: Dragon Mail, Holy Lance, Dragon Shield

Like the other Dragons, this Dragon is an elemental. As you may have expected, (or may not) the Blue Dragon is a Thunder Elemental. This battle, like the Thunder Gigas battle, poses the same problem that you may or may not have the Poison spell, and have it levelled up. Hopefully, you learned your lesson from the Thunder Gigas, and have it at this point.

The Blue Dragon has an incredible 180 attack power. That means lots of 1-hit kills on weaker characters, especially Leon. A good critical attack on Leon with his base gear will probably do around 2000 damage. The Blue Dragon also has Thunderbolt 16, which does around 100 to all members of your party. Shield and Blink should be cast immediately, but make sure that you prioritize healing over the casting of buffs. If you have the time, cast Shell on your party as well. Your White Mage should heal every round, no matter what. If no one specially needs healing, have him/her cast Cure on all the members of your party so that you can at least reduce the damage you recieve that round.

Because of the bosses 150 defense, it is hard to damage it with physical attacks. Even with some of the best weapons possible it is difficult to break that defense quickly. Berserk and Haste to power up your attacks work well, though once again, sometimes it is difficult to get it cast because your characters are doing other things. The spell Poison does good damage, even at lower levels. If you happen to have a Rune Axe or two from the Generals in the Cyclone/Palamecia those can break the defense of the Blue Dragon, as can the Excalibur. Venom Axes do a bit of extra damage to the Blue Dragon, because they are, as their descriptions say 'dipped in poison' but they wont do too much more then a normal weapon. Of course, you could always cheat with the Blood Sword if you are still having trouble, but I dont really suggest that.

As long as your healer doesnt die, this battle should be quickly winable.

Keep up the curing every round, but try not to squander -too- much MP.

Note: If you're having trouble keeping Leon alive in this battle, you might want to just revive him after death, but not cure him. As long as he has enough HP to survive the Thunderbolt 16, he should be OK, but the Blue Dragon tends to target people he 1-hits the easiest.

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After the battle, head east, and north when you can. Continue east until you hit the eastern wall, and head all the way north. Go through the door at the top of the screen. Head down the stairs to B3.

On B3, head east, and down the stairs. Continue west, down these stairs, and head east, continuing east over the waterfall (you take damage as you walk over the water). As far east as you can go, head north up two sets of stairs, and then east at the top of the screen. When you can, go south down the stairs, and then east some more, and south down some more stairs. At the bottom of this level, head west, and north up the next set of stairs you see. Save to a memo file and open the chest up here. You obtain a nice Rune Axe, but another nasty surprise, a monster-in-a-box.

=====
FF2Boss#20: King Behemoth

Location: Jade Passage, B3

Party: Firion, Maria, Gus, Leon

Status:

HP: 5000		MP: 0		Attacks: 8	
ATK: 150		ACC: 100%		DEF: 120	
EVA: 50%		MDF: 8		RES: 30%	

Treasures: Yoichi's Bow, Power Sash

Much like the other Behemoth battle, the King Behemoth prefers to use only physical attacks as his main form of offense. Fortunately, his attack power is only 150, down from the 180 of the Blue Dragon. 150 is still high though, so you need to be cautious. Fortunately, he has a low defense, only 120, so it should be easier to damage him with physical attacks than a normal boss battle.

Because the King Behemoth only uses physical attacks, his attacks are unrelenting, and in a way, even though weaker, more dangerous than the Dragon who is more powerful than he. Blink and Shield are a must in this battle to stop the King Behemoth from damaging you as much. Cure every round after an attack, so that no one dies.

There is no specific elemental weakness to exploit in this battle, so any strong magic works. At this point I tend to prefer spells like Flare and Holy over elemental spells, since they can damage bosses with elemental resistances better than other types. Attacks powered up with the Berserk spell work well, if you have time to cast it.

Because of the boss's high HP, the battle may take a few rounds longer than normal, even though he has lower defense. Remember that you can always Warp out of the Jade Passage after the battle if you need to, so focus on powering up your attacks, and you should be fine.

=====
After the battle, head back down the stairs, and continue west across the screen. At the far western end of the screen, head south down the stairs, and continue east.

Note: If you walk behind the bottom of the Waterfall, and press the X button, there is a spell Merchant. The spells he carries are all rare and powerful, but also very expensive. Buy a few Haste and Berserk Scrolls for your characters who do not have them, and maybe an extra Flare spell.

There are three doors at the eastern end of this room. Go through the far eastern one. Go down the stairs.

On B4, head east (but not north) until you hit a wall (it won't take long). Then head north from here. Open the chest for a Backstabber. Continue north to the top of the screen, and head east. Go through the first door you see. There are three chests in here. They contain very useful items: a Dragon Mail, an Aegis Shield, and a Holy Lance. Exit the room, and continue east

following the northern wall. Save to a Memo File. There is a chest near the eastern wall, which contains a useful Yoichi's Bow.

=====
FF2Boss#21: Red Dragon

Location: Jade Passage, B4

Party: Firion, Maria, Gus, Leon

Status:

HP: 5000		MP: 450		Attacks: 8	
ATK: 180		ACC: 100%		DEF: 180	
EVA: 75%		MDF: 8		RES: 40%	

Treasures: Hermes

The hardest of all Dragon-in-a-box's, the Red Dragon has 180 attack and 180 defense. Even with the best weapons possible at this point, breaking 180 defense is very very very difficult. You pretty much must have Berserk to damage the boss physically. Fortunately, the boss is weak to Ice type spells, which you will probably be using as your primary form of offense. Remember that he absorbs fire magic, so do not use any on him.

Try to treat this battle much like you did the Blue Dragon. Shield and Blink the first rounds, but always remember to cure, even if it means neglecting your buffing duties. With 180 attack power, the Red Dragon is capable of easily 1-hitting weaker characters, or less developed characters like Leon. If you are having trouble keeping a specific character alive, you might want to just revive them with the Life spell, and not worry about curing them, since they will probably have enough HP to live through the Red Dragon's area attacks. A nice critical off the Red Dragon will probably do around 2000 damage. The Red Dragon also has the area attack Blaze 16, which does around 100 to all members of your party.

Ice spells are your best form of offense on the boss. Keep your Black Mage alive as best you can so he/she can keep casting Ice every round. Berserked up physical attacks work, but it takes a few rounds of Berserk to even make your attacks strong enough to break defense this high. If you have the time to cast that, that's fine, but magical attacks will still be faster as an assault.

Once again, as long as someone is curing every round the battle should not be - too- difficult, and you only need to really worry about the 1-hits. Expect this battle to take a bit longer than the other battles previously, and it will probably cost quite a bit of MP and items to keep everyone alive.

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Note: Now is a good time to warp out of the Jade Passage, since you've killed all the bosses. Of course, you might want to head all the way into the final, final dungeon before warping out, so that you can start opening chests there.

From the Yoichi's Bow chest, head directly south, and you'll see a door on the eastern wall. Go through it and down the stairs to B5.

On B5, head east as far as you can, and then north, west, and then north. Open the chest for a Hi-Potion. Continue north and east, and open the chest here for a Protect Ring. Head south from here, then east all the way, and open the other chest for another Hi-Potion. Head all the way south from here, and then east some more and go through the door. Go down the stairs to B6.

On B6, the Jade Passage's final floor, head all the way south, and then all the way east. head northeast up three sets of stairs, and northwest up two more. Go through the teleporter at the end.

Location: Pandaemonium, 5F
Party: Firion, Maria, Gus, Leon
Status:

HP: 2500		MP: 370		Attacks: 6	
ATK: 120		ACC: 95%		DEF: 120	
EVA: 60%		MDF: 10		RES: 100%	

Treasures:

Remember him? He was rather easy to beat way back when in the Snow Cavern. Well, he has not improved his skills much since then. Like before he uses only physical attacks, and no magic. Also note, that he is technically undead, so spells like Drain, Osmose, and the Blood Sword have the opposite effect, and will damage the member who uses them. That also means that he is weak to Fire type spells.

There are a few ways to go about winning this battle. Fire spells work well, as do physical attacks, but physical attacks are slightly weakened by the 120 defense. Fortunately, you shouldn't need to worry too much about Berserk because 120 is breakable with your current gear. Fortunately a good Fire casting should do well over 700 damage per, and with a physical assault and Borghens 2500 HP . . . you figure it out.

If you have a Healing Staff, you can have some fun with Borghen. Because he is undead, he takes damage from curative spells. While it won't do as much as some attacks, it is damage every round. The battle is easy enough that you can have a bit of fun with it.

You probably won't need to worry about Shield or Blink in this battle, just go all out on the first round, and Borghen should fall in 2-3 rounds. The only ability of Borghens that you have to worry about is Flare 16, which all bosses from now until the end of the game have. Flare 16 does around 800 damage to a single character.

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After the battle, equip your new Genji Gloves, as they have some of the best stats in the game. From the chest, head south through the archway, and southeast. Head north through the next archway, and continue north through yet another archway.

Note: You can fight an Iron Giant from here on until you get the weapon Masamune. This is a boss in a random encounter, and is quite difficult. You are forewarned, and you do not want to be caught off guard! See the strategy later for an Iron Giant battle.

At the very top of the screen, head directly east (not going south, just east) and walk through the wall. Continue going east until you walk through a second wall, and then circle around the statue (?) to the south. Press against the eastern wall here, and you should find a secret room. In this secret room are some rather rough encounters, (Fire Gigas, Red Dragon, Barrel Worms) but there's also a chest. Open the chest for the Ultimate Weapon, the Masamune. Exit this secret room, circle the statue again, and head back west through the two walls.

Note: You can always use Banish to get back to 4F, if you so choose.

Head back to the chest where you got the Genji gloves, and walk through the hidden passage on the western wall. Head back south all the way, and walk through the secret passage on the eastern wall this time. Head south, and through the two archways to the bottom of the screen. Continue east, north through another archway, east some more, and back through the door to 4F.

Back on 4F, we have 4 doors to choose from. Having gone through one of them, we are down to three. Lets start by going to the door just one right of the one we just came out of (the second door on the left).

Back on 5F, head directly west, and north when you can. Stay against the western wall on this screen, and when you're under an archway (thats on the other side of the wall) press west through the secret hole in the wall. Continue west, and north through the next archway. Save to a Memo File, and open that chest. You recieve a Genji Helm, but are also forced into a nasty battle with the Queen of Dragons.

=====
FF2Boss#23: Tiamat

Location: Pandaemonium, 5F

Party: Firion, Maria, Gus, Leon

Status:

HP: 5000		MP: 450		Attacks: 8	
ATK: 150		ACC: 100%		DEF: 180	
EVA: 80%		MDF: 8		RES: 70%	

Treasures: Elixir

Tiamat, the queen of Dragons (in this game), has an extreme 180 defense, making it very hard to damage her physically. She also has the ability to abrosb most every type of elemental spell (Poison, Fire, Ice, Lightning) so dont cast those on her.

While Tiamat has an attack power of 150 (which is high) she tends to prefer using the spells of her lower Dragon breathen, such as Icestorm 16, Blaze 16, Toxin 16, and Thundebolt 16. These attacks are more of an annoyance then anything, doing from 100-200 to all members, so cast Shell on the first round, instead of Shield. The battle will be very easy as long as she sticks to her magical attacks, but when she starts using her physical attacks along with them is when it gets harder. Her physical attacks will do over 1000 a hit, so, as always, keep everyone at full HP.

The only offensive spells you should cast on Tiamat are Flare, Ultima, and Holy. Drain is nice as well, but not powerful unless you have it powered up rather high. Because Tiamat is so hard to damage normally, and elemental spells heal her, casting an elemental spell will only frustrate you. This battle does not have too much damage to you, it is easy to power your physical fighters' attacks up with Berserk and Haste to raise the damage they are capable of doing, and so that they can hopefully break through Tiamat's 180 defense.

Note: This is a decent battle to play around and level your magic in.

This battle might take a while. But have some fun with it, and experiment a bit. Every boss from here on out will have at least a defense of 180, and see what strategy you like best on breaking it.

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After the battle, equip your new gear, and head back south, and east through the hidden passageway. Continue south, and go west through the archway. Head east, and back through the door to 4F.

Back on 4F, we have two more doors to go through. Lets go through the far right door now (skipping the third door on the left for now). The far right door contains an easier boss then the one on the third door to the left, and also the third door on the left continues farther into the dungeon, which we

do not want at the moment.

You are on 6F now. Head all the way east from the entrance, and at the eastern wall, head all the way north. Before opening that chest, save to a Memo File. The chest contains a Genji Armor, as well as the demon, Beelzebub.

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FF2Boss#24: Beelzebub

Location: Pandaemonium, 6F

Party: Firion, Maria, Gus, Leon

Status:

HP: 5000 | MP: 450 | Attacks: 8 |

ATK: 150 | ACC: 100% | DEF: 180 |

EVA: 80% | MDF: 8 | RES: 70% |

Treasures:

Interesting Note: Beelzebub's stats are the exact same as Tiamat's.

Beelzebub tends to prefer attacking with magical attacks, such as Flare 16, over his physical attacks. Flare 16 is just as dangerous in a way, especially if you kept your magic users in the back row for the entirety of the game. If you did this, they will most likely get 1-hit by the spell, as it can do as much as 1000 damage to a character.

Instead of Shield on the first round, cast Shell, though Shield is your next round spell. Blink is not completely necessary, but you can use it if you desire. The Beelzebub can cast status altering effects, such as Muddle and Paralyze on your party, making the battle more of a pain than anything else. Muddle is extremely dangerous, as you may or may not have found out the hard way in the past. If someone gets Muddle'd, you can A: Cast a high level Basuna spell on them (if its levelled, it probably isn't) B: Use a Unicorn Horn on them, or C: Kill them off yourself, and revive them the next round. Either way, you don't want to have the Muddle'd characters slaughter important party members, especially if they are your physical attackers.

Like all the other strong bosses in this dungeon, Beelzebub has a high defense of 180. Its hard to break with normal physical attacks, but powered up with a few rounds of Berserk, you should be OK. Note that the boss can Dispel your characters though. Beelzebub absorbs Fire type spells, and is resistant to Blizzard, so if you want to use elemental spells, focus on Thunder instead of either of those. Flare is still preferred though.

If Beelzebub seems to be casting Muddle more often than not, and you're getting annoyed at it, you can always Osmose his MP away. But be careful of this, as then he will rely on his physical attacks only, which can do around 1000 damage to a single character. You have to decide which is a worse fate: a physical attacking Beelzebub, or a dual-wielding Muddle'd physical attacker. Most likely the Beelzebub is preferable, as your physical attackers at this point should have over 200 attack.

The only other big threat Beelzebub poses, is, like the Lamia Queen battle, is when he uses Stun 16 on a character who was going to do something important, such as cast a Cure spell or Life spell. If he gets something like this off, then things can get really bad really quickly.

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After the battle with Beelzebub, head back all the way south, and then west, and through the door back to 4F. On 4F, there's only one more door left to go, and that's the third door on the left (second door on the right). This door brings you once again to 6F.

Back on 6F, head north through the archway, east, and south through another archway. Continue east, and head north through a third archway, and head immediately west. Follow the western wall north, until you're about right below the next archway, and then press west through the secret path in the wall. You're now in the area with the chest, and I can not stress it enough how much to save to a Memo File now. The chest contains a Ribbon, and the nastiest optional boss in the Pandaemonium, Astaroth.

=====
FF2Boss#25: Astaroth

Location: Pandaemonium, 6F

Party: Firion, Maria, Gus, Leon

Status:

HP: 7000		MP: 540		Attacks: 8	
ATK: 150		ACC: 100%		DEF: 180	
EVA: 80%		MDF: 8		RES: 70%	

Treasures: White Robe

I would argue that this is the hardest battle in the game, worse than the final boss himself (which, without Blood Swords can be pretty nasty). This is also one of the two battles that I do not condone actually using a Blood Sword in, because it is such a pain in the ass otherwise, but it is possible to win without.

Astaroth has an ability you probably noticed from many undead throughout the game, as well as the Death Riders in this dungeon. His physical attacks have something of an Additional Effect, Drain on them. Therefore whenever he attacks you, he gains quite a bit of life back in the process. Unfortunately, Astaroth's physical attacks do quite a bit more damage than his attack power would show, and he drains about 80% of the damage back from the attack to his health.

Note that it doesn't really matter about keeping someone alive and in the critical range in this battle, as even if he physically attacks them, Astaroth will still gain the same amount of HP back as he would as if the character was at full HP. He cheats like that.

This battle is a bit of luck, and a bit of power. If Astaroth uses magic constantly, you should be fine. Even though he has the powerful Flare 16, which still does around 800 damage to a single member, that is his most powerful magical spell. Note that he also does have Doom 16 and Drain 16, but his direct Drain spell does not drain nearly as much as his physical attacks. I don't know how much to stress this in this battle:

Do not cast Osmose on Astaroth! If he runs out of MP he will be forced to use only physical attacks, and that will be very very bad.

To keep your party alive during the brutality of Astaroth's physical attacks, make sure someone is curing every single round. Note that you might need to equip and use a few MP healing items during this battle, as because of your damaging Astaroth, and him healing all that damage back in an attack or two, the battle will take a long, long time. Of course, using the Blood Swords helps quite a bit.

If you are still having trouble, you might want to reset. Sometimes Astaroth uses magic often and rarely physical attacks, and sometimes he uses physical attacks often and rarely magic. It all depends on the AI, and if you get unlucky, it's often better to do the soft reset and load from your last Memo File.

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Note: Before you go any further theres on real optional boss to fight in the Pandaemonium, the Iron Giant. This battle is initiated from random encounters on higher levels of the Pandaemonium, and sometimes it takes quite a while to find him. Most of the time you will run into him when you least expect it. . .

=====
FF2Boss#26: Iron Giant

Location: Pandaemonium, 5F

Party: Firion, Maria, Gus, Leon

Status:

HP: 3500 | MP: 240 | Attacks: 12 |

ATK: 180 | ACC: 100% | DEF: 180 |

EVA: 0% | MDF: 14 | RES: 100% |

Treasures: Genji Helm

There are a few places in Pandaemonium I have found where you can encounter the Iron Giant. Its found in a rare random encounter, but I tend to find it the most on the pathway to and from the Masamune.

The Iron Giant prefers physical attacks over magical attacks, and he has an attack power of 180 (the same as the stronger Dragons) so he is extremely strong. Shield and Blink are a must to lower the damage you take. Remember that if one character is having trouble staying alive because he/she is being one-hit all the time, you can just revive them and not cure them after doing that. Other then his physical attacks he also uses magical spells that are at level 16, such as Toxin 16, that do from 100-200 damage to all members of your party. If you are trying to keep dead members that are 1-hit at critical range, make sure they stay over the point that they will be killed by the bosses magic.

The Iron Giant has 180 physical defense and a very high magical defense of 14. He will be hard, but not impossible to damage with physical attacks without Berserk. Bolt and Ice magic works well on the Iron Giant, and thats my preferred method of attack. Note that you can also use Blood Swords, but the battle really doesnt need them.

Have someone healing every round, even if no one needs it. This is another one of those battles where characters will get one hit often and a lot of Life spells will be needed. Just a normal physical attack from the Iron Giant, with a high level Shield spell, should do well over 1800 damage :O!

Really, the worst part of this battle is that its somewhat unpredictable when you're going to fight it. You might have to fight it after fighting a few normal random encounters, or you might have to wait through 50. You might also fight him when you don't actually want to, and that tends to be the worst.

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When you are ready to proceed past 6F to the end of Pandaemonium, you must be at your strongest. From Astaroth's Ribbon chest, head directly west, and then a tiny bit north, and press west against the wall, and there is a hidden passage. Once through the wall, go directly south, through the thin hallway, and near the bottom, press west against the wall again. Continue all the way to the western wall, and there is a teleporter to the north. Go through it, and you are back on 4F.

On 4F again, temporarily, head all the way north to the top of the screen, and then all the way east. At the eastern wall, there is a teleporter to the north, go through it to reach 7F.

On 7F, head northwest, and open the chest for a Sage's Wisdom. From here, head southwest, and all the way west, and up the stairs to the north. Continue north to the top of the screen, and head all the way east until you hit the northeastern corner of the room. From here, head directly south, and go all the way south until you can go south no longer. Continue all the way to the western side of the screen, and go through the teleporter to 8F.

8F is a bit more complex then 7F was. From the entrance, head all the way east, north up some stairs, east, south down the stairs, and east some more. At the southeastern corner of this room contains a chest which holds a Hellfire. From here, head a bit west, and then north up the stairs you see. Continue west, and north up another set of stairs, and then go east at the intersection. Go north at the stairs, and continue north, but ignore the teleporter for now. Thats right, ignore it. From the teleporter, head west, and near the top of the screen, press against the western wall, and there is a secret passage. Open the last, and final (yay), chest in the game. This chest contains an Acid Bottle. Head back east through the secret passage, and through the teleporter up to 9F.

9F is a large open area. To get to the teleporter to 10F, you want to head all the way south from where you appear, and then all the way west. At the southwestern corner of 9F is the teleporter to the next level.

10F is the final floor! There are still random encounters on 10F, but nothing else of interest. Do not spend time wandering around and exploring 10F, but rather, heal up from where you appear (MP and HP) and head directly north. Talk to the monster on the throne, and the final battle begins.

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FF2Boss#27: Final Boss
Location: Pandaemonium, 10F
Party: Firion, Maria, Gus, Leon
Status:
HP: 10000 | MP: 540 | Attacks: 8 |
ATK: 180 | ACC: 100% | DEF: 210 |
EVA: 80% | MDF: 16 | RES: 70% |
Treasures: None

I have not named the boss in the final battle to avoid spoilers. Though theres not a whole lot to spoil in the game, I still feel it right to do this. I will hereby call the boss in this battle the 'Final Boss'.

The first thing to look at is this bosses stats. He has a massive amount of HP, and extremely high defense and attack power. he also has the ability to absorb life from you with his physical attacks, the same as Astaroth. To know if you are prepared for this battle or not, you should see how well you did with Astaroth, and from there, you can go on to this battle.

The Final Boss has a wide array of attacks to choose from. He likes to use magic such as Blind 16, Curse 16, and Slow 16. Hopefully your Esuna is levelled! Fortunately, he tends to prefer these type of attacks over all others, making it so he does less damage to you, but more indirect damage. Unfortunately, all of these status effects tend to be worst if you rely on physical attacks a lot.

Shield and Blink are a -must- in this battle, to lower the amount of damage the Final Boss can absorb with his physical attacks. Shell is another spell that helps, but it might be an afterthought once the battle gets going to the third round or after. His magical attacks (Starfall 10 and Flare 16) are much

weaker than his physical attacks, though they can cause some trouble. Flare 16 you are probably used to by now, but Starfall 10 is entirely new. This attack hits all members of your party for around 300 damage. Ouch.

Note: If you are being annoyed by a certain status effect and are unable to cure it, you can always kill off the party member afflicted, and revive them. When they are revived, it will be gone.

The only way you are going to decently damage the Final Boss with physical attacks to break through his life absorbing ability is A: with the Blood Swords, or B: With massive amounts of Berserk cast. You may need to cast Berserk two or three rounds in a row before you can break the Final Bosses defense well. After a few rounds of Berserking, your attacks will be very strong, and capable of breaking a defense of 210. Just remember that the Final Boss has the ability to cast Dispel 16, and while it does not hit often, it does hit, and it can be extremely annoying.

For a magical assault, you must use non-elemental magical spells only. No Osmose, as you want him to cast on you. Holy, Flare, and Ultima work well, as long as they are around level 6-7, but that takes quite a while to power them up. If you really want to, you can cheat a bit on levelling them, you probably figured it out by now, but if you haven't, look in the Secrets section for more information on cheating on levelling up your magical spells.

Like Astaroth, this battle should be rather easy as long as the Final Boss shys away from his physical attacks and remains casting every round. But if he starts using physical attacks over and over again, that is when it becomes hard to damage the boss. If he starts doing this, it might be time to pull out those Blood Swords if you haven't been using them before.

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After defeating the Final Boss, watch the ending, but don;t turn the game off. If you save the game after the Credits, the Normal Mode (you have been playing on Easy Mode) is unlocked.

Note: If you really liked this game (not many do) go pick up Final Fantasy 1&2: Dawn of the Souls. It has a neat end-game quest once you've beaten the game, called Soul of Rebirth. This game places you in the shoes of Mindu, after he has died. He meets up with Scott (Gordon's brother who died at the very beginning of the game), Josef, and Gareth (called Ricard in Dawn of the Souls). Cid's there too. You get an extra ending to this normal ending, and a nice little challenge. Its a fun little bonus if you enjoyed the game.

**** Boss Guide ****

This section goes over the bosses in the game, one by one. It is much the same as what I wrote down in my main guide, but some people like to just have information on the bosses, and thus, I have this section.

To find a specific boss, type in the name below in the control-F feature, and there should be two that come up. The first is in the normal guide (in case you want to look there) and the second is from here.

There are 27 bosses total in Final Fantasy 2.

FF2Boss# 1: Spiketoise
FF2Boss# 2: Sergeant
FF2Boss# 3: Adamantoise
FF2Boss# 4: Borghen
FF2Boss# 5: Shrieker
FF2Boss# 6: Hill Gigas
FF2Boss# 7: Chimeras xRandom
FF2Boss# 8: Lamia Queen
FF2Boss# 9: Behemoth
FF2Boss#10: Gottos
FF2Boss#11: Gigan Rhino
FF2Boss#12: Barrel Worm
FF2Boss#13: Fire Gigas
FF2Boss#14: Ice Gigas
FF2Boss#15: Thunder Gigas
FF2Boss#16: White Dragon
FF2Boss#17: Green Dragon
FF2Boss#18: The Emperor, Royal Guardx2, Wood Golem
FF2Boss#19: Blue Dragon
FF2Boss#20: King Behemoth
FF2Boss#21: Red Dragon
FF2Boss#22: Zombie Borghen
FF2Boss#23: Tiamat
FF2Boss#24: Beelzebub
FF2Boss#25: Astaroth
FF2Boss#26: Iron Giant
FF2Boss#27: Final Boss

=====
FF2Boss# 1: Spiketoise
Location: Semitt Falls, B5
Party: Firion, Maria, Gus, Mindu
Status:
HP: 140 | MP: 0 | Attacks: 2 |
ATK: 35 | ACC: 65% | DEF: 35 |
EVA: 0% | MDF: 2 | RES: 50% |
Treasures: Mythril Shield

This battle will be over quickly, but that does not mean it is not dangerous. The Spiketoise has extremely powerful physical attacks which can one hit a character. Cast Shield on the first round to lower the damage from his physical attacks. Even with Shield, the Spiketoise's physical attacks can do over 50 damage a hit to someone with good gear and high Endurance.

Note that because of the Spiketoise's higher defense, it is rather difficult to take him down physically. If your black mage has Ice (or Ice2) then this is the battle to use it. The Spiketoise has a definite weakness to Ice spells, and because of his powerful attacks, you want to kill him as fast as possible, before he can get any off on you. If you did use Ice enough to have Ice2, you might be able to 1-hit this boss, if, of course, your black mage is not one hit first.

If you do not have an Ice spell, this battle will be very difficult, and long and painful. The Spiketoise is hard to damage physically, and will take little damage from physical attacks.

One last note: Make sure Mindu always has his life spell ready, you never know when the boss will get lucky and get a strong critical attack in and one-hit a character.

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FF2Boss# 2: Sergeant
Location: Semitt Falls, B5
Party: Firion, Maria, Gus, Mindu
Status:
HP: 140          | MP: 10          | Attacks: 2      |
ATK: 35          | ACC: 70%       | DEF: 25         |
EVA: 30%        | MDF: 3         | RES: 50%       |
Treasures: Mythril Mail
```

In this battle, expect to be casting a lot of Cure and Life with Mindu. Have Mindu be acting only as White Mage and curing every round. On the first round, he should cast Shield on everyone, and from then on he should be healing. If you want, you can cast Blink as well, though I tend to not cast it.

The Sergeant is very hard to damage physically, so you must rely on magic to damage him. Hopefully you have someone as a dedicated magic user at this point, and that that someone has been placed in the back row during this battle. Every round the magic user should be nuking the boss with spells, trying to reduce his HP in any way he/she can.

The Sergeant's physical attack does well over 100 damage, so unless everyone in the back row, expect one hits. The Sergeant also employs Arrows III, which does around 50 damage to a single character. With this barrage it will be very difficult to keep people alive. If it is, you might just want to raise them from the dead, and not revover their HP after reviving them with the Life spell.

The Sergeant has no particular weaknesses to magic, so no elemental spell works better then any other. Magic is really the only way to effectively damage him though, so without a strong magic user, expect this battle to be quite difficult.

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=====
FF2Boss# 3: Adamantoise
Location: Snow Cavern, B6
Party: Firion, Maria, Gus, Josef
Status:
HP: 450          | MP: 0          | Attacks: 2      |
ATK: 50          | ACC: 75%       | DEF: 60         |
EVA: 0%          | MDF: 1         | RES: 50%       |
Treasures: Diamond Shield
```

This battle will play out much like the Spiketoise battle in the Semitt Falls. The Adamantoise has extremely high defense, and is almost completely impervious to physical attacks. Also like the Spiketoise, the Adamantoise has an extreme weakness towards Ice magic.

The Adamantoise has devasating physical attacks, but does not use magic. He will easily one-hit weaker characters with his physical attacks, so before the battle you might want to put your black and white mages in the back row. On the first round, cast the Shield spell. Hopefully you spent some time levelling it to level 2 or so, but if not thats fine. After the first round you most likely wont have time to cast Shield because you'll be curing the damage from the Adamantoise's attacks. Expect people to die when Adamantoise's attacks get off in full force.

if you found, kept, and equipped the Notus like I recommended earlier, use it the first round. This will easily be the strongest attack in your arsenal that you can employ against the Adamantoise. This is a high level Ice spell (Ice 16) in the form of an item. This item alone should take off well over 75% of the Adamantoise's base HP, if not kill him in one hit.

Without the Notus item, you have to rely on magical attacks. Ice works wonders against the Adamantoise. Even a level 1 Ice spell does more damage than a level 2-3 Fire or Thunder spell. You hopefully acquired the Ice Scroll from this dungeon, so you should have access to the spell. Note that without the Ice spell or the Notus, you are in for a long, long, painful fight. I don't even suggest attempting it without the Ice spell. But with the Ice spell, even at level 1, the battle should not take more than 3-4 rounds because of the large amount of damage that it does.

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FF2Boss# 4: Borghen

Location: Snow Cavern, B1

Party: Firion, Maria, Gus, Josef

Status:

HP: 450		MP: 0		Attacks: 2	
ATK: 50		ACC: 75%		DEF: 60	
EVA: 0%		MDF: 1		RES: 50%	

Treasures: None

The only hard thing about this battle is the long walk you faced to get here. After the Adamantoise battle, your party might be exhausted MP-wise as well as HP-wise. Luckily, Borghen does not hit too hard so you need not worry too much about that.

Borghen relies on physical attacks only, so cast the Shield spell on the first round. With the Shield spell cast, Borghen's physical attacks should only do around 30-40 damage. Blink too, if you can, to prevent as much damage as you can. Then cast black magic spells on him every round, and physically attack him. Borghen is quite a bit quicker than the Adamantoise was, so if you're worried about anyone's HP make sure to cure them with your fastest character.

With the sheer strength of Josef's physical attacks, this battle should be over in 2-3 rounds, maximum. It is not meant to be hard, rather, a premonition. If you were strong enough to kill the Adamantoise, this battle will be quite easy.

PS: Remember to save some MP for the walk back to Salamand!

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FF2Boss# 5: Shrieker

Location: Castle Kas'ion, 4F

Party: Firion, Maria, Gus, Gordon

Status:

HP: 540		MP: 30		Attacks: 1	
ATK: 35		ACC: 80%		DEF: 40	
EVA: 60%		MDF: 4		RES: 40%	

Treasures: None

This is quite the odd boss fight. The Shrieker attacks -primarily- with magical attacks. These attacks hit the entire party at once, so make sure more than one character knows the spell Cure.

Note: Shrieker absorbs all types of elemental spells, so do not cast them on him after you have started damaging the boss.

On the very first round, have someone cast Shell on all of your members. The Shrieker has access to all sorts of level 8 spells. Even with Shell, the Shrieker's spells will do around 50 HP damage to everyone in your party. have someone healing every member at all times. Something else that helps, if you still have it, is the Magiconch which Mindu had on him when he came into your party. Use this on your lowest magic defense character, or the character you think is going to take the most damage from magical attacks (or of course, the character with lowest HP, if you desire).

Fortunately, the Shrieker only has enough MP to keep casting for a few rounds, and he runs out soon after. As long as your Cure spell is decently levelled up (2-3) and you cast it on everyone every round, you should have no problem staying alive through this onslaught.

When it runs out of MP, the Shrieker has no choice but to use physical attacks on your party. This is the easier part of the battle, and you should now cast Shield to help reduce the damage he can do to you.

As you will notice instantly, the Shriker has extremely high defense versus physical attacks. If you want, you can just take your time and whittle away at it, it is possible to beat him just by doing that, though it takes some patience. The easier (although a bit cheap) way to beat the Shrieker is with the Ancient Sword you probably squired from the Snow Cavern. Equip this on someone, and have them physically attack every round. Hopefully, this sword will Curse the boss with its Additional Effect. When Cursed, the boss has much weaker attacks, and it is easier to damage him physically. Note that the Curse effect might take a few turns to stick onto the boss though, as it is not 100%.

Even worse, the Ancient Sword has a somewhat bad hit percentage, making it difficult to even hit the boss.

Expect that, no matter how you decide to kill this boss, for it to take a while.

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FF2Boss# 6: Hill Gigas

Location: The Dreadnought, 4F

Party: Firion, Maria, Gus, Gordon

Status:

HP: 750		MP: 0		Attacks: 3	
ATK: 100		ACC: 80%		DEF: 60	
EVA: 30%		MDF: 4		RES: 40%	

Treasures: Giant's Helm, Giant's Gloves

Note: Sometimes the Hill Gigas has friends. They are only a Warlock and a Soldier though. Kill them quickly on the first round to make way to the Hill Gigas.

This is a very difficult battle. The Hill Gigas is powerful physically, and tends to attack quickly as well. If the Hill Gigas gets off a critical attack on someone without Protect, prepare for that character to die. On your first few rounds, cast Shield and Blink, but do not neglect curing, or Life spells.

The goal of this battle is to debuff the Hill Gigas in the best way you can. If you have the Ancient Sword, you can try to Curse him, but that usually does

not work. The Sleep from the Crescent is a good way to stop the Hill Gigas, and it has a good chance of working. Unfortunately it does not last more than a few rounds. If you have the spell Blind, you can try inflicting Darkness on him, to lower his attack accuracy. With Blind and Blink on, he wont be able to hit you at all.

With the Hill Gigas's high defense, hitting him physically is somewhat difficult, but not impossible. He has no elemental weaknesses, so any spells work on him. If you got the Berserk spell from a Warlock previously, use it on your fighters to power up their attacks for a few rounds.

Note that even with Curse on, the Hill Gigas can still hit for over 100 damage a hit, and can critical for 300. Fortunately, the Hill Gigas has no area attacks. But that also means that he is capable of inflicting more damage each round.

You need to kill the Hill Gigas as quickly as you can. This is a difficult battle, but need to get used to fighting the Gigas', as soon they become normal enemies.

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FF2Boss# 7: Chimeras xRandom
Location: Deist Cavern, B5
Party: Firion, Maria, Gus, Leila
Status (each):
HP: 640 | MP: 80 | Attacks: 4 |
ATK: 60 | ACC: 75% | DEF: 50 |
EVA: 50% | MDF: 3 | RES: 50% |
Treasures: None

The number of Chimeras you fight in this battle is random between 1-4. You obviously want as little as possible, so if you are unlucky enough to get 4, you might want to R1/R2/L1/L2/Start/Select soft reset to reload your memo file to try and fight less Chimeras. Remember though that if you load a memo file, your file is deleted, so make sure to resave it once you load it. Ideally, you only want to fight 2 or so Chimeras at once, as then the battle will be somewhat laid back compared to fighting more.

On the first few rounds of battle, cast Shield, Shell, and Blink. The Chimera attacks with physical attacks as well as Blaze, which hits every member for around 50 damage. The Chimera's physical attacks do over 100 per attack. During the first few rounds of battle when the battle is most difficult (every monster is still alive, and you're focusing on buffing your party) it is very important to keep your party healthy and at full HP at all times. You do not want people to die at this point.

You want to focus on one Chimera at a time. Each Chimera you defeat makes the battle much easier to win. With full buffs on your party, the Chimera's Blaze attack will not be nearly as powerful, so its only their physical attacks you need to really worry about. Hopefully with Blink you can help reduce some damage that they can do. You can also hope that they wil target more than one person per round, because if they focus their attacks on one person, that person will either be dead, or very close to death.

Surprisingly, this is a rather laid back boss fight. As long as you can quickly control the number of Chimeras in the battle and kill them off in a few rounds each, then you should not have too much trouble with it.

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FF2Boss# 8: Lamia Queen
Location: Rebel's Hideout
Party: Firion, Maria, Gus, Leila
Status:
HP: 1290 | MP: 370 | Attacks: 8 |
ATK: 50 | ACC: 95% | DEF: 50 |
EVA: 75% | MDF: 7 | RES: 40% |
Treasures: Gold Hairpin, Diamond Plate

The Lamia Queen poses a definite threat to your party. She has strong physical attacks, as well as status altering magic which can be extremely detrimental, and can stop you from healing, reviving, or otherwise attacking her.

The Lamia Queen's normal physical attack has an Additional Effect of sleep on your characters. Much like the Crescent weapon, except with a much higher probability. Her physical attack also does around 250 damage to a character, making it an event greater threat. The physical attack is mostly a threat when it is used on your healer or someone casting something important, like Cure, Life, Shield, Blink, etc. Therefore, in this battle we must make Blink a priority over Shield, but Shield must still be cast on the second or third round to lower the damage the Lamia Queen is capable of doing.

Though it may seem like a waste of MP, the best way to make sure your important commands get off (Cure/Life/etc) is to cast them with multiple characters per round.

Note that the Lamia Queen is fast, and she will most definitely get the first attack every round. She also likes to cast Blink 16 on herself. This makes her very hard to hit with physical attacks. She also likes to use Entice on all of your characters. This is her version of 'Charm' and makes your characters attack each other. With strong physical attackers, this is very dangerous, as you have to worry about the Lamia Queens attacks as well as your own allies. Hopefully though, she will cast Entice 9 on someone who is sleeping from her physical attack, so that you will not have to worry about the confusion.

If the Lamia Queen gets Sleep off on multiple characters, and Blink on, this battle will most likely be very prolonged. You will be forced to rely mainly on magical attacks as an offense, which will not be as strong as they could be. If the battle is drawn out too long, you might even run out of MP.

If the battle gets drawn out too long, you might want to soft reset and try again.

Note: The Diamond Plate from the Lamia Queen is a great piece of armor. If you're trying to get good armor for this point, this you dont want to miss this piece, as you will use it for a long time.

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FF2Boss# 9: Behemoth
Location: Coliseum, 1F
Party: Firion, Maria, Gus, Gordon
Status:
HP: 1620 | MP: 0 | Attacks: 3 |
ATK: 85 | ACC: 95% | DEF: 50 |
EVA: 40% | MDF: 4 | RES: 50% |
Treasures: None

A rather -normal- boss fight by any standard, the Behemoth uses physical attacks only. Not that he needs any other attacks, as his physical attacks are strong enough as it is.

On the first rounds, cast Shield and Blink to protect your party from the damage that the Behemoth can do with his attacks. The Behemoth's attacks are powerful, but not amazingly so with Shield on. They should do around 250 with Shield. As long as you keep your HP over 300 at all times, he should be able to one-hit you. The Behemoth is rather fast though.

Any attacks work on the Behemoth. He has somewhat high defense, but no higher than the Lamia Queen did when you fought her. Magic attacks work well, but there is no weakness to exploit.

All in all, a much, much, much easier battle than the Lamia Queen, as long as you keep your party healthy.

Note: Unlike you might expect, the Behemoth does -not- have access to Meteor.

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FF2Boss#10: Gottos

Location: Castle Fynn, 4F

Party: Firion, Maria, Gus, Leila

Status:

HP: 2000 | MP: 80 | Attacks: 6 |

ATK: 70 | ACC: 90% | DEF: 60 |

EVA: 65% | MDF: 5 | RES: 40% |

Treasures: Haste Scroll, Bacchus's Wine, Ripper

Gottos, like most bosses, tends to prefer physical attacks over magical attacks. Unfortunately, Gottos also likes to buff his physical attacks to the extremes. With Haste and his own version of the Berserk spell, Gottos becomes a force to be reckoned with.

On the first round, as always, cast Shield, and if you wish, Blink. Gottos' normal physical attacks do over 250 damage without Shield, with none of his buffs on. He is also very fast, and likes to go first every round. If you're lucky, you can get a Sleep off with the Crescent weapon (the Sleep spell is a bit low accuracy) to lower the damage that Gottos can do. Curse does not hit as often, but it does sometimes.

The only problem that can come about this battle is if Gottos decides to cast Haste or to buff his power up. Haste raises the number of attacks he has, therefore giving him more chances to hit you. And his own version of Berserk doubles or triples his attack power, making it extremely easy for him to one hit kill your characters. With one of those spells on, expect people to die every round. Because of this, raise them immediately, but you might not need to worry about curing them, since they are just going to die again the next round.

As long as Gottos does not buff himself, this is a normal battle with an enemy with strong physical attacks. Just note that if you are having trouble breaking through Gottos' defense, the spell Berserk (which you can get from some of the mage type enemies in the Castle) will work wonders on raising your attack power. Use this for the rest of the game.

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FF2Boss#11: Gigan Rhino

Location: Tropical Island, 5F

Party: Firion, Maria, Gus, Leila

Status:

HP: 1140 | MP: 0 | Attacks: 4 |

ATK: 50 | ACC: 85% | DEF: 50 |

EVA: 60% | MDF: 6 | RES: 30% |

Treasures: None

You may have fought some of these monsters outside of Mysidia. The Gigan Rhino, like their Wild Horn Breathens, prefer strong physical attacks over magical attacks. He has rather low defense for a boss at this point of the game as well.

If you are fighting this monster in the true order of the game (after obtaining the White Mask, and trying to obtain the Crystal Rod) this battle will seem nothing more than a battle with a normal monster to you.

The only time this battle is difficult is if you are doing it before you really should be. The earliest time you can fight this boss is before Deist Cavern. At that point this boss will be quite difficult. Spells like Shield and Blink should be kept on all characters to prevent the Gigan Rhino from damaging your party, as his attacks will be quite powerful.

The Gigan Rhino has rather high magic defense, so spells do not work too well on the Gigan Rhino. He also has no elemental weakness for you to exploit to do more damage. Try to Blind or Curse him to stop his attacks from hitting or doing as much damage.

=====
FF2Boss#12: Barrel Worm

Location: Leviathan Mouth

Party: Firion, Maria, Gus, Gareth

Status:

HP: 2000 | MP: 0 | Attacks: 6 |

ATK: 120 | ACC: 95% | DEF: 100 |

EVA: 10% | MDF: 4 | RES: 50% |

Treasures: None

The Barrel Worm predominantly uses physical attacks. They are very powerful (120 attack power :O), so cast Shield on the first round, followed by Blink on the second. Make sure to keep everyone at full HP at -all- times, because the Barrel Worms physical attacks can do well over 500 damage a hit. The Barrel Worm uses no magic, so you wont have any rounds to lower the damage the boss is capable of doing. Fortunately, the boss is quite slow so you will have plenty of time to heal in-between his attacks.

The Barrel Worm is somewhat difficult to damage with both physical and magical attacks, but physical attacks especially. If you have the Berserk spell, then you must use it in full in this battle to break the bosses 100 (!) defense. Gareth will have a difficult time damaging the boss usually because you have not had the time spent levelling his skills and abilities. Any type of magic works well, since the boss has no strengths or weaknesses.

Note that because this boss is so powerful, you might be having trouble keeping some characters alive, because they keep getting 1-hit even by just the normal physical attack. At this point, you might just want to cast Life on them and not worry about healing them every round because they are just going to die again at full HP. The Barrel Wormd attacks are quite powerful, and

this tends to happens mostly with a lesser developed character like Gareth.

There is a -cheap- way to win this battle. Using the Blood Sword, you can do massive amounts of damage to the Barrel Worm, but I do not suggest doing this. The Blood Sword I only reccomend using in 2 battles in the game, and since this battle is not rediculously difficult, using it here becomes very cheap.

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FF2Boss#13: Fire Gigas

Location: Mysidian Tower, 3F

Party: Firion, Maria, Gus, Gareth

Status:

HP: 1800		MP: 240		Attacks: 6	
ATK: 100		ACC: 95%		DEF: 100	
EVA: 40%		MDF: 4		RES: 50%	

Treasures: None

As one might expect by his name, the Fire Gigas absorbs fire elemental magics, and is weak to Ice. He also likes to use Fire elemental spell types along with his extremely strong physical attacks.

Of the three Gigas battles in the tower, this is by far the easiest but you need to be extremely cautious to prevent deaths. Treat this battle much like you treated the Hill Gigas boss way back in the Dreadnought. Shield and Blink are a must at all times, and if you can, try to Blind the boss to lower its hit percentage.

It is quite difficult to damage the boss with physical attacks because of the Fire Gigas's high defense. Fortunately, Ice spells work very well. If more then one person has Ice levelled, thats even better for you, but you can win with only one person levelled. The only weapon that can really damage the Hill Gigas effectively are the OGREKILLERS. Technically, Gigas are considered Ogres, so the OGREKILLER has a damage bonus on these monster types, as long as someone has axe levelled. You can, of course, use the Blood Sword, but thats somewhat cheap.

A good casting of any powered Ice spell should do well over 400 damage to the Fire Gigas, and the OGREKILLERS (with someone who has their weapons levelled) should do a good 300 a swing. That is the quickest and most efficent route to defeating the Fire Gigas. If no one has Axe levelled, you need to rely on Ice spells only. You can also cast Berserk on your characters to power up their attacks. Berserk will be relied on quite a bit from here on out if you want to damage enemies physically.

Make sure to heal every round, as the 100 attack power from the Fire Gigas is quite high. As long as your HP dont drop anmd you are capable of keeping everyone at max, this battle shouldn't be too difficult.

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FF2Boss#14: Ice Gigas

Location: Mysidian Tower, 5F

Party: Firion, Maria, Gus, Gareth

Status:

HP: 2000		MP: 140		Attacks: 7	
ATK: 120		ACC: 95%		DEF: 120	
EVA: 50%		MDF: 4		RES: 50%	

Treasures: Ice Brand, Stop Scroll, Notus

Quite opposite of the Fire Gigas, the Ice Gigas is weak to Fire magic and absorbs Ice Magic. Like the Fire Gigas though, he has very high attack and defense stats, so you need to keep your HP high at all times.

As with before, Shield and Blink are imperative to cast on the first rounds of battle. The Ice Gigas tends to use a bit more magic than his Fire brethren, but it's not nearly as strong as his physical attacks. You might want to cast Shell to help reduce that damage, though.

Fire spells are the best way to take down this monstrosity. They should do over 400 per casting dependant on the spell level. Once again, the Ogreakiller axes work well on harming the guardian, but because this one has slightly higher defense than the Fire Gigas, it won't do as much damage as it did previously. Also again, you can cheat with the Blood Sword, but I don't recommend it. Weapons like the Flame Lance, the Flame Sword, and other Flame gear help deal extra damage to the foe, and you might want to wear gear that protects versus Ice to lower the damage you take.

This is the point in the game that levelling Berserk becomes quite useful in dealing damage physically. If you have the spell from Fynn, or from the mages outside the Dreadnought, then you should use it at every opportunity to level its power. Even better if two characters have it and have it levelled.

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FF2Boss#15: Thunder Gigas
Location: Mysidian Tower, 7F
Party: Firion, Maria, Gus, Gareth

Status:

HP: 2500		MP: 370		Attacks: 8	
ATK: 150		ACC: 95%		DEF: 150	
EVA: 60%		MDF: 4		RES: 50%	

Treasures: None

From what you learned from the other Gigas, this one absorbs Thunder spells. What you might not know, is that Poison is the secret fourth element, which is opposing to Thunder, and therefore this Gigas is weak to Poison spells. That is an issue, because Poison is not a spell you buy in this game, it is only dropped, or comes from chests. Most likely you either do not have it learned, or it is not levelled, if either one is true, this battle may be long and painful.

Unlike the Ice Gigas, there's no special gear for this battle, other than the Diamond gear (which you would probably have equipped normally, because it's the best gear available at the moment). You still want the Ogreakiller equipped, as that is one of the only weapon types that can effectively damage this boss. Poison spells work well on the Thunder Gigas, and if you still have the Acid Bottle from the Deist Cavern, you can do a good 500 damage with that right from the start. Even with the Ogreakiller you will hardly be able to damage this boss. This is where the Berserk spell comes in very very handy to power up your physical attacks.

Now...this is a frightening battle. The Thunder Gigas's physical attacks will do over 1000 damage to a single character (it will 1 hit most characters, and put the rest in killing range). He is also very very quick, and tends to act before your party members every round. Fortunately, the Thunder Gigas likes to use Thunderbolt 12 often, which only does around 200 (only, orz). If your characters seem to be one-hit constantly, you might not want to cure them after you revive them, but just keep them alive for their actions. That's your

choice though, as it all depends on your strength and your strategy.

If you can, try to Blind or Curse the Thunder Gigas to lower its attack power, but even weakened it is still very powerful. Just be absolutely sure that your White Mage is curing and reviving (someone will most likely be dead every round, or every other round no matter how powerful your party or your gear is) all the time, and you should survive. Just make sure to watch that MP!

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FF2Boss#16: White Dragon

Location: Mysidian Tower, 9F

Party: Firion, Maria, Gus, Gareth

Status:

HP: 2500		MP: 140		Attacks: 6	
ATK: 150		ACC: 95%		DEF: 120	
EVA: 75%		MDF: 5		RES: 50%	

Treasures: None

In some ways, this battle is easier and harder then the battle with the the Thunder Gigas. The White Dragon is based off Ice, and is weak to Fire Magics. Ice weapons such as Flame Lances work well against the White Dragon.

The White Dragon has two main attacks, his extremely powerful physical attack, and Icestorm, which hits all members for around 100-200 damage. The physical attacks are your main concern, so Shield is your first priority, followed by Blink and then Shell.

Like in the Thunder Gigas battle, you will find it quite difficult to damage this boss physically. At least, without the Berserk spell. Fire spells work well though, and do over 500-600 damage per casting. That is, if you can keep your mage alive. Flame Lances, even with no Berserk, should do over 100 per hit, which is quite a bit more then any other weapon at this point. The Flame Sword is helpful as well, it being fire elemental.

Also like the Thunder Gigas battle, expect many, many deaths. If you are having trouble keeping characters alive, let them stay close to death right after you revived them, just so they can take their actions every round, so that the Dragon will maybe murder them the next round. But remember that the Dragon does have Icestorm, which can damage every member of your party, so having more then one character in critical HP range is a bad idea.

As long as you have the MP to heal every round (you'll need it) then you should be able to survive this battle.

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FF2Boss#17: Green Dragon

Location: The Cyclone, 6F

Party: Firion, Maria, Gus, Gareth

Status:

HP: 3000		MP: 190		Attacks: 7	
ATK: 150		ACC: 100%		DEF: 150	
EVA: 75%		MDF: 8		RES: 40%	

Treasures: Diamond Helm, Healing Staff, Gaia Drum

Much like the battle with the White Dragon, the Green Dragon is an elemental. As you -might- expect, the Green Dragon is a Poison elemental, and is therefore weak towards Lightning based attacks.

The Green Dragon has two main forms of attack. His area attack, which is magic and poison based (Toxin 16), and his physical attack. Toxin 16 does around 100-200 to all members of your party. Because his physical attack power is rediculously high (150 :O!!!) expect a lot of characters to be 1-hit killed in this battle. Shield and Blink are a must as soon as you can, and you might want to cast Shell to help reduce the damage that the Green Dragon does from his magical assaults.

Because the Green Dragon has high defense (150) it is hard to damage him physically. Even with the best weapons available at this point (not counting the Blood Sword, you cheater!) breaking that defense is difficult. Berserk is a must on physical attackers. The Bolt spell, luckily, is powerful enough so that you do not need to worry too much about physical attacks. A high powered Bolt spell should do over 500 damage per casting, depending on your Intelligence and spell level it may do more, or less. I've found it usually does around 600 damage with a level 5 Bolt Spell. That alone is enough to usually end the battle in a few rounds.

Have your healer working every round. Even if you got lucky and the Green Dragon used his AOE last round, have your healer curing. You dont want to get unlucky and have more then one character die in this battle, as at that point is is hard to recover. But remember, if you find it too difficult to keep one person alive because they keep getting 1-hit, you might want to just revive them with the Life spell and let them stay in the Critical range so that they can act every round, even if they may die the next.

As long as you keep your black mage alive, you should have no problem with this battle.

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FF2Boss#18: The Emperor, Royal Guardx2, Wood Golem

Location: The Cyclone, 7F

Party: Firion, Maria, Gus, Gareth

Status (Emperor):

HP: 1290		MP: 190		Attacks: 6	
ATK: 70		ACC: 80%		DEF: 50	
EVA: 65%		MDF: 4		RES: 40%	

Treasures: Elixir

The battle with The Emperor starts off with him having three friends to back him up. The largest threat of these is the Wood Golem, which is much impervious to physical attacks, and is only weak to Fire type magic. He also has the strongest attacks out of all of the enemies on the screen.

Strangely enough, there is a delicate, exact order of how to do things in this battle for the first two-three rounds. On the first round, your White mage needs to cast Shield, and your Black Mage needs to cast Fire on the Wood Golem. Have your two physical attackers (most likely Gus and Gareth, but maybe not) attack one of the two Royal Guards to kill it off in the first round. On the second round, have the Black Mage cast Fire on the Wood Golem again, which will (hopefully) kill it off. Have your physical attackers kill off the other Royal Guard, and your White Mage cast Shell on your party this round. Your White Mage might need to spend the second round curing, and thats OK, but you need to cast Shell soon after, to lower the damage from The Emperor's magical assault.

On the third round, if there are any normal enemies left, kill them off as quickly as possible, and finish any buffs you might need. Spend some time curing your party, as the hard part is over (oddly).

The Emperor himself is not too much of a threat. Magical attacks are pretty much useless on him, though he has surprisingly low physical defense (only 50) for a boss at this point in the game. As long as you keep Shell up, the Emperor's spells will do less than 50 to your entire party at once, which shouldn't even need curing. Of course, you can stop him from damaging your party at all with magic by using the Osmose spell, but that might take a few rounds to drain his MP. This also tends to cause the Emperor to heal himself with items, which is bad.

As long as you have a strong physical assault (you should at this point, to make it this far) this battle should be over in less than 5 rounds. The only hard part of the battle is when the normal enemies at the start are there. Odd, eh?

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FF2Boss#19: Blue Dragon
Location: Jade Passage, B2
Party: Firion, Maria, Gus, Leon
Status:
HP: 3500      | MP: 240      | Attacks: 8    |
ATK: 180     | ACC: 100%   | DEF: 150     |
EVA: 75%    | MDF: 8      | RES: 40%    |
Treasures: Dragon Mail, Holy Lance, Dragon Shield
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Like the other Dragons, this Dragon is an elemental. As you may have expected, (or may not) the Blue Dragon is a Thunder Elemental. This battle, like the Thunder Gigas battle, poses the same problem that you may or may not have the Poison spell, and have it levelled up. Hopefully, you learned your lesson from the Thunder Gigas, and have it at this point.

The Blue Dragon has an incredible 180 attack power. That means lots of 1-hit kills on weaker characters, especially Leon. A good critical attack on Leon with his base gear will probably do around 2000 damage. The Blue Dragon also has Thunderbolt 16, which does around 100 to all members of your party. Shield and Blink should be cast immediately, but make sure that you prioritize healing over the casting of buffs. If you have the time, cast Shell on your party as well. Your White Mage should heal every round, no matter what. If no one specially needs healing, have him/her cast Cure on all the members of your party so that you can at least reduce the damage you receive that round.

Because of the boss's 150 defense, it is hard to damage it with physical attacks. Even with some of the best weapons possible it is difficult to break that defense quickly. Berserk and Haste to power up your attacks work well, though once again, sometimes it is difficult to get it cast because your characters are doing other things. The spell Poison does good damage, even at lower levels. If you happen to have a Rune Axe or two from the Generals in the Cyclone/Palamecia those can break the defense of the Blue Dragon, as can the Excalibur. Venom Axes do a bit of extra damage to the Blue Dragon, because they are, as their descriptions say 'dipped in poison' but they won't do too much more than a normal weapon. Of course, you could always cheat with the Blood Sword if you are still having trouble, but I don't really suggest that.

As long as your healer doesn't die, this battle should be quickly winable. Keep up the curing every round, but try not to squander -too- much MP.

Note: If you're having trouble keeping Leon alive in this battle, you might want to just revive him after death, but not cure him. As long as he has enough HP to survive the Thunderbolt 16, he should be OK, but the Blue Dragon

tends to target people he 1-hits the easiest.

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FF2Boss#20: King Behemoth

Location: Jade Passage, B3

Party: Firion, Maria, Gus, Leon

Status:

HP: 5000 | MP: 0 | Attacks: 8 |

ATK: 150 | ACC: 100% | DEF: 120 |

EVA: 50% | MDF: 8 | RES: 30% |

Treasures: Yoichi's Bow, Power Sash

Much like the other Behemoth battle, the King Behemoth prefers to use only physical attacks as his main form of offense. Fortunately, his attack power is only 150, down from the 180 of the Blue Dragon. 150 is still high though, so you need to be cautious. Fortunately, he has a low defense, only 120, so it should be easier to damage him with physical attacks than a normal boss battle.

Because the King Behemoth only uses physical attacks, his attacks are unrelenting, and in a way, even though weaker, more dangerous than the Dragon who is more powerful than he. Blink and Shield are a must in this battle to stop the King Behemoth from damaging you as much. Cure every round after an attack, so that no one dies.

There is no specific elemental weakness to exploit in this battle, so any strong magic works. At this point I tend to prefer spells like Flare and Holy over elemental spells, since they can damage bosses with elemental resistances better than other types. Attacks powered up with the Berserk spell work well, if you have time to cast it.

Because of the boss's high HP, the battle may take a few rounds longer than normal, even though he has lower defense. Remember that you can always Warp out of the Jade Passage after the battle if you need to, so focus on powering up your attacks, and you should be fine.

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FF2Boss#21: Red Dragon

Location: Jade Passage, B4

Party: Firion, Maria, Gus, Leon

Status:

HP: 5000 | MP: 450 | Attacks: 8 |

ATK: 180 | ACC: 100% | DEF: 180 |

EVA: 75% | MDF: 8 | RES: 40% |

Treasures: Hermes

The hardest of all Dragon-in-a-box's, the Red Dragon has 180 attack and 180 defense. Even with the best weapons possible at this point, breaking 180 defense is very very very difficult. You pretty much must have Berserk to damage the boss physically. Fortunately, the boss is weak to Ice type spells, which you will probably be using as your primary form of offense. Remember that he absorbs fire magic, so do not use any on him.

Try to treat this battle much like you did the Blue Dragon. Shield and Blink the first rounds, but always remember to cure, even if it means neglecting your buffing duties. With 180 attack power, the Red Dragon is capable of easily 1-hitting weaker characters, or less developed characters like Leon. If you are having trouble keeping a specific character alive, you might want

to just revive them with the Life spell, and not worry about curing them, since they will probably have enough HP to live through the Red Dragon's area attacks. A nice critical off the Red Dragon will probably do around 2000 damage. The Red Dragon also has the area attack Blaze 16, which does around 100 to all members of your party.

Ice spells are your best form of offense on the boss. Keep your Black Mage alive as best you can so he/she can keep casting Ice every round. Berserked up physical attacks work, but it takes a few rounds of Berserk to even make your attacks strong enough to break defense this high. If you have the time to cast that, thats fine, but magical attacks will still be faster as an assault.

Once again, as long as someone is curing every round the battle should not be - too- difficult, and you only need to really worry about the 1-hits. Expect this battle to take a bit longer then the other battles previously, and it will probably cost quite a bit of MP and items to keep everyone alive.

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FF2Boss#22: Zombie Borghen
Location: Pandaemonium, 5F
Party: Firion, Maria, Gus, Leon

Status:

HP: 2500		MP: 370		Attacks: 6	
ATK: 120		ACC: 95%		DEF: 120	
EVA: 60%		MDF: 10		RES: 100%	

Treasures:

Remember him? He was rather easy to beat way back when in the Snow Cavern. Well, he has not improved his skills much since then. Like beforfe he uses only physical attacks, and no magic. Also note, that he is technically undead, so spells like Drain, Osmose, and the Blood Sword have the opposite effect, and will damage the member who uses them. That also means that he is weak to Fire type spells.

There are a few ways to go about winning this battle. Fire spells work well, as do physical attacks, but physical atacks are slightly weakened by the 120 defense. Fortunately, you shouldn't need to worry too much about Berserk because 120 is breakable with your current gear. Fortunately a good Fire casting should do well over 700 damage per, and with a physical assault and Borghens 2500 HP . . . you figure it out.

If you have a Healing Staff, you can have some fun with Borghen. Because he is undead, he takes damage from curative spells. While it wont do as much as some attacks, it is damage every round. The battle is easy enough that you can have a bit of fun with it.

You probably wont need to worry about Shield or Blink in this battle, just go all out on the first round, and Borghen should fall in 2-3 rounds. The only ability of Borghens that you have to worry about is Flare 16, which all bosses from now until the end of the game have. Flare 16 does around 800 damage to a single character.

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FF2Boss#23: Tiamat
Location: Pandaemonium, 5F
Party: Firion, Maria, Gus, Leon

Status:

HP: 5000		MP: 450		Attacks: 8	
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ATK: 150 | ACC: 100% | DEF: 180 |
EVA: 80% | MDF: 8 | RES: 70% |
Treasures: Elixir

Tiamat, the queen of Dragons (in this game), has an extreme 180 defense, making it very hard to damage her physically. She also has the ability to absorb most every type of elemental spell (Poison, Fire, Ice, Lightning) so don't cast those on her.

While Tiamat has an attack power of 150 (which is high) she tends to prefer using the spells of her lower Dragon brethren, such as Icestorm 16, Blaze 16, Toxin 16, and Thundebolt 16. These attacks are more of an annoyance than anything, doing from 100-200 to all members, so cast Shell on the first round, instead of Shield. The battle will be very easy as long as she sticks to her magical attacks, but when she starts using her physical attacks along with them is when it gets harder. Her physical attacks will do over 1000 a hit, so, as always, keep everyone at full HP.

The only offensive spells you should cast on Tiamat are Flare, Ultima, and Holy. Drain is nice as well, but not powerful unless you have it powered up rather high. Because Tiamat is so hard to damage normally, and elemental spells heal her, casting an elemental spell will only frustrate you. This battle does not have too much damage to you, it is easy to power your physical fighters' attacks up with Berserk and Haste to raise the damage they are capable of doing, and so that they can hopefully break through Tiamat's 180 defense.

Note: This is a decent battle to play around and level your magic in.

This battle might take a while. But have some fun with it, and experiment a bit. Every boss from here on out will have at least a defense of 180, and see what strategy you like best on breaking it.

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FF2Boss#24: Beelzebub
Location: Pandaemonium, 6F
Party: Firion, Maria, Gus, Leon
Status:
HP: 5000 | MP: 450 | Attacks: 8 |
ATK: 150 | ACC: 100% | DEF: 180 |
EVA: 80% | MDF: 8 | RES: 70% |
Treasures:
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Interesting Note: Beelzebub's stats are the exact same as Tiamat's.

Beelzebub tends to prefer attacking with magical attacks, such as Flare 16, over his physical attacks. Flare 16 is just as dangerous in a way, especially if you kept your magic users in the back row for the entirety of the game. If you did this, they will most likely get 1-hit by the spell, as it can do as much as 1000 damage to a character.

Instead of Shield on the first round, cast Shell, though Shield is your next round spell. Blink is not completely necessary, but you can use it if you desire. The Beelzebub can cast status altering effects, such as Muddle and Paralyze on your party, making the battle more of a pain than anything else. Muddle is extremely dangerous, as you may or may not have found out the hard way in the past. If someone gets Muddled, you can A: Cast a high level Basuna spell on them (if its levelled, it probably isn't) B: Use a Unicorn Horn on them, or C: Kill them off yourself, and revive them the next round.

Either way, you dont want to have the Muddle'd characters slaughter important party members, especially if they are your physical attackers.

Like all the other strong bosses in this dungeon, Beelzebub has a high defense of 180. its hard to break with normal physical attacks, but powered up with a few rounds of Berserk, you should be OK. Note that the boss can Dispel your characters though. Beelzebub absorbs Fire type spells, and is resistant to Blizzard, so if you want to use elemental spells, focus on Thunder instead of either of those. Flare is still preferred though.

If Beelzebub seems to be casting Muddle more often then not, and you're getting annoyed at it, you can always Osmose his MP away. But be careful of this, as then he will rely on his physical attacks only, which can do around 1000 damage to a single character. You have to decide which is a worse fate: a physical attacking Beezlebub, or a dual-wielding Muddle'd physical attacker. Most likely the Beelzebub is preferable, as your physical attackers at this point should have over 200 attack.

The only other big threat Beezlebub poses, is, like the Lamia Queen battle, is when he uses Stun 16 on a character who was going to do something important, such as cast a Cure spell or Life spell. If he gets something like this off, then things can get really bad really quickly.

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FF2Boss#25: Astaroth

Location: Pandaemonium, 6F

Party: Firion, Maria, Gus, Leon

Status:

HP: 7000		MP: 540		Attacks: 8	
ATK: 150		ACC: 100%		DEF: 180	
EVA: 80%		MDF: 8		RES: 70%	

Treasures: White Robe

I would argue that this is the hardest battle in the game, worse then the final boss himself (which, without Blood Swords can be pretty nasty). This is also one of the two battles that I do not condone actually using a Blood Sword in, because it is such a pain in the ass otherwise, but it is possible to win without.

Astaroth has an ability you probably noticed from many undead throughout the game, as well as the Death Riders in this dungeon. His physical attacks have something of an Additional Effect, Drain on them. Therefore whenever he attacks you, he gains quite a bit of life back in the process. Unfortunately, Astaroth's physical attacks do quite a bit more damage then his attack power would show, and he drains about 80% of the damage back from the attack to his health.

Note that it doesnt really matter about keeping someone alive and in the critical range in this battle, as even if he physically attacks them, Astaroth will still gain the same amount of HP back as he would as if the character was at full HP. He cheats like that.

This battle is a bit of luck, and a bit of power. If Astaroth uses magic constantly, you should be fine. Even though he has the powerful Flare 16, which still does around 800 damage to a single member, that is his most powerful magical spell. Note that he also does have Doom 16 and Drain 16, but his direct Drain spell does not drain nearly as much as his physical attacks. I dont know how much to stress this in this battle:

Do not cast Osmose on Astaroth! If he runs out of MP he will be forced to use only physical attacks, and that will be very very bad.

To keep your party alive during the brutality of Astaroth's physical attacks, make sure someone is curing every single round. Note that you might need to equip and use a few MP healing items during this battle, as because of your damaging Astaroth, and him healing all that damage back in an attack or two, the battle will take a long, long time. Of course, using the Blood Swords helps quite a bit.

If you are still having trouble, you might want to reset. Sometimes Astaroth uses magic often and rarely physical attacks, and sometimes he uses physical attacks often and rarely magic. If all depends on the AI, and if you get unlucky, its often better to do the soft reset and load from your last Memo File.

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FF2Boss#26: Iron Giant
Location: Pandaemonium, 5F
Party: Firion, Maria, Gus, Leon
Status:
HP: 3500      | MP: 240      | Attacks: 12  |
ATK: 180     | ACC: 100%   | DEF: 180    |
EVA: 0%      | MDF: 14     | RES: 100%   |
Treasures: Genji Helm
```

There are a few places in Pandaemonium I have found where you can encounter the Iron Giant. Its found in a rare random encounter, but I tend to find it the most on the pathway to and from the Masamune.

The Iron Giant prefers physical attacks over magical attacks, and he has an attack power of 180 (the same as the stronger Dragons) so he is extremely strong. Shield and Blink are a must to lower the damage you take. Remember that if one character is having trouble staying alive because he/she is being one-hit all the time, you can just revive them and not cure them after doing that. Other than his physical attacks he also uses magical spells that are at level 16, such as Toxin 16, that do from 100-200 damage to all members of your party. If you are trying to keep dead members that are 1-hit at critical range, make sure they stay over the point that they will be killed by the bosses magic.

The Iron Giant has 180 physical defense and a very high magical defense of 14. He will be hard, but not impossible to damage with physical attacks without Berserk. Bolt and Ice magic works well on the Iron Giant, and thats my preferred method of attack. Note that you can also use Blood Swords, but the battle really doesnt need them.

Have someone healing every round, even if no one needs it. This is another one of those battles where characters will get one hit often and a lot of Life spells will be needed. Just a normal physical attack from the Iron Giant, with a high level Shield spell, should do well over 1800 damage :O!

Really, the worst part of this battle is that its somewhat unpredictable when you're going to fight it. You might have to fight it after fighting a few normal random encounters, or you might have to wait through 50. You might also fight him when you don't actually want to, and that tends to be the worst.

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FF2Boss#27: Final Boss

Location: Pandaemonium, 10F

Party: Firion, Maria, Gus, Leon

Status:

HP: 10000 | MP: 540 | Attacks: 8 |

ATK: 180 | ACC: 100% | DEF: 210 |

EVA: 80% | MDF: 16 | RES: 70% |

Treasures: None

I have not named the boss in the final battle to avoid spoilers. Though theres not a whole lot to spoil in the game, I still feel it right to do this. I will hereby call the boss in this battle the 'Final Boss'.

The first thing to look at is this bosses stats. He has a massive amount of HP, and extremely high defense and attack power. he also has the ability to abrosb life from you with his physical attacks, the same as Astaroth. To know if you are prepared for this battle or not, you should see how well you did with Astaroth, and from there, you can go on to this battle.

The Final Boss has a wide array of attacks to choose from. He likes to use magic such as Blind 16, Curse 16, and Slow 16. Hopefully your Esuna is levelled! Fortunately, he tends to prefer these type of atacks over all others, making it so he does less damage to you, but more inderect damage. Unfortunately, all of these status effects tend to be worst if you rely on physical attacks a lot.

Shield and Blink are a -must- in this battle, to lower the amount of damage the Final Boss can absorb with his physical attacks. Shell is another spell that helps, but it might be an afterthought once the battle gets going to the third round or after. His magical attacks (Starfall 10 and Flare 16) are much weaker then his physical attacks, though they can cause some trouble. Flare 16 you are probably used to by now, but Starfall 10 is entirely new. This attack hits all members of your party for around 300 damage. Ouch.

Note: If you are being annoyed by a certain status effect and are unable to cure it, you can always kill off the party member afflicted, and revive them. When they are revived, it will be gone.

The only way you are going to decently damage the Final Boss with physical attacks to break through his life absorbing ability is A: with the Blood Swords, or B: With massive amounts of Berserk cast. You may need to cast Berserk two or three rounds in a row before you can break the Final Bosses defense well. After a few rounds of Berserking, your attacks will be very strong, and capable of breaking a defense of 210. Just remember that the Final Boss has the ability to cast Dispel 16, and while it does not hit often, it does hit, and it can be extremely annoying.

For a magical assault, you must use non-elemental magical spells only. No Osmose, as you want him to cast on you. Holy, Flare, and Ultima work well, as long as they are around level 6-7, but that takes quite a while to power them up. If you really want to, you can cheat a bit on levelling them. You probably figured it out by now, but if you haven't, look in the Secrets section for more information on cheating on levelling up your magical spells.

Like Astaroth, this battle should be rather easy as long as the Final Boss shys away from his physical attacks and remains casting every round. But if he starts using physical attacks over and over again, that is when it becomes hard to damage the boss. If he starts doing this, it might be time to pull out those Blood Swords if you haven't been using them before.

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Magic Guide

This section is a guide to the magical spells in Final Fantasy II. It will go over what spells do what, if they are white or black magic, and the effects of levelling up the spell.

Spell: Spell Name

Type: The Type of spell, there is Black (assault), White (assist), and Debuff

Effect: The effect of the spell

Level-up Effect: The effect when you level up the spell.

Note: White Magic spells are based off the Spirit stat, and Black magic spells are based off the Intelligence stat. Characters with higher stats in these tend to use this type of magic better than those who do not.

Spell: Fire

Type: Black

Effect: Fire Damage on one/all opponents

Level-Up Effect: Higher amount of damage inflicted unto the enemy.

Spell: Ice

Type: Black

Effect: Ice Damage on one/all opponents

Level-Up Effect: Higher amount of damage inflicted unto the enemy.

Spell: Bolt

Type: Black

Effect: Thunder Damage on one/all opponents

Level-Up Effect: Higher amount of damage inflicted unto the enemy.

Spell: Cure

Type: White

Effect: Heals the HP of one/all allies.

Level-Up Effect: More HP restored per casting.

Spell: Blink

Type: White

Effect: Raises an ally/allies evasion.

Level-Up Effect: Higher chance of hitting your member(s).

Spell: Shield

Type: White

Effect: Raises an ally/allies physical defense.

Level-Up Effect: Greater amount of defense raised, higher chance of hitting your party member(s).

Spell: Shell

Type: White

Effect: Raises an ally/allies magical defense.

Level-Up Effect: Greater amount of magical defense raised, higher chance of hitting party member(s).

Spell: Life

Type: White

Effect: Revives an ally/allies from KO status.

Level-Up Effect: More HP recovered when Revived.

Spell: Faze

Type: White

Effect: Reduces a targets MP.

Level-Up Effect: Greater chance of hitting enemy/ally, more MP reduced.

Spell: Banish

Type: White

Effect: Warps you to the previous level of the dungeon, or, in battle, removes enemy from battle.

Level-Up Effect: Higher chance of removing the enemy from battle.

Spell: Warp

Type: Black

Effect: Warps your party out of the dungeon completely (reducing casters max HP to critical range) or can warp a target out of a fight.

Level-Up Effect: Higher chance of warping target from the fight.

Spell: Fear

Type: Paralyze

Effect: Removes target from the battlefield.

Level-Up Effect: Higher chance of removing foes from the fight.

Spell: Basuna

Type: White

Effect: Cures temporary status ailments.

Level-Up Effect: More status ailments capable of being cured, higher chance of hitting a party member.

Spell: Esuna

Type: White

Effect: Cures permanent status ailments.

Level-Up Effect: More status ailments capable of being cured, higher chance of hitting a party member.

Spell: Silence

Type: Paralyze

Effect: Stops target from casting spells.

Level-Up Effect: Higher chance of hitting opponent(s).

Spell: Dispel

Type: Debuff

Effect: Removes a beneficial magical effect from the target.

Level-Up Effect: Higher chance of hitting opponent(s).

Spell: Mini

Type: Debuff

Effect: Causes the target to become 'small' lowering his attack power and accuracy.

Level-Up Effect: Greater chance of hitting an opponent.

Spell: Fog

Type: Debuff

Effect: Causes Amnesia to the target(s).

Level-Up Effect: Greater chance of hitting an opponent.

Spell: Slow

Type: Paralyze

Effect: Lowers the number of attacks-per-round your characters get, effectively lowering your accuracy and damage.

Level-Up Effect: Greater chance of hitting an opponent.

Spell: Barrier

Type: White

Effect: Raises an ally/allies special attack resistance.

Level-Up Effect: Higher chance of hitting a party member.

Spell: Wall

Type: White

Effect: Reflects magical attacks from ally/allies.

Level-Up Effect: Higher chance of hitting a party member.

Spell: Swap

Type: Black

Effect: Switches characters HP and MP with the selected target/foe.

Level-Up Effect: Higher chance of hitting target/foe.

Spell: Holy

Type: White

Effect: Non-Elemental damage to an enemy/enemies.

Level-Up Effect: More damage done to the enemy/enemies.

Spell: Ultima

Type: White

Effect: Non-Elemental damage to an enemy/enemies.

Level-Up Effect: More damage done to the enemy/enemies.

Spell: Poison

Type: Black

Effect: Poison damage on one/all opponents.

Level-Up Effect: Higher amount of damage inflicted unto the enemy.

Spell: Blind
Type: Paralyze
Effect: Lowers targets physical attack accuracy.
Level-Up Effect: Higher chance of hitting an opponent.

Spell: Berserk
Type: Black
Effect: Raises targets physical attack power.
Level-Up Effect: Higher chance of hitting target, raises the amount of attack power raised.

Spell: Aura
Type: White
Effect: Boosts attack versus various foes.
Level-Up Effect: Greater chance of hitting target.

Spell: Muddle
Type: Debuff
Effect: Causes Confuse status on an enemy/enemies.
Level-Up Effect: Higher chance of hitting an opponent(s).

Spell: Break
Type: Debuff
Effect: Turns target to Stone, effectively instantly killing them.
Level-Up Effect: Higher chance of hitting an opponent.

Spell: Doom
Type: Black
Effect: Instantly kills an enemy/enemies.
Level-Up Effect: Higher chance of hitting an opponent.

Spell: Curse
Type: Black
Effect: Causes an ancient Curse to be placed on an enemy, causing the foe to deal much less damage than they do normally, and to take twice as much damage.
Level-Up Effect: Higher chance of hitting opponent(s).

Spell: Drain
Type: Black
Effect: Absorbs targets HP, healing your own and damaging the foe. Opposite effect on undead.
Level-Up Effect: Higher amount of HP drained and greater amount of damage done on foe(s).

Spell: Osmose
Type: Black
Effect: Absorbs targets MP, healing your own and damaging the foes. Opposite effect on undead.
Level-Up Effect: Higher amount of MP drained and greater amount of damage done on foes.

Spell: Flare
Type: Black
Effect: Non-Elemental damage to an enemy/enemies.
Level-Up Effect: More damage done to the enemy/enemies.

Spell: Haste
Type: Black
Effect: Raises targets number of attacks.
Level-Up Effect: Higher chance of hitting target, more attacks added.

Spell: Sleep
Type: Debuff
Effect: Puts target to sleep, causes them to be unable to act for a certain number of rounds.
Level-Up Effect: Higher chance of hitting opponent(s).

Spell: Stop
Type: Debuff
Effect: Causes a stronger form of Paralysis.
Level-Up Effect: Higher chance of hitting opponent(s).

Spell: Stun
Type: Paralyze
Effect: Causes the Paralysis status, which stops a foe from acting.
Level-Up Effect: Higher chance of hitting opponent(s).

Spell: Toad
Type: Debuff
Effect: Turns a target into a frog (toad), causing them to be unable to cast magic, and greatly lowering their ability to deal damage to you.
Level-Up Effect: Higher chance of hitting opponent(s).

**** Collection Data ****

Collection Data can be accessed in your game via the Configuration menu. You can see the Bestiary, the pictures, and the total amount of items found in the game.

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Bestiary
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The Bestiary goes over every foe in the game, boss and normal enemy alike. It tells you their status and their weaknesses. If you are looking for information on a certain foe, look here. This is in the order that you find the enemies in the Bestiary, not alphabetical.

Number: 1		Monster: Strangler	
HP: 6		MP: 0	
ATK: 4		ACC: 60%	
EVA: 0%		MDF: 1	
DEF: 0		RES: 50%	
Defense Count: 0			

Number: 2		Monster: Bloodsucker	
HP: 20		MP: 0	
ATK: 4		ACC: 60%	
EVA: 0%		MDF: 1	
DEF: 0		RES: 50%	
Defense Count: 0			

Number: 3		Monster: Hornet	
HP: 6		MP: 0	
ATK: 4		ACC: 50%	
EVA: 0%		MDF: 1	
DEF: 0		RES: 50%	
Defense Count: 1			

Number: 4		Monster: Queen Bee	
HP: 30		MP: 0	
ATK: 9		ACC: 50%	
EVA: 10%		MDF: 1	
DEF: 4		RES: 50%	
Defense Count: 1			

Number: 5		Monster: Yeti	
HP: 45		MP: 0	
ATK: 9		ACC: 60%	
EVA: 20%		MDF: 2	
DEF: 4		RES: 40%	
Defense Count: 1			

Number: 6		Monster: Sasquatch	
HP: 20		MP: 0	
ATK: 4		ACC: 50%	
EVA: 0%		MDF: 1	
DEF: 0		RES: 50%	
Defense Count: 1			

Number: 7		Monster: Icicle	
HP: 60		MP: 0	
ATK: 17		ACC: 60%	
EVA: 0%		MDF: 2	
DEF: 17		RES: 40%	
Defense Count: 0			

Number: 8		Monster: Silver	
HP: 240		MP: 0	
ATK: 35		ACC: 70%	
EVA: 30%		MDF: 3	
DEF: 35		RES: 40%	

Defense Count: 1 |

Number: 9 | Monster: Splinter |
HP: 240 | MP: 0 | Attacks: 8 |
ATK: 40 | ACC: 70% | DEF: 40 |
EVA: 30% | MDF: 3 | RES: 40% |
Defense Count: 1 |

Number: 10 | Monster: Loper |
HP: 30 | MP: 0 | Attacks: 1 |
ATK: 9 | ACC: 50% | DEF: 0 |
EVA: 40% | MDF: 1 | RES: 40% |
Defense Count: 1 |

Number: 11 | Monster: Phorusracos |
HP: 140 | MP: 0 | Attacks: 2 |
ATK: 35 | ACC: 65% | DEF: 25 |
EVA: 30% | MDF: 2 | RES: 50% |
Defense Count: 1 |

Number: 12 | Monster: Adamantoise |
HP: 450 | MP: 0 | Attacks: 2 |
ATK: 50 | ACC: 75% | DEF: 60 |
EVA: 0% | MDF: 1 | RES: 50% |
Defense Count: 0 |

Number: 13 | Monster: Spiketoise |
HP: 140 | MP: 0 | Attacks: 2 |
ATK: 35 | ACC: 65% | DEF: 35 |
EVA: 0% | MDF: 2 | RES: 50% |
Defense Count: 0 |

Number: 14 | Monster: Ogre |
HP: 100 | MP: 0 | Attacks: 1 |
ATK: 25 | ACC: 65% | DEF: 17 |
EVA: 20% | MDF: 2 | RES: 50% |
Defense Count: 0 |

Number: 15 | Monster: Ogre Mage |
HP: 140 | MP: 30 | Attacks: 2 |
ATK: 25 | ACC: 65% | DEF: 17 |
EVA: 40% | MDF: 3 | RES: 40% |
Defense Count: 1 |

Number: 16		Monster: Ogre Chieftan	
HP: 300		MP: 0	Attacks: 3
ATK: 40		ACC: 70%	DEF: 35
EVA: 40%		MDF: 3	RES: 40%
Defense Count: 1			

Number: 17		Monster: Deadringers	
HP: 80		MP: 0	Attacks: 2
ATK: 25		ACC: 50%	DEF: 17
EVA: 20%		MDF: 2	RES: 50%
Defense Count: 1			

Number: 18		Monster: Deadheads	
HP: 300		MP: 0	Attacks: 5
ATK: 40		ACC: 65%	DEF: 25
EVA: 50%		MDF: 3	RES: 50%
Defense Count: 1			

Number: 19		Monster: Wererat	
HP: 60		MP: 0	Attacks: 1
ATK: 17		ACC: 60%	DEF: 4
EVA: 20%		MDF: 2	RES: 40%
Defense Count: 2			

Number: 20		Monster: Stunner	
HP: 100		MP: 0	Attacks: 2
ATK: 17		ACC: 65%	DEF: 17
EVA: 30%		MDF: 2	RES: 50%
Defense Count: 1			

Number: 21		Monster: Floating Skull	
HP: 45		MP: 0	Attacks: 1
ATK: 17		ACC: 60%	DEF: 9
EVA: 20%		MDF: 2	RES: 40%
Defense Count: 1			

Number: 22		Monster: Deathmask	
HP: 640		MP: 300	Attacks: 6
ATK: 50		ACC: 75%	DEF: 40
EVA: 65%		MDF: 4	RES: 40%
Defense Count: 1			

Number: 23		Monster: Zombie	
HP: 30		MP: 0	Attacks: 1
ATK: 17		ACC: 60%	DEF: 0
EVA: 0%		MDF: 1	RES: 50%

Defense Count: 0 |

Number: 24 | Monster: Ghoul |
HP: 60 | MP: 0 | Attacks: 1 |
ATK: 17 | ACC: 60% | DEF: 4 |
EVA: 20% | MDF: 2 | RES: 40% |
Defense Count: 1 |

Number: 25 | Monster: Ghast |
HP: 100 | MP: 30 | Attacks: 2 |
ATK: 25 | ACC: 60% | DEF: 9 |
EVA: 30% | MDF: 2 | RES: 50% |
Defense Count: 1 |

Number: 26 | Monster: Revenant |
HP: 240 | MP: 0 | Attacks: 3 |
ATK: 40 | ACC: 70% | DEF: 25 |
EVA: 40% | MDF: 2 | RES: 40% |
Defense Count: 1 |

Number: 27 | Monster: Shadow |
HP: 45 | MP: 0 | Attacks: 1 |
ATK: 17 | ACC: 60% | DEF: 9 |
EVA: 20% | MDF: 2 | RES: 40% |
Defense Count: 1 |

Number: 28 | Monster: Wraith |
HP: 60 | MP: 0 | Attacks: 1 |
ATK: 9 | ACC: 65% | DEF: 9 |
EVA: 20% | MDF: 2 | RES: 50% |
Defense Count: 2 |

Number: 29 | Monster: Specter |
HP: 300 | MP: 100 | Attacks: 3 |
ATK: 25 | ACC: 75% | DEF: 25 |
EVA: 40% | MDF: 3 | RES: 50% |
Defense Count: 1 |

Number: 30 | Monster: Ghost |
HP: 540 | MP: 140 | Attacks: 5 |
ATK: 35 | ACC: 75% | DEF: 35 |
EVA: 60% | MDF: 3 | RES: 50% |
Defense Count: 1 |

Number: 31		Monster: Antlion	
HP: 370		MP: 0	Attacks: 3
ATK: 50		ACC: 75%	DEF: 40
EVA: 50%		MDF: 3	RES: 50%
Defense Count: 1			

Number: 32		Monster: Scissorjaws	
HP: 870		MP: 0	Attacks: 6
ATK: 70		ACC: 80%	DEF: 60
EVA: 70%		MDF: 4	RES: 40%
Defense Count: 1			

Number: 33		Monster: Gottos	
HP: 2000		MP: 80	Attacks: 6
ATK: 70		ACC: 90%	DEF: 60
EVA: 65%		MDF: 5	RES: 40%
Defense Count: 1			

Number: 34		Monster: Blood Fiend	
HP: 1000		MP: 140	Attacks: 6
ATK: 70		ACC: 80%	DEF: 60
EVA: 75%		MDF: 6	RES: 60%
Defense Count: 1			

Number: 35		Monster: Chimera	
HP: 640		MP: 80	Attacks: 4
ATK: 60		ACC: 75%	DEF: 50
EVA: 50%		MDF: 3	RES: 50%
Defense Count: 1			

Number: 36		Monster: Rhyos	
HP: 750		MP: 140	Attacks: 5
ATK: 60		ACC: 80%	DEF: 50
EVA: 60%		MDF: 4	RES: 40%
Defense Count: 1			

Number: 37		Monster: Maximus	
HP: 1140		MP: 370	Attacks: 6
ATK: 85		ACC: 90%	DEF: 70
EVA: 70%		MDF: 5	RES: 40%
Defense Count: 1			

Number: 38		Monster: Doom Petals	
HP: 540		MP: 0	Attacks: 4
ATK: 40		ACC: 80%	DEF: 40
EVA: 0%		MDF: 3	RES: 50%

Defense Count: 1 |

Number: 39 | Monster: Evil Bud |
HP: 1140 | MP: 0 | Attacks: 6 |
ATK: 70 | ACC: 85% | DEF: 70 |
EVA: 65% | MDF: 5 | RES: 70% |
Defense Count: 1 |

Number: 40 | Monster: Killer Fish |
HP: 100 | MP: 0 | Attacks: 2 |
ATK: 25 | ACC: 65% | DEF: 17 |
EVA: 30% | MDF: 2 | RES: 50% |
Defense Count: 1 |

Number: 41 | Monster: Boltfish |
HP: 540 | MP: 80 | Attacks: 4 |
ATK: 60 | ACC: 80% | DEF: 50 |
EVA: 50% | MDF: 4 | RES: 40% |
Defense Count: 1 |

Number: 42 | Monster: Helldiver |
HP: 140 | MP: 0 | Attacks: 2 |
ATK: 35 | ACC: 65% | DEF: 17 |
EVA: 50% | MDF: 2 | RES: 50% |
Defense Count: 1 |

Number: 43 | Monster: Cockatrice |
HP: 370 | MP: 0 | Attacks: 4 |
ATK: 35 | ACC: 70% | DEF: 40 |
EVA: 50% | MDF: 3 | RES: 50% |
Defense Count: 1 |

Number: 44 | Monster: Pirate |
HP: 45 | MP: 0 | Attacks: 1 |
ATK: 17 | ACC: 60% | DEF: 4 |
EVA: 30% | MDF: 2 | RES: 40% |
Defense Count: 1 |

Number: 45 | Monster: Buccaneer |
HP: 80 | MP: 0 | Attacks: 2 |
ATK: 25 | ACC: 65% | DEF: 17 |
EVA: 40% | MDF: 2 | RES: 50% |
Defense Count: 1 |

Number: 46		Monster: Borghen	
HP: 240		MP: 20	Attacks: 1
ATK: 25		ACC: 75%	DEF: 17
EVA: 40%		MDF: 3	RES: 50%
Defense Count: 1			

Number: 47		Monster: Zombie Borghen	
HP: 2500		MP: 370	Attacks: 6
ATK: 120		ACC: 95%	DEF: 120
EVA: 60%		MDF: 10	RES: 100%
Defense Count: 1			

Number: 48		Monster: Gigan Rhino	
HP: 1140		MP: 0	Attacks: 4
ATK: 50		ACC: 85%	DEF: 50
EVA: 60%		MDF: 6	RES: 30%
Defense Count: 1			

Number: 49		Monster: Wild Horn	
HP: 300		MP: 0	Attacks: 3
ATK: 40		ACC: 85%	DEF: 35
EVA: 30%		MDF: 3	RES: 50%
Defense Count: 1			

Number: 50		Monster: Poison Toad	
HP: 300		MP: 0	Attacks: 3
ATK: 35		ACC: 70%	DEF: 35
EVA: 20%		MDF: 3	RES: 50%
Defense Count: 1			

Number: 51		Monster: Gigantoad	
HP: 450		MP: 0	Attacks: 4
ATK: 40		ACC: 75%	DEF: 40
EVA: 50%		MDF: 2	RES: 50%
Defense Count: 1			

Number: 52		Monster: Sea Serpent	
HP: 300		MP: 0	Attacks: 3
ATK: 40		ACC: 75%	DEF: 40
EVA: 40%		MDF: 3	RES: 50%
Defense Count: 1			

Number: 53		Monster: Sea Dragon	
HP: 870		MP: 80	Attacks: 5
ATK: 70		ACC: 80%	DEF: 80
EVA: 60%		MDF: 4	RES: 40%

Defense Count: 1 |

Number: 54 | Monster: Sand Ray |
HP: 450 | MP: 0 | Attacks: 4 |
ATK: 40 | ACC: 75% | DEF: 40 |
EVA: 50% | MDF: 3 | RES: 50% |
Defense Count: 1 |

Number: 55 | Monster: Manta Ray |
HP: 870 | MP: 0 | Attacks: 5 |
ATK: 70 | ACC: 80% | DEF: 60 |
EVA: 60% | MDF: 4 | RES: 40% |
Defense Count: 1 |

Number: 56 | Monster: Winged Ray |
HP: 750 | MP: 0 | Attacks: 6 |
ATK: 60 | ACC: 80% | DEF: 50 |
EVA: 65% | MDF: 4 | RES: 40% |
Defense Count: 1 |

Number: 57 | Monster: Swapper |
HP: 140 | MP: 80 | Attacks: 2 |
ATK: 35 | ACC: 70% | DEF: 25 |
EVA: 50% | MDF: 3 | RES: 40% |
Defense Count: 1 |

Number: 58 | Monster: Brain |
HP: 240 | MP: 100 | Attacks: 4 |
ATK: 40 | ACC: 75% | DEF: 35 |
EVA: 60% | MDF: 3 | RES: 50% |
Defense Count: 1 |

Number: 59 | Monster: Parasite |
HP: 300 | MP: 0 | Attacks: 3 |
ATK: 35 | ACC: 70% | DEF: 40 |
EVA: 40% | MDF: 3 | RES: 50% |
Defense Count: 1 |

Number: 60 | Monster: Lifesucker |
HP: 750 | MP: 300 | Attacks: 6 |
ATK: 40 | ACC: 75% | DEF: 50 |
EVA: 65% | MDF: 4 | RES: 40% |
Defense Count: 1 |

Number: 61		Monster: Werewolf	
HP: 540		MP: 0	
ATK: 50		ACC: 80%	
EVA: 50%		MDF: 4	
DEF: 50		RES: 40%	
Defense Count: 1			

Number: 62		Monster: Fenrir	
HP: 870		MP: 300	
ATK: 70		ACC: 80%	
EVA: 75%		MDF: 6	
DEF: 50		RES: 60%	
Defense Count: 1			

Number: 63		Monster: Imp	
HP: 300		MP: 100	
ATK: 35		ACC: 70%	
EVA: 50%		MDF: 3	
DEF: 35		RES: 100%	
Defense Count: 1			

Number: 64		Monster: Pit Fiend	
HP: 750		MP: 300	
ATK: 60		ACC: 80%	
EVA: 65%		MDF: 6	
DEF: 50		RES: 60%	
Defense Count: 1			

Number: 65		Monster: Malboro	
HP: 750		MP: 0	
ATK: 50		ACC: 80%	
EVA: 60%		MDF: 4	
DEF: 50		RES: 40%	
Defense Count: 1			

Number: 66		Monster: Mezzo Malboro	
HP: 1000		MP: 0	
ATK: 60		ACC: 80%	
EVA: 65%		MDF: 6	
DEF: 60		RES: 30%	
Defense Count: 1			

Number: 67		Monster: Great Malboro	
HP: 1290		MP: 0	
ATK: 85		ACC: 85%	
EVA: 70%		MDF: 5	
DEF: 85		RES: 70%	
Defense Count: 1			

Number: 68		Monster: Basilisk	
HP: 750		MP: 140	
ATK: 70		ACC: 80%	
EVA: 65%		MDF: 6	
DEF: 50		RES: 30%	

Defense Count: 1 |

Number: 69 | Monster: Salamander |
HP: 1290 | MP: 300 | Attacks: 8 |
ATK: 100 | ACC: 90% | DEF: 85 |
EVA: 70% | MDF: 5 | RES: 70% |
Defense Count: 1 |

Number: 70 | Monster: Frost Lizard |
HP: 1000 | MP: 190 | Attacks: 7 |
ATK: 85 | ACC: 85% | DEF: 70 |
EVA: 65% | MDF: 6 | RES: 30% |
Defense Count: 1 |

Number: 71 | Monster: Hecteyes |
HP: 1140 | MP: 0 | Attacks: 6 |
ATK: 100 | ACC: 75% | DEF: 60 |
EVA: 0% | MDF: 6 | RES: 30% |
Defense Count: 1 |

Number: 72 | Monster: Gazer |
HP: 1140 | MP: 300 | Attacks: 7 |
ATK: 85 | ACC: 90% | DEF: 70 |
EVA: 70% | MDF: 5 | RES: 70% |
Defense Count: 1 |

Number: 73 | Monster: Barrel Worm |
HP: 2000 | MP: 0 | Attacks: 6 |
ATK: 120 | ACC: 95% | DEF: 100 |
EVA: 10% | MDF: 4 | RES: 50% |
Defense Count: 1 |

Number: 74 | Monster: Sand Worm |
HP: 1290 | MP: 190 | Attacks: 7 |
ATK: 100 | ACC: 85% | DEF: 40 |
EVA: 70% | MDF: 6 | RES: 30% |
Defense Count: 1 |

Number: 75 | Monster: Abyss Worm |
HP: 1290 | MP: 370 | Attacks: 8 |
ATK: 150 | ACC: 90% | DEF: 85 |
EVA: 70% | MDF: 5 | RES: 70% |
Defense Count: 1 |

Number: 76 | Monster: Green Slime |
HP: 10 | MP: 6 | Attacks: 1 |
ATK: 4 | ACC: 50% | DEF: 210 |
EVA: 0% | MDF: 1 | RES: 50% |
Defense Count: 0

Number: 77 | Monster: Yellow Jelly |
HP: 45 | MP: 6 | Attacks: 1 |
ATK: 17 | ACC: 60% | DEF: 210 |
EVA: 0% | MDF: 2 | RES: 40% |
Defense Count: 0

Number: 78 | Monster: Red Mousse |
HP: 100 | MP: 45 | Attacks: 2 |
ATK: 25 | ACC: 65% | DEF: 210 |
EVA: 0% | MDF: 2 | RES: 50% |
Defense Count: 0

Number: 79 | Monster: Dark Flan |
HP: 370 | MP: 80 | Attacks: 4 |
ATK: 40 | ACC: 80% | DEF: 210 |
EVA: 0% | MDF: 3 | RES: 50% |
Defense Count: 0

Number: 80 | Monster: Shrieker |
HP: 540 | MP: 30 | Attacks: 1 |
ATK: 35 | ACC: 80% | DEF: 40 |
EVA: 60% | MDF: 4 | RES: 40% |
Defense Count: 1

Number: 81 | Monster: Screamer |
HP: 6 | MP: 60 | Attacks: 1 |
ATK: 25 | ACC: 70% | DEF: 17 |
EVA: 40% | MDF: 3 | RES: 40% |
Defense Count: 1

Number: 82 | Monster: Howler |
HP: 20 | MP: 80 | Attacks: 1 |
ATK: 35 | ACC: 70% | DEF: 25 |
EVA: 40% | MDF: 3 | RES: 40% |
Defense Count: 1

Number: 83 | Monster: Vampirette |
HP: 540 | MP: 100 | Attacks: 5 |
ATK: 40 | ACC: 80% | DEF: 50 |

EVA: 60% | MDF: 4 | RES: 40% |
Defense Count: 1 |

Number: 84 | Monster: Succubus |
HP: 1140 | MP: 140 | Attacks: 6 |
ATK: 85 | ACC: 85% | DEF: 85 |
EVA: 70% | MDF: 6 | RES: 30% |
Defense Count: 1 |

Number: 85 | Monster: Emperor |
HP: 1290 | MP: 190 | Attacks: 6 |
ATK: 70 | ACC: 80% | DEF: 50 |
EVA: 65% | MDF: 4 | RES: 40% |
Defense Count: 1 |

Number: 86 | Monster: Fallen Emperor |
HP: 3000 | MP: 240 | Attacks: 8 |
ATK: 120 | ACC: 100% | DEF: 120 |
EVA: 80% | MDF: 8 | RES: 30% |
Defense Count: 1 |

Number: 87 | Monster: Kiler Mantis |
HP: 750 | MP: 0 | Attacks: 5 |
ATK: 60 | ACC: 75% | DEF: 50 |
EVA: 60% | MDF: 4 | RES: 40% |
Defense Count: 1 |

Number: 88 | Monster: Mantis King |
HP: 1140 | MP: 0 | Attacks: 7 |
ATK: 85 | ACC: 80% | DEF: 70 |
EVA: 70% | MDF: 2 | RES: 40% |
Defense Count: 1 |

Number: 89 | Monster: Mantis Devil |
HP: 1290 | MP: 370 | Attacks: 8 |
ATK: 85 | ACC: 85% | DEF: 85 |
EVA: 75% | MDF: 5 | RES: 70% |
Defense Count: 1 |

Number: 90 | Monster: Royal Guard |
HP: 870 | MP: 0 | Attacks: 6 |
ATK: 60 | ACC: 75% | DEF: 60 |
EVA: 65% | MDF: 6 | RES: 30% |
Defense Count: 1 |

Number: 91 | Monster: Black Knight |
HP: 1140 | MP: 0 | Attacks: 7 |
ATK: 85 | ACC: 80% | DEF: 85 |
EVA: 70% | MDF: 5 | RES: 40% |
Defense Count: 1

Number: 92 | Monster: Death Rider |
HP: 1290 | MP: 0 | Attacks: 8 |
ATK: 120 | ACC: 85% | DEF: 120 |
EVA: 70% | MDF: 5 | RES: 70% |
Defense Count: 1

Number: 93 | Monster: Wood Golem |
HP: 1620 | MP: 0 | Attacks: 6 |
ATK: 100 | ACC: 95% | DEF: 120 |
EVA: 50% | MDF: 14 | RES: 100% |
Defense Count: 1

Number: 94 | Monster: Stone Golem |
HP: 1800 | MP: 240 | Attacks: 7 |
ATK: 120 | ACC: 95% | DEF: 150 |
EVA: 50% | MDF: 14 | RES: 100% |
Defense Count: 1

Number: 95 | Monster: Mythril Golem |
HP: 2000 | MP: 0 | Attacks: 8 |
ATK: 150 | ACC: 95% | DEF: 180 |
EVA: 50% | MDF: 14 | RES: 100% |
Defense Count: 1

Number: 96 | Monster: Goblin |
HP: 6 | MP: 0 | Attacks: 1 |
ATK: 4 | ACC: 50% | DEF: 0 |
EVA: 0% | MDF: 1 | RES: 50% |
Defense Count: 0

Number: 97 | Monster: Goblin Guard |
HP: 10 | MP: 6 | Attacks: 1 |
ATK: 4 | ACC: 50% | DEF: 0 |
EVA: 10% | MDF: 1 | RES: 50% |
Defense Count: 1

Number: 98 | Monster: Goblin Prince |
HP: 30 | MP: 10 | Attacks: 1 |
ATK: 9 | ACC: 60% | DEF: 4 |

EVA: 10% | MDF: 2 | RES: 40% |
Defense Count: 1 |

Number: 99 | Monster: Balloon |
HP: 20 | MP: 10 | Attacks: 1 |
ATK: 9 | ACC: 50% | DEF: 0 |
EVA: 0% | MDF: 1 | RES: 50% |
Defense Count: 0 |

Number: 100 | Monster: Grenade |
HP: 60 | MP: 10 | Attacks: 1 |
ATK: 25 | ACC: 65% | DEF: 17 |
EVA: 0% | MDF: 2 | RES: 50% |
Defense Count: 0 |

Number: 101 | Monster: Mine |
HP: 190 | MP: 30 | Attacks: 2 |
ATK: 35 | ACC: 70% | DEF: 25 |
EVA: 0% | MDF: 3 | RES: 40% |
Defense Count: 0 |

Number: 102 | Monster: Bomb |
HP: 640 | MP: 140 | Attacks: 5 |
ATK: 60 | ACC: 80% | DEF: 50 |
EVA: 0% | MDF: 4 | RES: 40% |
Defense Count: 0 |

Number: 103 | Monster: Soldier |
HP: 45 | MP: 10 | Attacks: 1 |
ATK: 17 | ACC: 60% | DEF: 9 |
EVA: 10% | MDF: 2 | RES: 50% |
Defense Count: 1 |

Number: 104 | Monster: Sergeant |
HP: 140 | MP: 10 | Attacks: 2 |
ATK: 35 | ACC: 70% | DEF: 25 |
EVA: 30% | MDF: 3 | RES: 50% |
Defense Count: 1 |

Number: 105 | Monster: Captain |
HP: 750 | MP: 30 | Attacks: 6 |
ATK: 60 | ACC: 80% | DEF: 50 |
EVA: 60% | MDF: 4 | RES: 50% |
Defense Count: 1 |

Number: 106 | Monster: General |
HP: 1800 | MP: 0 | Attacks: 10 |
ATK: 120 | ACC: 95% | DEF: 100 |
EVA: 75% | MDF: 4 | RES: 60% |
Defense Count: 1

Number: 107 | Monster: Warlock |
HP: 80 | MP: 30 | Attacks: 1 |
ATK: 17 | ACC: 65% | DEF: 9 |
EVA: 20% | MDF: 3 | RES: 60% |
Defense Count: 1

Number: 108 | Monster: Sorcerer |
HP: 140 | MP: 60 | Attacks: 1 |
ATK: 25 | ACC: 70% | DEF: 17 |
EVA: 50% | MDF: 3 | RES: 60% |
Defense Count: 1

Number: 109 | Monster: Wizard |
HP: 540 | MP: 190 | Attacks: 1 |
ATK: 40 | ACC: 75% | DEF: 35 |
EVA: 70% | MDF: 4 | RES: 60% |
Defense Count: 1

Number: 110 | Monster: Werepanther |
HP: 190 | MP: 0 | Attacks: 2 |
ATK: 35 | ACC: 70% | DEF: 25 |
EVA: 30% | MDF: 3 | RES: 40% |
Defense Count: 1

Number: 111 | Monster: Coeurl |
HP: 1000 | MP: 300 | Attacks: 7 |
ATK: 40 | ACC: 75% | DEF: 60 |
EVA: 70% | MDF: 5 | RES: 40% |
Defense Count: 1

Number: 112 | Monster: Lamia |
HP: 1000 | MP: 60 | Attacks: 6 |
ATK: 70 | ACC: 85% | DEF: 70 |
EVA: 65% | MDF: 6 | RES: 30% |
Defense Count: 1

Number: 113 | Monster: Lamia Queen |
HP: 1290 | MP: 370 | Attacks: 8 |
ATK: 50 | ACC: 95% | DEF: 50 |

EVA: 75% | MDF: 7 | RES: 40% |
Defense Count: 2 |

Number: 114 | Monster: Hill Gigas |
HP: 750 | MP: 0 | Attacks: 3 |
ATK: 100 | ACC: 80% | DEF: 60 |
EVA: 30% | MDF: 4 | RES: 40% |
Defense Count: 1 |

Number: 115 | Monster: Fire Gigas |
HP: 1800 | MP: 240 | Attacks: 6 |
ATK: 100 | ACC: 95% | DEF: 100 |
EVA: 40% | MDF: 4 | RES: 50% |
Defense Count: 1 |

Number: 116 | Monster: Ice Gigas |
HP: 2000 | MP: 140 | Attacks: 7 |
ATK: 120 | ACC: 95% | DEF: 120 |
EVA: 50% | MDF: 4 | RES: 50% |
Defense Count: 1 |

Number: 117 | Monster: Thunder Gigas |
HP: 2500 | MP: 370 | Attacks: 8 |
ATK: 150 | ACC: 95% | DEF: 150 |
EVA: 60% | MDF: 4 | RES: 50% |
Defense Count: 1 |

Number: 118 | Monster: Behemoth |
HP: 1620 | MP: 0 | Attacks: 3 |
ATK: 85 | ACC: 95% | DEF: 50 |
EVA: 40% | MDF: 4 | RES: 50% |
Defense Count: 1 |

Number: 119 | Monster: King Behemoth |
HP: 5000 | MP: 0 | Attacks: 8 |
ATK: 150 | ACC: 100% | DEF: 120 |
EVA: 50% | MDF: 8 | RES: 30% |
Defense Count: 1 |

Number: 120 | Monster: White Dragon |
HP: 2500 | MP: 140 | Attacks: 6 |
ATK: 150 | ACC: 95% | DEF: 120 |
EVA: 75% | MDF: 5 | RES: 50% |
Defense Count: 1 |

Number: 121 | Monster: Green Dragon |
HP: 3000 | MP: 190 | Attacks: 7 |
ATK: 150 | ACC: 100% | DEF: 150 |
EVA: 75% | MDF: 8 | RES: 40% |
Defense Count: 1

Number: 122 | Monster: Blue Dragon |
HP: 3500 | MP: 240 | Attacks: 8 |
ATK: 180 | ACC: 100% | DEF: 150 |
EVA: 75% | MDF: 8 | RES: 40% |
Defense Count: 1

Number: 123 | Monster: Red Dragon |
HP: 5000 | MP: 450 | Attacks: 8 |
ATK: 180 | ACC: 100% | DEF: 180 |
EVA: 75% | MDF: 8 | RES: 40% |
Defense Count: 1

Number: 124 | Monster: Iron Giant |
HP: 3500 | MP: 240 | Attacks: 12 |
ATK: 180 | ACC: 100% | DEF: 180 |
EVA: 0% | MDF: 14 | RES: 100% |
Defense Count: 0

Number: 125 | Monster: Tiamat |
HP: 5000 | MP: 450 | Attacks: 8 |
ATK: 150 | ACC: 100% | DEF: 180 |
EVA: 80% | MDF: 8 | RES: 70% |
Defense Count: 1

Number: 126 | Monster: Beelzebub |
HP: 5000 | MP: 450 | Attacks: 8 |
ATK: 150 | ACC: 100% | DEF: 180 |
EVA: 80% | MDF: 8 | RES: 70% |
Defense Count: 1

Number: 127 | Monster: Astaroth |
HP: 7000 | MP: 540 | Attacks: 8 |
ATK: 150 | ACC: 100% | DEF: 180 |
EVA: 80% | MDF: 8 | RES: 70% |
Defense Count: 1

Number: 128 | Monster: Final Boss |
HP: 10000 | MP: 540 | Attacks: 8 |
ATK: 180 | ACC: 100% | DEF: 210 |

EVA: 80% | MDF: 16 | RES: 70% |
Defense Count: 1 |

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Item Collection
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The Item Collection goes over every item found in chests in the game. There ARE spoilers in this section, as to what areas you go to and whatnot. You have been forewarned.

Note that some items in some locations you can not get at your initial visit. If this seems so, you need to wait until later in the game.

Altair: 2/2
Canoe, Potion

Castle Fynn: 28/28
White Mask, Wind Drake, Potion, Potion, Potion, Potion, Maiden's Kiss, Eye Drops, Silk Web, Backstabber, Knife, Orchalidagger, Werebane, Blood Sword, Gold Shield, Flame Sword, Shirt, Golden Mail, Flame Mail, Gold Plate, Titans Gloves, Toad Scroll, Break Scroll, Doom Scroll, Aura Scroll, 1000 Gil, 1000 Gil, 2000 Gil

Fynn: 12/12
Ring, Potion, Potion, Potion, Elixir, Blood Sword, Golden Hairpin, Silver Plate, Ruby Plate, Gold Plate, Ninja Suit, Thief's Gloves

Semitt Falls: 11/11
Mythril, Snowcraft, Potion, Potion, Eye Drops, Fire Scroll, Warp Scroll, 1 Gil, 10 Gil, 50 Gil, 200 Gil

Bafsk Cave: 3/3
Pass, Long Sword, Longbow

Snow Cavern: 14/14
Goddess's Bell, Potion, Potion, Antidote, Notus, Mythril Mace, Mythril Spear, Ancient Sword, Battle Axe, Mythril Shield, Silver Plate, Ice Scroll, 100 Gil, 150 Gil

Castle Kas'ion: 12/12
Egil's Torch, Sunfire, Antidote, Mallet, Eye Drops, Werebane, Mythril Sword, Mythril Axe, Gold Shield, Golden Mail, Cure Scroll, 300 Gil

Castle Deist: 16/16
Dragon Egg, Antidote, Gold Needle, Cross, Mallet, Eye Drops, Phoenix Down, Cottage, Unicorn Horn, Sage's Wisdom, Saint's Spirit, Wing Blade, Excalibur, Stun Scroll, Stop Scroll, Curse Scroll

Deist Cavern: 14/14
Pendant, Potion, Sage's Wisdom, Saint's Spirit, Acid Bottle, Mythril Mirror, Mage's Staff, Flame Bow, Mythril Shield, Mythril Helm, Mythril Mail, Knight's Armor, Mythril Gloves, 30 Gil

Coliseum: 4/4
Antidote, Elixir, Ether, Cottage

Dreadnought: 10/10

Potion, Potion, Main Gauche, Trident, Crescent, Shade Bow, Ice Shield, Titan's Helm, Thief's Gloves, 400 Gil

Mysidian Cave: 19/19

Crystal Rod, Potion, Potion, Potion, Potion, Golden Needle, Phoenix Down, Mute Bell, Power Staff, Flame Lance, OGREKILLER, Ice Bow, Golden Hairpin, Ninja Suit, Drain Scroll, Drain Scroll, Osmose Scroll, Mini Scroll

Tropical Island: 20/20

Black Mask, Eye Drops, Phoenix Down, Ether, Hi-Potion, Hi-Potion, Gaia Drum, Garlic, Silk Web, Silk Web, Thanatos, Slumber Stalk, Slumber Stalk, Slumber Stalk, Poison Scroll, Poison Scroll, Sleep Scroll, Blind Scroll, Blind Scroll, 1000 Gil

Leviathan: 5/5

Terra Sword, Diamond Shield, Headband, Power Sash, Power Armlet

Mysidian Tower: 25/25

Potion, Cross, Unicorn Horn, Hermes, Silk Web, Hourglass, Staff, Staff, Staff, Spellbinder, Flame Lance, Ice Lance, Flame Sword, Ice Brand, Flame Bow, Ice Shield, Flame Shield, Flame Helm, Flame Mail, Ice Mail, White Robe, Black Robe, Ice Gloves, Flare Scroll, Ultima Scroll

Cyclone: 7/7

Zephyr's Flute, Ripper, Defender, Venom Axe, Diamond Helm, Diamond Mail, Diamond Gloves

Castle Palamecia: 17/17

Elixir, Elixir, Elixir, Zephyr's Flute, Garlic, Saint's Spirit, Hourglass, Slumber Stalk, Hellfire, Knife, Mage's Staff, Spellbinder, Healing Staff, Thunder Spear, SunBlade, Buckler, Diamond Plate

Jade Passage: 14/14

Hi-Potion, Hi-Potion, Notus, Backstabber, Hellfire, Hellfire, Cat's Claws, Diamond Mace, Holy Lance, Rune Axe, Yoichi's Bow, Aegis Shield, Dragon Mail, Protect Ring

Pandaemonium: 10/10

Eye Drops, Ether, Sage's Wisdom, Acid Bottle, Hellfire, Masamune, Genji Helm, Ribbon, Genji Armor, Genji Gloves

**** Weapons List ****

I am really not too sure how many people read Weapons and Armor listings. But this is mainly to go over all of the weapons in the game, their stats, and other information.

There are 6 (six) families of weapons in the game: Axes, Bows, Knives, Spears, Staves, and Swords.

There are a few stats I will be putting on this section:

Attack: Attack value of the weapon in question.

Accuracy: The Accuracy of the weapon in question.

Description: if there is any description or notes on the weapon in-game.

At the end of each weapons section I will go over -briefly- where you can obtain the weapons. There are usually multiple locales to obtain certain weapons, so I will go over the most common.

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Axes:

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Name:	Attack:	Accuracy:	Description:
Axe	10	55%	None
Battle Axe	15	45%	None
Mythril Axe	22	45%	None
Demon Axe	27	45%	None
Ogrekiller	58	50%	Effective vs Ogre
Venom Axe	76	55%	Inflicts Poison
Rune Axe*	95	60%	Effective vs Magic

*Use the Rune Axe in battle to cast Fog 6.

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Axe: You start the game with one in your possession. Buy in Altair.

Battle Axe: Dropped from Deadringers, Buy.

Mythril Axe: Buy From shops after a certain event.

Demon Axe: Buy from Tropical Island Weapon Shop.

Ogrekiller: Buy in Mysidia.

Venom Axe: Found in chest in the Cyclone, dropped from monsters as well.

Rune Axe: Dropped from General's in Castle Palamecia. From a Chest guarded by a King Behemoth in the Jade Passage.

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Bows:

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Name:	Attack:	Accuracy:	Description:
Bow	1	50%	None
Longbow	5	40%	None
Mythril Bow	13	40%	None
Shade Bow	25	0%	Inflicts Blind
Flame Bow	42	47%	Fire Damage
Ice Bow	56	50%	Ice Damage
Yoichi's Bow*	90	75%	None

*Use Yoichi's Bow in battle to cast the spell Berserk 3.

=====

Bow: You start the game with one. Buy in Altair weapon shop.
Longbow: Found in Bafsk Cave.
Mythril Bow: Bought from shops after a certain event.
Shade Bow: Found inside a chest in the Dreadnought.
Flame Bow: Dropped from Captains in Fynn, also from chests.
Ice Bow: Bought in Mysidia, also from a Chest in the Mysidian Cavern.
Yoichi's Bow: Rare Drop off some of the Dragon's, also from a chest guarded by the Red Dragon in the Jade Passage.

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Knives:

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Name:	Attack:	Accuracy:	Description:
Knife	3	75%	None
Dagger	7	65%	None
Mythril Knife	14	67%	None
Main Gauche	32	70%	Raises Evasion
Orchalidagger	50	72%	None
Ripper	69	75%	Two Attacks
Cat's Claws	86	80%	None

=====

Knife: Buy in Altair.
Dagger: Bought from a shop.
Mythril Knife: Bought from certain shops after an event has passed.
Main Gauche: Inside a chest in the Dreadnought.
Orchalidagger: Inside a chest on the lowest level of the basement of Castle Fynn.
Ripper: Dropped from the Gottos boss in Castle Fynn. Also from a chest in the Cyclone.
Cat's Claws: From a chest guarded by the Blue Dragon in the Jade Passage.

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Spears:

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Name:	Attack:	Accuracy:	Description:
Javelin	6	65%	None
Spear	11	55%	None
Mythril Spear	18	55%	None

Trident	30	57%	None
Demon Spear	42	60%	None
Flame Lance	54	62%	Fire Damage
Ice lance	66	65%	Ice Damage
Thunder Spear*	78	67%	Bolt Damage
Holy Lance**	90	70%	Holy Damage

*The Thunder Spear casts Bolt 16 when used in battle.

**The Holy Lance casts Holy when used in battle. You may lose the lance after using it, though.

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Javelin: Buy from Shop.

Spear: Gordon starts with this (I think).

Mythril Spear: Possible to buy from shops after a certain event passes.

Trident: From a chest in the Dreadnought.

Demon Spear: Buy from the Weapon Shop on the Tropical Island.

Flame Lance: Buy from Mysidia, also from a chest in the Mysidian Cavern.

Ice Lance: From a chest in the Mysidian Tower.

Thunder Spear: From a Chest in the Cyclone, guarded by a Fallen Emperor.

Holy Lance: From a chest in the Jade Passage.

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Staves:

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Name:	Attack:	Accuracy:	Description:
Staff	4	70%	None
Mace	9	60%	None
Mythril Mace	16	60%	None
Werebane	28	62%	Effective vs Were
Mage's Staff*	40	64%	Thunder Damage
Power Staff	53	66%	None
Spellbinder**	64	68%	Poison Damage
Healing Staff	0	70%	Heals Target
Diamond Mace	90	75%	None

*The Mage's Staff casts Bolt 5 when used in battle.

**The Spellbinder casts Venom 16 when used in battle. The target is random, so it might be used on your party members instead of an enemy.

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Staff: Mindu comes with this equipped. Buy from shop.

Mace: Buy from shop.

Mythril Mace: Can buy from shops after a certain event has passed. Also from a chest in the Snow Cavern.

Werebane: Can not buy. From chests in Castle Kas'ion and Castle Fynn.

Mage's Staff: From chests in Deist Cavern and Castle Palamecia.

Power Staff: From a chest in the Mysidian Cavern.

Spellbinder: From a chest in the Mysidian Tower, and Castle Palamecia.

Healing Staff: Rare Item. From a chest in Castle Palamecia.

Diamond Mace: From a Chest in the Jade Passage.

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Swords:

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Name:	Attack:	Accuracy:	Description:
BroadSword	8	60%	None
Long Sword	13	50%	None
Mythril Sword	20	50%	None
Ancient Sword	25	10%	Inflicts Curse
Crescent	30	10%	Inflicts Sleep
Wing Blade	42	56%	None
Blood Sword	0	0%	Absorbs HP
Terra Sword	52	58%	None
Flame Sword	63	60%	Fire Damage
Ice Brand	72	62%	Ice Damage
Defender	78	64%	Raises Evasion
SunBlade	83	65%	Effective vs Undead
Excalibur	100	75%	None
Masamune	150	90%	Ultimate Weapon

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BroadSword: The game starts you with one, can be bought in Altair.

Long Sword: Found in a chest in Bafsk Cave. Can be bought from a shop.

Mythril Sword: Can be bought from Shops after a certain event in the game.

Ancient Sword: From a Chest in the Snow Cavern.

Crescent: From a chest in the Dreadnought.

Wing Blade: From a chest in Castle Deist. Can be bought from Fynn.

Blood Sword: Rare item. One is found in the Basement levels of Castle Fynn, the other is found in Pavel's house.

Terra Sword: Rare Item: From the Mouth of the Leviathan, in a chest.

Flame Sword: From a chest in the Mysidian Tower.

Ice Brand: From a chest in the Mysidian Tower.

Defender: From a chest in the Cyclone.

SunBlade: From a chest in Castle Palamecia.

Excalibur: After finishing Castle Palamecia, talk to the mother and son in Castle Deist. 'Ask' about the 'Dragoons'.

Masamune: From a chest in the Pandaemonium.

**** Armor List ****

This is a list for all of the armor in Final Fantasy II. The Armor list is in four parts:

- Shields
- Head
- Body
- Hands (Accessory)

This section will look much like the Weapons List sections, with a few changes.

- Name: Armor Name
- Defense: The amount of defense added when this item is equipped.
- Weight: The amount of weight added when this item is equipped.
- Description: Any special effects added by the armor.

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Shields:

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Note: Shields are different then normal armors. Instead of giving defense, they give a stat called 'Block'. This is much like the monsters Defense Count. The higher the Block, the better the Shield. Also, the Rate% specifies how much of a percentage there will be to block physical attacks with your shield.

Name:	Block:	Rate:	Description:
Buckler	1	4%	None
Bronze Shield	2	5%	None
Mythril Shield	3	6%	None
Gold Shield	4	7%	Resistant vs Poison
Ice Shield	4	7%	Resistant vs Ice
Flame Shield	4	7%	Resistant vs Fire
Dragon Shield	5	9%	Strong vs Elements
Aegis Shield	6	10%	Resist S. Attacks

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Head Armor:

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Name:	Defense:	Weight:	Description:
Leather Cap	1	2	None
Bronze Helm	2	5	None
Mythril Helm	4	5	None
Titan's Helm	6	13	Strength+10
Ribbon	10	0	Resist S. Attacks
Gold Hairpin	11	2	Resist Lightning
Headband	12	2	Raises Attack
Flame Helm	13	14	Resist Ice
Diamond Helm	17	18	Resist Lightning
Genji Helm	30	31	None

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Body Armor:
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Name:	Defense:	Weight:	Description:
Shirt	1	5	None
Leather Armor	2	6	None
Copper Plate	5	5	None
Bronze Mail	5	14	None
Silver Plate	10	5	None
Mythril Mail	10	14	None
Ruby Plate	15	5	None
Golden Mail	15	19	Resistant vs Poison
Golden Plate	22	5	None
Knight's Armor	22	26	None
Power Sash	25	5	Strength+10
Flame Mail	29	33	Resistant vs Fire
White Robe	30	5	Spirit+10
Black Robe	35	19	Intelligence+10
Ice Mail	36	40	Resistant vs Ice
Ninja Suit	40	0	Agility+10

Diamond Mail	43	47	Resistant vs Thunder
Diamond Plate	43	5	None
Dragon Mail	50	54	ResistantvsElements
Genji Armor	75	79	None

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Hand Armor (Accessories):
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Name:	Defense:	Weight:	Description:
Leather Gloves	1	3	None
Bronze Gloves	3	8	None
Mythril Gloves	6	8	None
Thief's Gloves	15	3	Agility+10
Titan's Gloves	15	17	Strength+10
Protect Ring	18	3	Guard vs InstantKO
Power Armlet	19	3	Strength+10
Ice Gloves	20	22	Resist Ice
Diamond Gloves	25	27	Resist Lightning
Genji Gloves	45	47	None

**** Items List ****

This is an items list for the main items in the game. I have it separated into two parts:

Recovery

Combat

Recovery items are items used to recover HP, MP, and your status. Combat items come in two forms: Buff and Attack. Buffing items strengthen your party members, while Attack items attack your enemies (either directly, or indirectly).

Item: Item Name

Type: Item Type

Effect: Effect of Item

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Item: Potion
Type: Recovery
Effect: Recovers a small amount of HP to a single party member.

Item: Hi-Potion
Type: Recovery
Effect: Recovers a medium amount of HP to a single party member.

Item: Ether
Type: Recovery
Effect: Recovers a small amount of MP to a single party member.

Item: Phoenix Down
Type: Recovery
Effect: Revives a party member from KO status.

Item: Elixir
Type: Recovery
Effect: Fully Restores party members HP and MP.

Item: Cottage
Type: Recovery
Effect: On the World Map only. Fully recovers HP and MP.

Item: Antidote
Type: Recovery
Effect: Heals party member from the Poison/Venom status.

Item: Cross
Type: Recovery
Effect: Heals party member from the Cursed status.

Item: Golden Needle
Type: Recovery
Effect: Heals party member from the Stone (Petrified) status.

Item: Maiden's Kiss
Type: Recovery
Effect: Heals party member from the Toad status.

Item: Mallet
Type: Recovery
Effect: Heals party member from the Amnesia status.

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Item: Saint's Spirit
Type: Buff
Effect: Maximizes your Spirit in battle.

Item: Sage's Wisdom
Type: Buff
Effect: Maximizes your Intelligence in battle.

Item: Bacchus's Wine
Type: Buff
Effect: Raises your attack power, but lowers your evasion.

Item: Hermes
Type: Buff
Effect: Casts Haste on a party member.

Item: Unicorn Horn
Type: Buff
Effect: Horn with the Basuna effect (casts Basuna on a party member).

Item: Mythril Mirror
Type: Buff
Effect: Casts Wall on your party members.

Item: Magiconch
Type: Buff
Effect: Casts Shell on your party members.

Item: Acid Bottle
Type: Attack
Effect: A strong poison attack on enemies.

Item: Backstabber
Type: Attack
Effect: Causes Muddle effect on enemies.

Item: Gaia Drum
Type: Attack
Effect: Uses an Earthquake on all enemies.

Item: Garlic
Type: Attack
Effect: Deals damage to Undead type enemies.

Item: Hellfire
Type: Attack
Effect: A Fire elemental attack on enemies.

Item: Hourglass
Type: Attack
Effect: Causes Stop effect on enemies.

Item: Mute Bell
Type: Attack
Effect: Causes Silence effect on enemies.

Item: Notus
Type: Attack
Effect: An Ice elemental attack on enemies.

Item: Silk Web
Type: Attack
Effect: Causes Slow effect on enemies.

Item: Slumber Stalk
Type: Attack
Effect: Causes Sleep effect on enemies.

Item: Thanatos
Type: Attack
Effect: Causes Fear effect on enemies.

Item: Zephyr's Flute
Type: Attack
Effect: Calls a Wind attack on all enemies.

**** Key Items *****

Key items are required items to get through the game. This section is not truly needed because these items are items you can not discard and will use throughout the game, but I have it here just because everyone gets picky and demands I put everything in the guide. XD

Item: The name of the item.
Description: a minor (in my own words, not the words of the game) description of the item.
Obtain: Where you obtain the item.

Item: Ring
Description: Scott's Ring. Allows you to view to world map by pressing the [Select] and O button at the same time.
Obtain: From Scott in Fynn Town, at the very beginning of the game.

Item: Canoe
Description: This Canoe allows you to travel over rivers and lakes.
Obtain: From Mindu, when he joins your party in Altair.

Item: Mythril
Description: The Legendary metal used for forging.
Obtain: From Semitt Falls, after defeating the boss.

Item: Pass
Description: Allows you to board the Dreadnought.
Obtain: From a chest in the back room of the Bafsk Cave.

Item: Snowcraft
Description: Craft that allows travel over Snow and Ice fields.
Obtain: From a chest in the hidden room of Semitt Falls. Must have Josef in your party.

Item: Goddess's Bell
Description: Used to open the door and go further into Castle Kas'ion.
Obtain: After defeating the boss in the Snow Cavern, check the wall.

Item: Egil's Torch
Description: A Torch used to pass and hold the Sunfire from place to place.
Obtain: After defeating the boss at Castle Kas'ion, check the chest.

Item: Sunfire
Description: Undying flame, used to power airships.
Obtain: After getting the Goddess's Bell and Egil's Torch, examine the fire at the entrance of Castle Kas'ion.

Item: Pendant
Description: Used to speak with Wind Drakes, proof of membership among Dragoons.

Obtain: From the entrance of Deist Cavern, head all the way east and down the stairs. Examine the corpse, and he holds the Pendant.

Item: Dragon's Egg

Description: The Egg of a Wind Drake.

Obtain: After getting the Pendant, head back to Castle Deist, and talk to the Wind Drake. He (she? I assume) gives you the Dragon's Egg.

Item: White Mask

Description: A mask used to cover a goddesses face. Said to be ancient.

Obtain: From the chest at the end of Castle Fynn Basement.

Item: Black Mask

Description: A mask used to protect yourself from evil.

Obtain: From a chest after the boss at the depths of the Tropical Island.

Item: Crystal Rod

Description: Used to open a pathway to the Mysidian Tower.

Obtain: From a chest at the end of the Mysidian Cave.

Item: Wind Drake

Description: The Last Wind Drake, hatched from the Egg you saved. ^^ Cute.

Obtain: To enter the Cyclone, you need this Wind Drake. After the Mysidian Tower, talk to Gordon and he mentions that you need Wings to enter the Cyclone. Head up to 2F Castle Fynn, and use the Pendant at Mirror there.

**** Secrets *****

Theres a few secrets in Final Fantasy II, but they aren't that big. Theres one huge 'glitch' type thing that helps you level your magic without using your MP at all, and theres a mini game you can play. Sadly, theres no hidden dungeons or characters to revive.

Glitches:

If you want to level a particular spell quickly, but dont want to fight battles over and over, or are stuck in the middle of a dungeon you can not get out of (The Dreadnought, the Cyclone, etc) this is a nice trick to help beat a boss, or do whatever you find necessary.

First, you need to choose the spell(s) you want to level. The character needs to know the spell, and have access to it in battle. The character must also have the MP to cast it in the first place.

To get this 'glitch' to work, you need to select the spell from the magic Menu, and have your character start 'chanting' it. You see the characters lips moving on screen. Now, press the O button (default) and cancel that characters actions. Every time you choose that characters actions, and they 'chant' the spell, you get spell experience for it. It helps to have your settings on 'Memory' for this trick. You know this trick works because, if you have two spells, such as Ice and Fire, and their experience looks like this:

Fire: 98

Ice: 54

And if you select Fire one round of battle, but cancel it out before you input all of your commands, and then select Ice for the rest of the battle (ignoring the Fire spell completely) your Fire spell will still level up at the end of the battle, even though you never actually cast it on the enemies.

Mini-Games

There's a mini-game you can play while you are on the Snowcraft. If you hold down the X Button and press the O Button around 20 times, the mini game starts up.

There are a lot of rewards for this game, such as an Elixir, quite a bit of Gil, and higher level Potions.

You can do this quest as soon as you get the Snowcraft.

Chocobo!

I put this information in the main guide, but I put it here as well because it's something of a cute tidbit. The Chocobo forest is located directly south of Castle Kas'ion. It's a tiny little area in the large forest that is not a forest (it is very tiny, hardly noticeable).

You run twice as fast as you normally do while on a chocobo, and you do not run into random encounters. Sadly, Chocobos only work on the world map.

Normal Mode

On your first playthrough of Final Fantasy II, you are playing the 'Easy Mode'. To play Normal Mode, you need to beat the game once, and save the Cleared Data to your Memory Card. There will be a little star by your Time Played on the Save File. The Normal mode is quite a bit harder than the Easy Mode, and your settings are different by default.

Some noticeable differences: Auto-target is always off. If you attack a monster with all of your characters one round, and it is defeated with the first attack, then all of your characters will attack the empty space that the monster once inhabited.

You can also not Dash (run, which you do by pressing the O button) and you can not change the World Map to Flat. Unfortunately.

Soul of Rebirth

I mentioned this at the end of the main guide. This has absolutely nothing to do with [Final Fantasy Origins] but it has everything to do with Final Fantasy

2. In Final Fantasy 1&2: Dawn of Souls, there is a little after game story that you can play called Soul of Rebirth. This story places you in the shoes of Mindu, as he fights in the Underworld with Josef, Scott, and Gareth.

Its a nice little bonus for fans of Final Fantasy II, and if you liked this game at all I suggest playing it.

**** Miscellaneous ****

Thanks for reading; Because probably very few people read this section unless you wish to contact me, I want to be random and say, I love Mysidian Tower theme :O!

This guide is meant for home use only, and must not be sold in any way, shape or form. You may print it off to use yourself, though if you want to use the guide on your website, please email me at ereekairyn@yahoo.com. I am busy in real life, and have a problem replying at times, so be a bit patient ^^;;.

Note that every so often I do look for sites that have been stealing my FAQs and I do ask that you take them down if I catch you. It is against the law to do this, and I am asking you nicely to not do such.

Contributors/Thanks

I used information from the little booklet that came from the game to write the basics section of this guide. Mainly for the status effects section, because even I wasn't positive on that, having played the game 2-3 times @@;.

Also, I took the weapons and armor stats from the official strategy guide. Since I have gotten every item from these lists myself in the game, I know they exist, so you do not have to worry about them being fake items.

Version Information

Version 1.1, November 8th, 2005: Finished Weapons, Armor, Key Items, and Item lists. Decided I was going to make a Key Term List and Shop Inventory list...eventually.

Version 1.0, November 1st, 2005: Finished Bestiary, and Item Collection which was everything I had left to do. Oh and Secrets section too (that was somerthing of an afterthought lol).

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