

Boss fights (elite dungeons)

Target score bonuses (other than “don’t get KOed”) are shown with a *. For dungeons with multiple boss zones, a blank line separates the zones.

Elements: Fire, Ice, Lightning, Earth, Wind, Water, Holy, Dark, Poison

Debuffs: Blind, Confuse, Paralyze, Petrify, Poison, Silence, Sleep, Slow, Stop. (Doom and KO/Death/Gravity/Cripple only work on noted bosses.)

FF I	Lv	Sta	Boss	HP	Vulnerable	Absorb	Resist	Can debuff with	Notes
Chaos Shrine	24	37	Garland	14k	—	—	—	Bl Co Pa Pe Po Si Sle Slo St	
Western Keep	25	49	Astos	18k	—	—	—	Bl Co Pa Pe Po Si Sle Slo St	*Silence boss
Cavern of Earth 1	48	53	Vampire		*Fire, *Holy	—	Ice, Earth	Bl Co Pa Pe Po Si Sle Slo St	
Cavern of Earth 2	50	66	Lich		*Fire	—	Ice	Bl Co Pa Pe Po Si Sle Slo St	
Mount Gulg	53	66	Marilith		—	—	Fire, Ice, Lgt	Bl Co Pa Pe Po Si Sle Slo St	*Blind and *Sleep the boss
FF II	Lv	Sta	Boss	HP	Vulnerable	Absorb	Resist	Can debuff with	Notes
Semitt Falls Cvn.	27	66	Sergeant	17k	—	—	—	Bl Co Pa Pe Po Si Sle Slo St	KO and Doom work.
Snow Cavern	29	79	Adamantose	25k	*Ice	—	Lgt	Bl Co Pa Pe Po Si Sle Slo St	KO and Doom work.
Snow Cvn. (rtrn.)	31	66	Borghen		—	—	—	Bl Co Pa Pe Po Si Sle Slo St	KO and Doom work.
Dreadnought	53	71	Captain		—	—	—	Bl Co Pa Pe Po Si Sle Slo St	
FF III	Lv	Sta	Boss	HP	Vulnerable	Absorb	Resist	Can debuff with	Notes
Altar Cave	55	57	Great Tortoise		—	—	—	Bl Co Pa Pe Po Si Sle Slo St	
Castle Sasune	57	57	Griffon		*Wind	—	Earth	Bl Co Pa Pe Po Si Sle Slo St	
Sealed Cave	59	71	Djinn		*Ice, *Water	—	Earth	Bl Co Pa Pe Po Si Sle Slo St	
Nepto Temple	62	61	Giant Rat		—	—	—	Bl Co Pa Pe Po Si Sle Slo St	*Use Silence on boss
FF IV	Lv	Sta	Boss	HP	Vulnerable	Absorb	Resist	Can debuff with	Notes
Mist Cave	20	37	Mist Dragon		*Dark	Holy	Earth	Bl Co Pa Pe Po Si Sle Slo St	*Counters in mist form (after 4 th atk)
Undrg. Watrwy.	23	40	Octomammoth		*Lgt, *Dark	*Wa, Holy	—	Bl Co Pa Pe Po Si Sle Slo St	
Antlion's Den	28	53	Antlion		*Ice	Water	—	Bl Co Pa Pe Po Si Sle Slo St	Counters phys. atks. Blind/pois the boss.
Mount Hobs	32	57	Mom Bomb		*Ice, Wa, *Dk	Fire	Lgt	Bl Co Pa Pe Po Si Sle Slo St	Becomes gigantic after some dmg taken.
			Mom Bomb (Gigantic)		*Ice, Wa, *Dk	Fire	Lgt	Bl Co Pa Pe Po Si Sle Slo St	No atk, explodes (use Defend) & divides.
			6x Bombs		*Ice	Fire	—	Bl Co Pa Pe Po Si Sle Slo St	Self-destruct equal to hero hp.
Fabul Castle	34	29	Dragoon	15k	—	—	Wind	Bl Co Pa Pe Po Si Sle Slo St	
Baron Castle	41	72	Baigan (body)		*Ice	—	Fire, Lgt	Bl Co Pa Pe Po Si Sle Slo St	Casts Reflect if targeted with magic.
			2x Arms		*Ice	—	Fire, Lgt	Bl Co Pa Pe Po Si Sle Slo St	*Explode when body dies. Respawn if both die.
			Cagnazzo		*Ice	Water	Fire	Bl Co Pa Pe Po Si Sle Slo St	—
			Cagnazzo (preparing)		*Ice, Lgt	Water	Fire	Bl Co Pa Pe Po Si Sle Slo St	*Disrupt the tsunami w/ lightning.
			Cagnazzo (defending)		*Ice	Water	F, Lgt, Wi, H, D	Bl Co Pa Pe Po Si Sle Slo St	(Earth and Poison deal normal damage.)
Lodestone Cvrn.	43	71	Dark Elf	26k	*Fire, Holy	—	—	Bl Co Pa Pe Po Si Sle Slo St	After some dmg, transforms & gains Earth defense.
Tower of Zot	45	71	3x Magus Sisters		—	—	—	Bl Co Pa Pe Po Si Sle Slo St	*Silence each one. Middle one can revive others.
Zot - Spire	48	29	Barbariccia		—	—	Earth, Wind	Bl Co Pa Pe Po Si Sle Slo St	Transforms to tornado form after ?? turns.
			Barbariccia (tornado)		—	—	Earth, Wind	Bl Co Pa Pe Po Si Sle Slo St	Counters atks. *Jump disrupts tornado form.
Dwarven Castle	50	72	3x Calca, 3x Brina		—	—	—	Bl Co Pa Pe Po Si Sle Slo St	*Kill last Calca & Brina at same time. Rear row more hp.
			Golbez		*F, *I, *L, Holy	—	—	Bl Co Pa Pe Po Si Sle Slo St	Shifts F/I/L vulnerability when hit by that element.
Babil - Depths	50	74	Shadow Dragon		Holy	—	—	Bl Co Pa Pe Po Si Sle Slo St	Has a KO attack, so kill it first.
			Lugae		—	—	—	Bl Co Pa Pe Po Si Sle Slo St	Merges into Barnabas-Z if Barnabas dies first.
Babil - Depths	50	74	Barnabas		*Lgt	—	—	Bl Co Pa Pe Po Si Sle Slo St	*Kill before self-destruct. Enrages if Lugae dies first.
			Lugaeborg		*Lgt	—	—	Bl Co Pa Pe Po Si Sle Slo St	
Cave of Eblan	53	57	Rubicante		*Ice, *Water	Fire	—	Bl Co Pa Pe Po Si Sle Slo St	Counters atks & absorbs Ice and Water when cape closed.
Babil - Heights	55	74	King & Queen of Eblan		—	—	—	Bl Co Pa Pe Po Si Sle Slo St	Defeating one will end the fight.
			Rubicante		*Ice, *Water	—	—	Bl Co Pa Pe Po Si Sle Slo St	Absorbs Ice and Water when closes his cape after Inferno.
The Feymarch	58	72	Asura		—	F, I, L, Water	—	Bl Co Pa Pe Po Si Sle Slo St	*Use Reflect on boss to prevent healing.
			Leviathan		*Lgt	Ice, Water	Fire, Earth, Wi	Bl Co Pa Pe Po Si Sle Slo St	Uses area attacks.
FF V	Lv	Sta	Boss	HP	Vulnerable	Absorb	Resist	Can debuff with	Notes
Wind Shrine	29	71	Wing Raptor		—	—	—	Bl Co Pa Pe Po Si Sle Slo St	*Counters if wings *folded (after 3 atks)
Torna Canal	35	57	Karlabos		*Lgt	—	—	Bl Co Pa Pe Po Si Sle Slo St	Uses paralyze.
Ship Graveyard	37	57	Siren		—	—	—	Bl Co Pa Pe Po Si Sle Slo St	*Win before undead form (3 turns?).
			Undead siren		Fire, Holy?	Poison	—	Bl Co Pa Pe Po Si Sle Slo St	
N. Mountain	42	71	Magissa		—	—	—	Bl Co Pa Pe Po Si Sle Slo St	*Silence Magissa
			Forza		—	—	—	Bl Co Pa Pe Po Si Sle Slo St	*Sleep Forza
Castle Walse	71	76	Shiva		*Fire	Ice	—	Bl Co Pa Pe Po Si Sle Slo St	Uses area ice attack.
Walse Tower	73	61	3x Ice Commander		*Fire	Ice	—	Bl Co Pa Pe Po Si Sle Slo St	?
			Garula		—	—	—	Bl Co Pa Pe Po Si Sle Slo St	Doom works. Counters & multi-attacks when HP low.
Karnak Castle	76	61	Sergeant (Iron Claw)		—	—	—	Bl Co Pa Pe Po Si Sle Slo St	*Win before uses Death Claw (silence prevents).
			3x Cur Nakk		—	—	—	Bl Co Pa Pe Po Si Sle Slo St	It helps to kill these before Sergeant becomes Iron Claw.
Library of Anc.	79	77	Ifrit		*Ice, *Water	Fire	Poison	Bl Co Pa Pe Po Si Sle Slo St	
			Byblos		*Fire	all others	—	Bl Co Pa Pe Po Si Sle Slo St	
FF VI	Lv	Sta	Boss	HP	Vulnerable	Absorb	Resist	Can debuff with	Notes
N. Mines	43	61	Ymir		—	—	—	Bl Co Pa Pe Po Si Sle Slo St	Retreats to shell after 3 atks.
			Ymir (in shell)		—	Lgt	—	—	Bl Co Pa Pe Po Si Sle Slo St
Abnd. Mineshaft	46	61	Guard Leader		—	—	Poison	Bl Co Pa Pe Po Si Sle Slo St	*Charges if all Lobos die. (Put one to sleep.)
			2x Silver Lobos		Fire	—	—	Bl Co Pa Pe Po Si Sle Slo St	(all)
Figaro Castle	48	76	2x Magitek Armor		*Lgt	—	—	Bl Co Pa Pe Po Si Sle Slo St	Put one to sleep for easier fight.
Mt. Kolts	51	91	Vargas		Poison	—	—	Bl Co Pa Pe Po Si Sle Slo St	Uses Doom.
			2x Ipooh		*Fire	—	—	Bl Co Pa Pe Po Si Sle Slo St	
Imperial Camp	54	91	2x Magitek Armor		*Lgt	—	—	Bl Co Pa Pe Po Si Sle Slo St	
S. Figaro Cave	58	61	Tunnel Armor		*Lgt, *Wa	—	—	Bl Co Pa Pe Po Si Sle Slo St	
Phantom Train	23	29	Phantom Train		*F, *L, Holy	Poison	—	Bl Co Pa Pe Po Si Sle Slo St	KO and Doom work. Undead, so Raise kills it.
Esper Valley	25	37	Kefka		—	—	—	Bl Co Pa Pe Po Si Sle Slo St	

Zozo	26	53	<i>Dadaluma</i> (2x Iron Fist)		*Pois —	— Pois	— —	BI Co Pa Pe Po Si Sle Slo St (all)	Summoned after ?? turns.
Opera House	28	53	<i>Orthros</i>		*Fire, Lgt	Water	—	BI Co Pa Pe Po Si Sle Slo St	
Magitek Factory	30	53	<i>Ifrit</i> <i>Shiva</i>		*Ice *Fire	Fire Ice	all others all others	BI Co Pa Pe Po Si Sle Slo St BI Co Pa Pe Po Si Sle Slo St	One boss appears at a time, swapping after each action.
Vector	32	40	<i>Crane (upper)</i> <i>Crane (lower)</i>		*Lgt, Water Lgt, *Water	Fire Fire	— —	BI Co Pa Pe Po Si Sle Slo St BI Co Pa Pe Po Si Sle Slo St	Both can cast Reflect, so spellblade skills are convenient.
Thamasa	34	40	<i>Flame Eater</i>		*Ice	Fire	Lgt,E,H,Pois	BI Co Pa Pe Po Si Sle Slo St	Summons Grenade/Balloon Flame Eaters.
Esper Caves	37	53	<i>Orthros</i>		*Fire, *Lgt	Water	—	BI Co Pa Pe Po Si Sle Slo St	
Airship	38	67	<i>Orthros</i>		*Fire, Lgt	Water	—	BI Co Pa Pe Po Si Sle Slo St	Can knock a party member out of battle.
			<i>Typhon</i>		*Ice, Water	Fire	—	BI Co Pa Pe Po Si Sle Slo St	
			<i>Air Force</i>		Lgt, Water	—	—	BI Co Pa Pe Po Si Sle Slo St	
Floating Cont. 1	40	53	<i>Ultima Weapon</i>		—	—	—	BI Co Pa Pe Po Si Sle Slo St	Uses area magic effects at low HP.
Floating Cont. 2	41	53	<i>Nelapa</i>		Ice, Lgt, Holy	Fire	E,Wi,Wa,Dk,Po	BI Co Pa Pe Po Si Sle Slo St	Casts Doom on party at start of fight.
Solitary Island	58	46	<i>Black Dragon</i>		*Fire, Holy	Poison	—	BI Co Pa Pe Po Si Sle Slo St	KO and Doom work. Undead.
Mobliz	60	16	<i>Humbaba</i>		*Poison	Lgt	—	BI Co Pa Pe Po Si Sle Slo St	
Figaro Castle 2	63	76	<i>Tentacle (top left)</i>		—	Earth, Wat	—	BI Co Pa Pe Po Si Sle Slo St	KO and Doom work. Doom works.
			<i>Tentacle (top right)</i>		—	Lgt, Water	—	BI Co Pa Pe Po Si Sle Slo St	
			<i>Tentacle (lower left)</i>		*Fire	Ice, Water	—	BI Co Pa Pe Po Si Sle Slo St	
			<i>Tentacle (lower right)</i>		*Ice, Water	Fire	—	BI Co Pa Pe Po Si Sle Slo St	
Darill's Tomb	67	77	<i>Angler Whelk</i>		*Fire	Ice,Lgt,Wa	Pois	BI Co Pa Pe Po Si Sle Slo St	*Kill before boss uses Gigavolt. Uses Petrify.
			<i>Angler Whelk (in shell)</i>		*Fire	Ice,Lgt,Wa	—	BI Co Pa Pe Po Si Sle Slo St	
			<i>Dullahan</i>		*Fire	Ice	—	BI Co Pa Pe Po Si Sle Slo St	
FF VII	Lv	Sta	Boss	HP	Vulnerable	Absorb	Resist [Null]	Can debuff with	Notes
Mako Reactor 1	14	13	<i>Guard Scorpion</i>		Lgt	—	—	BI Co Pa Pe Po Si Sle Slo St	Counters if tail up (3 atks down, 2 up)
Mako Reactor 5	15	37	<i>Air Buster</i>		Lgt	—	Fire [Earth]	BI Co Pa Pe Po Si Sle Slo St	Counters till no ammo, then fires energy balls
FF VIII	Lv	Sta	Boss	HP	Vulnerable	Absorb	Resist	Can debuff with	Notes
Fire Cavern	42	53	<i>Ifrit</i>	42k	*Ice	Fire	—	BI Co Pa Pe Po Si Sle Slo St	
Seed Field Exam	43	67	<i>Biggs</i>		—	—	—	BI Co Pa Pe Po Si Sle Slo St	Counters phys. atks. If defeated, Wedge fully heals him. Wedge appears after 5? turns. Kill first due to Biggs heal.
			<i>Wedge</i>	27k	—	—	—	BI Co Pa Pe Po Si Sle Slo St	
			<i>Elvoret</i>	48k	—	—	Earth, Poison	BI Co Pa Pe Po Si Sle Slo St	
Dollet	45	53	<i>X-ATM092</i>		*Lgt	—	Poison	BI Co Pa Pe Po Si Sle Slo St	Repeats in all 4 zones of the dungeon, stronger each time.
Balamb Garden 1	46	67	<i>Granaldo</i> <i>3x Baldo</i>		*Wind —	— —	Poison —	BI Co Pa Pe Po Si Sle Slo St BI Co Pa Pe Po Si Sle Slo St	Bosses can use Combo Attack if both are alive.
Balamb Garden 2	47	66	<i>Diablos</i>		*Wind	—	Earth	BI Co Pa Pe Po Si Sle Slo St	
Presidential Train	49	53	<i>Gerogero</i>		*F,*Earth,*Ho	—	Poison	BI Co Pa Pe Po Si Sle Slo St	Doom works.
Unknown King's	52	53	<i>Sekhret</i> <i>Minotaur</i>		Wind, *Poison *Wind, Poison	— Earth	Earth —	BI Co Pa Pe Po Si Sle Slo St BI Co Pa Pe Po Si Sle Slo St	Bosses can use Mad Cow Special if both are alive.
FF IX	Lv	Sta	Boss	HP	Vulnerable	Absorb	Resist	Can debuff with	Notes
— none yet —									
FF X	Lv	Sta	Boss	HP	Vulnerable	Absorb	Resist	Can debuff with	Notes
Zanarkand	17	37	<i>Sinspawn Ammes</i> 3x Green Sinscales		— Fire	— —	— —	BI Co Pa Pe Po Si Sle Slo St (all)	Only uses Gravity (silence prevents). Leave 1 alive (sleep) to avoid respawn.
Besaid	21	37	???(<i>Kimahri</i>)		—	—	—	all, but high resist	*Win before Jump (4 th turn).
S.S. Liki	26	40	<i>Sinspawn Echuilles</i> 3x Blue Sinscales		— —	— —	— —	BI Co Pa Pe Po Si Sle Slo St (all)	*Blind the boss. Has area water atk. Doom works. These minions do not respawn.
Kilika Woods	63	77	<i>Lord Ochu</i>		*Fire	—	—	BI Co Pa Pe Po Si Sle Slo St	Counters phys. atks with Earthquake
			<i>Sinspawn Geneaux</i> 2x Tentacles		*Fire —	Water Water	— Ice, Lgt	— —	BI Co Pa Pe Po Si Sle Slo St BI Co Pa Pe Po Si Sle Slo St
Luca	66	61	<i>Oblitzerator</i>		*Lgt	—	F, I, Wa, Holy	BI Co Pa Pe Po Si Sle Slo St	Uses Blind & Silence.
Mi'then Highroad	69	61	<i>Chocobo Eater</i>		*Fire	—	—	BI Co Pa Pe Po Si Sle Slo St	
FF XI	Lv	Sta	Boss	HP	Vulnerable	Absorb	Resist	Can debuff with	Notes
— none yet —									
FF XII	Lv	Sta	Boss	HP	Vulnerable	Absorb	Resist	Can debuff with	Notes
— none yet —									
FF XIII	Lv	Sta	Boss	HP	Vulnerable	Absorb	Resist	Can debuff with	Notes
Hanging Edge	42	53	<i>Manasvin Warmech</i>		*Lgt, *Water	—	—	BI Co Pa Pe Po Si Sle Slo St	
Lake Bresha 1	43	53	<i>Garuda Interceptor</i>		*Wind	—	Earth	BI Co Pa Pe Po Si Sle Slo St	
Lake Bresha 2	44	53	<i>Nix & Stiria</i>		—	—	—	BI Co Pa Pe Po Si Sle Slo St	Dooms party. Only need to kill Nix.
The Vile Peaks 1	46	53	<i>Dreadnought</i>		—	—	—	BI Co Pa Pe Po Si Sle Slo St	Use *Blind (or other debuffs) to make the boss waste time Steam Cleaning it away. Immune to new debuffs while in Steam Clean mode.
			<i>Dreadnought</i>		—	—	—	BI Co Pa Pe Po Si Sle Slo St	
The Vile Peaks 2	48	53	<i>Odin</i>		—	—	—	BI Co Pa Pe Po Si Sle Slo St	Dooms party

Target score conditions and elemental/status info from official wiki: <https://ffrkstrategy.gamematome.jp/game/951/wiki/Home> (note that they're often missing stages, so the stamina totals are wrong there)

Boss strategies for original set of dungeons: http://www.reddit.com/r/FFRecordKeeper/comments/30u9v1/elite_boss_strategy_thread/

Also see <http://www.reddit.com/r/FFRecordKeeper/wiki/index/bosses>

Characters and level 50 stats

Ability schools: Combat, Celerity, Support, Dragoon, Knight, Monk, Ninja, Samura, Spellblade, Thief, B. Magic, W. Magic, Summoning

Melee (physical): Axe, Dagger, Fist, Hammer, Katana, S(p)ear, Sword

Melee (mage): Rod, Staff *(also Books, but only Tyro can use them)*

Ranged weapons: B(a)ll, Bow, Instrument, Thrown, Whip

Armor: Bracer, Ha(t), Helm, Robe, Light armor, Armor, Shield

Keeper	FF	HP	Atk	Def	Mag	Res	Mnd	Acc	Eva	Spd	Com	Cel	Sup	Drg	Knt	Mnk	Nja	Sam	Spb	Thf	BM	WM	Sum	Melee	Mage	Ranged	Armor					
Tyro	*	3460	69	68	68	68	68	22	22	105	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	ADFHkPS	RS	aBITW	B tH -LA S	
Fighters	FF	HP	Atk	Def	Mag	Res	Mnd	Acc	Eva	Spd	Com	Cel	Sup	Drg	Knt	Mnk	Nja	Sam	Spb	Thf	BM	WM	Sum	Melee	Mage	Ranged	Armor					
Sephiroth	VII	4047	121	87	74	80	74	22	22	130	5							5										-D--K--	--	-----	B t- -LA -	
Josef	II	3421	114	71	65	65	65	22	25	135	5					5												ADFH---	--	-----	B t- RL- S	
Cecil, Dk.	IV	4415	110	85	58	63	72	22	22	99	5																	-D----S	--	-----	B tH -LA S	
Cloud	VII	3679	110	85	58	78	72	22	22	123	5	3						3	4									-D--K-S	--	-----	B tH -LA S	
Luneth	III	3417	105	107	58	54	63	22	22	85	5	3	3															AD-H--S	--	-----	B tH -LA S	
Snow	XIII	4121	104	99	73	58	72	22	22	145	5	2				5												-DF---	--	-----	B t- RL- -	
Tifa	VII	3495	102	63	78	78	72	22	26	148	5	3				5												-DF----	--	-----	B t- RL- -	
Cyan	VI	3082	101	89	65	65	78	22	22	120	5							5										-D--K--	--	-----	B tH RL- -	
War. of L.	I	4087	98	110	59	69	59	22	22	95	5	2			5													AD-H--S	--	-----	B tH -LA S	
Cecil, Pal.	IV	4047	94	120	58	78	72	22	22	99	5				5														-D-H--S	--	-----	B tH -LA S
Tidus	X	3679	94	78	72	71	70	22	29	148	4	5	3															-D----S	--	-----	B tH -LA S	
Wakka	X	3015	94	69	72	72	78	27	22	120	3	3	5															-D-----	--	aB-T-	B tH -LA -	
Celes	VI	3247	91	67	102	118	78	22	22	120									5		2	2						-D----S	--	-----	B tH -LA S	
Kain	IV	3350	86	94	72	58	78	22	22	145	5			5														AD---p-	--	-----	B tH -LA S	
Mages	FF	HP	Atk	Def	Mag	Res	Mnd	Acc	Eva	Spd	Com	Cel	Sup	Drg	Knt	Mnk	Nja	Sam	Spb	Thf	BM	WM	Sum	Melee	Mage	Ranged	Armor					
Rinoa	VIII	3015	76	58	120	83	78	22	22	118		2	3								5	3						-D-----	R-	---T-	B t- RL- -	
Terra	VI	3350	71	58	120	102	78	22	22	118			4								5	3						-D----S	R-	-----	B tH RLA S	
Rydia	IV	2345	63	43	120	102	86	22	22	118											3	2	5					-D-----	R-	---W	B t- R-- -	
Gordon	II	2680	75	51	104	94	95	22	22	118			5								3	3						-D---pS	-S	-B---	B t- -L- S	
Aerith	VII	2680	63	51	94	85	120	22	22	118			2								3	5	2					-D-----	RS	-----	B t- R-- -	
Core	FF	HP	Atk	Def	Mag	Res	Mnd	Acc	Eva	Spd	Com	Cel	Sup	Drg	Knt	Mnk	Nja	Sam	Spb	Thf	BM	WM	Sum	Melee	Mage	Ranged	Armor					
Warrior	*	3378	81	88	40	44	40	22	22	77	4																	AD-H--S	--	-----	B tH -LA S	
Knight	*	2610	62	95	57	57	62	22	22	75	4				4													AD-H--S	--	-----	B tH -LA S	
Ranger	*	2304	62	54	57	57	62	27	22	103	3	3	3															-D-----	--	-B---	B t- -L- -	
R. Mage	*	2073	51	41	82	74	75	22	22	91											3	3						-D---pS	RS	-B---	B t- RL- -	
B. Mage	*	1792	50	34	88	81	62	22	22	91											4							-D-----	R-	-----	B t- R-- -	
W. Mage	*	2048	50	40	62	95	88	22	22	91												4							-D-----	-S	-----	B t- R-- -
Bard	*	2048	46	50	74	82	74	22	22	91			4																-D-----	--	--I--	B t- RL- -
Summon.	*	1765	41	37	88	94	75	22	22	91											2		4					-D-----	RS	-B---	B t- R-- -	

Stat formulas

Defending multiplies the damage from these formulas by 0.5.

For short-range physical attacks, the damage formula is multiplied by 0.5 if either person is in their back row, or by 0.3 if both are.

Stats	Mechanic	Formula	Example multipliers	Notes and example damage values												
ATK	Physical damage	$[ATK^{1.3}] \cdot ATK^{0.5} / DEF_{enemy}^{0.5}$	<ul style="list-style-type: none"> × 1.0 Attack × 1.5 Fire Strike × 0.9 (twice) Double Cut 	<p>At ATK 346, the bracketed part stops growing.</p> <table border="1"> <thead> <tr> <th>ATK</th> <th>Dmg</th> </tr> </thead> <tbody> <tr><td>50</td><td>138</td></tr> <tr><td>100</td><td>482</td></tr> <tr><td>150</td><td>1000</td></tr> <tr><td>200</td><td>1679</td></tr> <tr><td>250</td><td>2508</td></tr> </tbody> </table>	ATK	Dmg	50	138	100	482	150	1000	200	1679	250	2508
ATK	Dmg															
50	138															
100	482															
150	1000															
200	1679															
250	2508															
MAG	Black magic damage Summon damage	$[MAG^{1.15}] \cdot MAG^{0.5} / RES_{enemy}^{0.5}$	<ul style="list-style-type: none"> × 1.5 Blizzard × 2.9 Blizzara × 4.9 Blizzaga × 2.7 Bomb summon × 5.4 Ifrit summon 	<p>At MAG 742, the bracketed part stops growing.</p> <table border="1"> <thead> <tr> <th>MAG</th> <th>Dmg</th> </tr> </thead> <tbody> <tr><td>50</td><td>163</td></tr> <tr><td>100</td><td>512</td></tr> <tr><td>150</td><td>1000</td></tr> <tr><td>200</td><td>1607</td></tr> <tr><td>250</td><td>2323</td></tr> </tbody> </table>	MAG	Dmg	50	163	100	512	150	1000	200	1607	250	2323
MAG	Dmg															
50	163															
100	512															
150	1000															
200	1607															
250	2323															
MND	White magic dmg	(same as MAG formula)	<ul style="list-style-type: none"> × 1.5 Dia × 1.2 Cure vs. undead 	(same pattern as for MAG above)												
DEF	Physical dmg taken	$[ATK_{enemy}^{1.3}] \cdot ATK_{enemy}^{0.7} / DEF^{0.84}$		<table border="1"> <thead> <tr> <th>DEF</th> <th>Dmg</th> </tr> </thead> <tbody> <tr><td>50</td><td>2517</td></tr> <tr><td>100</td><td>1406</td></tr> <tr><td>150</td><td>1000</td></tr> <tr><td>200</td><td>785</td></tr> <tr><td>250</td><td>651</td></tr> </tbody> </table>	DEF	Dmg	50	2517	100	1406	150	1000	200	785	250	651
DEF	Dmg															
50	2517															
100	1406															
150	1000															
200	785															
250	651															
RES	Magical dmg taken	$[MAG_{enemy}^{1.15}] \cdot MAG_{enemy}^{0.7} / RES^{0.84}$		(same pattern as for DEF above)												
MND	Healing	$(5 + MND^{0.75} \cdot \frac{100}{256}) \cdot 30$	<ul style="list-style-type: none"> × 1.0 Cure × 1.8 Cura × 2.7 Curaga 	<p>Cura healing:</p> <table border="1"> <thead> <tr> <th>MND</th> <th>Healing</th> </tr> </thead> <tbody> <tr><td>0</td><td>30</td></tr> <tr><td>100</td><td>100</td></tr> <tr><td>200</td><td>170</td></tr> <tr><td>300</td><td>220</td></tr> <tr><td>400</td><td>260</td></tr> </tbody> </table>	MND	Healing	0	30	100	100	200	170	300	220	400	260
MND	Healing															
0	30															
100	100															
200	170															
300	220															
400	260															
ACC & EVA	Physical hit chance	$90\% + ACC \cdot \frac{8}{35} - EVA \cdot \frac{6}{35}$		<p>Roughly ±1% hit chance for every 5 stat points.</p> <p>Blind reduces hit chance to between 20% and 25%.</p>												
SPD	Yellow wait timer	$4.5 \text{ sec} - SPD/150$	<p>Example yellow wait times:</p> <ul style="list-style-type: none"> 3.8s @ 100 SPD 3.2s @ 200 SPD 2.5s @ 300 SPD 1.8s @ 400 SPD <p>1.9s @ 100 SPD with Haste</p>	<p>Haste/slow applies a factor of 2 to the yellow timer.</p> <p>The red cast bar is always a fixed amount of time:</p> <ul style="list-style-type: none"> -- Usually 1.5s for physical & white abilities -- Usually 1.8s for summon & black abilities -- Usually 2.5s to 3s for soul breaks <p>So, at 150 SPD, physical attacks happen every 5.0s.</p>												

From TFMurphy: http://www.reddit.com/r/FFRecordKeeper/comments/34meur/battle_mechanics_formulas_damage_accuracy_speed/

Status effects

The MND of the caster and target has a small effect on some status durations.

Some debuffs (see Zone column) will reappear with full duration at the start of a dungeon zone if they were active when you completed the previous zone.

Negative status effects

Ability	Dur.	MND modifier	Zone?	Notes
Poison	∞	—	YES	MaxHP/64 every 5 sec
Blind	60 sec	± 1sec / 50 MND	YES	Hit chance 20–25%
Confuse	?	?	?	
Sleep	30 sec	± 1sec / 50 MND	no	
Silence	?	?	?	
Slow	20 sec	± 1sec / 20k MND	no	2x turn wait time
Paralyze	15 sec	± 1sec / 50 MND	?	
Stop	6 sec	± 1sec / 50 MND	?	
Berserk	?	?	no	
xxx Break	15 sec	—	—	–30% to target stat, so: 0.5x dmg dealt, or 1.2x dmg taken
xxx Breakdown	?	—	—	–40% to target stat, so: 0.37x dmg dealt, or 1.29x dmg taken

Beneficial status effects

Ability	Duration	MND modifier	Notes
Reflect	?	?	
Regen	?	?	MaxHP/?? every ? sec
Protect	?	?	+??% to DEF
Shell	?	?	+??% to RES
Boost	35 sec	—	??
Haste	20 sec	± 1sec / 40 MND	0.5x turn wait time
Retaliate	15 sec	—	

From TFMurphy in the following places:

http://im.reddit.com/r/FFRecordKeeper/comments/358ug0/to_slay_a_sorceress_event_megathread/
http://im.reddit.com/r/FFRecordKeeper/comments/35lnq7/magic_break_vs_magic_breakdown/

Comparing item power: stats, synergy, and combining

The way the game displays item rarity makes it hard to tell which items are more powerful than others. Realm synergy complicates things further.

Example: a ★★ item combined twice displays as ★★☆☆+, but is weaker than a true 4-star item.

It's unfortunate that the game doesn't use a different symbol for the stars gained from combining, e.g. ★★☆☆.

Here are two simple rules of thumb for comparing item power. This is much faster than visiting a website or spreadsheet, or tediously checking in the game itself.

1. If there is **item synergy**, add two ★★ to the displayed rarity to get its power level.
2. If there is **no item synergy** and the item has been combined, remove one-half ★ from the displayed rarity for each +.

If the rules say two items have the same power level, prefer any natural 4- or 5-star items. (High rarity items, especially 5-star, have unusually big stat bonuses.)

As a test, here is a table showing the ATK values of daggers of different rarities, at max level. I used the rules to assign a power level to all of the base/+ and synergy/no-synergy versions of the item. If the rules were perfect, each power column would have the same ATK numbers.

Example: a ★★ Mythril Knife combined twice (★★☆☆+, 33 ATK) has the same power level as a ★★ Ripper (34 ATK).

Example: with realm synergy and 1 combine, a ★ Knife (★☆☆, 44 ATK) matches a ★★ Ripper with two combines (★★☆☆+, 48 ATK).

You can see that these two easy rules are pretty accurate (except that natural 5-star items are stronger than predicted).

A test of the power level rules, using dagger ATK values:

Power level	★	★	★	★	★★	★★	★★	★★	★★★	★★★	★★★★	★★★★	★★★★	★★★★
Item	1	1.5	2	2.5	3	3.5	4	4.5	5	5.5	6	7	8	9
★ Knife (II)	★ 8	★+ 11	★★++ 19		★ 33		★+ 44		★★++ 69					
★★ Mythril Knife (II)			★ 18	★★+ 25	★★++ 33		★+ 49		★★+ 73		★★++ 96			
★★★ Ripper (II)					★★ 34	★★+ 41	★★++ 48		★+ 78		★★+ 100	★★++ 122		
★★★★ Cat Claws (II)							★★ 57	★★+ 64	★★++ 71		★★+ 114	★★++ 135	★★++ 156	
★★★★★ Danjuro (XII)									★★★ 98	★★★+ 106	★★★★++ 113	★★★+ 175	★★★★+ 197	★★★★++ 220

A few other things to know:

- **The final level upgrade** of an item is extra valuable if there is item synergy (see below). It is unimportant when there is no synergy.
- **Character synergy** grants a stat bonus similar to gaining one ★ of power on both weapon and armor.
- Different **item types** have small power differences (e.g. daggers and fist weapons are almost one-half ★ weaker than swords or axes).

For exact details on how rarity and synergy affect item stats, read on.

Item synergy

Equipment gets a level boost based on its current level:

Item rarity	1	2	3	4	5	6	7
Item level	1-4	5-9	10-14	15-19	20-24	25-29	30
Synergy boost	+15	+20	+30	+40	+50	+60	+70
Synergy level	16-19	25-29	40-44	55-59	70-74	85-89	100

alyassus: http://www.reddit.com/r/FFRecordKeeper/comments/318dxz/tables_on_game_mechanics/

Upgrading to max level is important when the item has synergy, because that last level bumps the item up to the next higher boost category.

Example: a ★★ Ripper gets 1.48 ATK per level, but with synergy, the final upgrade from level 9 to 10 is like gaining 1+10 levels, or 16 ATK.

This "final level bonus" applies to the base, +, and ++ versions of the item.

Character synergy

Characters gain +10 levels (and +50% experience gain).

- That's worth 15-20 points in their primary stats (ATK & DEF for fighters).
- That's roughly the same as a one ★ boost in weapon and armor power.

Item levels

Each level adds roughly 1.5 to the item's primary stats (e.g. DEF for helms).

The value of a level upgrade seems to be similar for items of every rarity.

What rarity does

Rarity improves an item in two ways.

Max level: the item's max level increases by +5 (+2 for 2-star items).

That's around 8-10 stat points. Rarity from combining **does** grant this bonus.

Level 1 stats: a higher rarity item beats a lower rarity item of the same level, because rarity gives items a head start in their level 1 stats.

Combining **does not** grant the level 1 bonus, so combined items are weaker:

A level 1 has ATK the same ATK as ...
★★ Mythril Knife	11	a level 5 ★ Knife+
★★★ Ripper	20	a level 6 ★★ Mythril Knife+
★★★★ Cat Claws	37	a level 12 ★★★ Ripper+
★★★★★ Danjuro	69	a level 23! ★★★★★ Cat Claws++

Boss drops

In dungeons from the second dungeon update (I, II, III, V, VIII, X, XIII), 2* items drop from trash mobs instead of bosses. Those drops are not included here yet.

To help quickly scan for a particular 4* orb, the orb drops are repeated as one-letter codes, in this order:

Power White Black Non-Elemental Fire Ice Lightning Earth Wind Holy Dark

Lvl	FF	Name	Boss	4* orb drop	4* orb drop PWB N FILEW HD	2* weapon	2* armor
24	I	Chaos Shrine	<i>Garland</i>	White	W		IV Sage's Miter
25	I	Western Keep	<i>Astos</i>	Fire	F		IV Mythril Helm
27	II	Semitt Falls Cavern	<i>Sergeant</i>	Earth	E		III Scholar Robe
29	II	Snow Cavern	<i>Adamantoise</i>	?			VI Heavy Shield
31	II	Snow Cavern (return)	<i>Borgen</i>	Power	P	V Frost Bow	
20	IV	Mist Cave	<i>Mist Dragon</i>	Earth	E		IV Mythril Shield
23	IV	Underground Waterway	<i>Octomammoth</i>	Holy	H		IV Mythril Helm
28	IV	Antlion's Den	<i>Antlion</i>	Wind	W		VII Protect Vest
32	IV	Mount Hobs	<i>Mom Bomb</i>	Fire	F		V Bone Mail
34	IV	Fabul Castle	<i>Dragoon</i>	Non-Elemental	N	IV Whip	
41	IV	Baron Castle	1. <i>Baigan</i>	—	—		—
		Baron Castle	2. <i>Cagnazzo</i>	Ice	I	XII Chopper	
43	IV	Lodestone Cavern	<i>Dark Elf</i>	?	?		III Scholar's Robe
45	IV	Tower of Zot	<i>Magus Sisters</i>	?	?	V Kodachi	
48	IV	Tower of Zot — Spire	<i>Barbariccia</i>	?	?	XII Chopper	
50	IV	Dwarven Castle	1. <i>Calcabrina</i> 2. <i>Golbez</i>	Non-Elemental	N		II Flame Helm
50	IV	Tower of Babil — Depths	1. <i>Lugae/Barnabas</i> 2. <i>Lugaeborg</i>	?	?		IV Iron Armor IV Mythril Armor
53	IV	Cave of Eblan	<i>Rubicante</i>	?	?	XII Healing Rod	
55	IV	Tower of Babil — Heights	1. <i>King & Queen of Eblan</i> 2. <i>Rubicante</i>	Power	P	XII Oaken Pole	II Giant's Helm
58	IV	The Feymarch	1. <i>Asura</i> 2. <i>Leviathan</i>	?	?	XII Iron Sword IV Coral Sword	
29	V	Wind Shrine	<i>Wing Raptor</i>	Wind	W	XII Slasher	
35	V	Torna Canal	<i>Karlabos</i>	Ice	I		IV Gaia Gear
37	V	Ship Graveyard	<i>Siren</i>	Dark	D		IV Black Cowl (3*)
42	V	North Mountain	<i>Magissa & Forza</i>	Lightning	L		VI Beret
43	VI	North Mines	<i>Ymir</i>	Lightning	L	IV Mythril Hammer	
46	VI	Abandoned Mineshaft	<i>Guard Leader</i>	Ice	I		IV Mythril Armor
48	VI	Figaro Castle	<i>Magitek Armor</i>	Wind	W	XII Zwill Blade	
51	VI	Mt. Kolts	<i>Vargas & Ipooh</i>	Wind	W		III Shell Helm
54	VI	Imperial Camp	<i>Magitek Armor</i>	Wind	W	XII Oaken Pole	
58	VI	South Figaro Cave	<i>Tunnel Armor</i>	Dark	D	VI Mythril Claws	
23	VI	Phantom Train	<i>Phantom Train</i>	Dark	D		VI Ninja Gear
25	VI	Esper Valley	<i>Kefka</i>	Holy	H	VI Mythril Rod	
26	VI	Zozo	<i>Dadaluma</i>	?	?	VI Metal Knuckles	
28	VI	Opera House	<i>Orthros</i>	?	?		VI Heavy Shield
30	VI	Magitek Factory	<i>Ifrit & Shiva</i>	?	?		II Flame Helm
32	VI	Vector	<i>Crane</i>	Lightning	L	IV Mythril Sword	
34	VI	Thamasa	<i>Flame Eater</i>	Fire	F	V Flame Bow	
37	VI	Esper Caves	<i>Orthros</i>	?	?	V Kodachi	
38	VI	Airship	1. <i>Orthros & Typhon</i> 2. <i>Air Force</i>	Black	B	IV Whip IV Mythril Sword	
40	VI	Floating Continent 1	<i>Ultima Weapon</i>	?	?	V Coral Sword	
41	VI	Floating Continent 2	<i>Nelapa</i>	?	?	IV Ogrekiller	
58	VI	Solitary Island	<i>Black Dragon</i>	?	?	IX Mythril Dagger	
60	VI	Mobliz	<i>Humbaba</i>	Wind	W	IV Mythril Sword	
63	VI	Figaro Castle 2	<i>Tentacles</i>	?	?	XII Slasher	
67	VI	Darill's Tomb	1. <i>Angler Whelk</i> 2. <i>Dullahan</i>	Earth	E	V Warhammer	V Bone Mail
14	VII	Mako Reactor No. 1	<i>Guard Scorpion</i>	—	—	II Mythril Knife	
15	VII	Mako Reactor No. 5	<i>Air Buster</i>	Black	B	VI Mythril Rod	
17	X	Zanarkand	<i>Sinspawn Ammes</i>	Non-Elemental	N		—
21	X	Besaid	??? (<i>Kimahri</i>)	Ice	I	XII Bowgun	
26	X	S.S. Liki	<i>Sinspawn Echuilles</i>	Dark	D	XII Heavy Lance	

See <http://www.gamefaqs.com/boards/114492-final-fantasy-record-keeper/71665377>

Orb drops (classic & elite dungeons)

The official wiki hasn't updated orb locations since the new dungeons were released, so many entries below are missing.

Lvl	FF	Name	Stm	Power	White	Black	Blue	Sum	Non-Elem.	Fire	Ice	Lightning	Earth	Wind	Holy	Dark
24	I	Chaos Shrine	37		.	4										
25	I	Western Keep	49							4						
27	II	Semitt Falls Cavern	66										.	4?		
29	II	Snow Cavern	79													
31	II	Snow Cvn. (ret.)	66	.	4											
20	IV	Mist Cave	37		1-	23-							12	234	1--	23-
23	IV	Undrg. Waterway	40	1--	23-							1-	23-		12	234
28	IV	Antlion's Den	53			1--	23-						1-	23-	1--	234
32	IV	Mount Hobs	57		1-	23-	1--	---		--	--4		12	23-		1-
34	IV	Fabul Castle	29			1--	23-		12-	234						1-
41	IV	Baron Castle	72			12-	23-				---	--4	1-	23-		1-
43	IV	Lodestone Cavern	71													
45	IV	Tower of Zot	71													
48	IV	Zot - Spire	29													
50	IV	Dwarven Castle	72					.	4							
50	IV	Babil - Depths	74													
53	IV	Cave of Eblan	57													
55	IV	Babil - Heights	74	.	4											
58	IV	The Feymarch	72													
29	V	Wind Shrine	71	1--	23-					12	23-	1--	23-		---	--4
35	V	Torna Canal	57	1--	23-							---	--4		1-	23-
37	V	Ship Graveyard	57		12	23-				1-	23-	1--	23-			--
42	V	N. Mountain	71	1--	23-				1--	23-		--	--4			12
43	VI	N. Mines	61		-2	23-						--	--4	--	23-	-23
46	VI	Aband. Mineshaft	61			-2-	23-			-2	23-	23	234			
48	VI	Figaro Castle	76	-2-	23-				---	--4					-2	23-
51	VI	Mt. Kolts	91		-2	23-	-2-	---	-23	23-				---	--4	-2
54	VI	Imperial Camp	91			-23	23-						-2	23-	-2-	234
58	VI	South Figaro Cave	61	-23	23-					-2	23-	-2-	23-			--
23	VI	Phantom Train	29													.
25	VI	Esper Valley	37												.	4
26	VI	Zozo	53													
28	VI	Opera House	53													
30	VI	Magitek Factory	53													
32	VI	Vector	40									.	4			
34	VI	Thamasa	40						.	4						
37	VI	Esper Caves	53													
38	VI	Airship	67			.	4									
40	VI	Floating Cont. 1	53													
41	VI	Floating Cont. 2	53													
58	VI	Solitary Island	46													
60	VI	Mobliz	16											.	4	
63	VI	Figaro Castle 2	76													
67	VI	Darill's Tomb	77										.	4		
14	VII	Mako Reactor 1	13		-2	23-				1-	2--	1--	23-			
15	VII	Mako Reactor 5	37			12-	234						1-	23-		1-
17	X	Zanarkand	37	12-	23-				1--	234	1-	23-	12-	23-		
21	X	Besaid	37			1--	23-			1-	23-	1--	234			
26	X	S.S. Liki	40		1-	23-	1--	23-	1--	23-	1-	23-	1--	23-		12

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Reddit boss info:	http://www.reddit.com/r/FFRecordKeeper/comments/30u9v1/elite_boss_strategy_thread/
Key Tsang's ability sheet:	https://docs.google.com/spreadsheets/d/1W-yywu0EDPsz_J1VQKoTxqsR4TT_Dq0D17jG9VwzKBM/edit?pli=1#gid=910427506
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kongbakpao's fan site:	http://ffrk.kongbakpao.com
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