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Algorithms/Stats FAQ by instructrtrepe

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FFV ALGORITHMS AND STATS FAQ
Version 2.6
by J.L. Tseng, 2004


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TABLE OF CONTENTS
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1) INTRODUCTION

This is my attempt at creating a FFV damage formula that can predict how much
damage will be done from various attacks within the game. Note that I'm NOT
an employee at Square nor have access to their source code or algorithms. All
formulas in this FAQ were derived from experimental observations done by me as
well as from analyzing the ROM. I've also decompiled the ROM and analyzed
certain sections of the assembly code. Although this means that everything in
this FAQ should be very accurate, I by no means guarantee that everything is
absolutely 100% correct, nor do I disclude the possibility that I have may
have missed some things or misinterpreted some ROM data. If you do notice any
discrepancies, errors, omissions, etc. or have any suggestions or comments,
please send your feedback to instructrtrepe@hotmail.com, or post at the SNES
FFV message board at http://www.gamefaqs.com

Everything in this FAQ was derived from the SNES version of Final Fantasy
Five. Although I see no reason why anything would be in different in Final
Fantasy Anthology for PSX, I make no guarantees.

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2) CREDITS AND ACKNOWLEDGEMENTS

I'd like to thank those who posted sin the SNES FFV forum at www.gamefaqs.com,
particularly Silktail, for his excellent feedback, error spotting and
contributions.

All the data in this FAQ was extracted directly from the ROM by me, but FAQ's
and guides that I used as references to verify my own data:

lordskylark's FFV monster list at
http://www.geocities.com/lord_skylark
Macc Maverick's FF5 shrine at http://www.rpgclassics.com/shrines/snes/ff5/

Terii senshi's FFVI web page at http://www.rpglegion.com/ff6/index.htm
Although FFV and FFVI are not very similar in terms of damage formulas and the
hex value codes are not the same for the AI scripts, there are some general
similarities in the basic format and conditions of the AI scripts and Terri
senshi's web page provided an excellent tutorial for me to be able to go on
and decipher the FFV AI scripts.

Shingo Endo has deciphered a massive amount of info in the FFV ROM and has
a website at http://www.yk.rim.or.jp/~s-endo with a ton of tables and
documents. They are in Japanese, though, limiting my ability to understand
them, but people at the FFV SNES Message Boards at GameFAQs (notably Zach
Keene) have been kind enough to translate and point out information at
Shingo's site that could be used in this FAQ (notably the HP and MP formula
and the hex location of the Exp, HP and MP table).

Djibriel has graciously accepted to host two .IPS patches I made for FFV, at
http://www.tenchinohoukai.greatnow.com in the patches section. He's been
independently deciphering the FFV ROM as well, in particular the AI scripts
and has started a Monster AI script document. His AI scripts are expressed
more in plain english, so anyone who doesn't like my shorthand AI scripts
should check out his document, as it may be more straightforward to read.

My emulator of choice for this game is ZSNES by zsKnight, _Demo_, and Pharos
at http://www.zsnes.com

The translation .ips file I used was created by RPGe
(downloaded at http://www.zophar.net)

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and credit this FAQ and myself as the author of your source.

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3) VERSION HISTORY

Version 2.6:   Modified: Re-organized the parameters in the Weapon Reference
                         Section to make it easier to read (thanks to
                         assasin17 for pointing this out and Silktail for
                         suggesting the fix)

               Added: Magic Lamp info, section 10.23 (thanks to Not Dave for
                        confirming the number of uses to get Egg Chop)
                        Jump for 2x info to Man Eater (thanks to mech gouki for
                        suggesting this)
                        More specific info on what commands provoke React:
                        Physical and React: Magic and that you need to
                        successfully hit the target in order to provoke the
                        React: scripts.
                        Earth Hammer and Rune Bell to Weapon Oddities
                        section.
                        Clarified that X-Magic provokes React:Magic and React:
                        HP Damage twice.
                        Clarified Monster Attack Multiplier and Monster Magic
                        Attack Multiplier in the Glossary section in the
                        Monster Reference Section.
                        More info in Status Reference Section regarding
                        monster status immunities and how Dragon Armor and

                                    Mighty Guard ignore Shell, Armor and Wall status
                                    immunities (thanks to mech gouki and Silktail for
                                    bringing this up).

                    Corrected: Swdslap does indeed provoke React:Physical AI
                                    scripts.
                                    Omniscient's React:Physical script does not include
                                    the Steal command (thanks to mech gouki for
                                    spotting this)
                                    Back Row OK info for Earth Hammer and Rune Bell
                                    (thanks to mech gouki for spotting this)

        Version 2.55:   Added: More info on Attack type 1D (Scan Monster)
                                    Info on Scan in the Magic Reference section
                                    Info on Observe and Analyze in the Other Commands
                                    Reference section 6.9
                                    Info in Section 11.5 (Monster Formations): Whether or
                                    not it is possible to have Back Attack or Pre-emptive
                                    also determines whether or not the !Analyze command
                                    can be used as well.
                                    Observe bug in the Bugs section
                                    Releasing Moss Fungus or Gel Fish in the Bugs section
                                    Kiss of Blessing in the Bugs section
                                    Whip Magic Section Magic Reference section
                                    Magic Barrier info in Magic Reference section and in
                                    Other Commands Reference section.
                                    Cover info in the Other Commands Reference section.
                                    Near Death Status in the Status Reference section

                    Corrected: Info on Paralyze, Stop and whips in the Status
                                    Effect Reference section (thanks to Silktail for
                                    spotting this)
                                    Whips cast Tame (whip magic) not Tame (Mediator
                                    command) (thanks to Silktail for spotting this)
                                    Tame (Mediator command) parameters are wrong (was
                                    using Tame (whip magic) parameters)

                    Modified: Re-ordered the Magic Reference section.

        Version 2.51:   Corrected: Status Reference section regarding targetting Dead
                                    or Stone targets
                                    Distinguishment between spells that share the same
                                    name (e.g. X-Zone and X-Zone (enemy magic)) in
                                    Sections 6.7 and 6.8

        Version 2.5:   Corrected: Magic Pot AI script (thanks to Djibriel for spotting
                                    this)
                                    Misc. spelling, spacing errors.
                                    Rods used as items do suffer the Multitargetting
                                    modifier to Attack penalty, even though they auto-
                                    matically target all targets (thanks to Alex Jackson
                                    for this)
                                    Wonder Rod info (thanks to Silktail for this)
                        Added: Info on Moss Fungus AI script (thanks to Djibriel for
                                    this)
                                    Info on MachinHead AI script
                                    Section 6.10) Status Effects
                                    Command data in the Magic Reference Section (Slash,
                                    Mantra, Pray, Revive) and the Other Commands Reference
                                    Section
                                    Magic Evade values for armour and accessories (Thanks
                                    to Alex Jackson for pointing this out)
                                    Section 7.3) Experience, HP and MP table. The location
                                    of this table in the ROM and the formula for HP and MP
                                    are from Shingo Endo's site at
                                    http://www.yk.rim.or.jp/~s-endo. Thanks to Zach Keene
                                    for translating and bringing this info to my attention.
                                    Hex changes to fix Power Drink bug.
                                    Throw command info regarding throwing Scrolls
                                    Attack Type parameter for Weapons

                              Targetting parameter for Weapons that can be used as
                              items
                              Status Effects Section 6.10
                              ATB calculation Section 6.11
                              Monster Formation Section 11.5
                              Monster Encounter Table Section 11.6
                              Max Damage = 9999 indicators where appropriate in
                              damage formula section
                              Counter attack rate
                              Whether spells can target Dead or Stone targets in
                              the Magic Data Reference Section (thanks to Alex
                              Jackson for deciphering this)

        Version 2.13: Corrected: "Change to" Hex value error in 2nd Knive fix

        Version 2.12: Corrected: Magic Sword Durations
                                 Animals and Terrain formulas
                      Added: Magic Sword Mute Duration

        Version 2.11: Corrected: Throw damage formula missing Command modifiers step.

        Version 2.10: Corrected: Typo with Reduce HP to Criticals.
                                 Typo with Attack parameter for Spell Damage and such.
                                 Error with Rare Steal Success
                                 Error with Attack type 51 (Power Drink)
                                 Error with Attack type 65 (Interceptor Rocket)
                                 Error with Catch
                                 Error with Aging effect vs Monsters (thanks to Alex
                                 Jackson for spotting this)
                      Added: More info with Flirt and Drag
                             Info on Animals and Terrain
                             Bugs section 12

                      (thanks to Silktail for spotting also all these errors as well
                       as the additional info on Flirt and Drag)

        Version 2.00: Modified: HUGE overhaul on the damage formula section. Lots
                                more detail, should be far more accurate as well.
                                More detailed TOC.
                      Added: Lots of stuff in the Commands Reference section.
                              Success rates for Steal, Control, True Edge, Fat
                              Chocobo, Terrain, Flirt, Slash, Sword Dance
                              Success rates for Darkness Bow and Killer Bow
                      Corrected: Lots of stuff in the Magic Data Reference section.
                                  Mostly status durations, Status Hit% for some spells

        Version 1.25: Added: Finally figured out Flirt and added it back into the
                              Other Commands reference section (thanks to Silktail for
                              his help on this).
                              Damage formula 49 (Lilith Rod) (thanks to Silktail for
                              this).

        Version 1.2: Added: More details on Hero Song.
                              Catch, Medicine and 2-handed in Other Commands reference
                              section.
                              More Undead info in the Magic Damage Formula section
                              and Monster Data section.
                              Red and X-Magic in Abilities that Modify Stats section.
                              More info in Magic Sword Spell Reference Section
                              Various minor misc. stuff.

                      Corrected: Bells and Rods Damage formula (39 and 3B)
                                  Magic Sword Bio in Magic Data Reference section is
                                  Poison elemental, not Poison status effect

                      Modified: Removed Flirt in Other Commands reference section at
                                 this time, due to its inaccuracy.

        Version 1.15: Corrected: Strong fight in "Control" parameter in the Monster
                                 Data Section where appropriate

                                  Misc corrections in Spell Reference section

                    Modified: Some of the ordering in the Monster Data Section
                               (Omega is in the Boss section now)

    Version 1.1: Added: Damage formulas 64, 6B and 3E (Chicken Knife, Brave
                           Blade and Failure)
                           Used as Item parameter for Weapons
                           Dragon's Kiss Effect (thanks to Silktail for this)
                           Drag Effect (thanks to Silktail for this)
                           Other Abilities that modify stats in the Character
                           section (thanks to Silktail for this)
                           Status effect abbreviation legend in the Magic Data
                           Section
                           Added more info in Other Commands sections, like which
                           commands prevent weapons from casting spells
                           Glossaries for the Weapon and Armour Data sections
                           Ingredient Mixing for Chemist Magic

                    Corrected: Cabin Sell Price
                                Elfin and Yoichi Bow Critical Hit%
                                Potion "Damage" under Chemist Magic
                                GuardOff,Split Shell in Magic Data Section

                    Modified: Summon Magic Data Section
                              Chemist Magic Data Section
                              Some of the ordering in the Monster Data Section
                              (Omega is in the Boss section now)

    Version 1.0: Initial release.

    ----

    4) BRIEF OVERVIEW OF FAQ CONTENTS

    Section 6 contains damage formulas for all different weapons types and magic
    types as well as various commands.

    Sections 7 contains character stat info, the bonuses for each different
    character (Butz, Lenna, Faris, Galuf, Cara) and the basic stats for each job.
    Abilities that modify stats are also listed.

    Sections 8-11 is the data reference section. It contains weapon, armour,
    magic and monster data.

    Section 12 explains some bugs that have been found in the game, pertaining to
    algorithms and damage formulas.

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    5) NOTES

    This game uses integer values. Therefore after every division shown in any
    formula in this FAQ, immediately round down before proceeding with any further
    calculation.

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    6) DAMAGE FORMULAS

    6.1) GENERAL DAMAGE FORMULA STEPS

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                 ----------------------------------

     The general steps that are taken to calculate damage are:

     1) Determine initial Hit% and Evade% values.
     2) Apply appropriate modifiers to Hit% and Evade%
     3) Determine whether the attack hits or not.
        If the attack misses, do not follow any more steps
     4) If the Attack hits, get initial values for Attack, Defense and M, using the
        appropriate section in the Damage Parameters section.
     5) Apply appropriate modifiers to Attack, Defense and M
     6) Calculate Final Damage
     6) Apply any appropriate Status Effects.

     The exact specific steps that are followed depend on the type of weapon or magic
     that is used.  Section 6.7.1 lists all Weapon types and the steps that are taken
     for each, Section 6.7.2 lists Monster Physical attacks types, Section 6.7.3.
     lists all Magic types and Section 6.7.3. lists Commands and their steps.


                 ------------------------------------------------

     6.2) HIT DETERMINATION FOR VARIOUS TYPES OF ATTACKS

                 ------------------------------------------------

     Use the appropriate section to determine whether an attack hits or not.
     Appropriate sections will be indicated in the damage formulas.

        ***********************************************
        6.2.1) HIT DETERMINATION FOR PHYSICAL ATTACKS
        ***********************************************

     1)  If the Target has Sleep, Paralyze or Charm status, the attack automatically
         hits.  Goto Step 10.
     2)  If the Attacker is using Aim, Jump, Throw, Sword Dance or X-Fight or if the
         Attacker is attacking himself, the attack automatically hits.  Goto Step 10.
     3)  If the Target can't evade Physical (check "Can't Evade" parameter), the
         attack automatically hits.  Goto Step 10.
     4)  Check to see if Evade ability, Weapon Block (due to Hardened or Defender),
         Weapon Block (due to Guardian) or Elf Cape succeed (6.3.4).  If any of their
         checks succeed, the attack misses;  do not follow any more steps.  None of
         these abilities can succeed if the Target has Sleep, Paralyze, Charm or Stop
         status or is attacking himself.
     5)  Apply Target status effect modifiers to physical Hit% (6.3.7)
     6)  Apply Attacker status effect modifiers to physical Hit% (6.3.8)
     7)  Let N1 = (0..99)
         If N1 >= Hit%, the attack misses;  do not follow any more steps.
     8)  If the Target has Stop status, it does not get an Evade check and the attack
         hits.  Goto Step 10
     9)  Let N2 = (0..99)
         If N2 < Evade%, the attack misses;  do not follow any more steps.
     10)  If the Target has Image status, the attack misses, but the Target loses one
          Image;  do not follow any more steps.
     11)  The attack hits.  Follow the rest of the steps to calculate damage.

        ***********************************************
        6.2.2) HIT DETERMINATION FOR MAGICAL ATTACKS
        ***********************************************

     1)  If Spell Hit% = A, the attack automatically hits.  Goto Step 10.
     2)  If the Attacker is targetting his own party members and the spell
         automatically hits its own party members, the attack automatically hits.
         Goto Step 10.
     3)  If the Target's  "Can't Evade" parameter matches the attacking magic type
         (White, Black, Time, Summon, Song or Blue), the attack automatically hits.
         Goto Step 10.
     4)  Hit% = Spell Hit% + Attacker Level - Target Level
         Evade% = Target Magic Evade%
     5)  Check to see if Aegis Shield magic block succeeds (6.3.2).  If so, the
         attack misses;  do not follow any more steps.  The Target cannot evade with
```

```
         Aegis Shield if he has Sleep, Paralyze, Charm or Stop status or is attacking
         himself.
6)  Apply multitargetting modifier to Hit% (6.3.3)
7)  Apply Target status effect modifiers to magic Hit% (6.3.6)
8)  Let N1 = (0..99)
    If N1 >= Hit%, the attack misses;  do not follow any more steps.
9)  Let N2 = (0..99)
    If N2 < Evade%, the attack misses;  do not follow any more steps.
10)  The attack hits.  Follow the rest of the steps to calculate damage.


*******************************************************
6.2.3) HIT DETERMINATION FOR PHYSICAL MAGIC ATTACKS
*******************************************************

1)  If Spell Hit% = A, the attack automatically hits.  Goto Step 7.
2)  Check to see if Evade ability, Weapon Block (due to Hardened or Defender),
    Weapon Block (due to Guardian) or Elf Cape succeed (6.3.4).  If any of their
    checks succeed, the attack misses;  do not follow any more steps.  None of
    these abilities can succeed if the Target has Sleep, Paralyze, Charm or Stop
    status or is attacking himself.
3)  Apply Target status effect modifiers to physical Hit% (6.3.7)
4)  Let N1 = (0..99)
    If N1 >= Hit%, the attack misses;  do not follow any more steps.
5)  If the Target has Stop status, it does not get an Evade check and the attack
    hits.  Goto Step 7.
6)  Let N2 = (0..99)
    If N2 < Evade%, the attack misses;  do not follow any more steps.
7)  If the Target has Image status, the attack misses, but the Target loses one
    Image;  do not follow any more steps.
8)  The attack hits.  Follow the rest of the steps to calculate damage.


-------------------------------


6.3) MODIFIERS TO HIT% AND EVADE%

-------------------------------


These are the various modifiers to Hit% and Evade%
Use the appropriate modifiers, indicated in the damage formulas.

*******************************
6.3.1) MODIFIER TO STEAL SUCCESS
*******************************

If the Attacker is wearer a Thief Glove, Hit% = Hit% * 2

*************************
6.3.2) AEGIS SHIELD CHECK
*************************

If the Target has the Aegis Shield equipped, let N = (0..99)
If N < 33, the attack misses;  do not follow any more steps.
A Target cannot evade Magic attacks with the Aegis Shield if they have Stop,
Paralyze, Charm or Sleep status or is attacking themself.

**************************************
6.3.3) MULTITARGETTING MODIFIER TO HIT%
**************************************

If targetting multiple Targets, Hit% = Hit% / 2
Spells that automatically target all targets do not suffer this penalty.

*******************************************
6.3.4) EVADE, WEAPON BLOCK OR ELF CAPE CHECK
*******************************************

i) If the Target has the Evade Ability,
   Let N1 = (0..99)
   If N1 < 25, the attack misses;  do not follow any more steps.
```

```
  ii) If the Target has the Hardened dagger or Defender Sword equipped,
      Let N2 = (0..99)
      If N2 < 25, the attack misses;  do not follow any more steps.

  iii) If the Target has the Guardian dagger equipped,
       Let N3 = (0..99)
       If N3 < 25, the attack misses;  do not follow any more steps.

  iv) If the Target has the Elf Cape equipped,
      Let N4 = (0..99)
      If N4 < 33, the attack misses;  do not follow any more steps.

A Target cannot evade attacks with any of the above if they have Stop, Paralyze,
Charm or Sleep status or is attacking themself.


*******************************
6.3.5) MODIFIER TO FLIRT SUCCESS
*******************************

If the Attacker has Sword Dance Up (from either Tiara, Rainbow Suit or Red
Shoes), Hit% = Hit% * 2

********************************************************
6.3.6) TARGET STATUS EFFECT MODIFIERS TO MAGICAL HIT%
********************************************************

If the Target has Shell status, Hit% = Hit% / 2

If the Target has Toad status, Evade% = 0

********************************************************
6.3.7) TARGET STATUS EFFECT MODIFIERS TO PHYSICAL HIT%
********************************************************

If the Target has Toad status, Evade% = 0

If the Target has Mini status, Evade% = Evade% * 2
Maximum Evade% = 99

********************************************************
6.3.8) ATTACKER STATUS EFFECT MODIFIERS TO PHYSICAL HIT%
********************************************************

If the Attacker has Blind Status, Hit% = Hit% / 4


---------------------

6.4) DAMAGE PARAMETERS

---------------------

Use the appropriate section to get initial values for Attack, M and Defense.
Appropriate sections will be indicated in the damage formulas.

*****************************
6.4.1) MAGIC DAMAGE PARAMETERS
*****************************

Attack = Spell Attack + (0..(Spell Attack/8))
M = (Level*Magic Power)/256 + 4
Defense = Magic Defense

*****************************
6.4.2) FLARE DAMAGE PARAMETERS
*****************************

Attack = Spell Attack + (0..(Spell Power/32))
M = (Level*Magic Power)/256 + 4
Defense = (Magic Defense/32)
```

```
********************************
6.4.3) RANDOM MAGIC DAMAGE PARAMETERS
********************************

Attack = (50..200)
M = Spell Attack
Defense = Magic Defense

********************************
6.4.4) PHYSICAL MAGIC DAMAGE PARAMETERS
********************************

Attack = Spell Attack + (0..(Spell Attack/8))
M = (Level*Magic Power)/256 + 4
Defense = Defense

********************************
6.4.5) SWORDS DAMAGE PARAMETERS
********************************

Attack = Weapon Attack + (0..(Weapon Attack)/8))
M = (Level*Strength)/128 + 2
Defense = Defense

********************************
6.4.6) FISTS DAMAGE PARAMETERS
********************************

Attack = 3 + (0..(Level/4))
M = 2
Defense = Defense

If the Attacker has Brawl:
Attack = 3 + Level*2 + (0..(Level*2/8))
M = (Level*Strength)/256 + 2
Defense = Defense

If the Attacker Kaiser Knuckles (and Brawl):
Attack = Attack + 50

********************************
6.4.7) KNIVES DAMAGE PARAMETERS
********************************

Attack = Weapon Attack + (0..3)
M = (Level*Strength)/128 + (Level*Agility)/128 + 2
Defense = Defense

Note, due to a bug, only the first byte of (Level*Agility) is used (see Section
12)

********************************
6.4.8) AXES DAMAGE PARAMETERS
********************************

Attack = (Weapon Attack/2) + (0..Weapon Attack)
M = (Level*Strength)/128 + 2
Defense = (Defense/4)

********************************
6.4.9) BELLS DAMAGE PARAMETERS
********************************

Attack = (Weapon Attack/2) + (0..(Weapon Attack/2))
M = (Level*Magic)/128 + (Level*Agility)/128 + 2
Defense = Magic Defense

********************************
6.4.10) RODS DAMAGE PARAMETERS
********************************
```

```
Attack = (0..Weapon Attack) * 2
M = (Level*Magic Power)/256 + 2
Defense = Magic Defense


*********************************************
6.4.11) LEVEL BASED MAGIC DAMAGE PARAMETERS
*********************************************

Attack = (10..100)
M = (Level/8) + 2
Defense = Magic Defense

*********************************
6.4.12) MONSTER DAMAGE PARAMETERS
*********************************

Attack = Monster Attack + (0..(Monster Attack/8))
M = Monster Attack Multiplier
Defense = Defense

********************************
6.4.13) POTION DAMAGE PARAMETERS
********************************

Attack = Spell Attack
M = 1
Defense = 0

*******************************
6.4.14) THROW DAMAGE PARAMETERS
*******************************

Attack = Weapon Throw Attack + (0..(Weapon Throw Attack/8))
M = (Level*Strength)/128 + (Level*Agility)/128 + 2
Defense = Defense

*********************************
6.4.15) GILTOSS DAMAGE PARAMETERS
*********************************

Attack = Level + 10
M = 150
Defense = Defense

*************************************
6.4.16) BRAVE BLADE DAMAGE PARAMETERS
*************************************

Attack = Weapon Attack - # times escaped from battle
Minimum Attack = 0
M = (Level*Strength)/128 + 2
Defense = Defense

**************************************
6.4.17) GOBLIN PUNCH DAMAGE PARAMETERS
**************************************

Attack = Weapon Throw Damage (Right Hand) + Weapon Throw Damage (Left Hand), or
Monster Attack
M = (Level*Strength)/128 + 2, or Monster Attack Multiplier
Defense = Defense

**************************************
6.4.18) STRONG FIGHT DAMAGE PARAMETERS
**************************************

Attack = Monster Attack * 8 + (0..(Monster Attack/8))
M = Monster Attack Multiplier
Defense = Defense
```

```
*************************************
6.4.19) CHICKEN KNIFE DAMAGE PARAMETERS
*************************************


Attack = (# times escaped from battle)/2
Maximum Attack = 127
M = (Level*Strength)/128 + (Level*Agility)/128 + 2
Defense = Defense


---------------------------------------


6.5) MODIFIERS TO ATTACK, DEFENSE, and M


---------------------------------------


These are the various modifiers Attack, Defense and M.
Use the appropriate modifiers, indicated in the damage formulas.


*******************************************
6.5.1) MULTITARGETTING MODIFIERS TO ATTACK
*******************************************


If targetting multiple Targets, Attack = Attack / 2
Spells that automatically target all targets do not suffer this penalty;
the exception are Rods that are used as Items; they DO suffer this penalty,
even the ones that automatically target all targets.


*************************
6.5.2) ROW MODIFIERS TO M
*************************


If the Attacker is in the back row, M = M / 2
If the Target is in the back row, M = M / 2


Both effects are cumulative.
If the Attacker is Jumping, do not apply either modify


****************************************************
6.5.3) COMMAND MODIFIERS TO ATTACK, DEFENSE AND M
****************************************************


If the Attacker is using SwordDance, Attack = Attack * 2 and M = M * 2


If the Attacker is using Throw, Attack = Attack * 2


If the Attacker is using BuildUp, M = M * 2


If the Attacker is using X-Fight, M = M / 2 and Defense = 0


If the Target is Defending, M = M / 2


If the Target is Guarding, Damage = 0


********************************
6.5.4) DOUBLE GRIP MODIFIER TO M
********************************


If the Attacker has Double Grip Ability equipped, M = M * 2


The Attacker does not get this bonus if he has a shield equipped, or is wielding
weapons in both hands (i.e. the Attacker must actually be double gripping the
weapon)


***************************
6.5.5) JUMPING MODIFIER TO M
***************************


If the Attacker is Jumping, M = M * 2
This modifier is only used for Weapon types 33h and 73h (Spears)
```

```
*************************************
6.5.6) RUNE MODIFIERS TO ATTACK AND M
*************************************

Subtract Rune MP cost
Attack = Attack + Rune Bonus
M = M + (Level * Magic Power)/128

If the Attacker does not have sufficient MP, do not apply any of the above
modifiers.


***************************************************
6.5.7) SPECIALTY MODIFIER TO ATTACK AND DEFENSE
***************************************************

If the Monster's Specialty Effect is "100% Hit & Defense Pierce",
Defense = 0

If the Monster's Specialty Effect is "1.5 * Damage",
Attack = Attack + (Attack / 2)


*****************************
6.5.8) MEDICINE MODIFIER TO M
*****************************

If the Attacker has the Medicine Ability, M = M * 2
This modifier is only used for Magic types 25h and 26h (Potions and Ethers)


****************************************
6.5.9) CREATURE TYPE MODIFIER TO ATTACK
****************************************

If the Target's Creature type matches the Attacker's "STRONG VS." parameter,
Attack = Attack * 8
This modifier only used for Magic type 6C (Magic Strong vs. Creature type)


*******************************************************************
6.5.10) TARGET STATUS EFFECT MODIFIERS TO DEFENSE AND M (MAGIC)
*******************************************************************

If the Target has Shell status, M = M / 2

If the Target has Toad status, Defense = 0


**********************************************************************
6.5.11) TARGET STATUS EFFECT MODIFIERS TO DEFENSE AND M (PHYSICAL)
**********************************************************************

If the Target has Armor status, M = M / 2

If the Target has Toad status, Defense = 0


************************************************************
6.5.12) ATTACKER STATUS EFFECT MODIFIERS TO ATTACK (PHYSICAL)
************************************************************

If the Attacker has Toad or Mini status, Attack = 3

If the Attacker has Berserk status, Attack = (Attack * 3) / 2


***************************************************
6.5.13) LEVEL EFFECT MODIFIER TO ATTACK AND DEFENSE
***************************************************

If Attacker Level = Target Level, then Attack = Attack * 8 and Defense = 0

When comparing levels, do not take into account modifers to level due to Hero
Song.  Other modifers to Level (e.g. DarkShock, Samson Power etc) are OK.
```

This modifier is only used for Magic Type 50h (Goblin Punch)

```
*******************************************
6.5.14) MAGIC ELEMENT UP MODIFIER TO ATTACK
*******************************************
```

If the Attacker has Magic Element Up of the attacking element,
Attack = Attack + (Attack/2)

```
********************************************************
6.5.15) MAGIC SWORD MODIFIERS TO ATTACK, DEFENSE AND M
********************************************************
```

If the Attacker is using Magic Sword Flare,
Attack = Attack + 100 and Defense = (Defense/4)

If the Target has Elemental Absorb of the attacking element,
Defense = 0 and Target is healed instead of damaged

If the Target has Elemental Immunity of the attacking element, the attack
automatically misses; do not follow any more steps.

If the Target has Elemental Half of the attacking element,
M = M / 2

If the Target has Elemental Weakness of the attacking element:

If using Fire3, Ice3, Bolt3, Bio or Holy, if the Target is Heavy,
Attack = Attack * 4 and Defense = 0.
If the Target is not Heavy,
Inflict Dead status on Target. Ignore Dead status immunity.

If using Fire2, Ice2 or Bolt2,
Attack = Attack * 3 and Defense = 0

If using Fire, Ice, Bolt or Venom,
Attack = Attack * 2 and Defense = 0

```
********************************************************
6.5.16) ATTACK ELEMENT MODIFIERS TO ATTACK AND DEFENSE
********************************************************
```

If the Target has Elemental Absorb of the attacking element,
Defense = 0 and Target is healed instead of damaged

If the Target has Elemental Immunity of the attacking element, the attack
automatically misses; do not follow any more steps.

If the Target has Elemental Half of the attacking element,
Attack = Attack / 2

If the Target has Elemental Weakness of the attacking element,
Attack = Attack * 2 and Defense = 0

```
******************************************************
6.5.17) CRITICAL HIT MODIFIERS TO ATTACK AND DEFENSE
******************************************************
```

Let N1 = (0..99)
If N1 < Weapon Critical Hit%,
Attack = Attack * 2 and Defense = 0

```
***************************************************************
6.5.18) CREATURE TYPE CRITICAL MODIFIERS TO ATTACK AND DEFENSE
***************************************************************
```

If the Target's Creature type matches the Attacker's "STRONG VS." parameter,
Attack = Attack * 2 and Defense = 0
This modifier is used for Magic types 72h and 73h (Bows and Spears Strong vs.
Creature type)

```
       --------------------------------

       6.6) STATUS DURATION DETERMINATION

       --------------------------------

       1) Status Duration = Spell Duration + (Attacker Level / 4).
          Max Status Duration = 255.
       2) If Spell ignores Target modifiers to duration, do not follow any more steps.
       3) If the Target is Heavy type, Status Duration = 30;
          do not follow any more steps.
       4) Status Duration = Status Duration - (Target Level / 4).
          Min Status Duration = 1.

       Only Mute, Paralyze, Stop, Wall and HP Leak use the above steps.  All other
       status effects last until they are cured or dispelled.  Wall appears to use a
       different (slower) timer than the other status effects.

       ---------------------------------------------

       6.7) DAMAGE FORMULAS FOR VARIOUS ATTACK TYPES

       ---------------------------------------------

       *********************
       6.7.1) WEAPON ATTACKS
       *********************

       ATTACK TYPE (HEX: 06) (Magic Attacks, Light Staff, Staff of Judgement)
       1) Aegis Shield Check (6.3.2)
       2) Use Magic Damage Parameters (6.4.1):
          Attack = Spell Attack + (0..(Spell Attack/8))
          M = (Level*Magic Power)/256 + 4
          Defense = Magic Defense
       3) Apply Multitargetting modifiers to Attack (6.5.1).
       4) Apply Target Status Effect modifiers to Defense and M (magical) (6.5.10).
       5) Apply Magic Element Up modifier to Attack (6.5.14).
       6) Apply Attack Element modifiers to Attack and Defense (6.5.16).
       7) Damage = (Attack - Defense) * M.  Max Damage = 9999.

       ATTACK TYPE (HEX: 0D) (Drain, Drain Sword, Dragon Sword, Jitterbug Duet, Drain
       Kiss)
       1) If the Attacker is using the Drain Sword with Aim, Jump, Sword Dance or
          X-Fight, the attack automatically hits.  Goto Step 3
       2) Follow Hit Determination for Magical Attacks Steps (6.2.2).
       3) Use Magic Damage Parameters (6.4.1):
          Attack = Spell Attack + (0..(Spell Attack/8))
          M = (Level*Magic Power)/256 + 4
          Defense = Magic Defense
       4) Apply Target Status Effect modifiers to Defense and M (magical) (6.5.10).
       5) Damage = (Attack - Defense) * M.  Max Damage = 9999.
       6) Caster gains HP equal to Damage.
          If the Target is Undead, then the Target is healed and the caster is damaged.

       ATTACK TYPE (HEX: 30) (Fists)
       1) Hit% = 100, Evade% = Target Evade%
       2) Follow Hit Determination for Physical Attacks steps (6.2.1).
       3) Use Fists Damage Parameters (6.4.6):
          Attack = 3 + (0..(Level/4))
          M = 2
          Defense = Defense

          If the Attacker has Brawl:
          Attack = 3 + Level*2 + (0..(Level*2/8))
          M = (Level*Strength)/256 + 2
          Defense = Defense

          If the Attacker Kaiser Knuckles (and Brawl):
          Attack = Attack + 50
```

4) Apply Row modifiers to M (6.5.2).
5) Apply Command modifiers to Attack, Defense and M (6.5.3).
6) Apply Target Status Effect modifiers to Defense and M (physical) (6.5.11).
7) Apply Attacker Status Effect modifiers to Attack (physical) (6.5.12).
8) Apply Critical Hit modifiers to Attack and Defense (6.5.17).
9) Damage = (Attack - Defense) * M. Max Damage = 9999.

ATTACK TYPE (HEX: 31) (Swords)
1) Hit% = 100, Evade% = Target Evade%
2) Follow Hit Determination for Physical Attacks steps (6.2.1).
3) Use Sword Damage Parameters (6.4.5):
   Attack = Weapon Attack + (0..(Weapon Attack)/8))
   M = (Level*Strength)/128 + 2
   Defense = Defense
4) Apply Row modifiers to M (6.5.2).
5) Apply Command modifiers to Attack, Defense and M (6.5.3).
6) Apply Double Grip modifier to M (6.5.4).
7) Apply Target Status Effect modifiers to Defense and M (physical) (6.5.11).
8) Apply Attacker Status Effect modifiers to Attack (physical) (6.5.12).
9) Apply Magic Sword modifiers to Attack, Defense and M (6.5.15).
10) Apply Attack Element modifiers to Attack and Defense (6.5.16).
    Note that Magic Sword elements override weapon attack elements.
11) Damage = (Attack - Defense) * M. Max Damage = 9999.
12) Inflict status effects from Magic Sword.

ATTACK TYPE (HEX: 32) (Knives)
1) Hit% = 100, Evade% = (Target Evade% / 2)
2) Follow Hit Determination for Physical Attacks steps (6.2.1).
3) Use Knives Damage Parameters (6.4.7):
   Attack = Weapon Attack + (0..3)
   M = (Level*Strength)/128 + (Level*Agility)/128 + 2
   Defense = Defense
   Note, due to a bug, only the first byte of (Level*Agility) is used (see
Section 12)
4) Apply Row modifiers to M (6.5.2).
5) Apply Command modifiers to Attack, Defense and M (6.5.3).
6) Apply Target Status Effect modifiers to Defense and M (physical) (6.5.11).
7) Apply Attacker Status Effect modifiers to Attack (physical) (6.5.12).
8) Apply Magic Sword modifiers to Attack, Defense and M (6.5.15).
9) Apply Attack Element modifiers to Attack and Defense (6.5.16).
   Note that Magic Sword elements override weapon attack elements.
10) Damage = (Attack - Defense) * M. Max Damage = 9999.
11) Inflict status effects from Magic Sword.

ATTACK TYPE (HEX: 33) (Spears)
1) Hit% = 100, Evade% = Target Evade%
2) Follow Hit Determination for Physical Attacks steps (6.2.1).
3) Use Sword Damage Parameters (6.4.5):
   Attack = Weapon Attack + (0..(Weapon Attack)/8))
   M = (Level*Strength)/128 + 2
   Defense = Defense
4) Apply Command modifiers to Attack, Defense and M (6.5.3).
5) Apply Jumping modifier to M (6.5.5).
6) Apply Row modifiers to M (6.5.2).
7) Apply Target Status Effect modifiers to Defense and M (physical) (6.5.11).
8) Apply Attacker Status Effect modifiers to Attack (physical) (6.5.12).
9) Apply Attack Element modifiers to Attack and Defense (6.5.16).
10) Damage = (Attack - Defense) * M. Max Damage = 9999.

ATTACK TYPE (HEX: 34) (Axes)
1) Hit% = Weapon Hit%, Evade% = Target Evade%
2) Follow Hit Determination for Physical Attacks steps (6.2.1).
3) Use Axes Damage Parameters (6.4.8):
   Attack = (Weapon Attack/2) + (0..Weapon Attack)
   M = (Level*Strength)/128 + 2
   Defense = (Defense/4)
4) Apply Row modifiers to M (6.5.2).
5) Apply Command modifiers to Attack, Defense and M (6.5.3).
6) Apply Double Grip modifier to M (6.5.4).
7) Apply Target Status Effect modifiers to Defense and M (physical) (6.5.11).

```
8) Apply Attacker Status Effect modifiers to Attack (physical) (6.5.12).
9) Damage = (Attack - Defense) * M.  Max Damage = 9999.

ATTACK TYPE (HEX: 35) (Bows with Status Effects)
1) Hit% = Weapon Hit%, Evade% = (Target Evade% / 2)
2) Follow Hit Determination for Physical Attacks steps (6.2.1).
3) Use Knives Damage Parameters (6.4.7):
   Attack = Weapon Attack + (0..3)
   M = (Level*Strength)/128 + (Level*Agility)/128 + 2
   Defense = Defense
   Note, due to a bug, only the first byte of (Level*Agility) is used (see
Section 12)
4) Apply Command modifiers to Attack, Defense and M (6.5.3).
5) Apply Target Status Effect modifiers to Defense and M (physical) (6.5.11).
6) Apply Attacker Status Effect modifiers to Attack (physical) (6.5.12).
7) Damage = (Attack - Defense) * M.  Max Damage = 9999.
8) Let N1 = (0..99).  If N1 < Status Hit%, inflict Status Effects.

ATTACK TYPE (HEX: 36) (Bows with Elemental)
1) Hit% = Weapon Hit%, Evade% = (Target Evade% / 2)
2) Follow Hit Determination for Physical Attacks steps (6.2.1).
3) Use Knives Damage Parameters (6.4.7):
   Attack = Weapon Attack + (0..3)
   M = (Level*Strength)/128 + (Level*Agility)/128 + 2
   Defense = Defense
   Note, due to a bug, only the first byte of (Level*Agility) is used (see
Section 12)
4) Apply Command modifiers to Attack, Defense and M (6.5.3).
5) Apply Target Status Effect modifiers to Defense and M (physical) (6.5.11).
6) Apply Attacker Status Effect modifiers to Attack (physical) (6.5.12).
7) Apply Attack Element modifiers to Attack and Defense (6.5.16).
8) Apply Critical Hit modifiers to Attack and Defense (6.5.17).
9) Damage = (Attack - Defense) * M.  Max Damage = 9999.

ATTACK TYPE (HEX: 37) (Katanas)
1) Hit% = 100, Evade% = Target Evade%
2) Follow Hit Determination for Physical Attacks steps (6.2.1).
3) Use Sword Damage Parameters (6.4.5):
   Attack = Weapon Attack + (0..(Weapon Attack)/8))
   M = (Level*Strength)/128 + 2
   Defense = Defense
4) Apply Row modifiers to M (6.5.2).
5) Apply Command modifiers to Attack, Defense and M (6.5.3).
6) Apply Double Grip modifier to M (6.5.4).
7) Apply Target Status Effect modifiers to Defense and M (physical) (6.5.11).
8) Apply Attacker Status Effect modifiers to Attack (physical) (6.5.12).
9) Apply Critical Hit modifiers to Attack and Defense (6.5.17).
10) Damage = (Attack - Defense) * M.  Max Damage = 9999.

ATTACK TYPE (HEX: 38) (Whips)
1) Hit% = Weapon Hit%, Evade% = Target Evade%
2) Follow Hit Determination for Physical Attacks steps (6.2.1).
3) Use Knives Damage Parameters (6.4.7):
   Attack = Weapon Attack + (0..3)
   M = (Level*Strength)/128 + (Level*Agility)/128 + 2
   Defense = Defense
   Note, due to a bug, only the first byte of (Level*Agility) is used (see
Section 12)
4) Apply Command modifiers to Attack, Defense and M (6.5.3).
5) Apply Target Status Effect modifiers to Defense and M (physical) (6.5.11).
6) Apply Attacker Status Effect modifiers to Attack (physical) (6.5.12).
7) Damage = (Attack - Defense) * M.  Max Damage = 9999.

ATTACK TYPE (HEX: 39) (Bells)
1) If Void has been cast, then no attack occurs;  do not follow any more steps.
2) Use Bells Damage Parameters (6.4.9):
   Attack = (Weapon Attack/2) + (0..(Weapon Attack/2))
   M = (Level*Magic)/128 + (Level*Agility)/128 + 2
   Defense = Magic Defense
3) Apply Target Status Effect modifiers to Defense and M (magical) (6.5.10).
```

```
4) Damage = (Attack - Defense) * M.  Max Damage = 9999.


ATTACK TYPE (HEX: 3A) (Long Reach Axes)
1) Hit% = Weapon Hit%, Evade% = Target Evade%
2) Follow Hit Determination for Physical Attacks steps (6.2.1).
3) Use Axes Damage Parameters (6.4.8):
   Attack = (Weapon Attack/2) + (0..Weapon Attack)
   M = (Level*Strength)/128 + 2
   Defense = (Defense/4)
4) Apply Command modifiers to Attack, Defense and M (6.5.3).
5) Apply Double Grip modifier to M (6.5.4).
6) Apply Target Status Effect modifiers to Defense and M (physical) (6.5.11).
7) Apply Attacker Status Effect modifiers to Attack (physical) (6.5.12).
8) Damage = (Attack - Defense) * M.  Max Damage = 9999.


ATTACK TYPE (HEX: 3B) (Rods)
1) Hit% = Weapon Hit%, Evade% = Target Magic Evade%
2) Aegis Shield Check (6.3.2)
3) Apply Target Status Effect modifiers to magic Hit%
4) Let N1 = (0..99)
   If N1 >= Hit%, the attack misses;  do not follow any more steps.
5) Let N2 = (0..99)
   If N2 < Evade%, the attack misses;  do not follow any more steps.
6) Use Rods Damage Parameters (6.4.10):
   Attack = (0..Weapon Attack) * 2
   M = (Level*Magic Power)/256 + 2
   Defense = Magic Defense
7) Apply Target Status Effect modifiers to Defense and M (magical) (6.5.10).
8) Apply Attack Element modifiers to Attack and Defense (6.5.16).
9) Damage = (Attack - Defense) * M.  Max Damage = 9999.


ATTACK TYPE (HEX: 3C) (Rune Weapons)
1) Hit% = Weapon Hit%, Evade% = Target Evade%
2) Follow Hit Determination for Physical Attacks steps (6.2.1).
3) Use Axes Damage Parameters (6.4.8):
   Attack = (Weapon Attack/2) + (0..Weapon Attack)
   M = (Level*Strength)/128 + 2
   Defense = (Defense/4)
4) Apply Rune modifiers to Attack and M (6.5.6).
4) Apply Row modifiers to M (6.5.2).
5) Apply Command modifiers to Attack, Defense and M (6.5.3).
6) Apply Double Grip modifier to M (6.5.4).
7) Apply Target Status Effect modifiers to Defense and M (physical) (6.5.11).
8) Apply Attacker Status Effect modifiers to Attack (physical) (6.5.12).
9) Damage = (Attack - Defense) * M.  Max Damage = 9999.


ATTACK TYPE (HEX: 49) (Flirt, Lilith Rod)
1) Hit% = Spell Hit% + Attacker Level - Target Level
   Evade% = Target Magic Evade%
2) Apply modifier to Flirt success steps (6.3.5).
3) Let N1 = (0..99)
   If N1 >= Hit%, the attack misses;  do not follow any more steps.
4) Let N2 = (0..99)
   If N2 < Evade%, the attack misses;  do not follow any more steps.
5) If Target is Heavy, the attack misses;  do not follow any more steps.
6) If using Flirt, display "Grr..."
7) Target's next action will be to display "Throbbing" message.
   The Target's AI will not be affected if it has Berserk, Sleep, Charm or
   Controlled status.  (thanks to Silktail for this)


ATTACK TYPE (HEX: 64) (Chicken Knife)
1) Hit% = 100, Evade% = (Target Evade% / 2)
2) Follow Hit Determination for Physical Attacks steps (6.2.1).
3) Use Chicken Knife Damage Parameters (6.4.19):
   Attack = (# times escaped from battle)/2
   Maximum Attack = 127
   M = (Level*Strength)/128 + (Level*Agility)/128 + 2
   Defense = Defense
4) Apply Row modifiers to M (6.5.2).
5) Apply Command modifiers to Attack, Defense and M (6.5.3).
```

6) Apply Target Status Effect modifiers to Defense and M (physical) (6.5.11).
7) Apply Attacker Status Effect modifiers to Attack (physical) (6.5.12).
8) Apply Magic Sword modifiers to Attack, Defense and M (6.5.15).
9) Damage = (Attack - Defense) * M. Max Damage = 9999.
10) Inflict status effects from Magic Sword.

ATTACK TYPE (HEX: 6C) (Strong vs. Creature Type: Apollo Harp, AquaRake, Sage
Staff)
1) Use Magic Damage Parameters (6.4.1):
   Attack = Spell Attack + (0..(Spell Attack/8))
   M = (Level*Magic Power)/256 + 4
   Defense = Magic Defense
2) Apply Creature Type modifier to Attack (6.5.9)
3) Apply Target Status Effect modifiers to Defense and M (magical) (6.5.10).
4) Damage = (Attack - Defense) * M. Max Damage = 9999.

ATTACK TYPE (HEX: 6E) (Brave Blade)
1) Hit% = 100, Evade% = Target Evade%
2) Follow Hit Determination for Physical Attacks steps (6.2.1).
3) Use Brave Blade Damage Parameters (6.4.16):
   Attack = Weapon Attack - # times escaped from battle
   Minimum Attack = 0
   M = (Level*Strength)/128 + 2
   Defense = Defense
4) Apply Row modifiers to M (6.5.2).
5) Apply Command modifiers to Attack, Defense and M (6.5.3).
6) Apply Double Grip modifier to M (6.5.4).
7) Apply Target Status Effect modifiers to Defense and M (physical) (6.5.11).
8) Apply Attacker Status Effect modifiers to Attack (physical) (6.5.12).
9) Apply Magic Sword modifiers to Attack, Defense and M (6.5.15).
10) Damage = (Attack - Defense) * M. Max Damage = 9999.
11) Inflict status effects from Magic Sword.

ATTACK TYPE (HEX: 72) (Bows Strong vs. Creature)
1) Hit% = 100, Evade% = (Target Evade% / 2)
2) Follow Hit Determination for Physical Attacks steps (6.2.1).
3) Use Knives Damage Parameters (6.4.7):
   Attack = Weapon Attack + (0..3)
   M = (Level*Strength)/128 + (Level*Agility)/128 + 2
   Defense = Defense
   Note, due to a bug, only the first byte of (Level*Agility) is used (see
Section 12)
4) Apply Command modifiers to Attack, Defense and M (6.5.3).
5) Apply Target Status Effect modifiers to Defense and M (physical) (6.5.11).
6) Apply Attacker Status Effect modifiers to Attack (physical) (6.5.12).
7) Apply Creature Type Critical modifiers to Attack and Defense (6.5.18).
8) Damage = (Attack - Defense) * M. Max Damage = 9999.

ATTACK TYPE (HEX: 73) (Spears Strong vs. Creature)
1) Hit% = 100, Evade% = Target Evade%
2) Follow Hit Determination for Physical Attacks steps (6.2.1).
3) Use Sword Damage Parameters (6.4.5):
   Attack = Weapon Attack + (0..(Weapon Attack)/8))
   M = (Level*Strength)/128 + 2
   Defense = Defense
4) Apply Command modifiers to Attack, Defense and M (6.5.3).
5) Apply Jumping modifier to M (6.5.5).
6) Apply Row modifiers to M (6.5.2).
7) Apply Target Status Effect modifiers to Defense and M (physical) (6.5.11).
8) Apply Attacker Status Effect modifiers to Attack (physical) (6.5.12).
9) Apply Creature Type Critical modifiers to Attack and Defense (6.5.18).
10) Damage = (Attack - Defense) * M. Max Damage = 9999.

ATTACK TYPE (HEX: 7F) (No Action: Harps, Power Staff, Healing Staff, Wonder Rod,
Mysidian Rabbit)
No action

****
6.7.2) DAMAGE FORMULAS FOR MONSTER PHYSICAL ATTACKS
****

```
ATTACK TYPE (HEX: 01) (Monster Fight)
1) Hit% = 100, Evade% = Target Evade%
2) Follow Hit Determination for Physical Attacks steps (6.2.1).
3) Use Monster Damage Parameters (6.4.12):
   Attack = Monster Attack + (0..(Monster Attack/8))
   M = Monster Attack Multiplier
   Defense = Defense
4) Apply Row modifiers to M (6.5.2).
5) Apply Command modifiers to Attack, Defense and M (6.5.3).
6) Apply Target Status Effect modifiers to Defense and M (physical) (6.5.11).
7) Apply Attacker Status Effect modifiers to Attack (physical) (6.5.12).
8) Apply Attack Element modifiers to Attack and Defense (6.5.16).
9) Damage = (Attack - Defense) * M.  Max Damage = 9999.

ATTACK TYPE (HEX: 02) (Monster Specialty)
1) If Specialty Effect is "100% Hit" goto Step 4.
2) Hit% = 100, Evade% = Target Evade%
3) Follow Hit Determination for Physical Attacks steps (6.2.1).
4) Use Monster Damage Parameters (6.4.12):
   Attack = Monster Attack + (0..(Monster Attack/8))
   M = Monster Attack Multiplier
   Defense = Defense
5) Apply Row modifiers to M (6.5.2).
6) Apply Command modifiers to Attack, Defense and M (6.5.3).
7) Apply Target Status Effect modifiers to Defense and M (physical) (6.5.11).
8) Apply Attacker Status Effect modifiers to Attack (physical) (6.5.12).
9) Apply Specialty Effect modifiers to Attack and Defense (6.5.7).
10) Apply Attack Element modifiers to Attack and Defense (6.5.16).
11) Damage = (Attack - Defense) * M.  Max Damage = 9999.
12) Inflict other indicated Specialy Effect statuses:  HP Leak, Charm, Paralyze,
    Blind, Poison or Aging status.  Do not inflict any statuses if the Target
    has Earth Wall.

ATTACK TYPE (HEX: 6F) (Strong Fight)
1) Use Strong Fight Damage Parameters (6.4.18):
   Attack = Monster Attack * 8 + (0..(Monster Attack/8))
   M = Monster Attack Multiplier
   Defense = Defense
2) Apply Target Status Effect modifiers to Defense and M (physical) (6.5.11).
3) Damage = (Attack - Defense) * M.  Max Damage = 9999.

*******************************************
6.7.2) DAMAGE FORMULAS FOR MAGICAL ATTACKS
*******************************************

ATTACK TYPE (HEX: 06) (Magic Attacks, Light Staff, Staff of Judgement)
1) Aegis Shield Check (6.3.2)
2) Use Magic Damage Parameters (6.4.1):
   Attack = Spell Attack + (0..(Spell Attack/8))
   M = (Level*Magic Power)/256 + 4
   Defense = Magic Defense
3) Apply Multitargetting modifiers to Attack (6.5.1).
4) Apply Target Status Effect modifiers to Defense and M (magical) (6.5.10).
5) Apply Magic Element Up modifier to Attack (6.5.14).
6) Apply Attack Element modifiers to Attack and Defense (6.5.16).
7) Damage = (Attack - Defense) * M.  Max Damage = 9999.

ATTACK TYPE (HEX: 07) (Gravity type attacks + Harp Magic)
1) Follow Hit Determination for Magical Attacks Steps (6.2.2).
2) If the Target is Heavy type, the attack misses;
   do not follow any more steps.
3) Damage = Spell Attack Fraction * (Target's Current HP).  Max Damage = 9999.
4) Spell Duration = 120
5) Follow Status Duration Determination Steps (6.6).
6) Inflict Status Effects.

ATTACK TYPE (HEX: 08) (Pierce Magic Defense: Flare, Giga Flare)
1) Use Flare Damage Parameters (6.4.2):
   Attack = Spell Attack + (0..(Spell Power/32))
```

```
               -                    -
   M = (Level*Magic Power)/256 + 4
   Defense = (Magic Defense/32)
2) Apply Target Status Effect modifiers to Defense and M (magical) (6.5.10).
3) Damage = (Attack - Defense) * M.  Max Damage = 9999.

ATTACK TYPE (HEX: 09) (Random Damage: Comet, Meteo, True Edge (enemy magic),
Cave-In)
1) Use Random Magic Damage Parameters (6.4.3):
   Attack = (50..200)
   M = Spell Attack
   Defense = Magic Defense
2) Apply Target Status Effect modifiers to Defense and M (magical) (6.5.10).
3) Damage = (Attack - Defense) * M.  Max Damage = 9999.


Meteo and Cave-In = 4 attacks per casting

ATTACK TYPE (HEX: 0A) (Physical Attack: Jump (enemy magic), Gungnir,
Chocobo Kick, Fat Chocobo, Branch Arrow, Branch Spear)
1) Follow Hit Determination for Physical Magic Attacks Steps (6.2.3).
2) Use Physical Magic Damage Parameters (6.4.4):
   Attack = Spell Attack + (0..(Spell Attack/8))
   M = (Level*Magic Power)/256 + 4
   Defense = Defense
3) Apply Target Status Effect modifiers to Defense and M (physical) (6.5.11).
4) Damage = (Attack - Defense) * M.  Max Damage = 9999.

ATTACK TYPE (HEX: 0B) (Damage Based on Level: Delta Attack, Poison Breath, Bee
Swarm, Leaf Dance, Dust Storm, Will-o-Wisp, Poison Mist)
1) Aegis Shield Check (6.3.2)
2) Use Level Based Magic Damage Parameters (6.4.11):
   Attack = (10..100)
   M = (Level/8) + 2
   Defense = Magic Defense
3) Apply Target Status Effect modifiers to Defense and M (magical) (6.5.10).
4) Apply Magic Element Up modifier to Attack (6.5.14).
5) Apply Attack Element modifiers to Attack and Defense (6.5.16).
6) Damage = (Attack - Defense) * M.  Max Damage = 9999.
7) Let N1 = (0..99).  If N1 < Status Hit%, inflict Status Effects.

ATTACK TYPE (HEX: 0C) (HP Leak: Bio, Stomach Acid, Mustard Bomb, Almagest,
Quicksand, Blaze, Shadow Flare)
1) Aegis Shield Check (6.3.2)
2) Use Flare Damage Parameters (6.4.2):
   Attack = Spell Attack + (0..(Spell Power/32))
   M = (Level*Magic Power)/256 + 4
   Defense = (Magic Defense/32)
3) Apply Multitargetting modifiers to Attack (6.5.1).
4) Apply Target Status Effect modifiers to Defense and M (magical) (6.5.10).
5) Apply Magic Element Up modifier to Attack (6.5.14).
6) Apply Attack Element modifiers to Attack and Defense (6.5.16).
7) Damage = (Attack - Defense) * M.  Max Damage = 9999.
8) Follow Status Duration Determination Steps (6.6).
9) Inflict HP Leak Status to Target.  Target will slowly lose HP for status
duration.

ATTACK TYPE (HEX: 0D) (Drain, Drain Sword, Dragon Sword, Jitterbug Duet, Drain
Kiss)
1) If the Attacker is using the Drain Sword with Aim, Jump, Sword Dance or
   X-Fight, the attack automatically hits.  Goto Step 3
2) Follow Hit Determination for Magical Attacks Steps (6.2.2).
3) Use Magic Damage Parameters (6.4.1):
   Attack = Spell Attack + (0..(Spell Attack/8))
   M = (Level*Magic Power)/256 + 4
   Defense = Magic Defense
4) Apply Target Status Effect modifiers to Defense and M (magical) (6.5.10).
5) Damage = (Attack - Defense) * M.  Max Damage = 9999.
6) Caster gains HP equal to Damage.
   If the Target is Undead, then the Target is healed and the caster is damaged.

ATTACK TYPE (HEX: 0E) (Psyche, Dragon Sword, Mystery Waltz, Lilith Kiss)
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1) Follow Hit Determination for Magical Attacks Steps (6.2.2).
2) Use Flare Damage Parameters (6.4.2):
   Attack = Spell Attack + (0..(Spell Power/32))
   M = (Level*Magic Power)/256 + 4
   Defense = (Magic Defense/32)
3) Apply Target Status Effect modifiers to Defense and M (magical) (6.5.10).
4) Damage = (Attack - Defense) * M.  Max Damage = 9999.
5) Damage is applied to Target's MP.  Caster gains MP equal to Damage.
   If the Target is Undead, then the Target's MP is healed and the caster's MP
   is damaged.

ATTACK TYPE (HEX: 0F) (Reduce HP to Critical: Maelstrom, Bone, Tailscrew,
Hurricane, Dark Elixir, Tornado, Whirlpool)
1) Follow Hit Determination for Magical Attacks Steps (6.2.2).
2) If the Target is Heavy, attack misses;  do not follow any more steps.
3) Let N1 = (1..9).  If Target's Current HP > N1, Target's Current HP = N1.

ATTACK TYPE (HEX: 10) (Heal: Cure, Cure2)
1) Use Magic Damage Parameters (6.4.1):
   Attack = Spell Attack + (0..(Spell Attack/8))
   M = (Level*Magic Power)/256 + 4
   Defense = Magic Defense
2) Defense = 0
3) Apply Multitargetting modifiers to Attack (6.5.1).
4) Damage = (Attack - Defense) * M.  Max Damage = 9999.
5) Target gains HP = Damage.
   If the Target is Undead, then the Target is damaged instead of healed.

ATTACK TYPE (HEX: 11) (Full Heal: Cure3, Remedy)
1) Use Magic Damage Parameters (6.4.1):
   Attack = Spell Attack + (0..(Spell Attack/8))
   M = (Level*Magic Power)/256 + 4
   Defense = Magic Defense
2) Defense = 0
3) If cast on a single Target, then Target's Current HP = Target's Max HP.
   If the single Target is Undead and not Heavy, let N1 = (1..9).
   If Target's Current HP > N1, Target's Current HP = N1.
   If the single Target is Undead and Heavy, the attack misses.
4) If cast on multiple targets, apply Multitargetting modifiers to Attack
   (6.5.1).
   Damage = (Attack - Defense) * M.  Max Damage = 9999.
   Target gains HP = Damage.
   If the Target is Undead, then the Target is damaged instead of healed.

ATTACK TYPE (HEX: 12) (Status Effect 1)
1) Follow Hit Determination for Magical Attacks Steps (6.2.2).
2) Inflict Status Effects.

ATTACK TYPE (HEX: 13) (Status Effect 2)
1) Follow Hit Determination for Magical Attacks Steps (6.2.2).
2) Follow Status Duration Determination Steps (6.6).
3) Inflict Status Effects.

ATTACK TYPE (HEX: 14) (Status Effect 3)
1) Follow Hit Determination for Magical Attacks Steps (6.2.2).
2) Follow Status Duration Determination Steps (6.6).
3) Inflict Status Effects.

ATTACK TYPE (HEX: 15) (Toggle Status: Size, Toad, Kurururu!)
1) Follow Hit Determination for Magical Attacks Steps (6.2.2).
2) Inflict Status Effects.
   If the Target already has that status, then the status will be cured.

ATTACK TYPE (HEX: 16) (Status Effect 3, Mutually exclusive statuses: Slow,
Haste, Slow2, Haste2, Thread, Haste Drink, Vine Hell)
1) Follow Hit Determination for Magical Attacks Steps (6.2.2).
2) Inflict Status Effects.
   If applying Slow status, remove Haste status effect.
   If applying Haste status, remove Slow status effect.
```

ATTACK TYPE (HEX: 17) (Status Effect 1, Full Heal to Undead: Doom, Death Potion,
Faen Fantom, Roulette)
1) If the Target is Undead, then Target's Current HP = Target's Max HP;
   do not follow any more steps.
2) Follow Hit Determination for Magical Attacks Steps (6.2.2).
3) Inflict Status Effects.

ATTACK TYPE (HEX: 18) (Destroy: X-Zone, True Edge, Quicksand, Bottomless Swamp,
Slash)
1) If Target is Heavy, attack misses; do not follow any more steps.
2) Follow Hit Determination for Magical Attacks Steps (6.2.2).
3) Inflict Dead Status on Target. Ignore Status Immunities.

ATTACK TYPE (HEX: 19) (Antdt, Dispel, Gravity 100, Medicine, Pancea, Antidote,
Restorative, Eyedrop, Heal)
1) If the attacker has Charm status, attack misses;
   do not follow any more steps.
2) Remove Status Effects.

ATTACK TYPE (HEX: 1A) (Revive with a fraction of HP: Life, Life2, Fire of
Resurrection, Resurrection, Reincarnation, Phoenix Down, Kiss of Life, Revive)
1) If the Target is Undead, use Attack Type HEX:18 instead.
2) If the Target is not Dead, the attack misses; do not follow any more steps.
3) Revive the Target. Target HP = Spell Attack Fraction * (Target Max HP).
4) If using Fire of Resurection, Resurrection, Reincarnation, Kiss of Life or
   Revive:
   Target MP = Target Max MP.

ATTACK TYPE (HEX: 1B) (Drain to All: Whispering Wind)
1) Use Magic Damage Parameters (6.4.1):
   Attack = Spell Attack + (0..(Spell Attack/8))
   M = (Level*Magic Power)/256 + 4
   Defense = Magic Defense
2) Apply Target Status Effect modifiers to Defense and M (magical) (6.5.10).
3) Damage = (Attack - Defense) * M. Max Damage = 9999.
4) Each party member that does not have Dead or Stone status gains
   HP = (Damage / 4).

ATTACK TYPE (HEX: 1C) (Element: Resist Fire, Dragon Shield, Resist Ice, Resist
Thunder)
1) If using Resist Fire, Resist Ice, Resist Thunder,
   Target will absorb indicated element.
2) If using Dragon Shield, Target will be immune to indicated elements.

ATTACK TYPE (HEX: 1D) (Scan Monster: Scan, Observe, Analyze)
1) If using Analyze, check whether it is a boss battle (see Monster Formations
   section 11.5). If so, the attack misses. Do not follow any more steps.
2) If using Scan or Analyze, display target Level
3) Display target HP.
   If Target is immune to HP scan, display ?????/????? instead of HP.
4) Display target Elemental Weaknesses.
   Note: Due to a bug, Observe will not display target weaknesses.
5) If using Scan or Analyze, display current target Status Effects.
   Note that only the following Status Effects will be displayed:
   Darkness, Zombie, Poison, Float, Mini, Toad, Stone, Dead, Image, Mute,
   Berserk, Charm, Paralyze, Sleep and Aging. Also note that since Scan,
   Observe and Analyze cannot target Stone or Dead targets, you basically
   will never see those Status Effects displayed either.

ATTACK TYPE (HEX: 1E) (Speed up Caster: Drag)
"It gives your party a few seconds 'Wait', after their Active-Time-Bar fills.
Almost like time stopping around you, as you select a command. "

"I had found out that the battle-speed setting (in the Config-menu) does
something similar to Drag. I think to begin with, the Battle-speed is set to 3
and that gives roughly a second pause (when your command-menu pops up). Whilst
if you set it to 1, it doesn't seem to pause at all and if set to 6, roughly a 3
second pause.

What "Drag" does is gives us a pause of just over 2 seconds, (for that battle,)

which is equivalent to Battle-Speed 5. Thus at Battle-Speed 5, Drag seems to do
nothing and at Battle-Speed 6, it actually shortens the pause."

(posted by Silktail in the GameFAQ FFV SNES Message board)

Multiple castings are not cumulative.

ATTACK TYPE (HEX: 1F) (No Magic: Void)
Inflicts Mute status on everybody.
Bypasses Mute immunity.
Does not work in certain boss battles (see Section 11.5 for more details).

ATTACK TYPE (HEX: 20) (Exit Battle: Exit)
Escapes from battle. Some battles cannot be escaped from. Exits dungeon when
cast from the menu.

ATTACK TYPE (HEX: 21) (Reset Battle: Reset)
Resets battle.

ATTACK TYPE (HEX: 22) (Double Commands: Quick)
Allows two subsequent commands to be executed immediately.
Casting Quick again as either one of the two subsequent actions will not grant
extra commands.

ATTACK TYPE (HEX: 23) (Damage Wall: Golem Wall)
If there currently is already a Golem Wall summoned, attack misses.
Wall HP = (20 + Level) * 50
Protects from Physical Damage.

ATTACK TYPE (HEX: 24) (Heals HP: Potion, HiPotion)
1) Use Potion Damage Parameters (6.4.13):
   Attack = Spell Attack
   M = 1
   Defense = 0
2) Apply Medicine Modifier to M (6.5.8).
3) Damage = (Attack - Defense) * M. Max Damage = 9999.
4) Target gains HP = Damage.
   If the Target is Undead, then the Target is damaged instead of healed.

ATTACK TYPE (HEX: 25) (Heals MP: Ether, Ether Dry)
1) Use Potion Damage Parameters (6.4.13):
   Attack = Spell Attack
   M = 1
   Defense = 0
2) Apply Medicine Modifier to M (6.5.8).
3) Damage = (Attack - Defense) * M. Max Damage = 9999.
4) Target gains MP = Damage.

ATTACK TYPE (HEX: 26) (Heals HP and MP: Unicorn, X-Potion, Elixir, Half Elixir)
1) If using Unicorn, X-Potion and Elixir, Target's Current HP = Target's Max HP.
   If the Target is Undead and not Heavy, let N1 = (1..9).
   If Target's Current HP > N1, Target's Current HP = N1.
   If the Target is Undead and Heavy, the attack misses.
2) If using Elixir or Half Elixir, Target's Current MP = Target's Max MP.

ATTACK TYPE (HEX: 27) (Inflict statuses: Mighty Guard, No Clue, Punishment, X-
Zone (enemy magic), Dragon Armor, Kiss of Blessing)
1) Inflict status effects. Ignore status immunities.

ATTACK TYPE (HEX: 28) (Ignore Defense: Blowfish, Dark Potion)
1) Follow Hit Determination for Magical Attacks Steps (6.2.2).
2) Damage = Spell Attack

ATTACK TYPE (HEX: 29) (Countdown/Erase: Condemn, Circle, Possess, Failure
(Elixir+Eyedrop))
1) If Target is Heavy, attack misses; do not follow any more steps.
2) Follow Hit Determination for Magical Attacks Steps (6.2.2).
3) Inflict status effects:
   Condemn = Coundown status
   Circle, Posses = Removed from battle status

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            Failure = HP leak status (status duration = 255)

     ATTACK TYPE (HEX: 2A) (Damage Based on Max HP: Breath Wing, Flame, Thunder,
     Surge Beam)
     1) Apply Attack Element modifiers to Attack and Defense (6.5.16).
     2) Damage = Spell Attack Fraction * (Target's Max HP).  Max Damage = 9999.
     3) If using Surge Beam, inflict HP leak status (status duration = 255)

     ATTACK TYPE (HEX: 2B) (Damage Based on Caster's Current HP: Exploder, Holy
     Breath, Explosive, Poison Breath, Dragon Breath)
     1) Apply Attack Element modifiers to Attack and Defense (6.5.16).
     2) Damage = Spell Attack Fraction * (Caster's Current HP)
     3) If using Exploder or Explosive, inflict Dead status to caster.
        Ignore Dead status immunity.

     ATTACK TYPE (HEX: 2C) (50/50 chance of Status 1 or Status 2: Blaster, Needle)
     1) Let N1 = (0..99).
     2) If N1 < 50, inflict Status 1
     3) If N1 >= 50, follow Status Duration Determination Steps.  Inflict Status 2.

     ATTACK TYPE (HEX: 2D) (Ground Attack: Rage of the Earth, Earth Shaker, Quake,
     Squirrel, Wild Boar, Earthquake)
     1) If Target has Float status, attack misses;  do not follow any more steps.
     2) Use Magic Damage Parameters (6.4.1):
        Attack = Spell Attack + (0..(Spell Attack/8))
        M = (Level*Magic Power)/256 + 4
        Defense = Magic Defense
     3) Apply Target Status Effect modifiers to Defense and M (magical) (6.5.10).
     4) Apply Magic Element Up modifier to Attack (6.5.14).
     5) Apply Attack Element modifiers to Attack and Defense (6.5.16).
     6) Damage = (Attack - Defense) * M.  Max Damage = 9999.

     ATTACK TYPE (HEX: 2E) (Physical magic + Status 1: Reaper's Sword)
     1) Follow Hit Determination for Physical Magic Attacks Steps (6.2.3).
     2) Use Physical Magic Damage Parameters (6.4.4):
        Attack = Spell Attack + (0..(Spell Attack/8))
        M = (Level*Magic Power)/256 + 4
        Defense = Defense
     3) Apply Target Status Effect modifiers to Defense and M (physical) (6.5.11).
     4) Damage = (Attack - Defense) * M.  Max Damage = 9999.
     5) Inflict status effects.

     ATTACK TYPE (HEX: 3D) (Reduce HP to critical + Status: DeathClaw)
     1) Follow Hit Determination for Magical Attacks Steps (6.2.2).
     2) If the Target is Heavy, attack misses;  do not follow any more steps.
     3) Let N1 = (1..9).  If Target's Current HP > N1, Target's Current HP = N1.
     4) Follow Status Duration Determination steps (6.6).
     5) Inflict Status Effects.

     ATTACK TYPE (HEX: 3E) (Reduce HP to critical or HP Leak: Failure (Elixir+
     Turtle Shell))
     1) Let N1 = (0..99)
     2) If N1 >= 25, follow Status Duration Determination Steps (6.6).
        Inflict HP Leak status.
     3) If N1 < 25, if the Target is Heavy, attack misses;
        do not follow any more steps.
        Let N2 = (1..9)
        If Target's Current HP > N2, Target's Current HP = N2.

     ATTACK TYPE (HEX: 3F) (Zombie Breath)
     1) Aegis Shield Check (6.3.2)
     2) Use Random Magic Damage Parameters (6.4.3):
        Attack = (50..200)
        M = Spell Attack
        Defense = Magic Defense
     3) Apply Target Status Effect modifiers to Defense and M (magical) (6.5.10).
     6) Damage = (Attack - Defense) * M.  Max Damage = 9999.
     7) If Damage >= Target's Current HP, inflict Zombie status.

     ATTACK TYPE (HEX: 40) (Change Row: Dynamo, Magnet)
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1) Follow Hit Determination for Magical Attacks Steps (6.2.2).
2) Change Target row.
   If using Magnet, only move Target from the back row to the front row.

ATTACK TYPE (HEX: 42) (Heal HP and Status: Nightingale, Maiden's Kiss,
Neutralize, Cure Blind, Holy Water, Mantra)
1) Use Magic Damage Parameters (6.4.1):
   Attack = Spell Attack + (0..(Spell Attack/8))
   M = (Level*Magic Power)/256 + 4
   Defense = Magic Defense
2) Damage = (Attack - Defense) * M.   Max Damage = 9999.
3) Target gains HP = Damage.
   If the Target is Undead, then the Target is damaged instead of healed.
4) Remove Status Effects.

ATTACK TYPE (HEX: 44) (Escape (enemy magic))
1) Inflict Dead status on attacker. Ignore status immunities.
2) Party receives no Exp or Gil for this monster.

ATTACK TYPE (HEX: 4B) (L5 Doom)
1) If Target's level is not a multiple of 5, the attack misses;
   do not follow any more steps.
   Do not add Hero song bonus to level when checking the Target's level.
2) If Target is Undead, then Target's Current HP = Target's Max HP;
   do not follow any more steps.
3) Inflict Dead status. Ignore Dead status immunity.

ATTACK TYPE (HEX: 4C) (L2 Old)
1) If Target's level is not a multiple of 2, the attack misses;
   do not follow any more steps.
   Do not add Hero song bonus to level when checking the Target's level.
2) Inflict Aging status. Ignore Aging status immunity.

ATTACK TYPE (HEX: 4D) (L4 Qrter)
1) If Target's level is not a multiple of 4, the attack misses;
   do not follow any more steps.
   Do not add Hero song bonus to level when checking the Target's level.
2) Damage = Spell Attack Fraction * (Target's Current HP). Max Damage = 9999.
3) If Target is Heavy, Damage = 0

ATTACK TYPE (HEX: 4E) (L3 Flare)
1) If Target's level is not a multiple of 3, the attack misses;
   do not follow any more steps.
   Do not add Hero song bonus to level when checking the Target's level.
2) Use Flare Damage Parameters (6.4.2):
   Attack = Spell Attack + (0..(Spell Power/32))
   M = (Level*Magic Power)/256 + 4
   Defense = (Magic Defense/32)
3) Apply Target Status Effect modifiers to Defense and M (magical) (6.5.10).
4) Damage = (Attack - Defense) * M. Max Damage = 9999.

ATTACK TYPE (HEX: 4F) (Revive + Status: Spirit)
1) If the Target is not Dead, the attack misses; do not follow any more steps.
2) Revive the Target. Target HP = Spell Attack Fraction * (Target Max HP).
3) Let N1 = (0..99). If N1 < Status Hit%, inflict Zombie status.

ATTACK TYPE (HEX: 50) (Goblin Punch)
1) Use Goblin Punch Damage Parameters (6.4.17):
   Attack = Weapon Throw Damage (Right Hand) + Weapon Throw Damage (Left Hand),
           or Monster Attack
   M = (Level*Strength)/128 + 2, or Monster Attack Multiplier
   Defense = Defense
2) Apply Level Effect modifier to Attack and Defense (6.5.13).
3) Apply Target Status Effect modifiers to Defense and M (physical) (6.5.11).
4) Damage = (Attack - Defense) * M. Max Damage = 9999.

ATTACK TYPE (HEX: 51) (Modify Level or Defense: Darkshock, Guard Off, Sonic
Wave, Dragon Power, Sampson Power, Split Shell, Power Drink, Hero Drink)
1) Follow Hit Determination for Magical Attacks Steps (6.2.2).
2) If using Darkshock or Sonic Wave, Level = Level/2

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   3) If using Guard Off or Split Shell,
      Defense = Defense/2 and Magic Defense = Magic Defense/2
   4) If using Dragon Power, Level = Level + 20
   5) If using Sampson Power or Hero Drink, Level = Level + 10
   6) If using Power Drink,
      Weapon Throw Damage (Right Hand) = Weapon Throw Damage (Right Hand) + 20
      Weapon Throw Damage (Left Hand) = Weapon Throw Damage (Left Hand) + 20
      Maximum value for Weapon Throw Damage = 255
      Due to a bug, this bonus will only be applied when using Goblin Punch and NOT
      be applied when using Throw or any other Fighting command.

   ATTACK TYPE (HEX: 52) (HP Leak + Status: Mucus)
   1) Follow Hit Determination for Magical Attacks Steps (6.2.2).
   2) Remove Haste status effect.  Inflict Slow status.
   3) Inflict HP Leak status (status duration = 255)

   ATTACK TYPE (HEX: 53) (Damage based on current MP: Hammer, Dark Ether)
   1) Follow Hit Determination for Magical Attacks Steps (6.2.2).
   2) Damage = Spell Attack Fraction * (Target's Current MP).  Max Damage = 9999.
   3) Damage is applied to Target's MP.

   ATTACK TYPE (HEX: 54) (Damage = MAX HP - Current HP: ????, Dark Breath)
   1) Follow Hit Determination for Magical Attacks Steps (6.2.2).
   2) Damage = (Caster's MAX HP - Caster's Current HP)

   ATTACK TYPE (HEX: 55) (Kill Caster, Heal Target: Fusion)
   1) Target's Current HP = Target's Max HP.
      If the Target is Undead and not Heavy, let N1 = (1..9).
      If Target's Current HP > N1, Target's Current HP = N1.
      If the Target is Undead and Heavy, the attack misses;
      do not follow any more steps.
   2) Target's Current MP = Target's Max MP.
   3) Inflict Dead status on caster.  Ignore Dead status immunity.

   ATTACK TYPE (HEX: 57) (HP Leak + Status: Rainbow Wind, Dark Sigh)
   1) Inflict Status Effects.
   2) Inflict HP Leak status (status duration = 255)

   ATTACK TYPE (HEX: 58) (Flare Damage + HP Leak + Status: Mind Blast)
   1) Use Flare Damage Parameters (6.4.2):
      Attack = Spell Attack + (0..(Spell Power/32))
      M = (Level*Magic Power)/256 + 4
      Defense = (Magic Defense/32)
   2) Apply Target Status Effect modifiers to Defense and M (magical) (6.5.10).
   3) Damage = (Attack - Defense) * M.  Max Damage = 9999.
   4) Follow Status Duration Determination Steps (6.6).
   5) Inflict Paralyze status.
   6) Inflict HP Leak status (status duration = 255)

   ATTACK TYPE (HEX: 59) (Double HP: Giant Drink)
   1) If Target has already used Giant Drink, the attack misses;
      do not follow any more steps.
   2) Target's Max HP = 2 * (Target's Max HP).  Max value = 9999
   3) Target's Current HP = 2 * (Target's Current HP).  Max value = 9999

   ATTACK TYPE (HEX: 5A) (Heal Current HP: White Wind)
   1) Damage = Caster's Current HP
   2) Target gains HP = Damage.
      Note that Undead are still healed.

   ATTACK TYPE (HEX: 5C) (Full Heal + Status: Hug)
   1) Follow Hit Determination for Magical Attacks Steps (6.2.2).
   2) Target's Current HP = Target's Max HP.
      If the Target is Undead and not Heavy, let N1 = (1..9).
      If Target's Current HP > N1, Target's Current HP = N1.
      If the Target is Undead and Heavy, the attack misses;
      do not follow any more steps.
   3) Apply Stone status.

   ATTACK TYPE (HEX: 5D) (Zombie: Dance of the Dead, Zombie Powder)
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1) Target HP = 0
2) Inflict Zombie status.

ATTACK TYPE (HEX: 5E) (Increase stat: Power, Speed, Magic, Heroic Song)
1) If Void has been cast, the attack misses;  do not follow any more steps.
2) Party members' appropriate stats gradually increase to 99
   Caster cannot do any other actions.
   Damaging the caster stops the Song.

ATTACK TYPE (HEX: 5F) (Damage creature type only: Requiem Song)
1) If Target is not Undead, the attack misses;  do not follow any more steps.
2) Use Flare Damage Parameters (6.4.2):
   Attack = Spell Attack + (0..(Spell Power/32))
   M = (Level*Magic Power)/256 + 4
   Defense = (Magic Defense/32)
3) Damage = (Attack - Defense) * M.  Max Damage = 9999.
4) Inflict HP Leak status (status duration = 255)

ATTACK TYPE (HEX: 63) (Grand Cross)
1) If Target has Dead or Zombie status, the attack misses;
   do not follow any more steps.
2) Let N1 = (0..17)
3) If N1 = 0, inflict Dead status.
4) If N1 = 1, inflict Stone status.
5) If N1 = 2, inflict Toad status.
6) If N1 = 3, inflict Mini status.
7) If N1 = 4, inflict Poison status.
8) If N1 = 5, inflict Zombie status.
9) If N1 = 6, inflict Darkness status.
10) If N1 = 7, inflict Aging status.
11) If N1 = 8, inflict Sleep status.
12) If N1 = 9, inflict Paralyze status.
13) If N1 = 10, inflict Charm status.
14) If N1 = 11, inflict Berserk status.
15) If N1 = 12, inflict Mute status.
16) If N1 = 13 or N1 = 14, inflict Stop status.
17) If N1 = 15, inflict Countdown status.
18) If N1 = 16, inflict HP Leak status.
19) If N1 = 17,
    If the Target is Heavy, attack misses;  do not follow any more steps.
    Let N2 = (1..9).  If Target's Current HP > N2, Target's Current HP = N2.

ATTACK TYPE (HEX: 65) (Interceptor Rocket)
1) If the target is not Jumping, the attack misses; do not follow any more
steps.
2) Causes target to abort their Jumping attack.

(thanks to Silktail for this)

ATTACK TYPE (HEX: 67) (Pull)
Moves Target's position to the left.

ATTACK TYPE (HEX: 6B) (Status Immunity, Magic Element UP, Creature Type: Resist
Poison, Life Shield, Dragon's Kiss, Elemental Power)
1) If using Resist Poison or Life Shield,
   grant status immunity to specified statuses to Target.
2) If using Dragon's Kiss, grant Dragon and Heavy creature type to Target
   (thanks to Silktail for this).
   Target will still retain original creature types as well
   (i.e. Target will still be Undead, Humanoid, etc.)
3) If using Elemental Power,
   grant Magic Element Up for specified elements to Target.

ATTACK TYPE (HEX: 6C) (Strong vs. Creature Type: Apollo Harp, AquaRake, Sage
Staff)
1) Use Magic Damage Parameters (6.4.1):
   Attack = Spell Attack + (0..(Spell Attack/8))
   M = (Level*Magic Power)/256 + 4
   Defense = Magic Defense
2) Apply Creature Type modifier to Attack (6.5.9)
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        -- -              --
3) Apply Target Status Effect modifiers to Defense and M (magical) (6.5.10).
4) Damage = (Attack - Defense) * M.  Max Damage = 9999.

ATTACK TYPE (HEX: 6D) (Drain base on Current HP: Vampire)
1) Follow Hit Determination for Magical Attacks Steps (6.2.2).
2) Damage = (Caster Max HP - Caster Current HP)/2
3) Caster gains HP equal to Damage.
   If the Target is Undead, then the Target is healed and the caster is damaged.

ATTACK TYPE (HEX: 70) (Wormhole)
Removes Target from battle


*********************************************
6.7.3) DAMAGE FORMULAS FOR COMMAND ATTACKS
*********************************************

ATTACK TYPE (HEX: 43) (Steal)
1) Hit% = 40
2) Apply modifier to Steal success.
3) Let N1 = (0..99)
4) If N1 >= Hit%, the attack misses; do not follow any more steps.
5) If an item has already been stolen from the target, the attack misses;
   do not follow any more steps.
6) Let N2 = (0..255)
7) If N2 < 10, Steal a Rare Item
8) If N2 >= 10, Steal a Common Item

ATTACK TYPE (HEX: 45) (Throw)
1) If Item being thrown is a Flame, Water or Thunder Scroll, use Attack Type
   HEX:06 instead.
2) Use Throw Damage Parameters (6.4.14):
   Attack = Weapon Throw Attack + (0..(Weapon Throw Attack/8))
   M = (Level*Strength)/128 + (Level*Agility)/128 + 2
   Defense = Defense
3) Apply Command modifiers to Attack, Defense and M (6.5.3).
4) Apply Target Status Effect modifiers to Defense and M (physical) (6.5.11).
5) Apply Attacker Status Effect modifiers to Attack (physical) (6.5.12).
6) Damage = (Attack - Defense) * M.  Max Damage = 9999.

ATTACK TYPE (HEX: 46) (GilToss)
1) Use GilToss Damage Parameters:
   Attack = Level + 10
   M = 150
   Defense = Defense
2) Damage = (Attack - Defense) * M.  Max Damage = 9999.
3) Gil cost = 50 * Level * (# of targets attacked)

ATTACK TYPE (HEX: 47) (Tame (Mediator command))
1) If Target is not a Creature, the attack misses;
   do not follow any more steps.
2) Follow Status Duration Determination Steps (6.6).
3) Inflict Stop status.

ATTACK TYPE (HEX: 48) (Catch)
1) If Target is immune to Catch, the attack misses;
   do not follow any more steps.
2) If attacker is wearing Corna Jar and
   Target's Current HP > (Target's Max HP / 2), the attack misses;
   do not follow any more steps.
3) If attack is not wearing Corna Jar and
   Target's Current HP > (Target's Max HP / 8), the attack misses;
   do not follow any more steps.
4) Catch Target.

ATTACK TYPE (HEX: 49) (Flirt, Lilith Rod)
1) Hit% = Spell Hit% + Attacker Level - Target Level
   Evade% = Target Magic Evade%
2) Apply modifier to Flirt success steps (6.3.5).
3) Let N1 = (0..99)
   If N1 >= Hit%, the attack misses;  do not follow any more steps.
```

4) Let N2 = (0..99)
   If N2 < Evade%, the attack misses; do not follow any more steps.
5) If Target is Heavy, the attack misses; do not follow any more steps.
6) If using Flirt, display "Grr..."
7) Target's next action will be to display "Throbbing" message.
   The Target's AI will not be affected if it has Berserk, Sleep, Charm or
   Controlled status. (thanks to Silktail for this)

ATTACK TYPE (HEX: 4A) (Dance)
1) If attacker has Sword Dance Up, Let N1 = (0..99);
   if N1 < 50, use Sword Dance;
   if N1 > 50, let N2 = (0..99); if N2 < 50, use Jitterbug Duet;
   if N2 >= 50, use Mystery Waltz
2) If attacker does not have Sword Dance Up, Let N1 = (0..3);
   if N1 = 0, use Jitterbug Duet;
   if N1 = 1, use Mystery Waltz;
   if N1 = 2, use Sword Dance;
   if N1 = 3, use Tempting Tango

ATTACK TYPE (HEX: 69) (Control)
1) If Target has Berserk or Charm status, the attack misses;
   do not follow any more steps.
2) If the Target is already being Controlled, the attack misses;
   do not follow any more steps.
3) If the Target is immune to Control, the attack misses;
   do not follow any more steps.
4) Let N1 = (0..99)
5) If attacker is wearing the Coronet and N1 < 75, Target is Controlled.
6) If attacker is not wearing the Coronet and N1 < 40,
   the Target is Controlled.

6.8) SPELL REFERENCE

For easy reference, here is a list of spells that have extra effects or follow
different damage formulas than the regular Magic Damage (type 06) or Status
Inflicting
spells (types 11, 12, 13)

****
6.8.1) WHITE MAGIC
****

SCAN
Scans a monster's Level, HP, Weakness and currently inflicted Status Effects.
If the monster is immune to HP Scan, ?????/????? is displayed instead of its
HP. Note that only the following Status Effects will be displayed:
Darkness, Zombie, Poison, Float, Mini, Toad, Stone, Dead, Image, Mute, Berserk,
Charm, Paralyze, Sleep and Aging. Also note that since Scan cannot target Stone
or Dead targets, you basically will never see those Status Effects displayed
either.

MUTE
White, Black, Dimen, Summon, MgcSword and Song Magic cannot be used. Blue
still OK, Spells cast by Weapons OK.

SIZE
Mini Status: Defense = 0, Evade% = Evade% * 2
Damage = (3 - Target Defense) * M
M = (Strength*Level)/128 + 2 or Monster Attack Multiplier

****
6.8.2) BLACK MAGIC
****

VENOM

```
Poison Rate = (MAX HP)/16


TOAD
Toad Status: Defense = 0, Evade% = 0, Magic Defense = 0
Damage = (3 - Target Defense) * M
M = (Strength*Level)/128 + 2 or Monster Attack Multiplier


FLARE
Damage = (Spell Attack + (0..(Spell Attack/32)) - (Magic Defense/32)) * M


*****************
6.8.3) TIME MAGIC
*****************


DRAG
"It gives your party a few seconds 'Wait', after their Active-Time-Bar fills.
Almost like time stopping around you, as you select a command. "

"I had found out that the battle-speed setting (in the Config-menu) does
something similar to Drag.  I think to begin with, the Battle-speed is set to 3
and that gives roughly a second pause (when your command-menu pops up).  Whilst
if you set it to 1, it doesn't seem to pause at all and if set to 6, roughly a 3
second pause.

What "Drag" does is gives us a pause of just over 2 seconds, (for that battle,)
which is equivalent to Battle-Speed 5.  Thus at Battle-Speed 5, Drag seems to do
nothing and at Battle-Speed 6, it actually shortens the pause."

(posted by Silktail in the GameFAQ FFV SNES Message board)


VOID
Mute to All.
Bypasses Mute immunity.
Doesn't work in most Boss battles (see Monster Formations Section 11.5)


REGEN
Regen Rate = (Vitality*Level)/16


COMET
Damage = ((50..200) - Magic Defense) * M, M = 8


OLD
Aging vs Characters: All stats decrease to 1 (not Level)
Aging vs Monsters: Level and Speed decreases to 1.  This subsequently affects
their Magic Attack Multiplier.


METEO
Damage = ((50..200) - Magic Defense) * M, M = 14.  Four attacks per casting


QUICK
Allows two subsequent commands to be executed immediately.


*******************
6.8.4) SUMMON MAGIC
*******************


CHOCOBO
Let N1 = (0..99)
If N1 < 8, use Fat Chocobo; otherwise use Chocobo Kick


GOLEM WALL
Protects from Physical Damage.  Wall HP = (20 + Level) * 50


ODIN
If all targets are Heavy type creatures, Gungnir is used instead of True Edge
Let N1 = (0..99)
If N1 < 80 + Attacker Level - Target Level, use True Edge; otherwise
use Gungnir.


*****************
```

6.8.5) SONG MAGIC
****

Power, Magic, Speed, Hero Songs gradually increase Strength, Magic Power,
Agility and Level. Max = 99. Caster cannot do any other actions. Damaging
the caster stops the Song. Hero song increases Level with respect to when a
party member makes an attack. When they are a target of an attack, they
are still considered the original level (i.e. Scan shows the original Level,
L2 Old, L3 Flare, L4 Qrter, L5 Doom work according to original Level).
Love Song = Casts Stop on All
Charm Song = Casts Charm on All

****
6.8.6) MAGIC SWORD
****

Magic Sword effects stack with other attacking commands like BuildUp, Counter,
Aim, Jump, X-Fight, Capture and Sword Dance.

Magic Sword Element overrides current Attack Element
Status effect Magic swords have no Attack Element and will also override
current Attack Element (e.g. Casting Mute Magic Sword with the Air Lancet will
make it lose its Air Attack Element).

Status effect Magic swords (Venom, Mute, Sleep and Break) will successfully
inflict their statuses as long as you successfully hit the target, even if you
only do zero damage (use Aim, X-Fight, Jump or Sword Dance to guarantee a
hit).

For Elemental Magic swords, if the target is not weak vs. specified element
then Magic Sword has no effect on the damage you do to the target.

If the target is Weak vs. Magic Sword Element:

FIRE, ICE, BOLT, VENOM
Defense = 0
Attack = Attack * 2

FIRE2, ICE2, BOLT2
Defense = 0
Attack = Attack * 3

FIRE3, ICE3, BOLT3, BIO, HOLY
Target is killed instantly.
Ignores Dead immunity.
Does not work against Heavy type creatures.
For Heavy types:
Defense = 0
Attack = Attack * 4

If the target is immune to Magic Sword element, attacks will always miss, even
with Aim, X-Fight, Jump or Sword Dance.

If the target absorbs the Magic Sword element, target will be healed instead
of damaged. Healing amount = normal damage formula, but Defense = 0.

Other Magic Swords:

DRAIN
Use normal formula, caster is healed by the amount of damage inflicted. If
the target is Undead, target is healed and caster is damaged.

PSYCHE
Use normal formula, if Damage > 0, then drain 1/4 of target's current MP. If
the target is Undead, then target gains MP and caster loses MP.

FLARE
Damage = (Attack + (0..(Attack/8)) + 100)
Damage = Damage - (Defense/4)
Danage = Damage * M

```
*****************
6.8.7) BLUE MAGIC
*****************

CONDEMN
Adds Countdown to One enemy.
Ignores Dead Immunity.
Doesn't work against Heavy type monsters.

ROULETTE
Random target is chosen.
Doesn't work against Undead type monsters.

AQUARAKE
vs Desert Creatures:
Damage = ((Spell Attack + (0..(Spell Attack/8)) * 8) - Magic Defense) * M

L5 Doom
Casts Doom on Enemies with Level = Multiple of 5.
Ignores Dead immunity.

L4 Qrter
Casts Qrter on Enemies with Level = Multiple of 4.
Does 0 damage vs Heavy Type creatures.

L3 Flare
Casts Flare on Enemies with Level = Multiple of 3.

L2 Old
Casts Old on Enemies with Level = Multiple of 2.
Ignores Aging immunity.

GOBLIN PUNCH
Damage = Weapon Goblin Punch Damage (if 2-Handed, add GP Damage from
each hand.  Dbl Grip has no effect)
Damage = Damage - Defense
If Target Level = Attacker Level, Defense = 0
Damage = Damage * M
M = (Strength*Level)/128 + 2
If Target Level = Attacker Level, M = M * 8
No Back Row Modifications
Hit% = 100%
Attack Element becomes None

FUSION
Fully heals target HP and MP.
Reduces HP to Critical on Undead (doesn't work on Undead and Heavy)
Inflicts Dead status on caster, ignoring Dead Immunity.

VAMPIRE
If Hit is successful then Damage drained = (MAX HP - HP)/2
On Undead, target is healed and caster is damaged.

HAMMER
Damage = Spell Attack Fraction * (Target's Current MP)
Damage is done to Target's MP.

EXPLODER
Damage dealt = Caster Current HP
Inflicts Dead status on caster, ignoring Dead Immunity.

????
Damage = MAX HP - Current HP

BLOWFISH
Damage = 1000
Defense = 0
Hit% = 100
No Back Row Modifications
```

```
WHITE WIND
Healing = Current HP
OK on Undead
```

6.9) OTHER COMMANDS

```
GUARD
Physical Damage taken = 0.

DBL GRP
M = M * 2

COVER
If an another party member is Near Death and is physically attacked by
someone not from their own party, a character with the Cover ability
will intercede and be the target of the attack instead.  The Covering
character's stats (i.e. Defense, Evade, Back Row etc.) are used to determine
hit success and damage received.
A character cannot Cover another party member if they are Stone, Zombie, Dead,
Sleep, Paralyze, Charm, Berserk, Stop, Hidden, Erased or Jumping, or if the
physical attack was made by another party member.

KICK
Attacks all Enemies
Use Damage formula (HEX: 30) to determine whether each
hit connects and the damage done.
Hit% = 100, Evade% = Target Evade%
Damage = (2*Level + (0..((2*Level)/8)) - Defense) * M
M = 2 + (Strength*Level/256)
with Kaiser Knuckles:
Damage = (50 + 2*Level + (0..((2*Level)/8)) - Defense) * M

BUILDUP
M = M * 2
Weapons will not cast spells.

MANTRA
Use Damage formula (HEX: 42)
Heals HP and remove Darkness and Poison statuses.

COUNTER
Counters physical attacks.
Chance to counterattack = 50%

STEAL
Chance to Steal = 40%
w/ Thief Glove, Chance to Steal = 80%
Enemy cannot evade Steal attempts
Chance to Steal rare = 10/256

CAPTURE
Attempt to Steal after attacking
Weapons will not cast spells.

CAUTION
Chance for back attack decreased from 16/256 to 0

JUMP
M = M * 2 only for Weapon types 33 and 73 (Spears)
Hit% = 100% (not for Weapon types 39 and 49 (Rods and Lilith Rod))
No Back Row Modifications
No Criticals
Weapons will not cast spells.

IMAGE
```

Gives Image (2) status effect

THROW
Damage = (Weapon Throw Damage + (0..(Weapon Throw Damage/8)))*2
Damage = Damage - Defense
Damage = Damage * M
M = (Strength*Level)/128 + (Agility*Level)/128 + 2
No Back Row Modifications
Hit% = 100
If throwing a Flame, Water or Thunder Scroll, use Attack Type HEX:06
instead.

2-HANDED
Each hand makes an independent attack.
Use appropriate Damage Formulas for each hand.
Apply right hand results first, then the left hand results.

Same principle applies to other attacking commands like Capture, Aim, X-Fight,
BuildUp, Jump amd Sword Dance. For X-Fight, right hand and left hand results
are applied one after another for each of the 4 attacks (i.e. right hand, left
hand, right hand, left hand, right hand, left hand, right hand, left hand).

Weapons that can cast spells after attacking do so immediately after that hand
makes its attack.

Weapons that execute commands instead of attacking are checked for each hand
first. The right hand weapon is checked before the left hand weapon. If both
hands fail to execute a command, each hand attacks normally. If either hand
successfully executes its command, it is done so immediately and neither hands
make their regular attacks.

SWDSLAP
Issues a regular Fight command, but it will not dispel Sleep, Charm or
Controlled status on their targets (thanks to Silktail for this).
It does not seem to have any other effect (perhaps due to a bug?)

GILTOSS
Damage = (10 + Level - Defense) * 150 to each enemy
Gil Cost = Level * 50 per enemy per throw
No Back Row Modifications
Hit% = 100%

SLASH
Use Damage formula HEX: 18
Spell Hit% = 85
Follow Hit Determination for Magical Attacks steps to determine if each hit
succeeds.
Instantly Kills all Enemies.
Bypasses Dead status immunity.
Does not work against Heavy type creatures.

PRE-EMPTIVE
Chance for pre-emptive increases from 32/256 to 64/256

BERSERK
Attack = (Attack * 3) / 2

ANIMALS
1) Let N1 = (0..Level)
2) If N1 = 0, cast Mysidian Rabbit
3) If 0 < N1 < 5, cast Squirrel
4) If 5 <= N1 < 10, cast Bee Swarm
5) If 10 <= N1 < 20, cast Nightingale
6) If 20 <= N1 < 30, cast Momonga
7) If 30 <= N1 < 40, cast Falcon
8) If 40 <= N1 < 50, cast Skunk
9) If 50 <= N1 < 60, cast Wild Boar
10) If N1 >= 60, cast Unicorn

AIM

```
Hit% = 100% (not for Weapon types 39 and 49 (Rods and Lilith Rod))

X-FIGHT
4 Attacks, M = M / 2 and Defense = 0
Hit% = 100% (not for Weapon types 39 and 49 (Rods and Lilith Rod))
Weapons will not cast spells.

Subsequent hits after the first two seem to follow different rules
in that they do not dispel Sleep, Charm or Controlled status on
their targets (thanks to Silktail for this), nor do they seem to
provoke counterattacks from "React:Physical" in the Monster AI scripts.

BARRIER
If the character is Near Death, they will automatically cast Magic Barrier
on themselves (inflicts Shell status, M = M / 2 vs. Magic attacks).

OBSERVE
Scans a monster's HP and Weakness.  If the monster is immune to HP Scan,
?????/????? is displayed instead of its HP.
Note:  Due to a bug, Observe will only scan a monster's HP (see Section 12.5)

ANALYZE
Scans a monster's Level, HP, Weakness and currently inflicted Status Effects.
If the monster is immune to HP Scan, ?????/????? is displayed instead of its
HP.  Note that only the following Status Effects will be displayed:
Darkness, Zombie, Poison, Float, Mini, Toad, Stone, Dead, Image, Mute, Berserk,
Charm, Paralyze, Sleep and Aging.  Also note that since Analyze cannot target
Stone or Dead targets, you basically will never see those Status Effects
displayed either.
Doesn't work in most Boss battles (see Monster Formations Section 11.5)

TAME
Inflicts Stop status on Creature type monsters

CONTROL
Chance to Control = 40%
w/ Coronet, Chance to Control = 75%
Enemy cannot evade Control attempts
Does not work against enemies immune to Control

CATCH
Catches monsters if their HP <= (MAX HP)/8.
When wearing Corna Jar, will Catch when HP <= (MAX HP)/2
Does not work against enemies immune to Catch

RELEASE
Attacks a random target using the spell or attack specified under "Catch"
parameter in the Monster Data Reference section.  The released monster
is considered the attacker, so use its parameters (Level, Attack Power,
Attack Multiplier, Magic Attack Multiplier etc.) where appropriate when
determining damage.

MEDICINE
Healing amount is doubled for Potions and Ethers (Magic Types 25 and 26)
Applies only in battle.

PRAY
Targets all allies.
Removes Darkness, Poison, Mini, Toad, Stone, Mute, Charm, Paralyze, Sleep,
and Aging statuses

REVIVE
Targets all allies.
Revives and sets Current HP = 1/16 MAX HP to dead allies.

TERRAIN
1) Let N1 = (0..Level)
2) If N1 < 11, cast Spell 1
3) If 11 <= N1 < 21, cast Spell 2
4) If 21 <= N1 < 51, cast Spell 3
```

5) If N1 >= 51, cast Spell 4

The following is a table of possible spells that will be cast, depending
on the terrain type the party is currently on. I have not, at this time,
identified which entry corresponds to which terrain type.

	Spell 1	Spell 2	Spell 3	Spell 4
Terrain 1	Gust	Earthquake	Gale Cut	Tornado
Terrain 2	Branch Arrow	Leaf Dance	Branch Spear	Vine Hell
Terrain 3	Dust Storm	Quicksand	Desert Storm	Heat Sand
Terrain 4	Will-o-Wisp	Bottmlss Swmp	Poison Mist	Bottmlss Swamp
Terrain 5	Tsunami	Faen Fantom	Whirlpool	Big Tsunami
Terrain 6	Will-o-Wisp	Will-o-Wisp	Will-o-Wisp	Sonic Boom
Terrain 7	Will-o-Wisp	Stalactite	Gale Cut	Cave-in
Terrain 8	Will-o-Wisp	Stalactite	Whirlpool	Cave-in
Terrain 9	Gale Cut	Gale Cut	Sonic Boom	Tornado
Terrain 10	Gust	Gale Cut	Sonic Boom	Tornado
Terrain 11	Gust	Gale Cut	Sonic Boom	Tornado
Terrain 12	Gust	Gale Cut	Sonic Boom	Tornado
Terrain 13	Gust	Gale Cut	Tornado	Tornado
Terrain 14	Will-o-Wisp	Will-o-Wisp	Will-o-Wisp	Sonic Boom
Terrain 15	Gust	Sonic Boom	Tornado	Tornado
Terrain 16	Branch Arrow	Leaf Dance	Branch Spear	Vine Hell
Terrain 17	Gust	Earthquake	Cave-in	Tornado
Terrain 18	Will-o-Wisp	Poison Mist	Sonic Boom	Cave-in
Terrain 19	Gale Cut	Gale Cut	Sonic Boom	Tornado
Terrain 20	Branch Arrow	Leaf Dance	Branch Spear	Vine Hell
Terrain 21	Gust	Gale Cut	Sonic Boom	Sonic Boom
Terrain 22	Tsunami	Whirlpool	Big Tsunami	Waterfall
Terrain 23	Gust	Earthquake	Tornado	Tornado
Terrain 24	Gale Cut	Sonic Boom	Tornado	Tornado
Terrain 25	Gale Cut	Gale Cut	Sonic Boom	Tornado
Terrain 26	Tsunami	Whirlpool	Big Tsunami	Waterfall
Terrain 27	Gust	Gale Cut	Sonic Boom	Sonic Boom
Terrain 28	Gale Cut	Tornado	Sonic Boom	Tornado
Terrain 29	Gale Cut	Gale Cut	Gale Cut	Gale Cut
Terrain 30	Tsunami	Faen Fantom	Whirlpool	Big Tsunami
Terrain 31	Dust Storm	Quicksand	Desert Storm	Heat Sand
Terrain 32	Gale Cut	Gale Cut	Gale Cut	Gale Cut
Terrain 33	Tornado	Gale Cut	Sonic Boom	Tornado
Terrain 34	Tornado	Earthquake	Gale Cut	Tornado

FLIRT
Use Damage formula HEX: 49
Spell Hit% = 50
If successful, "....grrr" message will appear and target's next action is
replaced
with a "Throbbing" message (thanks to Silktail for this).
Does not work against Heavy type creatures.

DANCE
1) If attacker has Sword Dance Up, Let N1 = (0..99);
   if N1 < 50, use Sword Dance;
   if N1 > 50, let N2 = (0..99); if N2 < 50, use Jitterbug Duet;
   if N2 >= 50, use Mystery Waltz
2) If attacker does not have Sword Dance Up, Let N1 = (0..3);
   if N1 = 0, use Jitterbug Duet;
   if N1 = 1, use Mystery Waltz;
   if N1 = 2, use Sword Dance;
   if N1 = 3, use Tempting Tango

SWORD DANCE
Attack = Attack * 2 and M = M * 2
For Bells, Rods, No effect.
Stacks with Critical Hit and Magic Sword
Hit% = 100% (not for Weapon types 39 and 49 (Rods and Lilith Rod))
Weapons will not cast spells.

```
6.10) STATUS EFFECTS


--------------------
Here is a overview of the various status effects that can be inflicted in
Final Fantasy V:

Resting at an inn or using a Tent or Cabin will remove status effects
that aren't cured after battle, except for Zombie.

Note that the "Immunity granted by" parameter is for characters.  Monsters
inherently have their own status immunities (check the Monster Reference
Section).  Note that Monsters cannot be immune to HP Leak or False Image.
Also, the statuses Near Death, Hidden, Singing and Erased do not apply to
monsters.  Unlike characters, monsters can be immune to Image, Shell, Armour
or Wall.


**********
NEAR DEATH
**********


Character that are Near Death will crouch.
If the character has the Barrier Ability, they will cast Magic Barrier on
themselves.
If the character is physically attacked by someone not from their own party
and another party member has the Cover Ability, that party member will intercept
the attack and become the target instead.

Inflicted by: (Current HP) < (MAX HP) / 8

Cured by: (Current HP) >= (MAX HP) / 8

Immunity granted by: None


********
DARKNESS
********


For physical attacks, Hit% = Hit%/4

Inflicted by: Flash, Rainbow Wind, Needle, Skunk, Leaf Dance, Dust Storm,
              Dark Sigh, Dark Gas, Darkness Bow, Grand Cross

Cured by:  Heal, Medicine, Nightingale, Cure Blind, Pancea, Eyedrop, Mantra,
           Pray

Immunity granted by: Ribbon, Glasses, Bone Mail, Zombie Status


******
ZOMBIE
******


Target has 0 HP and is uncontrollable in battle.
Damage inflicted on the target has no effect.  HP remains zero.
Will always attack a random party member with Fight.
Immune to Darkness, Zombie, Float, Mini, Toad, Stone and Dead.
Cannot protect other party members with Cover.

Inflicted by: Spirit, Dance of the Dead, Zombie Powder, Zombie Breath,
              Grand Cross

Cured by: Revivify, Holy Water

Immunity granted by: Angel Ring, Zombie Status


******
POISON
******


Poison Rate = (MAX HP)/16
```

        Inflicted by: Venom, Venom (Magic Sword), Spore, Poison Breath, Skunk, Poison
                      Mist, Failure (Revivify+Dark Matter), Poison, Venom Axe,
                      Grand Cross

        Cured by: Heal, Medicine, Nightingale, Neutralize, Pancea, Antidote, Pray,
                  Dead Status

        Immunity granted by: Ribbon, Angel Suit, Bone Mail, Resist Poison,
                             Zombie Status

        *****
        FLOAT
        *****

        Attack Type HEX: 2D (ground attacks) will always miss targets with Float
        status.

        Inflicted by: Float, Mighty Guard, Levitate

        Note: Mighty Guard ignores Float status immunity.

        Cured by: Dispel, Gravity 100, Dead Status

        Immunity granted by: Zombie Status

        ****
        MINI
        ****

        Defense = 0, Evade% = Evade% * 2
        Damage = (3 - Target Defense) * M
        M = (Strength*Level)/128 + 2 or Monster Attack Multiplier

        Inflicted by: Size, TinySong, Grand Cross

        Cured by: Size, Heal, Medicine, Pancea, Luck Mallet, Pray

        Immunity granted by: Genji Shield, Genji Helmet, Giant's Glove,
                             Zombie Status

        ****
        TOAD
        ****

        Defense = 0, Evade% = 0, Magic Defense = 0
        Damage = (3 - Target Defense) * M
        M = (Strength*Level)/128 + 2 or Monster Attack Multiplier

        Cannot cast spells, other than Toad

        Inflicted by: Toad, FrogSong, Kurururu!, Toad's Kiss, Grand Cross

        Cured by: Toad, Heal, Kurururu!, Medicine, Maiden's Kiss, Pancea, Toad's Kiss,
                  Pray

        Immunity granted by: Ribbon, Genji Armor, Genji Glove, Zombie Status

        *****
        STONE
        *****

        Kills enemies if successfully inflicted.
        On party members, they cannot perform any actions, do not receive EXP or AP
        after battle and can only be targetted by attacks that can target Stone or
        Dead targets.
        Immune to Dead Status.
        Cannot protect other party members with Cover.

        Inflicted by: Break, Break (Magic Sword), Delta Attack, Beak, Hug, White Hole,
                      Demon's Eye, Grand Cross

Cured by: Heal, Medicine, Pancea, Soft, Pray

Immunity granted by: Aegis Shield, Ribbon, Zombie Status

```
****
DEAD
****
```

Dead party members cannot perform any actions, do not receive EXP or AP
after battle and can only be targetted by attacks that can target Stone or
Dead targets.
If you die, all status effects are removed except for Darkness, Mini
and Toad.

Inflicted by: Reducing HP to 0, Blaster, White Hole, Grand Cross, Killer Bow,
              Doom, Roulette, L5 Doom, Faen Fantom, Death Potion, Assassin
              Dagger, Doom Axe, Fusion, Exploder, Explosive, L5 Doom, No Clue,
              Darkness, Punishment, X-Zone (enemy magic), Countdown reaching
              zero, Slash, X-Zone, True Edge, Quicksand, Bottomless Swamp,
              Life, Life2, Resurrection, Fire of Resurrection, Reincarnation,
              Fenix Down, Kiss of Life and Revive

Notes:
i) Fusion, Exploder and Explosive inflict Dead status on the caster and
ignores Dead status immunity
ii) Doom, Roulette, L5 Doom, Faen Fantom, Death Potion, Assassin Dagger and
Doom Axe will fully heal the target instead of killing it if it is Undead.
iii) L5 Doom, No Clue, Darkness, Punishment, X-Zone (enemy magic) and
Countdown reaching zero ignore Dead status immunity.
iv) Slash, X-Zone, True Edge, Quicksand and Bottomless Swamp ignore Dead
status immunity but do not work against Heavy type creatures.
v) Life, Life2, Resurrection, Fire of Resurrection, Reincarnation, Fenix Down,
Kiss of Life and Revive inflict Dead status on Undead targets, ignores
Dead status immunity but do not work against Undead and Heavy type creatures.

Cured by: Life, Life2, Fire of Resurrection, Resurrection, Reincarnation,
          Fenix Down, Kiss of Life, Revive

Immunity granted by: Ribbon, Bone Mail, Life Shield, Zombie Status, Stone
                     Status

Note: Dragon's Kiss will grant immunity to Slash, X-Zone, True Edge, Quicksand
and Bottomless Swamp. Dragon's Kiss on an Undead target will grant immunity
to Life, Life2, Resurrection, Fire of Resurrection, Reincarnation, Fenix Down,
Kiss of Life and Revive.

```
*****
IMAGE
*****
```

The next physical attack that would otherwise succeed against the target will
convert to a miss, but the target will lose one Image.
Can either have one Image or two Images (notation: Image(1) and Image(2))

Inflicted by: Image, Image (enemy magic), Image (Command), Kiss of Blessing,
              Mirage Vest

Note: Mirage Vest grants one Image. All others grant two. Kiss of Blessing
      ignores Image status immunity.

Cured by: Dispel, otherwise successfully physically hitting the target for
          each Image, Dead Status, end of battle.

Immunity granted by: None

```
****
MUTE
****
```

White, Black, Dimen, Summon, MgcSword and Song Magic cannot be used.
Blue Magic is still OK and spells cast by Weapons is still OK.
Note that Enemy Magic is considered Blue and will still be OK.

Inflicted by: Mute, Mute (Magic Sword), Rainbow Wind, Needle, Grand Cross,
             Mage Masher, Anti-Magic Bow, Void

Cured by: Heal, Medicine, Pancea, Restorative, Pray, status duration elapsed,
          Dead Status, end of battle

Immunity granted by: Ribbon, Bard's Clothes

Note: Void affects all targets, ignores Mute status immunity and cannot be
cured other than by end of battle. Void cannot be used during certain battles
(most boss battles)

****
BERSERK
****

Attack = Attack * 3 / 2

The target is uncontrollable in battle and will always issue a Fight command
against a random enemy target.
On monsters, it overrides their AI script. They will not follow any React
scripts or Condition scripts and overrides being Flirted as well. This, in
conjuction with Kiss of Blessing ignoring Berserk status immunity can cause
numerous glitches with bosses that are supposed to execute certain scripts
(Exdeath (tree) -> NeoExdeath for example).
Cannot protect other party members with Cover.

Inflicted by: Berserk, Berserk (Ability), being a Berserker, Moon Flute, Kiss
             of Blessing, Bacchus' Wine, Grand Cross, Power Staff

Note: Kiss of Blessing, Berserk (Ability) and being a Berserker ignore
Berserk status immunity.

Cured by: Dispel, Medicine, Pancea, Restorative, Dead Status, end of battle

Note: Berserk (Ability) and being a Berserker cannot be dispelled.

Immunity granted by: Ribbon, Bone Mail, Berserk Status, Charm Status,
                    Controlled Status

*****
CHARM
*****

On characters, the target is uncontrollable in battle and will always issue a
Fight command against a random party member. If the character has either the
White, Red, or Black command equipped, he may also cast a random spell against
a random party member (healing spells will be cast on a random enemy target).
Physical attacks against the target will automatically hit. Cannot evade
attacks with Aegis Shield, Evade Ability, Hardened, Defender, Guardian or Elf
Cape. Cannot protect other party members with Cover.
On monsters, it overrides their AI script. They will not follow any React
scripts or Condition scripts and overrides being Flirted as well. They will
randomly do one of the attacks that are listed under "Control" in the Monster
Data section. They will target a random enemy (healing spells will be cast
on a random party member).

Inflicted by: Charm, Charm Song, Lamia Harp, Tempting Tango, Allure, Rocket
             Punch, Will-o-Wisp, Lamia's Kiss, Failure (Turtle Shell+Dragon
             Fang), Dark Sigh, Grand Cross, Dancing Dagger

Cured by: Heal, Medicine, Pancea, Restorative, Pray, successful physical
          attack (damage can be zero), Dead status, end of battle

Immunity granted by: Lamia's Tiara, Genji Helmet, Rainbow Suit, Genji Armor,
                    Bone Mail, Red Shoes, Berserk Status, Charm Status,

                             Controlled Status

****
PARALYZE
****

Cannot perform any actions. Physical attacks against the target will
automatically hit. Cannot evade attacks with Aegis Shield, Evade Ability,
Hardened, Defender, Guardian or Elf Cape. Cannot protect other party members
with Cover.

Inflicted by: Latch On, Death Claw, Mind Blast, Blaster, Entangle, Momonga,
              Tame (whip magic), Whip, Chain Whip, Beastkiller, Dragon Whip,
              Grand Cross

Cured by: Heal, Medicine, Pancea, Restorative, Pray, status duration elapsed,
          Dead Status, end of battle

Immunity granted by: Genji Shield, Running Shoes, Genji Glove

*****
SLEEP
*****

Cannot perform any actions. Physical attacks against the target will
automatically hit and remove Sleep status. Cannot evade attacks with Aegis
Shield, Evade Ability, Hardened, Defender, Guardian or Elf Cape. Cannot
protect other party members with Cover.

Inflicted by: Sleep, Sleep (Magic Sword), Dream Harp, Time Slip, Strange
              Dance, Slumber Sword, Grand Cross

Cured by: Heal, Medicine, Pancea, Restorative, Pray, successful physical
          attack (damage can be zero), Dead Status, end of battle

Immunity granted by: Thornlet, Running Shoes

*****
AGING
*****

Aging vs Characters: All stats decrease to 1 (not Level)
Aging vs Monsters: Level and Speed decreases to 1. This subsequently affects
their Magic Attack Multiplier.

Inflicted by: Old, L2 Old, Time Slip, Ancient Sword, Valiant Attack, Grand
              Cross

Note: L2 Old ignores Aging status immunity

Cured by: Heal, Medicine, Pancea, Restorative, Pray, Dead Status, end of
          battle

Immunity granted by: Ribbon, Bone Mail, Angel Ring

*****
REGEN
*****

Regen Rate = (Vitality*Level)/16

Inflicted by: Regen, Vitality Song, Water of Life, Dragon Armor, Guard Ring

Note: Dragon Armor and Guard Ring ignore Regen status immunity.

Cured by: Dispel, Dead Status, end of battle

Immunity granted by: Bone Mail

*****

```
INVUL
*****

Immune to all attacks.
This status is only used by Necrofobia at the beginning of battle.  The
status is dispelled after killing the four Barriers.

****
SLOW
****

ATB takes twice as long to fill.

Inflicted by: Slow, Slow2, Thread, Mucus, Vine Hell

Cured by: Dispel, Haste, Haste2, Kiss of Blessing, Haste Drink, Speed Drink,
Pancea, Dead Status, end of battle

Immunity granted by: Running Shoes

*****
HASTE
*****

ATB takes half as long to fill.

Inflicted by: Haste, Haste2, Kiss of Blessing, Haste Drink, Speed Drink,
               Running Shoes, use Masamune as Item

Cured by: Dispel, Slow, Slow2, Thread, Mucus, Vine Hell, Dead Status, end of
           battle

Note: Running Shoes cannot be dispelled.

Immunity granted by: None

****
STOP
****

Cannot perform any actions.  Does not get an evade check against physical
attacks.  Cannot evade attacks with Aegis Shield, Evade Ability,
Hardened, Defender, Guardian or Elf Cape.  Cannot protect other party members
with Cover.
Timers associated with the target will not increase: ATB, Countdown timer,
status duration timers, Regen rates, Poison damage rates. Note that the target
will still lose HP due to HP Leak status.

Inflicted by: Stop, Love Song, Tame (Mediator command) Electromagnetic Field,
               Grand Cross

Note: Tame (Mediator command) will only work on Creature type monsters.

Cured by: Dispel, Pancea, status duration elapsed, Dead Status, end of battle

Immunity granted by: Running Shoes.

*****
SHELL
*****

For magical attacks against the target, M = M / 2 and Hit% = Hit% / 2

Inflicted by: Shell, Magic Barrier, Mighty Guard, Dragon Armor, Protect Drink
               (mix Protect Drink+Protect Drink only)

Note: Dragon Armor and Mighty Guard ignore Shell status immunity.

Cured by: Dispel, Dead Status, end of battle
```

Immunity granted by: None

*****
ARMOR
*****

For physical attacks against the target, M = M / 2

Inflicted by: Armor, Mighty Guard, Dragon Armor, Protect Drink, use Defender
              as Item

Note: Dragon Armor and Mighty Guard ignore Armor status immunity.

Cured by: Dispel, Dead Status, end of battle

Immunity granted by: None

****
WALL
****

Reflectable spells cast against the target will be redirected back towards the
caster's party and target a random party member.

Inflicted by: Wall, Ruby Light, Dragon Armor, Wall Ring

Note: Dragon Armor ignores Wall status immunity.

Cured by: Dispel, status duration elasped, Dead Status, end of battle

Note: Wall Ring cannot be dispelled.

Immunity granted by: None

******
HIDDEN
******

Target is hidden from the screen and cannot take any actions other than Show.
Cannot be targetted by any attacks.
If all party members Hide, they will escape from battle, unless the battle
does not allow Running.

Inflicted by: Hide

Cured by: Show, end of battle

Immunity granted by: None

****
SINGING
****

Party's appropriate stat will continue to increase as long as the caster
sings.
Cannot perform any actions.

Inflicted by: Singing Power Song, Magic Song, Speed Song or Hero Song

Cured by: Successful physical attack (damage can be zero), Dead Status,
          end of battle

Immunity granted by: None

****
HP LEAK
****

Target's HP gradually decreases

```
       Inflicted by: Bio, Requiem, Mind Blast, Grand Cross, Rainbow Wind, Stomach
                     Acid, Mustard Bomb, Almagest, Quicksand, Blaze, Mucus, Surge
                     Beam, Failure (Elixir+Eyedrop), Failure (Elixir+Turtle Shell),
                     Dark Sigh, Shadow Flare, Thornlet

       Cured by: Status duration elapsed, Dead Status, end of battle

       Note: Thornlet cannot be cured.

       Immunity granted by: None


       *********
       COUNTDOWN
       *********


       Timer appears above the target's head and begins at 30.  When timer reaches
       zero, Dead status will be inflicted.  Ignores Dead status immunity.

       Inflicted by: Condemn, Grand Cross, Cursed Ring

       Note: Condemn does not work against Heavy type creatures.

       Cured by: Dead Status, end of battle

       Immunity granted by: Dragon's Kiss


       **********
       CONTROLLED
       **********


       Monster's AI script is overridden. They will not follow any React
       scripts or Condition scripts and overrides being Flirted as well.  When the
       controller's ATB fills up, they can make the monster issue one of the attacks
       that are listed under "Control" in the Monster Data section.  The controller
       can choose who to target with the attack as well.

       Inflicted by: Control

       Note: Certain monsters cannot be controlled

       Cured by: Successful physical attack (damage can be zero), Dead Status,
                 end of battle

       Immunity granted by: None


       ***********
       FALSE IMAGE
       ***********


       The target cannot be damaged by physical attacks.  This status is used only by
       the false images of Stalker and Pantera.


       ******
       ERASED
       ******


       Target is removed from the screen and the battle entirely.  Does not receive
       EXP or AP after battle.

       Inflicted by: Circle, Wormhole, Possess

       Cured by: End of battle

       Immunity granted by: Dragon's Kiss

       --------------------

       6.11) ATB CALCULATION

       --------------------
```

```
1) Everyone's ATB is a measure between 0 and 255.
2) Initial values at the start of battle = ??
3) Eveyone's ATB increases at a constant rate (unlike FF6-9).
4) Once someone's ATB reaches 255, they can perform an action.
5) After performing an action, their ATB gets "reset" and is calculated as
follows:

i)    Let N1 = 120 - Agility + (Equipment Weight/8). Minimum value = 1.
      For Monsters, use Speed instead of Agility, Equipment Weight = 0.
ii)   If they have Haste status, N1 = N1 / 2. Minimum value = 1.
iii)  If they have Slow status, N1 = N1 * 2. Maximum value = 255.
      Note that Haste and Slow are mutually exclusive statuses. You can only
      have one or the other, but never both at the same time.
iv)   ATB = 255 - N1
```

----

7) CHARACTER STATS

```
***************
7.1) BASE STATS
***************
```

These are the base stats of each job. Each character receives specific
bonuses to various stats as well.

	Str	Agl	Vit	Mag
Butz	+4	+1	+3	+1
Lenna	+1	+2	+1	+4
Galuf	+3	0	+4	0
Faris	+3	+3	+2	+2
Cara	+1	+4	0	+3

	Str	Agl	Vit	Mag
Normal/Mimic	24	24	24	24
Knight	47	25	44	10
Monk	50	25	50	1
Thief	25	40	26	18
Dragoon	42	29	39	12
Ninja	39	38	27	14
Samurai	43	26	43	12
Berserker	45	15	49	1
Hunter	40	36	25	19
Mystic Knight	38	38	38	25
White Mage	17	25	24	49
Black Mage	15	24	22	55
Time Mage	19	26	21	48
Summoner	14	23	23	57
Blue Mage	16	25	27	47
Red Mage	32	29	18	32
Mediator	37	25	32	21
Chemist	26	27	30	20
Geomancer	28	26	28	48
Bard	16	32	15	35
Dancer	29	29	14	19

```
*******************************
7.2) ABILITIES THAT MODIFY STATS
*******************************
```

Note that none of these modifiers are applied if it ends up lowering a
character's stat (i.e. Knight with Equip Whip will retain his own Strength
value and not the Mediator's Strength).

WHITE
Magic Power = White Mage Magic Power - 2 * (6 - White Mage Job Level)

```
BLACK
Magic Power = Black Mage Magic Power - 3 * (6 - Black Mage Job Level)

SUMMON
Magic Power = Summoner Magic Power - 4 * (5 - Summoner Job Level)

DIMEN
Magic Power = Time Mage Magic Power - 2 * (6 - Time Mage Job Level)

BLUE
Magic Power = Blue Mage Magic Power

RED
Magic Power = Red Mage Magic Power - (3 - Red Mage Job Level)
If Red Mage Job Level = 4, Magic Power = Red Mage Magic Power

X-MAGIC
Magic Power = Red Mage Magic Power

MAGIC SWORD
Magic Power = Mystic Knight Magic Power - 2 * (7 - Mystic Knight Job Level)
Strength = Mystic Knight Strength - 2 * (7 - Mystic Knight Job Level)

EQUIP SWORD
Strength = Knight Strength

EQUIP SPEAR
Strength = Dragoon Strength

EQUIP KATANA
Strength = Samurai Strength

EQUIP AXE
Strength = Berserker Strength

EQUIP BOW
Strength = Hunter Strength
Agility = Hunter Agility

EQUIP WHIP
Strength = Mediator Strength
Agility = Mediator Agility

EQUIP HARP
Magic Power = Bard Magic Power
Agility = Bard Agility

BRAWL
Strength = Monk Strength

DBL GRIP
Strength = 37 (applied before Character bonuses)

AGILITY
Agility = Thief Agility

*******************************
7.3) EXPERIENCE, HP AND MP TABLE
*******************************

This table lists the experience required to reach each level and also gives a
base value for HP and MP for each level.  To calculate your actual HP and MP:

HP = (Base HP * (Vitality+32)) / 32
MP = (Base MP * (Magic Power+32)) / 32

Bonuses to Vitality or Magic Power due to equipment are not added.

The location of this table in the ROM and the formula for HP and MP are from
Shingo Endo's site at http://www.yk.rim.or.jp/~s-endo (the website is in
```

Japanese). Thanks to Zach Keene for translating and bringing this info to my
attention.

LEVEL	EXP	BASE HP	BASE MP
1	0	20	2
2	10	25	5
3	33	30	8
4	74	40	11
5	140	50	14
6	241	60	17
7	389	70	20
8	599	80	23
9	888	90	26
10	1276	100	29
11	1786	120	32
12	2441	140	35
13	3269	160	38
14	4299	180	41
15	5564	200	44
16	7097	220	47
17	8936	240	50
18	11120	260	53
19	13691	280	56
20	16693	300	59
21	20173	320	62
22	24180	340	65
23	28765	360	68
24	33983	380	71
25	39890	400	74
26	46546	420	77
27	54012	440	80
28	62352	460	83
29	71632	480	86
30	81921	500	89
31	93291	530	92
32	105815	560	95
33	119569	590	98
34	134633	620	101
35	151087	650	104
36	169015	690	107
37	188503	730	110
38	209640	770	113
39	232517	810	116
40	257227	850	119
41	283867	900	122
42	312534	950	125
43	343330	1000	128
44	376357	1050	131
45	411722	1100	134
46	449533	1160	137
47	489900	1220	140
48	532937	1280	143
49	578759	1340	146
50	627485	1400	149
51	679235	1460	152
52	734131	1520	155
53	792300	1580	158
54	853869	1640	161
55	918969	1700	164
56	987732	1760	167
57	1060294	1820	170
58	1136793	1880	173
59	1217368	1940	176
60	1302163	2000	179
61	1391323	2050	182
62	1484995	2100	185
63	1583329	2150	188
64	1686478	2200	191
65	1794597	2250	194
66	1907843	2300	197

```
67   2026376        2350        200
68   2150358        2400        203
69   2279955        2450        206
70   2415333        2500        209
71   2556663        2550        212
72   2704116        2600        215
73   2857867        2650        218
74   3018093        2700        221
75   3184974        2750        224
76   3358692        2800        227
77   3539432        2850        230
78   3727380        2900        233
79   3922726        2950        236
80   4125661        3000        239
81   4336381        3050        242
82   4555081        3100        245
83   4781961        3150        248
84   5017223        3200        251
85   5261071        3250        254
86   5513712        3300        257
87   5775354        3350        260
88   6046210        3400        263
89   6326493        3450        266
90   6616420        3500        269
91   6916210        3550        272
92   7226084        3600        275
93   7546266        3650        278
94   7876982        3700        281
95   8218461        3750        284
96   8570934        3800        287
97   8934635        3850        290
98   9309800        3900        293
99   9696668        3950        296
```

----

8)   WEAPON DATA

****
8.1) GLOSSARY
****

WEAPON: Weapon Name
ATTACK: Weapon Attack Power. In the Weapon Damage Formula section, this value
is used for "Attack".
HIT%: Weapon Hit%
GB PUNCH/THROW ATTACK: Attack Power when using either the Throw command or
Goblin Punch command. See appropriate damage formulas for more details.
DAMAGE FORMULA: Which damage formula the weapon uses (i.e. ATTACK TYPE hex
value in the damage formula section)
CRITICAL%: Critical Hit rate. Critical hits result in target Defense = 0
and M = M * 2.
THROWABLE?: Whether the weapon can be thrown.
PRICE: Buying price (although not all weapons can be bought)
SELL: Selling price.
STATS: Any stat bonuses that are granted when the weapon is equipped.
ATTACK CATEGORY: The type of attack the weapon is considered to be.
If a monster's "Can't Evade" parameter matches the weapons attack category,
attacks against that monster will never miss. Note that this does not effect
whether an attack will provoke "React:Physical" in a Monster's AI script.
Provocation depends on the command used, not the weapon used.
MAGIC ELEMENT UP: While the weapon is equipped, the caster will be given a
bonus to Magic Damage whenever using a Spell with that particular Element
(Damage = Damage * 3/2, applied before subtracting Magic Defense)
STRONG VS.: Creature type weapon is strong against. For Damage Formulas 72
and 73, all hits against this creature type will be critical hits. For
Damage formula 6C, hits against this creature type will do approx 8x damage
(see Magic Damage Formula, Magic Type 6C)

ATTACK ELEMENT: Element associated with the weapon. If attacking targets
that are weak vs specified element, Defense = 0 and Attack = Attack * 2.
SPECIAL: Double Grip OK: Whether the weapons can be double gripped with the
Knight's DBL GRIP command. DBL GRIP: M = M * 2
Double Grip Only: Weapon must be wielded with two hands.
Back Row OK: No back row modifications to M.
Magic Sword OK: Whether the Mystic Knight's ability will work with that
weapon.
Weapon Block: Gives wielder a 25% chance evade physical attacks.
Equipping either Hardened or Defender will give one independent check.
Equipping Guardian will give another independent check.
Jump for 2x: Using the Dragoon's Jump command will result in M = M * 2
Initiative: Wielder begins the battle with their ATB full (always gets the
first chance to act)
SPELL/COMMAND: Spell or command that is invoked occuring x% of the time as
indicated. Spells are invoked after attacking, while commands are invoked
instead of attacking. Invocation can only occur when using Fight or Aim.
Invocation will never occur when using BuildUp, X-Fight, Jump, Capture or
Sword Dance. With Harps, invocation can occur with Counter.
Attacking with the Wonder Rod begins with it casting Cure. Every time you
attack with the Wonder Rod, it casts the next White spell (Scan is skipped).
Once all White spells are cast, it will start with Fire and proceed through
the list of all Black spells. Once the Black spells are exhausted, it will
start again with Cure and the White spells. Note that you do not actually
need to have learned/bought any of the White of Black spells for the Wonder
Rod to work.
STATUS ADDED: Status effect that may be inflicted on the target. Chance of
inflicting indicated in parenthesis. Killerbow can inflict Dead on Undead.
USED AS ITEM: What spell is cast when the weapon is used in the Item
command. Weapons must be equipped in either hand before it can be used as an
item. The targetting parameters are indicated in parenthesis:
SA = Single Target, Default Ally
SE = Single Target, Default Enemy
AE = All Enemies only
JOB EQUIPPABLE: Which jobs can equip the weapon.

****
8.2) FISTS
****

WEAPON: Empty
ATTACK: 3   DAMAGE FORMULA: 30
HIT%: 100   CRITICAL%: 8
GB PUNCH/THROW ATTACK: 3 THROWABLE?: N
PRICE: 0   SELL: 0
ATTACK CATEGORY: Physical STRONG VS.:
STATS:
MAGIC ELEMENT UP:
ATTACK ELEMENT:
SPECIAL:
SPELL/COMMAND:
STATUS ADDED:
USED AS ITEM:
JOB EQUIPPABLE: All

****
8.3) KNIVES
****
WEAPON: Knife
ATTACK: 7   DAMAGE FORMULA: 32
HIT%: 100   CRITICAL%: 0
GB PUNCH/THROW ATTACK: 7 THROWABLE?: Y
PRICE: 150   SELL: 75
ATTACK CATEGORY: Physical STRONG VS.:
STATS:
MAGIC ELEMENT UP:
ATTACK ELEMENT:
SPECIAL: Magic Sword OK
SPELL/COMMAND:
STATUS ADDED:

USED AS ITEM:
JOB EQUIPPABLE: Knight, Thief, Dragoon, Ninja, Samurai, Berserker, Hunter,
Mystic Knight, Black Mage, Time Mage, Summoner, Blue Mage, Red Mage, Mediator,
Chemist, Geomancer, Bard, Dancer, Mimic

WEAPON: Dagger
ATTACK: 14   DAMAGE FORMULA: 32
HIT%: 100   CRITICAL%: 0
GB PUNCH/THROW ATTACK: 14   THROWABLE?: Y
PRICE: 300   SELL: 150
ATTACK CATEGORY: Physical   STRONG VS.:
STATS:
MAGIC ELEMENT UP:
ATTACK ELEMENT:
SPECIAL: Magic Sword OK
SPELL/COMMAND:
STATUS ADDED:
USED AS ITEM:
JOB EQUIPPABLE: Knight, Thief, Dragoon, Ninja, Samurai, Berserker, Hunter,
Mystic Knight, Black Mage, Time Mage, Summoner, Blue Mage, Red Mage, Mediator,
Chemist, Geomancer, Bard, Dancer, Mimic

WEAPON: Mythril Dagger
ATTACK: 23   DAMAGE FORMULA: 32
HIT%: 100   CRITICAL%: 0
GB PUNCH/THROW ATTACK: 23   THROWABLE?: Y
PRICE: 450   SELL: 225
ATTACK CATEGORY: Physical   STRONG VS.:
STATS:
MAGIC ELEMENT UP:
ATTACK ELEMENT:
SPECIAL: Magic Sword OK
SPELL/COMMAND:
STATUS ADDED:
USED AS ITEM:
JOB EQUIPPABLE: Knight, Thief, Dragoon, Ninja, Samurai, Berserker, Hunter,
Mystic Knight, Black Mage, Time Mage, Summoner, Blue Mage, Red Mage, Mediator,
Chemist, Geomancer, Bard, Dancer, Mimic

WEAPON: Kunai
ATTACK: 29   DAMAGE FORMULA: 32
HIT%: 100   CRITICAL%: 0
GB PUNCH/THROW ATTACK: 29   THROWABLE?: Y
PRICE: 600   SELL: 300
ATTACK CATEGORY: Physical   STRONG VS.:
STATS: Agility+1
MAGIC ELEMENT UP:
ATTACK ELEMENT:
SPECIAL: Magic Sword OK
SPELL/COMMAND:
STATUS ADDED:
USED AS ITEM:
JOB EQUIPPABLE: Ninja

WEAPON: Mage Masher
ATTACK: 31   DAMAGE FORMULA: 32
HIT%: 100   CRITICAL%: 0
GB PUNCH/THROW ATTACK: 31   THROWABLE?: Y
PRICE: 900   SELL: 450
ATTACK CATEGORY: Physical   STRONG VS.:
STATS: Magic Power+1
MAGIC ELEMENT UP:
ATTACK ELEMENT:
SPECIAL: Magic Sword OK
SPELL/COMMAND: Mute (33%)
STATUS ADDED:
USED AS ITEM:
JOB EQUIPPABLE: Knight, Thief, Dragoon, Ninja, Samurai, Berserker, Hunter,
Mystic Knight, Black Mage, Time Mage, Summoner, Blue Mage, Red Mage, Mediator,
Chemist, Geomancer, Bard, Dancer, Mimic

```
WEAPON: Guardian
ATTACK: 36                   DAMAGE FORMULA: 32
HIT%: 100                    CRITICAL%: 0
GB PUNCH/THROW ATTACK: 36    THROWABLE?: Y
PRICE: 2600                  SELL: 1300
ATTACK CATEGORY: Physical    STRONG VS.:
STATS:
MAGIC ELEMENT UP:
ATTACK ELEMENT:
SPECIAL: Weapon Block, Magic Sword OK
SPELL/COMMAND:
STATUS ADDED:
USED AS ITEM:
JOB EQUIPPABLE: Knight, Thief, Dragoon, Ninja, Samurai, Berserker, Hunter,
Mystic Knight, Black Mage, Time Mage, Summoner, Blue Mage, Red Mage, Mediator,
Chemist, Geomancer, Bard, Dancer, Mimic


WEAPON: Orihalcon Dagger
ATTACK: 41                   DAMAGE FORMULA: 32
HIT%: 100                    CRITICAL%: 0
GB PUNCH/THROW ATTACK: 41    THROWABLE?: Y
PRICE: 3400                  SELL: 1700
ATTACK CATEGORY: Physical    STRONG VS.:
STATS:
MAGIC ELEMENT UP:
ATTACK ELEMENT:
SPECIAL: Magic Sword OK
SPELL/COMMAND:
STATUS ADDED:
USED AS ITEM:
JOB EQUIPPABLE: Knight, Thief, Dragoon, Ninja, Samurai, Berserker, Hunter,
Mystic Knight, Black Mage, Time Mage, Summoner, Blue Mage, Red Mage, Mediator,
Chemist, Geomancer, Bard, Dancer, Mimic


WEAPON: Kodachi
ATTACK: 46                   DAMAGE FORMULA: 32
HIT%: 100                    CRITICAL%: 0
GB PUNCH/THROW ATTACK: 46    THROWABLE?: Y
PRICE: 5100                  SELL: 2550
ATTACK CATEGORY: Physical    STRONG VS.:
STATS: Agility+1
MAGIC ELEMENT UP:
ATTACK ELEMENT:
SPECIAL: Magic Sword OK
SPELL/COMMAND:
STATUS ADDED:
USED AS ITEM:
JOB EQUIPPABLE: Ninja


WEAPON: Dancing Dagger
ATTACK: 51                   DAMAGE FORMULA: 32
HIT%: 100                    CRITICAL%: 0
GB PUNCH/THROW ATTACK: 51    THROWABLE?: N
PRICE: 5800                  SELL: 2900
ATTACK CATEGORY: Physical    STRONG VS.:
STATS: Agility, Magic Power+1
MAGIC ELEMENT UP:
ATTACK ELEMENT:
SPECIAL: Magic Sword OK
SPELL/COMMAND: Dance (50%)
STATUS ADDED:
USED AS ITEM:
JOB EQUIPPABLE: Knight, Thief, Dragoon, Ninja, Samurai, Berserker, Hunter,
Mystic Knight, Black Mage, Time Mage, Summoner, Blue Mage, Red Mage, Mediator,
Chemist, Geomancer, Bard, Dancer, Mimic


WEAPON: Air Lancet
ATTACK: 56                   DAMAGE FORMULA: 32
HIT%: 100                    CRITICAL%: 0
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GB PUNCH/THROW ATTACK: 56      THROWABLE?: Y
PRICE: 6800                    SELL: 3400
ATTACK CATEGORY: Physical      STRONG VS.:
STATS:
MAGIC ELEMENT UP: Air
ATTACK ELEMENT: Air
SPECIAL: Magic Sword OK
SPELL/COMMAND:
STATUS ADDED:
USED AS ITEM:
JOB EQUIPPABLE: Knight, Thief, Dragoon, Ninja, Samurai, Berserker, Hunter,
Mystic Knight, Black Mage, Time Mage, Summoner, Blue Mage, Red Mage, Mediator,
Chemist, Geomancer, Bard, Dancer, Mimic


WEAPON: Thief's Knife
ATTACK: 66                     DAMAGE FORMULA: 32
HIT%: 100                      CRITICAL%: 0
GB PUNCH/THROW ATTACK: 66      THROWABLE?: N
PRICE: 6800                    SELL: 3400
ATTACK CATEGORY: Physical      STRONG VS.:
STATS: Agility+1
MAGIC ELEMENT UP:
ATTACK ELEMENT:
SPECIAL: Magic Sword OK
SPELL/COMMAND: Capture (33%)
STATUS ADDED:
USED AS ITEM:
JOB EQUIPPABLE: Knight, Thief, Dragoon, Ninja, Samurai, Berserker, Hunter,
Mystic Knight, Black Mage, Time Mage, Summoner, Blue Mage, Red Mage, Mediator,
Chemist, Geomancer, Bard, Dancer, Mimic


WEAPON: Assassin Dagger
ATTACK: 81                     DAMAGE FORMULA: 32
HIT%: 100                      CRITICAL%: 0
GB PUNCH/THROW ATTACK: 81      THROWABLE?: Y
PRICE: 20000                   SELL: 10000
ATTACK CATEGORY: Physical      STRONG VS.:
STATS: Agility+1
MAGIC ELEMENT UP:
ATTACK ELEMENT:
SPECIAL: Magic Sword OK
SPELL/COMMAND: Doom (25%)
STATUS ADDED:
USED AS ITEM:
JOB EQUIPPABLE: Knight, Thief, Dragoon, Ninja, Samurai, Berserker, Hunter,
Mystic Knight, Black Mage, Time Mage, Summoner, Blue Mage, Red Mage, Mediator,
Chemist, Geomancer, Bard, Dancer, Mimic


WEAPON: Man Eater
ATTACK: 89                     DAMAGE FORMULA: 73
HIT%: 100                      CRITICAL%: 0
GB PUNCH/THROW ATTACK: 89      THROWABLE?: N
PRICE: 2                       SELL: 1
ATTACK CATEGORY: Physical      STRONG VS.: Human
STATS: Strength+2, Agility+2, Vitality+2, Magic Power+2
MAGIC ELEMENT UP:
ATTACK ELEMENT:
SPECIAL: Jump for 2x
SPELL/COMMAND:
STATUS ADDED:
USED AS ITEM:
JOB EQUIPPABLE: Dancer

WEAPON: Hardened Dagger
ATTACK: 99                     DAMAGE FORMULA: 32
HIT%: 100                      CRITICAL%: 0
GB PUNCH/THROW ATTACK: 99      THROWABLE?: Y
PRICE: 20000                   SELL: 10000
ATTACK CATEGORY: Physical      STRONG VS.:
STATS: Agility+1
```

MAGIC ELEMENT UP:
ATTACK ELEMENT:
SPECIAL: Weapon Block, Magic Sword OK
SPELL/COMMAND:
STATUS ADDED:
USED AS ITEM:
JOB EQUIPPABLE: Ninja

WEAPON: Chicken Knife
ATTACK: 1   DAMAGE FORMULA: 64
HIT%: 100   CRITICAL%: 0
GB PUNCH/THROW ATTACK: 1   THROWABLE?: N
PRICE: 2   SELL: 1
ATTACK CATEGORY: Physical   STRONG VS.:
STATS: Agility+5
MAGIC ELEMENT UP:
ATTACK ELEMENT:
SPECIAL: Magic Sword OK
SPELL/COMMAND: Escape (25%)
STATUS ADDED:
USED AS ITEM:
JOB EQUIPPABLE: Knight, Thief, Dragoon, Ninja, Samurai, Berserker, Hunter,
Mystic Knight, Black Mage, Time Mage, Summoner, Blue Mage, Red Mage, Mediator,
Chemist, Geomancer, Bard, Dancer, Mimic

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8.4) SWORDS
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WEAPON: Sabre
ATTACK: 0   DAMAGE FORMULA: 00
HIT%: 100   CRITICAL%: 0
GB PUNCH/THROW ATTACK: 0   THROWABLE?: N
PRICE: 100   SELL: 50
ATTACK CATEGORY: Physical   STRONG VS.:
STATS:
MAGIC ELEMENT UP:
ATTACK ELEMENT:
SPECIAL:
SPELL/COMMAND:
STATUS ADDED:
USED AS ITEM:
JOB EQUIPPABLE: None

WEAPON: Broad Sword
ATTACK: 15   DAMAGE FORMULA: 31
HIT%: 100   CRITICAL%: 0
GB PUNCH/THROW ATTACK: 15   THROWABLE?: Y
PRICE: 280   SELL: 140
ATTACK CATEGORY: Physical   STRONG VS.:
STATS:
MAGIC ELEMENT UP:
ATTACK ELEMENT:
SPECIAL: Double Grip OK, Magic Sword OK
SPELL/COMMAND:
STATUS ADDED:
USED AS ITEM:
JOB EQUIPPABLE: Knight, Mystic Knight, Blue Mage, Red Mage

WEAPON: Regal Cutlass
ATTACK: 22   DAMAGE FORMULA: 31
HIT%: 100   CRITICAL%: 0
GB PUNCH/THROW ATTACK: 22   THROWABLE?: Y
PRICE: 480   SELL: 240
ATTACK CATEGORY: Physical   STRONG VS.:
STATS:
MAGIC ELEMENT UP:
ATTACK ELEMENT:
SPECIAL: Double Grip OK, Magic Sword OK
SPELL/COMMAND:

```
STATUS ADDED:
USED AS ITEM:
JOB EQUIPPABLE: Knight, Mystic Knight, Blue Mage, Red Mage


WEAPON: Mythril Sword
ATTACK: 31                 DAMAGE FORMULA: 31
HIT%: 100                  CRITICAL%: 0
GB PUNCH/THROW ATTACK: 31  THROWABLE?: Y
PRICE: 880                 SELL: 440
ATTACK CATEGORY: Physical  STRONG VS.:
STATS:
MAGIC ELEMENT UP:
ATTACK ELEMENT:
SPECIAL: Double Grip OK, Magic Sword OK
SPELL/COMMAND:
STATUS ADDED:
USED AS ITEM:
JOB EQUIPPABLE: Knight, Mystic Knight, Blue Mage, Red Mage


WEAPON: Coral Sword
ATTACK: 37                 DAMAGE FORMULA: 31
HIT%: 100                  CRITICAL%: 0
GB PUNCH/THROW ATTACK: 37  THROWABLE?: Y
PRICE: 2800                SELL: 1400
ATTACK CATEGORY: Physical  STRONG VS.:
STATS:
MAGIC ELEMENT UP:
ATTACK ELEMENT: Lightning
SPECIAL: Double Grip OK, Magic Sword OK
SPELL/COMMAND:
STATUS ADDED:
USED AS ITEM:
JOB EQUIPPABLE: Knight, Mystic Knight, Blue Mage, Red Mage


WEAPON: Ancient Sword
ATTACK: 43                 DAMAGE FORMULA: 31
HIT%: 100                  CRITICAL%: 0
GB PUNCH/THROW ATTACK: 43  THROWABLE?: Y
PRICE: 4200                SELL: 2100
ATTACK CATEGORY: Physical  STRONG VS.:
STATS:
MAGIC ELEMENT UP:
ATTACK ELEMENT:
SPECIAL: Double Grip OK, Magic Sword OK
SPELL/COMMAND: Old (33%)
STATUS ADDED:
USED AS ITEM:
JOB EQUIPPABLE: Knight, Mystic Knight, Blue Mage, Red Mage


WEAPON: Slumber Sword
ATTACK: 49                 DAMAGE FORMULA: 31
HIT%: 100                  CRITICAL%: 0
GB PUNCH/THROW ATTACK: 49  THROWABLE?: Y
PRICE: 5600                SELL: 2800
ATTACK CATEGORY: Physical  STRONG VS.:
STATS:
MAGIC ELEMENT UP:
ATTACK ELEMENT:
SPECIAL: Double Grip OK, Magic Sword OK
SPELL/COMMAND: Sleep (50%)
STATUS ADDED:
USED AS ITEM:
JOB EQUIPPABLE: Knight, Mystic Knight, Blue Mage, Red Mage


WEAPON: Rune Edge
ATTACK: 50 + 20 (8 MP)     DAMAGE FORMULA: 3C
HIT%: 99                   CRITICAL%: 0
GB PUNCH/THROW ATTACK: 50  THROWABLE?: N
PRICE: 19000               SELL: 9500
ATTACK CATEGORY: Physical  STRONG VS.:
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                     -
STATS:
MAGIC ELEMENT UP:
ATTACK ELEMENT:
SPECIAL: Double Grip OK
SPELL/COMMAND:
STATUS ADDED:
USED AS ITEM:
JOB EQUIPPABLE: Knight, Mystic Knight, Blue Mage, Red Mage


WEAPON: Epee
ATTACK: 57                DAMAGE FORMULA: 31
HIT%: 100                 CRITICAL%: 0
GB PUNCH/THROW ATTACK: 57     THROWABLE?: Y
PRICE: 8400               SELL: 4200
ATTACK CATEGORY: Physical     STRONG VS.:
STATS:
MAGIC ELEMENT UP:
ATTACK ELEMENT:
SPECIAL: Double Grip OK, Magic Sword OK
SPELL/COMMAND:
STATUS ADDED:
USED AS ITEM:
JOB EQUIPPABLE: Knight, Mystic Knight, Blue Mage, Red Mage


WEAPON: Flame Toungue
ATTACK: 63                DAMAGE FORMULA: 31
HIT%: 100                 CRITICAL%: 0
GB PUNCH/THROW ATTACK: 63     THROWABLE?: N
PRICE: 10000              SELL: 5000
ATTACK CATEGORY: Physical     STRONG VS.:
STATS:
MAGIC ELEMENT UP:
ATTACK ELEMENT: Fire
SPECIAL: Double Grip OK, Magic Sword OK
SPELL/COMMAND:
STATUS ADDED:
USED AS ITEM:
JOB EQUIPPABLE: Knight


WEAPON: Ice Brand
ATTACK: 65                DAMAGE FORMULA: 31
HIT%: 100                 CRITICAL%: 0
GB PUNCH/THROW ATTACK: 65     THROWABLE?: N
PRICE: 11000              SELL: 5500
ATTACK CATEGORY: Physical     STRONG VS.:
STATS:
MAGIC ELEMENT UP:
ATTACK ELEMENT: Ice
SPECIAL: Double Grip OK, Magic Sword OK
SPELL/COMMAND:
STATUS ADDED:
USED AS ITEM:
JOB EQUIPPABLE: Knight


WEAPON: Drain Sword
ATTACK: 84                DAMAGE FORMULA: 0D
HIT%: 25                  CRITICAL%: 0
GB PUNCH/THROW ATTACK: 84     THROWABLE?: N
PRICE: 16000             SELL: 8000
ATTACK CATEGORY: Physical     STRONG VS.:
STATS: Magic Power+5
MAGIC ELEMENT UP:
ATTACK ELEMENT:
SPECIAL: Drain
SPELL/COMMAND:
STATUS ADDED:
USED AS ITEM:
JOB EQUIPPABLE: Knight


WEAPON: Defender
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ATTACK: 99                        DAMAGE FORMULA: 31
HIT%: 100                         CRITICAL%: 0
GB PUNCH/THROW ATTACK: 99         THROWABLE?: Y
PRICE: 11000                      SELL: 5500
ATTACK CATEGORY: Physical         STRONG VS.:
STATS:
MAGIC ELEMENT UP:
ATTACK ELEMENT:
SPECIAL: Double Grip OK, Weapon Block, Magic Sword OK
SPELL/COMMAND:
STATUS ADDED:
USED AS ITEM: Armor (SA)
JOB EQUIPPABLE: Knight


WEAPON: Excailber
ATTACK: 1                         DAMAGE FORMULA: 28
HIT%: 100                         CRITICAL%: 0
GB PUNCH/THROW ATTACK: 100        THROWABLE?: Y
PRICE: 2                          SELL: 1
ATTACK CATEGORY: Physical         STRONG VS.:
STATS:
MAGIC ELEMENT UP:
ATTACK ELEMENT:
SPECIAL: Double Grip OK
SPELL/COMMAND:
STATUS ADDED:
USED AS ITEM:
JOB EQUIPPABLE: Knight, Mystic Knight, Blue Mage, Red Mage


WEAPON: Enhancer
ATTACK: 102                       DAMAGE FORMULA: 31
HIT%: 100                         CRITICAL%: 0
GB PUNCH/THROW ATTACK: 102        THROWABLE?: N
PRICE: 20000                      SELL: 10000
ATTACK CATEGORY: Physical         STRONG VS.:
STATS: Magic Power+3
MAGIC ELEMENT UP:
ATTACK ELEMENT:
SPECIAL: Double Grip OK, Magic Sword OK
SPELL/COMMAND:
STATUS ADDED:
USED AS ITEM:
JOB EQUIPPABLE: Knight, Mystic Knight, Blue Mage, Red Mage


WEAPON: Excalibur
ATTACK: 110                       DAMAGE FORMULA: 31
HIT%: 100                         CRITICAL%: 0
GB PUNCH/THROW ATTACK: 110        THROWABLE?: Y
PRICE: 20000                      SELL: 5
ATTACK CATEGORY: Physical         STRONG VS.:
STATS: Strength+5
MAGIC ELEMENT UP:
ATTACK ELEMENT: Holy
SPECIAL: Double Grip OK, Magic Sword OK
SPELL/COMMAND:
STATUS ADDED:
USED AS ITEM:
JOB EQUIPPABLE: Knight


WEAPON: Ragnarok
ATTACK: 140                       DAMAGE FORMULA: 31
HIT%: 100                         CRITICAL%: 0
GB PUNCH/THROW ATTACK: 140        THROWABLE?: Y
PRICE: 30000                      SELL: 5
ATTACK CATEGORY: Physical         STRONG VS.:
STATS:
MAGIC ELEMENT UP:
ATTACK ELEMENT:
SPECIAL: Double Grip OK, Magic Sword OK
SPELL/COMMAND:
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STATUS ADDED:
USED AS ITEM:
JOB EQUIPPABLE: Knight

WEAPON: Brave Blade
ATTACK: 150                   DAMAGE FORMULA: 6E
HIT%: 100                     CRITICAL%: 0
GB PUNCH/THROW ATTACK: 150    THROWABLE?: N
PRICE: 30000                  SELL: 15000
ATTACK CATEGORY: Physical     STRONG VS.:
STATS: Strength+5
MAGIC ELEMENT UP:
ATTACK ELEMENT:
SPECIAL: Double Grip OK, Magic Sword OK
SPELL/COMMAND:
STATUS ADDED:
USED AS ITEM:
JOB EQUIPPABLE: Knight


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8.5) SPEARS
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WEAPON: Spear
ATTACK: 25                    DAMAGE FORMULA: 33
HIT%: 100                     CRITICAL%: 0
GB PUNCH/THROW ATTACK: 25     THROWABLE?: Y
PRICE: 100                    SELL: 50
ATTACK CATEGORY: Physical     STRONG VS.:
STATS: Agility+1
MAGIC ELEMENT UP:
ATTACK ELEMENT:
SPECIAL: Jump for 2x
SPELL/COMMAND:
STATUS ADDED:
USED AS ITEM:
JOB EQUIPPABLE: Dragoon

WEAPON: Mythril Spear
ATTACK: 30                    DAMAGE FORMULA: 33
HIT%: 100                     CRITICAL%: 0
GB PUNCH/THROW ATTACK: 30     THROWABLE?: Y
PRICE: 790                    SELL: 395
ATTACK CATEGORY: Physical     STRONG VS.:
STATS:
MAGIC ELEMENT UP:
ATTACK ELEMENT:
SPECIAL: Jump for 2x
SPELL/COMMAND:
STATUS ADDED:
USED AS ITEM:
JOB EQUIPPABLE: Dragoon

WEAPON: Trident
ATTACK: 38                    DAMAGE FORMULA: 33
HIT%: 100                     CRITICAL%: 0
GB PUNCH/THROW ATTACK: 38     THROWABLE?: Y
PRICE: 2700                   SELL: 1350
ATTACK CATEGORY: Physical     STRONG VS.:
STATS:
MAGIC ELEMENT UP:
ATTACK ELEMENT: Lightning
SPECIAL: Jump for 2x
SPELL/COMMAND:
STATUS ADDED:
USED AS ITEM:
JOB EQUIPPABLE: Dragoon

WEAPON: Wind Spear
ATTACK: 44                    DAMAGE FORMULA: 33
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HIT%: 100                        CRITICAL%: 0
GB PUNCH/THROW ATTACK: 44        THROWABLE?: Y
PRICE: 5400                      SELL: 2700
ATTACK CATEGORY: Physical        STRONG VS.:
STATS:
MAGIC ELEMENT UP:
ATTACK ELEMENT: Air
SPECIAL: Jump for 2x
SPELL/COMMAND:
STATUS ADDED:
USED AS ITEM:
JOB EQUIPPABLE: Dragoon


WEAPON: Gungnir
ATTACK: 54                       DAMAGE FORMULA: 33
HIT%: 100                        CRITICAL%: 0
GB PUNCH/THROW ATTACK: 54        THROWABLE?: Y
PRICE: 8100                      SELL: 4050
ATTACK CATEGORY: Physical        STRONG VS.:
STATS:
MAGIC ELEMENT UP:
ATTACK ELEMENT:
SPECIAL: Jump for 2x
SPELL/COMMAND:
STATUS ADDED:
USED AS ITEM:
JOB EQUIPPABLE: Dragoon


WEAPON: Javelin
ATTACK: 55                       DAMAGE FORMULA: 33
HIT%: 100                        CRITICAL%: 0
GB PUNCH/THROW ATTACK: 55        THROWABLE?: Y
PRICE: 100                       SELL: 50
ATTACK CATEGORY: Physical        STRONG VS.:
STATS: Strength+1
MAGIC ELEMENT UP:
ATTACK ELEMENT:
SPECIAL: Jump for 2x
SPELL/COMMAND:
STATUS ADDED:
USED AS ITEM:
JOB EQUIPPABLE: Dragoon


WEAPON: Double Lance
ATTACK: 61                       DAMAGE FORMULA: 33
HIT%: 100                        CRITICAL%: 0
GB PUNCH/THROW ATTACK: 61        THROWABLE?: Y
PRICE: 10800                     SELL: 5400
ATTACK CATEGORY: Physical        STRONG VS.:
STATS:
MAGIC ELEMENT UP:
ATTACK ELEMENT:
SPECIAL:
SPELL/COMMAND: 2x Hit (100%)
STATUS ADDED:
USED AS ITEM:
JOB EQUIPPABLE: Thief, Ninja, Mimic


WEAPON: Partisan
ATTACK: 62                       DAMAGE FORMULA: 33
HIT%: 100                        CRITICAL%: 0
GB PUNCH/THROW ATTACK: 62        THROWABLE?: Y
PRICE: 10200                     SELL: 5100
ATTACK CATEGORY: Physical        STRONG VS.:
STATS:
MAGIC ELEMENT UP:
ATTACK ELEMENT:
SPECIAL: Jump for 2x
SPELL/COMMAND:
STATUS ADDED:
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USED AS ITEM:
JOB EQUIPPABLE: Dragoon

WEAPON: Holy Spear
ATTACK: 109                    DAMAGE FORMULA: 33
HIT%: 100                      CRITICAL%: 0
GB PUNCH/THROW ATTACK: 109     THROWABLE?: Y
PRICE: 20000                   SELL: 5
ATTACK CATEGORY: Physical      STRONG VS.:
STATS: Strength+3
MAGIC ELEMENT UP:
ATTACK ELEMENT: Holy
SPECIAL: Jump for 2x
SPELL/COMMAND:
STATUS ADDED:
USED AS ITEM:
JOB EQUIPPABLE: Dragoon

WEAPON: Dragoon Spear
ATTACK: 119                    DAMAGE FORMULA: 73
HIT%: 100                      CRITICAL%: 0
GB PUNCH/THROW ATTACK: 119     THROWABLE?: Y
PRICE: 30000                   SELL: 15000
ATTACK CATEGORY: Physical      STRONG VS.: Dragon
STATS:
MAGIC ELEMENT UP:
ATTACK ELEMENT:
SPECIAL: Jump for 2x
SPELL/COMMAND:
STATUS ADDED:
USED AS ITEM:
JOB EQUIPPABLE: Dragoon


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8.6) AXES & HAMMERS
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WEAPON: Battle Axe
ATTACK: 23                     DAMAGE FORMULA: 34
HIT%: 80                       CRITICAL%: 0
GB PUNCH/THROW ATTACK: 23      THROWABLE?: Y
PRICE: 650                     SELL: 325
ATTACK CATEGORY: Physical      STRONG VS.:
STATS:
MAGIC ELEMENT UP:
ATTACK ELEMENT:
SPECIAL: Double Grip OK
SPELL/COMMAND:
STATUS ADDED:
USED AS ITEM:
JOB EQUIPPABLE: Berserker

WEAPON: Mythril Hammer
ATTACK: 28                     DAMAGE FORMULA: 34
HIT%: 80                       CRITICAL%: 0
GB PUNCH/THROW ATTACK: 28      THROWABLE?: N
PRICE: 1050                    SELL: 525
ATTACK CATEGORY: Physical      STRONG VS.:
STATS:
MAGIC ELEMENT UP:
ATTACK ELEMENT:
SPECIAL: Double Grip OK
SPELL/COMMAND:
STATUS ADDED:
USED AS ITEM:
JOB EQUIPPABLE: Berserker

WEAPON: Ogre Axe
ATTACK: 33                     DAMAGE FORMULA: 34
HIT%: 80                       CRITICAL%: 0
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GB PUNCH/THROW ATTACK: 33      THROWABLE?: N
PRICE: 3200                    SELL: 1600
ATTACK CATEGORY: Physical      STRONG VS.:
STATS:
MAGIC ELEMENT UP:
ATTACK ELEMENT:
SPECIAL: Double Grip OK
SPELL/COMMAND:
STATUS ADDED:
USED AS ITEM:
JOB EQUIPPABLE: Berserker


WEAPON: War Hammer
ATTACK: 38                     DAMAGE FORMULA: 34
HIT%: 80                       CRITICAL%: 0
GB PUNCH/THROW ATTACK: 38      THROWABLE?: Y
PRICE: 6400                    SELL: 3200
ATTACK CATEGORY: Physical      STRONG VS.:
STATS:
MAGIC ELEMENT UP:
ATTACK ELEMENT:
SPECIAL: Double Grip OK
SPELL/COMMAND:
STATUS ADDED:
USED AS ITEM:
JOB EQUIPPABLE: Berserker


WEAPON: Doom Axe
ATTACK: 43                     DAMAGE FORMULA: 34
HIT%: 85                       CRITICAL%: 0
GB PUNCH/THROW ATTACK: 43      THROWABLE?: N
PRICE: 5900                    SELL: 2950
ATTACK CATEGORY: Physical      STRONG VS.:
STATS:
MAGIC ELEMENT UP:
ATTACK ELEMENT:
SPECIAL: Double Grip OK
SPELL/COMMAND: Doom (33%)
STATUS ADDED:
USED AS ITEM:
JOB EQUIPPABLE: Berserker


WEAPON: Venom Axe
ATTACK: 48                     DAMAGE FORMULA: 34
HIT%: 80                       CRITICAL%: 0
GB PUNCH/THROW ATTACK: 48      THROWABLE?: Y
PRICE: 9600                    SELL: 4800
ATTACK CATEGORY: Physical      STRONG VS.:
STATS:
MAGIC ELEMENT UP:
ATTACK ELEMENT:
SPECIAL: Double Grip OK
SPELL/COMMAND: Venom (67%)
STATUS ADDED:
USED AS ITEM:
JOB EQUIPPABLE: Berserker


WEAPON: Earth Hammer
ATTACK: 58                     DAMAGE FORMULA: 3A
HIT%: 80                       CRITICAL%: 0
GB PUNCH/THROW ATTACK: 58      THROWABLE?: Y
PRICE: 12800                   SELL: 6400
ATTACK CATEGORY: Physical      STRONG VS.:
STATS:
MAGIC ELEMENT UP: Earth
ATTACK ELEMENT:
SPECIAL: Double Grip OK, Back Row OK
SPELL/COMMAND: Quake (25%)
STATUS ADDED:
USED AS ITEM:
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JOB EQUIPPABLE: Berserker


WEAPON: Rune Axe
ATTACK: 71 + 10 (5 MP)      DAMAGE FORMULA: 3C
HIT%: 90                    CRITICAL%: 0
GB PUNCH/THROW ATTACK: 71   THROWABLE?: Y
PRICE: 20000                SELL: 5
ATTACK CATEGORY: Black      STRONG VS.:
STATS: Magic Power+3
MAGIC ELEMENT UP:
ATTACK ELEMENT:
SPECIAL: Double Grip OK
SPELL/COMMAND:
STATUS ADDED:
USED AS ITEM:
JOB EQUIPPABLE: Berserker


WEAPON: Thor's Hammer
ATTACK: 81                  DAMAGE FORMULA: 3A
HIT%: 80                    CRITICAL%: 0
GB PUNCH/THROW ATTACK: 81   THROWABLE?: N
PRICE: 30000                SELL: 5
ATTACK CATEGORY: Aerial     STRONG VS.:
STATS:
MAGIC ELEMENT UP:
ATTACK ELEMENT:
SPECIAL: Double Grip OK, Back Row OK
SPELL/COMMAND:
STATUS ADDED:
USED AS ITEM:
JOB EQUIPPABLE: Berserker


WEAPON: Giant's Axe
ATTACK: 91                  DAMAGE FORMULA: 34
HIT%: 90                    CRITICAL%: 0
GB PUNCH/THROW ATTACK: 91   THROWABLE?: N
PRICE: 40000                SELL: 20000
ATTACK CATEGORY: Physical   STRONG VS.:
STATS:
MAGIC ELEMENT UP:
ATTACK ELEMENT:
SPECIAL: Double Grip OK
SPELL/COMMAND:
STATUS ADDED:
USED AS ITEM:
JOB EQUIPPABLE: Berserker


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8.7) KATANAS
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WEAPON: Katana
ATTACK: 42                  DAMAGE FORMULA: 37
HIT%: 100                   CRITICAL%: 12
GB PUNCH/THROW ATTACK: 42   THROWABLE?: Y
PRICE: 5800                 SELL: 2900
ATTACK CATEGORY: Physical   STRONG VS.:
STATS:
MAGIC ELEMENT UP:
ATTACK ELEMENT:
SPECIAL: Double Grip OK
SPELL/COMMAND:
STATUS ADDED:
USED AS ITEM:
JOB EQUIPPABLE: Samurai


WEAPON: AirBlade
ATTACK: 44                  DAMAGE FORMULA: 37
HIT%: 100                   CRITICAL%: 12
GB PUNCH/THROW ATTACK: 44   THROWABLE?: Y
```

```
PRICE: 100                    SELL: 50
ATTACK CATEGORY: Physical     STRONG VS.:
STATS:
MAGIC ELEMENT UP: Air
ATTACK ELEMENT:
SPECIAL: Double Grip OK
SPELL/COMMAND: Gale Cut (12%)
STATUS ADDED:
USED AS ITEM:
JOB EQUIPPABLE: Samurai

WEAPON: Kotetsu Sword
ATTACK: 58                    DAMAGE FORMULA: 37
HIT%: 100                     CRITICAL%: 12
GB PUNCH/THROW ATTACK: 58     THROWABLE?: Y
PRICE: 11800                  SELL: 5900
ATTACK CATEGORY: Physical     STRONG VS.:
STATS:
MAGIC ELEMENT UP:
ATTACK ELEMENT:
SPECIAL: Double Grip OK
SPELL/COMMAND:
STATUS ADDED:
USED AS ITEM:
JOB EQUIPPABLE: Samurai

WEAPON: Bizen Sword
ATTACK: 51                    DAMAGE FORMULA: 37
HIT%: 100                     CRITICAL%: 12
GB PUNCH/THROW ATTACK: 51     THROWABLE?: Y
PRICE: 8800                   SELL: 4400
ATTACK CATEGORY: Physical     STRONG VS.:
STATS:
MAGIC ELEMENT UP:
ATTACK ELEMENT:
SPECIAL: Double Grip OK
SPELL/COMMAND:
STATUS ADDED:
USED AS ITEM:
JOB EQUIPPABLE: Samurai

WEAPON: Forged Sword
ATTACK: 87                    DAMAGE FORMULA: 37
HIT%: 100                     CRITICAL%: 12
GB PUNCH/THROW ATTACK: 87     THROWABLE?: Y
PRICE: 14800                  SELL: 7400
ATTACK CATEGORY: Physical     STRONG VS.:
STATS:
MAGIC ELEMENT UP:
ATTACK ELEMENT:
SPECIAL: Double Grip OK
SPELL/COMMAND:
STATUS ADDED:
USED AS ITEM:
JOB EQUIPPABLE: Samurai

WEAPON: Murasame
ATTACK: 97                    DAMAGE FORMULA: 37
HIT%: 100                     CRITICAL%: 25
GB PUNCH/THROW ATTACK: 97     THROWABLE?: Y
PRICE: 20000                  SELL: 5
ATTACK CATEGORY: Physical     STRONG VS.:
STATS:
MAGIC ELEMENT UP:
ATTACK ELEMENT:
SPECIAL: Double Grip OK
SPELL/COMMAND:
STATUS ADDED:
USED AS ITEM:
JOB EQUIPPABLE: Samurai
```

```
WEAPON: Masamune
ATTACK: 107                   DAMAGE FORMULA: 37
HIT%: 100                     CRITICAL%: 15
GB PUNCH/THROW ATTACK: 107    THROWABLE?: Y
PRICE: 20000                  SELL: 5
ATTACK CATEGORY: Physical     STRONG VS.:
STATS:
MAGIC ELEMENT UP:
ATTACK ELEMENT:
SPECIAL: Double Grip OK, Initiative
SPELL/COMMAND:
STATUS ADDED:
USED AS ITEM: Haste (SA)
JOB EQUIPPABLE: Samurai

WEAPON: Tempest Sword
ATTACK: 117                   DAMAGE FORMULA: 37
HIT%: 100                     CRITICAL%: 20
GB PUNCH/THROW ATTACK: 117    THROWABLE?: Y
PRICE: 30000                  SELL: 5
ATTACK CATEGORY: Physical     STRONG VS.:
STATS:
MAGIC ELEMENT UP:
ATTACK ELEMENT:
SPECIAL: Double Grip OK
SPELL/COMMAND:
STATUS ADDED:
USED AS ITEM:
JOB EQUIPPABLE: Samurai

*********
8.8) RODS
*********

WEAPON: Rod
ATTACK: 8                     DAMAGE FORMULA: 3B
HIT%: 70                      CRITICAL%: 0
GB PUNCH/THROW ATTACK: 8      THROWABLE?: N
PRICE: 200                    SELL: 100
ATTACK CATEGORY: Black        STRONG VS.:
STATS: Magic Power+1
MAGIC ELEMENT UP:
ATTACK ELEMENT:
SPECIAL: Back Row OK
SPELL/COMMAND:
STATUS ADDED:
USED AS ITEM:
JOB EQUIPPABLE: Black Mage, Time Mage, Summoner, Red Mage, Mimic

WEAPON: Fire Rod
ATTACK: 16                    DAMAGE FORMULA: 3B
HIT%: 80                      CRITICAL%: 0
GB PUNCH/THROW ATTACK: 16     THROWABLE?: N
PRICE: 750                    SELL: 375
ATTACK CATEGORY: Black        STRONG VS.:
STATS:
MAGIC ELEMENT UP: Fire
ATTACK ELEMENT: Fire
SPECIAL: Back Row OK
SPELL/COMMAND:
STATUS ADDED:
USED AS ITEM: Fire3 (AE, break after use)
JOB EQUIPPABLE: Black Mage, Time Mage, Summoner, Red Mage, Mimic

WEAPON: Ice Rod
ATTACK: 16                    DAMAGE FORMULA: 3B
HIT%: 80                      CRITICAL%: 0
GB PUNCH/THROW ATTACK: 16     THROWABLE?: N
PRICE: 750                    SELL: 375
```

```
ATTACK CATEGORY: Black        STRONG VS.:
STATS:
MAGIC ELEMENT UP: Ice
ATTACK ELEMENT: Ice
SPECIAL: Back Row OK
SPELL/COMMAND:
STATUS ADDED:
USED AS ITEM: Ice3 (AE, break after use)
JOB EQUIPPABLE: Black Mage, Time Mage, Summoner, Red Mage, Mimic


WEAPON: Thunder Rod
ATTACK: 16                    DAMAGE FORMULA: 3B
HIT%: 80                      CRITICAL%: 0
GB PUNCH/THROW ATTACK: 16     THROWABLE?: N
PRICE: 750                    SELL: 375
ATTACK CATEGORY: Black        STRONG VS.:
STATS:
MAGIC ELEMENT UP: Lightning
ATTACK ELEMENT: Lightning
SPECIAL: Back Row OK
SPELL/COMMAND:
STATUS ADDED:
USED AS ITEM: Bolt3 (AE, break after use)
JOB EQUIPPABLE: Black Mage, Time Mage, Summoner, Red Mage, Mimic


WEAPON: Venom Rod
ATTACK: 32                    DAMAGE FORMULA: 3B
HIT%: 80                      CRITICAL%: 0
GB PUNCH/THROW ATTACK: 32     THROWABLE?: N
PRICE: 1500                   SELL: 750
ATTACK CATEGORY: Black        STRONG VS.:
STATS:
MAGIC ELEMENT UP: Poison
ATTACK ELEMENT: Poison
SPECIAL: Back Row OK
SPELL/COMMAND:
STATUS ADDED:
USED AS ITEM: Bio (SE, break after use)
JOB EQUIPPABLE: Black Mage, Time Mage, Summoner, Red Mage, Mimic


WEAPON: Lillith Rod
ATTACK: 30                    DAMAGE FORMULA: 49
HIT%: 80                      CRITICAL%: 0
GB PUNCH/THROW ATTACK: 30     THROWABLE?: N
PRICE: 3000                   SELL: 1500
ATTACK CATEGORY: Black        STRONG VS.:
STATS: Magic Power+3
MAGIC ELEMENT UP:
ATTACK ELEMENT:
SPECIAL: Back Row OK
SPELL/COMMAND: Psych (25%)
STATUS ADDED:
USED AS ITEM:
JOB EQUIPPABLE: Black Mage, Time Mage, Summoner, Red Mage, Mimic


WEAPON: Wizard Rod
ATTACK: 40                    DAMAGE FORMULA: 3B
HIT%: 80                      CRITICAL%: 0
GB PUNCH/THROW ATTACK: 40     THROWABLE?: N
PRICE: 20000                  SELL: 10000
ATTACK CATEGORY: Black        STRONG VS.:
STATS:
MAGIC ELEMENT UP: Air, Earth, Poison, Lightning, Ice, Fire
ATTACK ELEMENT: Lightning, Ice, Fire
SPECIAL:
SPELL/COMMAND:
STATUS ADDED:
USED AS ITEM:
JOB EQUIPPABLE: Black Mage, Time Mage, Summoner, Red Mage, Mimic
```

```
WEAPON: Wonder Rod
ATTACK: 0                    DAMAGE FORMULA: 7F
HIT%: 100                    CRITICAL%: 0
GB PUNCH/THROW ATTACK: 0     THROWABLE?: N
PRICE: 10000                 SELL: 5000
ATTACK CATEGORY: Black       STRONG VS.:
STATS: Magic Power+2
MAGIC ELEMENT UP:
ATTACK ELEMENT:
SPECIAL: Back Row OK
SPELL/COMMAND: White/Black Magic List (99%)
STATUS ADDED:
USED AS ITEM: Reset (SE)
JOB EQUIPPABLE: Black Mage, Time Mage, Summoner, Red Mage, Mimic


***********
8.9) STAVES
***********


WEAPON: Staff
ATTACK: 9                    DAMAGE FORMULA: 34
HIT%: 95                     CRITICAL%: 0
GB PUNCH/THROW ATTACK: 9     THROWABLE?: N
PRICE: 200                   SELL: 100
ATTACK CATEGORY: Physical    STRONG VS.:
STATS:
MAGIC ELEMENT UP:
ATTACK ELEMENT:
SPECIAL: Double Grip OK
SPELL/COMMAND:
STATUS ADDED:
USED AS ITEM:
JOB EQUIPPABLE: White Mage, Time Mage, Red Mage, Chemist, Mimic


WEAPON: Mythril Staff
ATTACK: 19                   DAMAGE FORMULA: 34
HIT%: 95                     CRITICAL%: 0
GB PUNCH/THROW ATTACK: 19    THROWABLE?: N
PRICE: 500                   SELL: 250
ATTACK CATEGORY: Physical    STRONG VS.:
STATS:
MAGIC ELEMENT UP:
ATTACK ELEMENT:
SPECIAL:
SPELL/COMMAND:
STATUS ADDED:
USED AS ITEM:
JOB EQUIPPABLE: White Mage, Time Mage, Red Mage, Chemist, Mimic


WEAPON: Power Staff
ATTACK: 0                    DAMAGE FORMULA: 7F
HIT%: 100                    CRITICAL%: 0
GB PUNCH/THROW ATTACK: 0     THROWABLE?: N
PRICE: 1800                  SELL: 900
ATTACK CATEGORY: Physical    STRONG VS.:
STATS: Strength+5
MAGIC ELEMENT UP:
ATTACK ELEMENT:
SPECIAL:
SPELL/COMMAND: Bersk (99%)
STATUS ADDED:
USED AS ITEM:
JOB EQUIPPABLE: White Mage, Time Mage, Red Mage, Chemist, Mimic


WEAPON: Healing Staff
ATTACK: 0                    DAMAGE FORMULA: 7F
HIT%: 100                    CRITICAL%: 0
GB PUNCH/THROW ATTACK: 0     THROWABLE?: N
PRICE: 900                   SELL: 450
ATTACK CATEGORY: Physical    STRONG VS.:
```

```
STATS: Magic Power+2
MAGIC ELEMENT UP:
ATTACK ELEMENT:
SPECIAL:
SPELL/COMMAND: Cure2 (100%)
STATUS ADDED:
USED AS ITEM:
JOB EQUIPPABLE: White Mage, Time Mage, Red Mage, Chemist, Mimic

WEAPON: Light Staff
ATTACK: 30                  DAMAGE FORMULA: 06
HIT%: 100                   CRITICAL%: 0
GB PUNCH/THROW ATTACK: 45   THROWABLE?: N
PRICE: 2700                 SELL: 1350
ATTACK CATEGORY: Physical   STRONG VS.:
STATS: Magic Power+2
MAGIC ELEMENT UP:
ATTACK ELEMENT: Holy
SPECIAL:
SPELL/COMMAND:
STATUS ADDED:
USED AS ITEM: Holy (SE, break after use)
JOB EQUIPPABLE: White Mage, Time Mage, Red Mage, Chemist, Mimic

WEAPON: Sage Staff
ATTACK: 45                  DAMAGE FORMULA: 6C
HIT%: 100                   CRITICAL%: 0
GB PUNCH/THROW ATTACK: 53   THROWABLE?: N
PRICE: 20000                SELL: 10000
ATTACK CATEGORY: Physical   STRONG VS.: Undead
STATS:
MAGIC ELEMENT UP: Holy
ATTACK ELEMENT:
SPECIAL:
SPELL/COMMAND:
STATUS ADDED:
USED AS ITEM: Life (SA)
JOB EQUIPPABLE: White Mage, Time Mage, Red Mage, Chemist, Mimic

WEAPON: Staff of Judgement
ATTACK: 45                  DAMAGE FORMULA: 06
HIT%: 100                   CRITICAL%: 0
GB PUNCH/THROW ATTACK: 60   THROWABLE?: N
PRICE: 30000                SELL: 15000
ATTACK CATEGORY: Physical   STRONG VS.:
STATS: Magic Power+3
MAGIC ELEMENT UP:
ATTACK ELEMENT: Holy
SPECIAL: Back Row OK
SPELL/COMMAND:
STATUS ADDED:
USED AS ITEM: Dispel (SE)
JOB EQUIPPABLE: White Mage, Time Mage, Red Mage, Chemist, Mimic

**********
8.10) BOWS
**********

WEAPON: Silver Bow
ATTACK: 38                  DAMAGE FORMULA: 35
HIT%: 70                    CRITICAL%: 0
GB PUNCH/THROW ATTACK: 38   THROWABLE?: N
PRICE: 1500                 SELL: 750
ATTACK CATEGORY: Aerial     STRONG VS.:
STATS:
MAGIC ELEMENT UP:
ATTACK ELEMENT:
SPECIAL: Double Grip Only, Back Row OK
SPELL/COMMAND:
STATUS ADDED:
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USED AS ITEM:
JOB EQUIPPABLE: Hunter

WEAPON: Fire Bow
ATTACK: 39                    DAMAGE FORMULA: 36
HIT%: 70                      CRITICAL%: 0
GB PUNCH/THROW ATTACK: 39     THROWABLE?: N
PRICE: 2500                   SELL: 1250
ATTACK CATEGORY: Aerial       STRONG VS.:
STATS:
MAGIC ELEMENT UP:
ATTACK ELEMENT: Fire
SPECIAL: Double Grip Only, Back Row OK
SPELL/COMMAND:
STATUS ADDED:
USED AS ITEM:
JOB EQUIPPABLE: Hunter

WEAPON: Ice Bow
ATTACK: 39                    DAMAGE FORMULA: 36
HIT%: 70                      CRITICAL%: 0
GB PUNCH/THROW ATTACK: 39     THROWABLE?: N
PRICE: 2500                   SELL: 1250
ATTACK CATEGORY: Aerial       STRONG VS.:
STATS:
MAGIC ELEMENT UP:
ATTACK ELEMENT: Ice
SPECIAL: Double Grip Only, Back Row OK
SPELL/COMMAND:
STATUS ADDED:
USED AS ITEM:
JOB EQUIPPABLE: Hunter

WEAPON: Thunder Bow
ATTACK: 39                    DAMAGE FORMULA: 36
HIT%: 70                      CRITICAL%: 0
GB PUNCH/THROW ATTACK: 39     THROWABLE?: N
PRICE: 2500                   SELL: 1250
ATTACK CATEGORY: Aerial       STRONG VS.:
STATS:
MAGIC ELEMENT UP:
ATTACK ELEMENT: Lightning
SPECIAL: Double Grip Only, Back Row OK
SPELL/COMMAND:
STATUS ADDED:
USED AS ITEM:
JOB EQUIPPABLE: Hunter

WEAPON: Darkness Bow
ATTACK: 43                    DAMAGE FORMULA: 35
HIT%: 70                      CRITICAL%: 0
GB PUNCH/THROW ATTACK: 43     THROWABLE?: N
PRICE: 3800                   SELL: 1900
ATTACK CATEGORY: Aerial       STRONG VS.:
STATS:
MAGIC ELEMENT UP:
ATTACK ELEMENT:
SPECIAL: Double Grip Only, Back Row OK
SPELL/COMMAND:
STATUS ADDED: Darkness (66%)
USED AS ITEM:
JOB EQUIPPABLE: Hunter

WEAPON: Killer Bow
ATTACK: 49                    DAMAGE FORMULA: 35
HIT%: 70                      CRITICAL%: 0
GB PUNCH/THROW ATTACK: 49     THROWABLE?: N
PRICE: 5000                   SELL: 2500
ATTACK CATEGORY: Aerial       STRONG VS.:
STATS:
```

```
MAGIC ELEMENT UP:
ATTACK ELEMENT:
SPECIAL: Double Grip Only, Back Row OK
SPELL/COMMAND:
STATUS ADDED: Dead (8%)
USED AS ITEM:
JOB EQUIPPABLE: Hunter

WEAPON: Elven Bow
ATTACK: 56                   DAMAGE FORMULA: 36
HIT%: 90                     CRITICAL%: 15
GB PUNCH/THROW ATTACK: 56    THROWABLE?: N
PRICE: 7500                  SELL: 3750
ATTACK CATEGORY: Aerial      STRONG VS.:
STATS:
MAGIC ELEMENT UP:
ATTACK ELEMENT:
SPECIAL: Double Grip Only, Back Row OK
SPELL/COMMAND:
STATUS ADDED:
USED AS ITEM:
JOB EQUIPPABLE: Hunter

WEAPON: Gale Bow
ATTACK: 69                   DAMAGE FORMULA: 38
HIT%: 80                     CRITICAL%: 0
GB PUNCH/THROW ATTACK: 69    THROWABLE?: N
PRICE: 8500                  SELL: 4250
ATTACK CATEGORY: Aerial      STRONG VS.:
STATS:
MAGIC ELEMENT UP:
ATTACK ELEMENT:
SPECIAL: Double Grip Only, Back Row OK
SPELL/COMMAND: X-Fight (25%)
STATUS ADDED:
USED AS ITEM:
JOB EQUIPPABLE: Hunter

WEAPON: Aviskiller
ATTACK: 91                   DAMAGE FORMULA: 72
HIT%: 100                    CRITICAL%: 0
GB PUNCH/THROW ATTACK: 91    THROWABLE?: N
PRICE: 20000                 SELL: 10000
ATTACK CATEGORY: Aerial      STRONG VS.: Avis
STATS:
MAGIC ELEMENT UP:
ATTACK ELEMENT:
SPECIAL: Double Grip Only, Back Row OK
SPELL/COMMAND:
STATUS ADDED:
USED AS ITEM:
JOB EQUIPPABLE: Hunter

WEAPON: Yoichi Bow
ATTACK: 101                  DAMAGE FORMULA: 36
HIT%: 90                     CRITICAL%: 30
GB PUNCH/THROW ATTACK: 101   THROWABLE?: N
PRICE: 20000                 SELL: 5
ATTACK CATEGORY: Aerial      STRONG VS.:
STATS: Strength, Agility+3
MAGIC ELEMENT UP:
ATTACK ELEMENT:
SPECIAL: Double Grip Only, Back Row OK
SPELL/COMMAND:
STATUS ADDED:
USED AS ITEM:
JOB EQUIPPABLE: Hunter

WEAPON: Artemis's Bow
ATTACK: 111                  DAMAGE FORMULA: 72
```

```
HIT%: 100                     CRITICAL%: 0
GB PUNCH/THROW ATTACK: 111    THROWABLE?: N
PRICE: 30000                  SELL: 5
ATTACK CATEGORY: Aerial       STRONG VS.: Creature
STATS:
MAGIC ELEMENT UP:
ATTACK ELEMENT:
SPECIAL: Double Grip Only, Back Row OK
SPELL/COMMAND:
STATUS ADDED:
USED AS ITEM:
JOB EQUIPPABLE: Hunter


WEAPON: Anti-Magic Bow
ATTACK: 0                     DAMAGE FORMULA: 00
HIT%: 100                     CRITICAL%: 0
GB PUNCH/THROW ATTACK: 0      THROWABLE?: N
PRICE: 10000                  SELL: 5000
ATTACK CATEGORY: Aerial       STRONG VS.:
STATS:
MAGIC ELEMENT UP:
ATTACK ELEMENT:
SPECIAL: Back Row OK
SPELL/COMMAND: Mute (33%)
STATUS ADDED:
USED AS ITEM:
JOB EQUIPPABLE: Hunter


***********
8.11) HARPS
***********

WEAPON: Silver Harp
ATTACK: 0                     DAMAGE FORMULA: 7F
HIT%: 100                     CRITICAL%: 0
GB PUNCH/THROW ATTACK: 15     THROWABLE?: N
PRICE: 800                    SELL: 400
ATTACK CATEGORY: Song         STRONG VS.:
STATS:
MAGIC ELEMENT UP:
ATTACK ELEMENT:
SPECIAL: Double Grip Only, Back Row OK
SPELL/COMMAND: Silver Harp (harp magic) (100%)
STATUS ADDED:
USED AS ITEM:
JOB EQUIPPABLE: Bard


WEAPON: Dream Harp
ATTACK: 0                     DAMAGE FORMULA: 7F
HIT%: 100                     CRITICAL%: 0
GB PUNCH/THROW ATTACK: 25     THROWABLE?: N
PRICE: 1600                   SELL: 800
ATTACK CATEGORY: Song         STRONG VS.:
STATS:
MAGIC ELEMENT UP:
ATTACK ELEMENT:
SPECIAL: Double Grip Only, Back Row OK
SPELL/COMMAND: Dream Harp (harp magic) (99%)
STATUS ADDED:
USED AS ITEM:
JOB EQUIPPABLE: Bard


WEAPON: Lamia Harp
ATTACK: 0                     DAMAGE FORMULA: 7F
HIT%: 100                     CRITICAL%: 0
GB PUNCH/THROW ATTACK: 35     THROWABLE?: N
PRICE: 3200                   SELL: 1600
ATTACK CATEGORY: Song         STRONG VS.:
STATS:
MAGIC ELEMENT UP:
```

```
ATTACK ELEMENT:
SPECIAL: Double Grip Only, Back Row OK
SPELL/COMMAND: Lamia Harp (harp magic) (99%)
STATUS ADDED:
USED AS ITEM:
JOB EQUIPPABLE: Bard


WEAPON: Apollo Harp
ATTACK: 0                      DAMAGE FORMULA: 7F
HIT%: 100                      CRITICAL%: 0
GB PUNCH/THROW ATTACK: 45      THROWABLE?: N
PRICE: 20000                   SELL: 5
ATTACK CATEGORY: Song          STRONG VS.:
STATS:
MAGIC ELEMENT UP:
ATTACK ELEMENT:
SPECIAL: Double Grip Only, Back Row OK
SPELL/COMMAND: Apollo Harp (harp magic) (99%)
STATUS ADDED:
USED AS ITEM:
JOB EQUIPPABLE: Bard


***********
8.12) WHIPS
***********


WEAPON: Whip
ATTACK: 26                     DAMAGE FORMULA: 38
HIT%: 90                       CRITICAL%: 0
GB PUNCH/THROW ATTACK: 26      THROWABLE?: N
PRICE: 1100                    SELL: 550
ATTACK CATEGORY: Aerial        STRONG VS.:
STATS:
MAGIC ELEMENT UP:
ATTACK ELEMENT:
SPECIAL: Back Row OK
SPELL/COMMAND: Tame (whip magic) (50%)
STATUS ADDED:
USED AS ITEM:
JOB EQUIPPABLE: Mediator


WEAPON: Chain Whip
ATTACK: 52                     DAMAGE FORMULA: 38
HIT%: 90                       CRITICAL%: 0
GB PUNCH/THROW ATTACK: 52      THROWABLE?: N
PRICE: 3300                    SELL: 1650
ATTACK CATEGORY: Aerial        STRONG VS.:
STATS:
MAGIC ELEMENT UP:
ATTACK ELEMENT:
SPECIAL: Back Row OK
SPELL/COMMAND: Tame (whip magic) (50%)
STATUS ADDED:
USED AS ITEM:
JOB EQUIPPABLE: Mediator


WEAPON: Thunder Whip
ATTACK: 42                     DAMAGE FORMULA: 38
HIT%: 90                       CRITICAL%: 0
GB PUNCH/THROW ATTACK: 42      THROWABLE?: N
PRICE: 2200                    SELL: 1100
ATTACK CATEGORY: Aerial        STRONG VS.:
STATS:
MAGIC ELEMENT UP:
ATTACK ELEMENT:
SPECIAL: Back Row OK
SPELL/COMMAND: Bolt (33%)
STATUS ADDED:
USED AS ITEM:
JOB EQUIPPABLE: Mediator
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```
WEAPON: Beastkiller
ATTACK: 72                      DAMAGE FORMULA: 72
HIT%: 100                       CRITICAL%: 0
GB PUNCH/THROW ATTACK: 72       THROWABLE?: N
PRICE: 15000                    SELL: 7500
ATTACK CATEGORY: Aerial         STRONG VS.: Creature
STATS:
MAGIC ELEMENT UP:
ATTACK ELEMENT:
SPECIAL: Back Row OK
SPELL/COMMAND: Tame (whip magic) (50%)
STATUS ADDED:
USED AS ITEM:
JOB EQUIPPABLE: Mediator


WEAPON: Flame Whip
ATTACK: 82                      DAMAGE FORMULA: 38
HIT%: 90                        CRITICAL%: 0
GB PUNCH/THROW ATTACK: 82       THROWABLE?: N
PRICE: 20000                    SELL: 10000
ATTACK CATEGORY: Aerial         STRONG VS.:
STATS: Strength, Agility+2
MAGIC ELEMENT UP:
ATTACK ELEMENT:
SPECIAL: Back Row OK
SPELL/COMMAND: Fire3 (33%)
STATUS ADDED:
USED AS ITEM:
JOB EQUIPPABLE: Mediator


WEAPON: Dragon Whip
ATTACK: 92                      DAMAGE FORMULA: 72
HIT%: 100                       CRITICAL%: 0
GB PUNCH/THROW ATTACK: 92       THROWABLE?: N
PRICE: 4400                     SELL: 2200
ATTACK CATEGORY: Aerial         STRONG VS.: Dragon
STATS:
MAGIC ELEMENT UP:
ATTACK ELEMENT:
SPECIAL: Back Row OK
SPELL/COMMAND: Tame (whip magic) (50%)
STATUS ADDED:
USED AS ITEM:
JOB EQUIPPABLE: Mediator


***********
8.13) BELLS
***********


WEAPON: Giyaman's Bell
ATTACK: 24                      DAMAGE FORMULA: 39
HIT%: 100                       CRITICAL%: 0
GB PUNCH/THROW ATTACK: 24       THROWABLE?: N
PRICE: 500                      SELL: 250
ATTACK CATEGORY: Song           STRONG VS.:
STATS:
MAGIC ELEMENT UP:
ATTACK ELEMENT:
SPECIAL: Back Row OK
SPELL/COMMAND:
STATUS ADDED:
USED AS ITEM:
JOB EQUIPPABLE: Geomancer


WEAPON: Earth Bell
ATTACK: 35                      DAMAGE FORMULA: 3A
HIT%: 99                        CRITICAL%: 0
GB PUNCH/THROW ATTACK: 35       THROWABLE?: N
PRICE: 9000                     SELL: 4500
```

```
ATTACK CATEGORY: Song         STRONG VS.:
STATS:
MAGIC ELEMENT UP: Earth
ATTACK ELEMENT:
SPECIAL: Back Row OK
SPELL/COMMAND: Quake (25%)
STATUS ADDED:
USED AS ITEM:
JOB EQUIPPABLE: Geomancer


WEAPON: Rune Bell
ATTACK: 45 + 10 (5 MP)        DAMAGE FORMULA: 3C
HIT%: 99                      CRITICAL%: 0
GB PUNCH/THROW ATTACK: 45     THROWABLE?: N
PRICE: 20000                  SELL: 5
ATTACK CATEGORY: Song         STRONG VS.:
STATS:
MAGIC ELEMENT UP: Air, Earth, Holy, Poison, Lightning, Ice, Fire
ATTACK ELEMENT:
SPECIAL:
SPELL/COMMAND:
STATUS ADDED:
USED AS ITEM:
JOB EQUIPPABLE: Geomancer


WEAPON: Tinker Bell
ATTACK: 55                    DAMAGE FORMULA: 39
HIT%: 100                     CRITICAL%: 0
GB PUNCH/THROW ATTACK: 55     THROWABLE?: N
PRICE: 1500                   SELL: 750
ATTACK CATEGORY: Song         STRONG VS.:
STATS:
MAGIC ELEMENT UP:
ATTACK ELEMENT:
SPECIAL: Back Row OK
SPELL/COMMAND:
STATUS ADDED:
USED AS ITEM:
JOB EQUIPPABLE: Geomancer


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8.14) LONG REACH
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WEAPON: Flail
ATTACK: 16                    DAMAGE FORMULA: 3A
HIT%: 70                      CRITICAL%: 0
GB PUNCH/THROW ATTACK: 16     THROWABLE?: N
PRICE: 780                    SELL: 390
ATTACK CATEGORY: Physical     STRONG VS.:
STATS:
MAGIC ELEMENT UP:
ATTACK ELEMENT:
SPECIAL: Double Grip OK, Back Row OK
SPELL/COMMAND:
STATUS ADDED:
USED AS ITEM:
JOB EQUIPPABLE: White Mage, Time Mage, Red Mage, Chemist, Mimic


WEAPON: Full Moon
ATTACK: 35                    DAMAGE FORMULA: 38
HIT%: 95                      CRITICAL%: 0
GB PUNCH/THROW ATTACK: 35     THROWABLE?: N
PRICE: 1100                   SELL: 550
ATTACK CATEGORY: Physical     STRONG VS.:
STATS:
MAGIC ELEMENT UP:
ATTACK ELEMENT:
SPECIAL: Back Row OK
SPELL/COMMAND:
```

```
STATUS ADDED:
USED AS ITEM:
JOB EQUIPPABLE: Thief, Ninja, Mimic

WEAPON: Morning Star
ATTACK: 50                 DAMAGE FORMULA: 3A
HIT%: 90                   CRITICAL%: 0
GB PUNCH/THROW ATTACK: 50  THROWABLE?: N
PRICE: 7800                SELL: 3900
ATTACK CATEGORY: Physical  STRONG VS.:
STATS:
MAGIC ELEMENT UP:
ATTACK ELEMENT:
SPECIAL: Double Grip OK, Back Row OK
SPELL/COMMAND:
STATUS ADDED:
USED AS ITEM:
JOB EQUIPPABLE: White Mage, Time Mage, Red Mage, Chemist, Mimic

WEAPON: Rising Sun
ATTACK: 71                 DAMAGE FORMULA: 38
HIT%: 90                   CRITICAL%: 0
GB PUNCH/THROW ATTACK: 71  THROWABLE?: N
PRICE: 11000               SELL: 5500
ATTACK CATEGORY: Aerial    STRONG VS.:
STATS:
MAGIC ELEMENT UP:
ATTACK ELEMENT:
SPECIAL: Back Row OK
SPELL/COMMAND:
STATUS ADDED:
USED AS ITEM:
JOB EQUIPPABLE: Thief, Ninja, Mimic


********************
8.15) THROWN WEAPONS
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WEAPON: Soot
ATTACK: 0                  DAMAGE FORMULA: 00
HIT%: 100                  CRITICAL%: 0
GB PUNCH/THROW ATTACK: 25  THROWABLE?: Y
PRICE: 2                   SELL: 1
ATTACK CATEGORY: Physical  STRONG VS.:
STATS:
MAGIC ELEMENT UP:
ATTACK ELEMENT:
SPECIAL:
SPELL/COMMAND:
STATUS ADDED:
USED AS ITEM:
JOB EQUIPPABLE: None

WEAPON: Shuriken
ATTACK: 0                  DAMAGE FORMULA: 00
HIT%: 100                  CRITICAL%: 0
GB PUNCH/THROW ATTACK: 50  THROWABLE?: Y
PRICE: 2500                SELL: 5
ATTACK CATEGORY: Physical  STRONG VS.:
STATS:
MAGIC ELEMENT UP:
ATTACK ELEMENT:
SPECIAL:
SPELL/COMMAND:
STATUS ADDED:
USED AS ITEM:
JOB EQUIPPABLE: None

WEAPON: Pinwheel
ATTACK: 0                  DAMAGE FORMULA: 00
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```
HIT%: 100                      CRITICAL%: 0
GB PUNCH/THROW ATTACK: 117     THROWABLE?: Y
PRICE: 25000                   SELL: 5
ATTACK CATEGORY: Physical      STRONG VS.:
STATS:
MAGIC ELEMENT UP:
ATTACK ELEMENT:
SPECIAL:
SPELL/COMMAND:
STATUS ADDED:
USED AS ITEM:
JOB EQUIPPABLE: None


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9) ARMOUR DATA

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*************
9.1) GLOSSARY
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ARMOUR: Armour name
DEFENSE: Armour Defense
MAGIC DEFENSE: Armour Magic Defense
EVADE%: Armour Evade%
MAGIC EVADE%: Armour Magic Evade%
WEIGHT: Armour Weight
PRICE: Buying price (not all armour can be bought).  Selling price = PRICE/2
STATS:  Any stat bonuses that are granted when the armour is equipped.
ELEMENTAL ABSORB:  These Elements heal instead of causing damage.
ELEMENTAL IMMUNITY:  These Elements will never hit.
ELEMENTAL HALF:  These Elements do half damage (Attack = Attack/2)
ELEMENTAL WEAKNESS:  These Elements do double damage and bypass Defense/Magic
Defense
INITIAL STATUS:  Start the battle with these status effects.
(Always) indicate that these effects will never wear off and cannot be
dispelled.
STATUS IMMUNITY:  These Statuses will never be successfully inflicted.
MAGIC ELEMENT UP:  While the armour is equipped, the caster will be given a
bonus to Magic Damage whenever using a Spell with that particular Element
(Damage = Damage * 3/2, applied before subtracting Magic Defense)
SPECIAL:  Evade magic:  Gives a 33% chance to evade a magic attack.  This is an
independent check.  Many types of magic can be evaded, even those that normally
automatically hit.
Evade physical:  Gives a 33% chance to evade a physical attack.  This is an
independent check.
Catch Up:  Can Catch monsters when their HP is 1/2 instead of 1/8 MAX HP
Become Undead:  Healing spells will damage and drain and osmose will heal.
Sword Dance Up:  Sword Dance has a 50% chance of being used when Dance is used.
Jitterbug Duet and Mystery Waltz have a 25% chance of being used.  Tempting
Tango will not be used.  Also, when using Flirt, Hit% = Hit% * 2
Half MP:  Spells cost half MP in battle (not in the menu)
Steal Up:  Steal success rate is increased from 40% to 80%.
Brawl Up:  Brawl and Kick damage is increased (Attack = Attack + 50)
Control Rate Up: Control success rate is increased from 40% to 75%.
JOB EQUIPPABLE:  Which jobs can equip the armour.


*************
9.2) SHIELDS
*************


ARMOUR: Leather Shield
DEFENSE: 0                      MAGIC DEFENSE: 0
EVADE%: 10                      MAGIC EVADE%: 0
WEIGHT: 2                       PRICE: 90
STATS:
ELEMENTAL ABSORB:
ELEMENTAL IMMUNITY:
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```
ELEMENTAL HALF:
ELEMENTAL WEAKNESS:
INTIAL STATUS:
STATUS IMMUNITY:
MAGIC ELEMENT UP:
SPECIAL:
JOB EQUIPPABLE: Knight, Dragoon, Samurai, Berserker, Mystic Knight, Blue Mage,
Mimic


ARMOUR: Bronze Shield
DEFENSE: 1                    MAGIC DEFENSE: 0
EVADE%: 15                    MAGIC EVADE%: 0
WEIGHT: 5                     PRICE: 290
STATS:
ELEMENTAL ABSORB:
ELEMENTAL IMMUNITY:
ELEMENTAL HALF:
ELEMENTAL WEAKNESS:
INTIAL STATUS:
STATUS IMMUNITY:
MAGIC ELEMENT UP:
SPECIAL:
JOB EQUIPPABLE: Knight, Dragoon, Samurai, Berserker, Mystic Knight, Blue Mage,
Mimic


ARMOUR: Iron Shield
DEFENSE: 2                    MAGIC DEFENSE: 0
EVADE%: 20                    MAGIC EVADE%: 0
WEIGHT: 5                     PRICE: 390
STATS:
ELEMENTAL ABSORB:
ELEMENTAL IMMUNITY:
ELEMENTAL HALF:
ELEMENTAL WEAKNESS:
INTIAL STATUS:
STATUS IMMUNITY:
MAGIC ELEMENT UP:
SPECIAL:
JOB EQUIPPABLE: Knight, Dragoon, Samurai, Berserker, Mystic Knight, Blue Mage,
Mimic


ARMOUR: Mythril Shield
DEFENSE: 3                    MAGIC DEFENSE: 0
EVADE%: 25                    MAGIC EVADE%: 0
WEIGHT: 5                     PRICE: 590
STATS:
ELEMENTAL ABSORB:
ELEMENTAL IMMUNITY:
ELEMENTAL HALF:
ELEMENTAL WEAKNESS:
INTIAL STATUS:
STATUS IMMUNITY:
MAGIC ELEMENT UP:
SPECIAL:
JOB EQUIPPABLE: Knight, Dragoon, Samurai, Berserker, Mystic Knight, Blue Mage,
Mimic


ARMOUR: Gold Shield
DEFENSE: 4                    MAGIC DEFENSE: 0
EVADE%: 30                    MAGIC EVADE%: 0
WEIGHT: 5                     PRICE: 3000
STATS:
ELEMENTAL ABSORB:
ELEMENTAL IMMUNITY:
ELEMENTAL HALF:
ELEMENTAL WEAKNESS:
INTIAL STATUS:
STATUS IMMUNITY:
MAGIC ELEMENT UP:
SPECIAL:
```

JOB EQUIPPABLE: Knight, Dragoon, Samurai, Berserker, Mystic Knight, Blue Mage,
Mimic

ARMOUR: Aegis Shield
DEFENSE: 5   MAGIC DEFENSE: 0
EVADE%: 33   MAGIC EVADE%: 0
WEIGHT: 4   PRICE: 4500
STATS: Magic Power+1
ELEMENTAL ABSORB:
ELEMENTAL IMMUNITY:
ELEMENTAL HALF:
ELEMENTAL WEAKNESS:
INTIAL STATUS:
STATUS IMMUNITY: Stone
MAGIC ELEMENT UP:
SPECIAL: Evade magic
JOB EQUIPPABLE: Knight, Dragoon, Samurai, Berserker, Mystic Knight, Blue Mage,
Mimic

ARMOUR: Diamond Shield
DEFENSE: 6   MAGIC DEFENSE: 0
EVADE%: 35   MAGIC EVADE%: 0
WEIGHT: 5   PRICE: 6000
STATS:
ELEMENTAL ABSORB:
ELEMENTAL IMMUNITY:
ELEMENTAL HALF: Lightning
ELEMENTAL WEAKNESS:
INTIAL STATUS:
STATUS IMMUNITY:
MAGIC ELEMENT UP:
SPECIAL:
JOB EQUIPPABLE: Knight, Dragoon, Samurai, Berserker, Mystic Knight, Blue Mage,
Mimic

ARMOUR: Flame Shield
DEFENSE: 7   MAGIC DEFENSE: 5
EVADE%: 40   MAGIC EVADE%: 5
WEIGHT: 5   PRICE: 40000
STATS:
ELEMENTAL ABSORB: Fire
ELEMENTAL IMMUNITY:
ELEMENTAL HALF:
ELEMENTAL WEAKNESS:
INTIAL STATUS:
STATUS IMMUNITY:
MAGIC ELEMENT UP:
SPECIAL:
JOB EQUIPPABLE: Knight, Dragoon, Samurai, Berserker, Mystic Knight, Blue Mage,
Mimic

ARMOUR: Ice Shield
DEFENSE: 7   MAGIC DEFENSE: 5
EVADE%: 40   MAGIC EVADE%: 5
WEIGHT: 5   PRICE: 40000
STATS:
ELEMENTAL ABSORB: Ice
ELEMENTAL IMMUNITY:
ELEMENTAL HALF:
ELEMENTAL WEAKNESS:
INTIAL STATUS:
STATUS IMMUNITY:
MAGIC ELEMENT UP:
SPECIAL:
JOB EQUIPPABLE: Knight, Dragoon, Samurai, Berserker, Mystic Knight, Blue Mage,
Mimic

ARMOUR: Crystal Shield
DEFENSE: 8   MAGIC DEFENSE: 0
EVADE%: 45   MAGIC EVADE%: 0

```
WEIGHT: 5                        PRICE: 9000
STATS:
ELEMENTAL ABSORB:
ELEMENTAL IMMUNITY:
ELEMENTAL HALF:
ELEMENTAL WEAKNESS:
INTIAL STATUS:
STATUS IMMUNITY:
MAGIC ELEMENT UP:
SPECIAL:
JOB EQUIPPABLE: Knight, Dragoon, Samurai, Berserker, Mystic Knight, Blue Mage,
Mimic


ARMOUR: Genji Shield
DEFENSE: 9                        MAGIC DEFENSE: 1
EVADE%: 50                        MAGIC EVADE%: 0
WEIGHT: 6                         PRICE: 20000
STATS:
ELEMENTAL ABSORB:
ELEMENTAL IMMUNITY:
ELEMENTAL HALF:
ELEMENTAL WEAKNESS:
INTIAL STATUS:
STATUS IMMUNITY: Mini, Paralyze
MAGIC ELEMENT UP:
SPECIAL:
JOB EQUIPPABLE: Knight, Dragoon, Samurai, Berserker, Mystic Knight, Blue Mage,
Mimic


ARMOUR: Cursed Shield
DEFENSE: 15                       MAGIC DEFENSE: 5
EVADE%: 1                         MAGIC EVADE%: 10
WEIGHT: 5                         PRICE: 2
STATS:
ELEMENTAL ABSORB:
ELEMENTAL IMMUNITY:
ELEMENTAL HALF:
ELEMENTAL WEAKNESS:
INTIAL STATUS:
STATUS IMMUNITY:
MAGIC ELEMENT UP:
SPECIAL:
JOB EQUIPPABLE: Knight, Dragoon, Samurai, Berserker, Mystic Knight, Blue Mage,
Mimic


*************
9.3) HEADGEAR
*************


ARMOUR: Gold Hairpin
DEFENSE: 0                        MAGIC DEFENSE: 2
EVADE%: 0                         MAGIC EVADE%: 5
WEIGHT: 2                         PRICE: 30000
STATS:
ELEMENTAL ABSORB:
ELEMENTAL IMMUNITY:
ELEMENTAL HALF:
ELEMENTAL WEAKNESS:
INTIAL STATUS:
STATUS IMMUNITY:
MAGIC ELEMENT UP:
SPECIAL: Half MP
JOB EQUIPPABLE: White Mage, Black Mage, Time Mage, Summoner, Blue Mage, Red
Mage, Chemist, Geomancer, Bard, Dancer, Mimic

ARMOUR: Leather Helmet
DEFENSE: 1                        MAGIC DEFENSE: 1
EVADE%: 0                         MAGIC EVADE%: 0
WEIGHT: 1                         PRICE: 50
STATS:
```

```
ELEMENTAL ABSORB:
ELEMENTAL IMMUNITY:
ELEMENTAL HALF:
ELEMENTAL WEAKNESS:
INTIAL STATUS:
STATUS IMMUNITY:
MAGIC ELEMENT UP:
SPECIAL:
JOB EQUIPPABLE: All

ARMOUR: Bronze Helmet
DEFENSE: 2                 MAGIC DEFENSE: 2
EVADE%: 0                  MAGIC EVADE%: 0
WEIGHT: 4                  PRICE: 250
STATS:
ELEMENTAL ABSORB:
ELEMENTAL IMMUNITY:
ELEMENTAL HALF:
ELEMENTAL WEAKNESS:
INTIAL STATUS:
STATUS IMMUNITY:
MAGIC ELEMENT UP:
SPECIAL:
JOB EQUIPPABLE: Knight, Dragoon, Samurai, Berserker, Mystic Knight, Mimic

ARMOUR: Plumed Hat
DEFENSE: 2                 MAGIC DEFENSE: 2
EVADE%: 0                  MAGIC EVADE%: 5
WEIGHT: 2                  PRICE: 350
STATS:
ELEMENTAL ABSORB:
ELEMENTAL IMMUNITY:
ELEMENTAL HALF:
ELEMENTAL WEAKNESS:
INTIAL STATUS:
STATUS IMMUNITY:
MAGIC ELEMENT UP:
SPECIAL:
JOB EQUIPPABLE: All

ARMOUR: Green Beret
DEFENSE: 3                 MAGIC DEFENSE: 2
EVADE%: 0                  MAGIC EVADE%: 0
WEIGHT: 2                  PRICE: 2500
STATS: Strength+1, Agility+1
ELEMENTAL ABSORB:
ELEMENTAL IMMUNITY:
ELEMENTAL HALF:
ELEMENTAL WEAKNESS:
INTIAL STATUS:
STATUS IMMUNITY:
MAGIC ELEMENT UP:
SPECIAL:
JOB EQUIPPABLE: Monk, Thief, Ninja, Hunter, Blue Mage, Red Mage, Mediator,
Chemist, Dancer, Mimic

ARMOUR: Lamia's Tiara
DEFENSE: 3                 MAGIC DEFENSE: 7
EVADE%: 0                  MAGIC EVADE%: 10
WEIGHT: 2                  PRICE: 2500
STATS: Magic Power+3
ELEMENTAL ABSORB:
ELEMENTAL IMMUNITY:
ELEMENTAL HALF:
ELEMENTAL WEAKNESS:
INTIAL STATUS:
STATUS IMMUNITY: Charm
MAGIC ELEMENT UP:
SPECIAL: Sword Dance Up
JOB EQUIPPABLE: White Mage, Black Mage, Time Mage, Summoner, Blue Mage, Red
```

Mage, Chemist, Geomancer, Bard, Dancer, Mimic

ARMOUR: Iron Helmet
DEFENSE: 4   MAGIC DEFENSE: 2
EVADE%: 0   MAGIC EVADE%: 0
WEIGHT: 4   PRICE: 350
STATS:
ELEMENTAL ABSORB:
ELEMENTAL IMMUNITY:
ELEMENTAL HALF:
ELEMENTAL WEAKNESS:
INTIAL STATUS:
STATUS IMMUNITY:
MAGIC ELEMENT UP:
SPECIAL:
JOB EQUIPPABLE: Knight, Dragoon, Samurai, Berserker, Mystic Knight, Mimic

ARMOUR: Tricorn
DEFENSE: 4   MAGIC DEFENSE: 2
EVADE%: 0   MAGIC EVADE%: 5
WEIGHT: 2   PRICE: 1500
STATS: Magic Power+1
ELEMENTAL ABSORB:
ELEMENTAL IMMUNITY:
ELEMENTAL HALF:
ELEMENTAL WEAKNESS:
INTIAL STATUS:
STATUS IMMUNITY:
MAGIC ELEMENT UP:
SPECIAL:
JOB EQUIPPABLE: White Mage, Black Mage, Time Mage, Summoner, Blue Mage, Red
Mage, Chemist, Geomancer, Bard, Dancer, Mimic

ARMOUR: Coronet
DEFENSE: 5   MAGIC DEFENSE: 4
EVADE%: 0   MAGIC EVADE%: 5
WEIGHT: 8   PRICE: 75000
STATS: Magic Power+1
ELEMENTAL ABSORB:
ELEMENTAL IMMUNITY:
ELEMENTAL HALF:
ELEMENTAL WEAKNESS:
INTIAL STATUS:
STATUS IMMUNITY:
MAGIC ELEMENT UP:
SPECIAL: Control Rate Up
JOB EQUIPPABLE: All

ARMOUR: Mythril Helmet
DEFENSE: 6   MAGIC DEFENSE: 2
EVADE%: 0   MAGIC EVADE%: 0
WEIGHT: 4   PRICE: 550
STATS:
ELEMENTAL ABSORB:
ELEMENTAL IMMUNITY:
ELEMENTAL HALF:
ELEMENTAL WEAKNESS:
INTIAL STATUS:
STATUS IMMUNITY:
MAGIC ELEMENT UP:
SPECIAL:
JOB EQUIPPABLE: Knight, Dragoon, Samurai, Berserker, Mystic Knight, Mimic

ARMOUR: Magus Hat
DEFENSE: 6   MAGIC DEFENSE: 2
EVADE%: 0   MAGIC EVADE%: 5
WEIGHT: 2   PRICE: 3000
STATS: Magic Power+2
ELEMENTAL ABSORB:
ELEMENTAL IMMUNITY:

```
ELEMENTAL HALF:
ELEMENTAL WEAKNESS:
INTIAL STATUS:
STATUS IMMUNITY:
MAGIC ELEMENT UP:
SPECIAL:
JOB EQUIPPABLE: White Mage, Black Mage, Time Mage, Summoner, Blue Mage, Red
Mage, Chemist, Geomancer, Bard, Dancer, Mimic


ARMOUR: Bandana
DEFENSE: 6                    MAGIC DEFENSE: 0
EVADE%: 0                     MAGIC EVADE%: 0
WEIGHT: 2                     PRICE: 3500
STATS: Strength+3
ELEMENTAL ABSORB:
ELEMENTAL IMMUNITY:
ELEMENTAL HALF:
ELEMENTAL WEAKNESS:
INTIAL STATUS:
STATUS IMMUNITY:
MAGIC ELEMENT UP:
SPECIAL:
JOB EQUIPPABLE: Monk, Thief, Ninja, Hunter, Blue Mage, Red Mage, Mediator,
Chemist, Dancer, Mimic


ARMOUR: Gold Helmet
DEFENSE: 8                    MAGIC DEFENSE: 2
EVADE%: 0                     MAGIC EVADE%: 0
WEIGHT: 4                     PRICE: 3500
STATS:
ELEMENTAL ABSORB:
ELEMENTAL IMMUNITY:
ELEMENTAL HALF:
ELEMENTAL WEAKNESS:
INTIAL STATUS:
STATUS IMMUNITY:
MAGIC ELEMENT UP:
SPECIAL:
JOB EQUIPPABLE: Knight, Dragoon, Samurai, Berserker, Mystic Knight, Mimic


ARMOUR: Tiger Mask
DEFENSE: 9                    MAGIC DEFENSE: 2
EVADE%: 0                     MAGIC EVADE%: 0
WEIGHT: 2                     PRICE: 5000
STATS:
ELEMENTAL ABSORB:
ELEMENTAL IMMUNITY:
ELEMENTAL HALF:
ELEMENTAL WEAKNESS:
INTIAL STATUS:
STATUS IMMUNITY:
MAGIC ELEMENT UP:
SPECIAL:
JOB EQUIPPABLE: Monk, Thief, Ninja, Hunter, Blue Mage, Red Mage, Mediator,
Chemist, Dancer, Mimic


ARMOUR: Diamond Helmet
DEFENSE: 10                   MAGIC DEFENSE: 2
EVADE%: 0                     MAGIC EVADE%: 0
WEIGHT: 4                     PRICE: 7000
STATS:
ELEMENTAL ABSORB:
ELEMENTAL IMMUNITY:
ELEMENTAL HALF: Lightning
ELEMENTAL WEAKNESS:
INTIAL STATUS:
STATUS IMMUNITY:
MAGIC ELEMENT UP:
SPECIAL:
JOB EQUIPPABLE: Knight, Dragoon, Samurai, Berserker, Mystic Knight, Mimic
```

```
ARMOUR: Circlet
DEFENSE: 10                   MAGIC DEFENSE: 2
EVADE%: 0                     MAGIC EVADE%: 5
WEIGHT: 2                     PRICE: 4500
STATS: Magic Power+3
ELEMENTAL ABSORB:
ELEMENTAL IMMUNITY:
ELEMENTAL HALF:
ELEMENTAL WEAKNESS:
INTIAL STATUS:
STATUS IMMUNITY:
MAGIC ELEMENT UP:
SPECIAL:
JOB EQUIPPABLE: White Mage, Black Mage, Time Mage, Summoner, Blue Mage, Red
Mage, Chemist, Geomancer, Bard, Dancer, Mimic


ARMOUR: Ribbon
DEFENSE: 12                   MAGIC DEFENSE: 2
EVADE%: 0                     MAGIC EVADE%: 5
WEIGHT: 2                     PRICE: 2
STATS: Strength+5, Agility+5, Vitality+5, Magic Power+5
ELEMENTAL ABSORB:
ELEMENTAL IMMUNITY:
ELEMENTAL HALF:
ELEMENTAL WEAKNESS:
INTIAL STATUS:
STATUS IMMUNITY: Dead, Stone, Toad, Poison, Darkness, Aging, Berserk, Mute
MAGIC ELEMENT UP:
SPECIAL:
JOB EQUIPPABLE: Dancer


ARMOUR: Dark Hood
DEFENSE: 12                   MAGIC DEFENSE: 2
EVADE%: 0                     MAGIC EVADE%: 0
WEIGHT: 0                     PRICE: 6500
STATS: Agility+2
ELEMENTAL ABSORB:
ELEMENTAL IMMUNITY:
ELEMENTAL HALF:
ELEMENTAL WEAKNESS:
INTIAL STATUS:
STATUS IMMUNITY:
MAGIC ELEMENT UP:
SPECIAL:
JOB EQUIPPABLE: Monk, Thief, Ninja, Hunter, Blue Mage, Red Mage, Mediator,
Chemist, Dancer, Mimic


ARMOUR: Crystal Helmet
DEFENSE: 13                   MAGIC DEFENSE: 2
EVADE%: 0                     MAGIC EVADE%: 0
WEIGHT: 4                     PRICE: 10500
STATS:
ELEMENTAL ABSORB:
ELEMENTAL IMMUNITY:
ELEMENTAL HALF:
ELEMENTAL WEAKNESS:
INTIAL STATUS:
STATUS IMMUNITY:
MAGIC ELEMENT UP:
SPECIAL:
JOB EQUIPPABLE: Knight, Dragoon, Samurai, Berserker, Mystic Knight, Mimic


ARMOUR: Genji Helmet
DEFENSE: 15                   MAGIC DEFENSE: 2
EVADE%: 0                     MAGIC EVADE%: 0
WEIGHT: 5                     PRICE: 25000
STATS:
ELEMENTAL ABSORB:
ELEMENTAL IMMUNITY:
```

```
ELEMENTAL HALF:
ELEMENTAL WEAKNESS:
INTIAL STATUS:
STATUS IMMUNITY: Mini, Charm
MAGIC ELEMENT UP:
SPECIAL:
JOB EQUIPPABLE: Knight, Dragoon, Samurai, Berserker, Mystic Knight, Mimic


ARMOUR: Thornlet
DEFENSE: 20                 MAGIC DEFENSE: 5
EVADE%: 0                   MAGIC EVADE%: 10
WEIGHT: 4                   PRICE: 2
STATS: Magic Power-5
ELEMENTAL ABSORB:
ELEMENTAL IMMUNITY:
ELEMENTAL HALF:
ELEMENTAL WEAKNESS:
INTIAL STATUS: (Always) HP Leak
STATUS IMMUNITY: Sleep
MAGIC ELEMENT UP:
SPECIAL:
JOB EQUIPPABLE: Knight, Dragoon, Samurai, Berserker, Mystic Knight, Mimic


*************
9.4) BODYWEAR
*************


ARMOUR: Leather Clothes
DEFENSE: 1                  MAGIC DEFENSE: 1
EVADE%: 0                   MAGIC EVADE%: 0
WEIGHT: 2                   PRICE: 80
STATS:
ELEMENTAL ABSORB:
ELEMENTAL IMMUNITY:
ELEMENTAL HALF:
ELEMENTAL WEAKNESS:
INTIAL STATUS:
STATUS IMMUNITY:
MAGIC ELEMENT UP:
SPECIAL:
JOB EQUIPPABLE: All


ARMOUR: Cotton Suit
DEFENSE: 2                  MAGIC DEFENSE: 4
EVADE%: 0                   MAGIC EVADE%: 15
WEIGHT: 2                   PRICE: 300
STATS:
ELEMENTAL ABSORB:
ELEMENTAL IMMUNITY:
ELEMENTAL HALF:
ELEMENTAL WEAKNESS:
INTIAL STATUS:
STATUS IMMUNITY:
MAGIC ELEMENT UP:
SPECIAL:
JOB EQUIPPABLE: White Mage, Black Mage, Time Mage, Summoner, Blue Mage, Red
Mage, Chemist, Geomancer, Bard, Dancer, Mimic


ARMOUR: Copper Armor
DEFENSE: 3                  MAGIC DEFENSE: 2
EVADE%: 0                   MAGIC EVADE%: 0
WEIGHT: 4                   PRICE: 350
STATS:
ELEMENTAL ABSORB:
ELEMENTAL IMMUNITY:
ELEMENTAL HALF:
ELEMENTAL WEAKNESS:
INTIAL STATUS:
STATUS IMMUNITY:
MAGIC ELEMENT UP:
```

SPECIAL:
JOB EQUIPPABLE: Knight, Monk, Thief, Dragoon, Ninja, Samurai, Berserker,
Hunter, Mystic Knight, Blue Mage, Red Mage, Mediator, Chemist, Dancer, Mimic

ARMOUR: Bronze Armor
DEFENSE: 4   MAGIC DEFENSE: 2
EVADE%: 0   MAGIC EVADE%: 0
WEIGHT: 8   PRICE: 400
STATS:
ELEMENTAL ABSORB:
ELEMENTAL IMMUNITY:
ELEMENTAL HALF:
ELEMENTAL WEAKNESS:
INTIAL STATUS:
STATUS IMMUNITY:
MAGIC ELEMENT UP:
SPECIAL:
JOB EQUIPPABLE: Knight, Dragoon, Samurai, Berserker, Mystic Knight, Mimic

ARMOUR: Silk Robe
DEFENSE: 4   MAGIC DEFENSE: 6
EVADE%: 0   MAGIC EVADE%: 16
WEIGHT: 2   PRICE: 500
STATS:
ELEMENTAL ABSORB:
ELEMENTAL IMMUNITY:
ELEMENTAL HALF:
ELEMENTAL WEAKNESS:
INTIAL STATUS:
STATUS IMMUNITY:
MAGIC ELEMENT UP:
SPECIAL:
JOB EQUIPPABLE: White Mage, Black Mage, Time Mage, Summoner, Blue Mage, Red
Mage, Chemist, Geomancer, Bard, Dancer, Mimic

ARMOUR: Training Suit
DEFENSE: 5   MAGIC DEFENSE: 2
EVADE%: 0   MAGIC EVADE%: 0
WEIGHT: 3   PRICE: 450
STATS: Strength+1
ELEMENTAL ABSORB:
ELEMENTAL IMMUNITY:
ELEMENTAL HALF:
ELEMENTAL WEAKNESS:
INTIAL STATUS:
STATUS IMMUNITY:
MAGIC ELEMENT UP:
SPECIAL:
JOB EQUIPPABLE: Knight, Monk, Thief, Dragoon, Ninja, Samurai, Berserker,
Hunter, Mystic Knight, Blue Mage, Red Mage, Mediator, Chemist, Dancer, Mimic

ARMOUR: Iron Armor
DEFENSE: 6   MAGIC DEFENSE: 2
EVADE%: 0   MAGIC EVADE%: 0
WEIGHT: 8   PRICE: 500
STATS:
ELEMENTAL ABSORB:
ELEMENTAL IMMUNITY:
ELEMENTAL HALF:
ELEMENTAL WEAKNESS:
INTIAL STATUS:
STATUS IMMUNITY:
MAGIC ELEMENT UP:
SPECIAL:
JOB EQUIPPABLE: Knight, Dragoon, Samurai, Berserker, Mystic Knight, Mimic

ARMOUR: Bard's Clothes
DEFENSE: 6   MAGIC DEFENSE: 8
EVADE%: 0   MAGIC EVADE%: 17
WEIGHT: 2   PRICE: 1000

```
STATS:
ELEMENTAL ABSORB:
ELEMENTAL IMMUNITY:
ELEMENTAL HALF:
ELEMENTAL WEAKNESS:
INTIAL STATUS:
STATUS IMMUNITY: Mute
MAGIC ELEMENT UP:
SPECIAL:
JOB EQUIPPABLE: White Mage, Black Mage, Time Mage, Summoner, Blue Mage, Red
Mage, Chemist, Geomancer, Bard, Dancer, Mimic


ARMOUR: Silver Armor
DEFENSE: 7                     MAGIC DEFENSE: 2
EVADE%: 0                      MAGIC EVADE%: 0
WEIGHT: 4                      PRICE: 600
STATS:
ELEMENTAL ABSORB:
ELEMENTAL IMMUNITY:
ELEMENTAL HALF:
ELEMENTAL WEAKNESS:
INTIAL STATUS:
STATUS IMMUNITY:
MAGIC ELEMENT UP:
SPECIAL:
JOB EQUIPPABLE: Knight, Monk, Thief, Dragoon, Ninja, Samurai, Berserker,
Hunter, Mystic Knight, Blue Mage, Red Mage, Mediator, Chemist, Dancer, Mimic


ARMOUR: Gaia Gear
DEFENSE: 8                     MAGIC DEFENSE: 10
EVADE%: 0                      MAGIC EVADE%: 18
WEIGHT: 2                      PRICE: 2000
STATS:
ELEMENTAL ABSORB:
ELEMENTAL IMMUNITY:
ELEMENTAL HALF:
ELEMENTAL WEAKNESS:
INTIAL STATUS:
STATUS IMMUNITY:
MAGIC ELEMENT UP: Earth
SPECIAL:
JOB EQUIPPABLE: White Mage, Black Mage, Time Mage, Summoner, Blue Mage, Red
Mage, Chemist, Geomancer, Bard, Dancer, Mimic


ARMOUR: Mythril Armor
DEFENSE: 9                     MAGIC DEFENSE: 2
EVADE%: 0                      MAGIC EVADE%: 0
WEIGHT: 8                      PRICE: 700
STATS:
ELEMENTAL ABSORB:
ELEMENTAL IMMUNITY:
ELEMENTAL HALF:
ELEMENTAL WEAKNESS:
INTIAL STATUS:
STATUS IMMUNITY:
MAGIC ELEMENT UP:
SPECIAL:
JOB EQUIPPABLE: Knight, Dragoon, Samurai, Berserker, Mystic Knight, Mimic


ARMOUR: Stealth Robe
DEFENSE: 9                     MAGIC DEFENSE: 2
EVADE%: 0                      MAGIC EVADE%: 0
WEIGHT: 3                      PRICE: 3000
STATS: Agility+1
ELEMENTAL ABSORB:
ELEMENTAL IMMUNITY:
ELEMENTAL HALF:
ELEMENTAL WEAKNESS:
INTIAL STATUS:
STATUS IMMUNITY:
```

```
MAGIC ELEMENT UP:
SPECIAL:
JOB EQUIPPABLE: Knight, Monk, Thief, Dragoon, Ninja, Samurai, Berserker,
Hunter, Mystic Knight, Blue Mage, Red Mage, Mediator, Chemist, Dancer, Mimic


ARMOUR: Angel Suit
DEFENSE: 10               MAGIC DEFENSE: 11
EVADE%: 0                 MAGIC EVADE%: 25
WEIGHT: 2                 PRICE: 3000
STATS: Vitality+5
ELEMENTAL ABSORB:
ELEMENTAL IMMUNITY: Poison
ELEMENTAL HALF:
ELEMENTAL WEAKNESS:
INTIAL STATUS:
STATUS IMMUNITY: Poison
MAGIC ELEMENT UP:
SPECIAL:
JOB EQUIPPABLE: Chemist, Mimic


ARMOUR: Lumina Suit
DEFENSE: 11               MAGIC DEFENSE: 12
EVADE%: 0                 MAGIC EVADE%: 19
WEIGHT: 2                 PRICE: 4000
STATS: Magic Power+2
ELEMENTAL ABSORB:
ELEMENTAL IMMUNITY:
ELEMENTAL HALF:
ELEMENTAL WEAKNESS:
INTIAL STATUS:
STATUS IMMUNITY:
MAGIC ELEMENT UP:
SPECIAL:
JOB EQUIPPABLE: White Mage, Black Mage, Time Mage, Summoner, Blue Mage, Red
Mage, Chemist, Geomancer, Bard, Dancer, Mimic


ARMOUR: Strength Suit
DEFENSE: 11               MAGIC DEFENSE: 0
EVADE%: 0                 MAGIC EVADE%: 0
WEIGHT: 0                 PRICE: 4500
STATS: Strength+3
ELEMENTAL ABSORB:
ELEMENTAL IMMUNITY:
ELEMENTAL HALF:
ELEMENTAL WEAKNESS:
INTIAL STATUS:
STATUS IMMUNITY:
MAGIC ELEMENT UP:
SPECIAL:
JOB EQUIPPABLE: Knight, Monk, Thief, Dragoon, Ninja, Samurai, Berserker,
Hunter, Mystic Knight, Blue Mage, Red Mage, Mediator, Chemist, Dancer, Mimic


ARMOUR: Gold Armor
DEFENSE: 12               MAGIC DEFENSE: 2
EVADE%: 0                 MAGIC EVADE%: 0
WEIGHT: 8                 PRICE: 4000
STATS:
ELEMENTAL ABSORB:
ELEMENTAL IMMUNITY:
ELEMENTAL HALF:
ELEMENTAL WEAKNESS:
INTIAL STATUS:
STATUS IMMUNITY:
MAGIC ELEMENT UP:
SPECIAL:
JOB EQUIPPABLE: Knight, Dragoon, Samurai, Berserker, Mystic Knight, Mimic


ARMOUR: Diamond Plate
DEFENSE: 13               MAGIC DEFENSE: 2
EVADE%: 0                 MAGIC EVADE%: 0
```

```
WEIGHT: 4                         PRICE: 6000
STATS:
ELEMENTAL ABSORB:
ELEMENTAL IMMUNITY:
ELEMENTAL HALF: Lightning
ELEMENTAL WEAKNESS:
INTIAL STATUS:
STATUS IMMUNITY:
MAGIC ELEMENT UP:
SPECIAL:
JOB EQUIPPABLE: Knight, Monk, Thief, Dragoon, Ninja, Samurai, Berserker,
Hunter, Mystic Knight, Blue Mage, Red Mage, Mediator, Chemist, Dancer, Mimic


ARMOUR: Black Suit
DEFENSE: 14                        MAGIC DEFENSE: 14
EVADE%: 0                          MAGIC EVADE%: 20
WEIGHT: 2                          PRICE: 8000
STATS: Magic Power+5
ELEMENTAL ABSORB:
ELEMENTAL IMMUNITY:
ELEMENTAL HALF:
ELEMENTAL WEAKNESS:
INTIAL STATUS:
STATUS IMMUNITY:
MAGIC ELEMENT UP:
SPECIAL:
JOB EQUIPPABLE: White Mage, Black Mage, Time Mage, Summoner, Blue Mage, Red
Mage, Chemist, Geomancer, Bard, Dancer, Mimic


ARMOUR: White Suit
DEFENSE: 14                        MAGIC DEFENSE: 14
EVADE%: 0                          MAGIC EVADE%: 20
WEIGHT: 2                          PRICE: 8000
STATS: Vitality, Magic Power+3
ELEMENTAL ABSORB:
ELEMENTAL IMMUNITY:
ELEMENTAL HALF:
ELEMENTAL WEAKNESS:
INTIAL STATUS:
STATUS IMMUNITY:
MAGIC ELEMENT UP:
SPECIAL:
JOB EQUIPPABLE: White Mage, Black Mage, Time Mage, Summoner, Blue Mage, Red
Mage, Chemist, Geomancer, Bard, Dancer, Mimic


ARMOUR: Mirage Vest
DEFENSE: 14                        MAGIC DEFENSE: 4
EVADE%: 0                          MAGIC EVADE%: 3
WEIGHT: 3                          PRICE: 100
STATS:
ELEMENTAL ABSORB:
ELEMENTAL IMMUNITY:
ELEMENTAL HALF:
ELEMENTAL WEAKNESS:
INTIAL STATUS: Image (1)
STATUS IMMUNITY:
MAGIC ELEMENT UP:
SPECIAL:
JOB EQUIPPABLE: Knight, Monk, Thief, Dragoon, Ninja, Samurai, Berserker,
Hunter, Mystic Knight, Blue Mage, Red Mage, Mediator, Chemist, Dancer, Mimic


ARMOUR: Diamond Armor
DEFENSE: 15                        MAGIC DEFENSE: 2
EVADE%: 0                          MAGIC EVADE%: 0
WEIGHT: 8                          PRICE: 8000
STATS:
ELEMENTAL ABSORB:
ELEMENTAL IMMUNITY:
ELEMENTAL HALF: Lightning
ELEMENTAL WEAKNESS:
```

```
INTIAL STATUS:
STATUS IMMUNITY:
MAGIC ELEMENT UP:
SPECIAL:
JOB EQUIPPABLE: Knight, Dragoon, Samurai, Berserker, Mystic Knight, Mimic


ARMOUR: Dark Suit
DEFENSE: 17                 MAGIC DEFENSE: 2
EVADE%: 0                   MAGIC EVADE%: 0
WEIGHT: 3                   PRICE: 9000
STATS: Strength+1, Agility+1
ELEMENTAL ABSORB:
ELEMENTAL IMMUNITY:
ELEMENTAL HALF:
ELEMENTAL WEAKNESS:
INTIAL STATUS:
STATUS IMMUNITY:
MAGIC ELEMENT UP:
SPECIAL:
JOB EQUIPPABLE: Knight, Monk, Thief, Dragoon, Ninja, Samurai, Berserker,
Hunter, Mystic Knight, Blue Mage, Red Mage, Mediator, Chemist, Dancer, Mimic


ARMOUR: Rainbow Suit
DEFENSE: 18                 MAGIC DEFENSE: 3
EVADE%: 0                   MAGIC EVADE%: 4
WEIGHT: 3                   PRICE: 5800
STATS:
ELEMENTAL ABSORB:
ELEMENTAL IMMUNITY:
ELEMENTAL HALF:
ELEMENTAL WEAKNESS:
INTIAL STATUS:
STATUS IMMUNITY: Charm
MAGIC ELEMENT UP:
SPECIAL: Sword Dance Up
JOB EQUIPPABLE: Dancer


ARMOUR: Crystal Armor
DEFENSE: 20                 MAGIC DEFENSE: 2
EVADE%: 0                   MAGIC EVADE%: 0
WEIGHT: 8                   PRICE: 12000
STATS:
ELEMENTAL ABSORB:
ELEMENTAL IMMUNITY:
ELEMENTAL HALF:
ELEMENTAL WEAKNESS:
INTIAL STATUS:
STATUS IMMUNITY:
MAGIC ELEMENT UP:
SPECIAL:
JOB EQUIPPABLE: Knight, Dragoon, Samurai, Berserker, Mystic Knight, Mimic


ARMOUR: Genji Armor
DEFENSE: 22                 MAGIC DEFENSE: 2
EVADE%: 0                   MAGIC EVADE%: 0
WEIGHT: 9                   PRICE: 30000
STATS:
ELEMENTAL ABSORB:
ELEMENTAL IMMUNITY:
ELEMENTAL HALF:
ELEMENTAL WEAKNESS:
INTIAL STATUS:
STATUS IMMUNITY: Toad, Charm
MAGIC ELEMENT UP:
SPECIAL:
JOB EQUIPPABLE: Knight, Dragoon, Samurai, Berserker, Mystic Knight, Mimic


ARMOUR: Bone Mail
DEFENSE: 30                 MAGIC DEFENSE: 5
EVADE%: 0                   MAGIC EVADE%: 10
```

```
WEIGHT: 3                         PRICE: 2
STATS: Vitality-5
ELEMENTAL ABSORB: Poison
ELEMENTAL IMMUNITY:
ELEMENTAL HALF: Ice
ELEMENTAL WEAKNESS: Holy, Fire
INTIAL STATUS:
STATUS IMMUNITY: Dead, Poison, Darkness, Aging, Charm, Berserk, Regen
MAGIC ELEMENT UP:
SPECIAL: Become Undead
JOB EQUIPPABLE: Knight, Monk, Thief, Dragoon, Ninja, Samurai, Berserker,
Hunter, Mystic Knight, Blue Mage, Red Mage, Mediator, Chemist, Dancer, Mimic


***************
9.5) ACCESORIES
***************

ARMOUR: Elf Cape
DEFENSE: 0                        MAGIC DEFENSE: 3
EVADE%: 0                         MAGIC EVADE%: 5
WEIGHT: 1                         PRICE: 4000
STATS: Agility+1, Magic Power+1
ELEMENTAL ABSORB:
ELEMENTAL IMMUNITY:
ELEMENTAL HALF:
ELEMENTAL WEAKNESS:
INTIAL STATUS:
STATUS IMMUNITY:
MAGIC ELEMENT UP:
SPECIAL: Evade Physical
JOB EQUIPPABLE: All

ARMOUR: Running Shoes
DEFENSE: 0                        MAGIC DEFENSE: 3
EVADE%: 0                         MAGIC EVADE%: 5
WEIGHT: 1                         PRICE: 50000
STATS:
ELEMENTAL ABSORB:
ELEMENTAL IMMUNITY:
ELEMENTAL HALF:
ELEMENTAL WEAKNESS:
INTIAL STATUS: (Always) Haste
STATUS IMMUNITY: Sleep, Paralyze, Stop, Slow
MAGIC ELEMENT UP:
SPECIAL:
JOB EQUIPPABLE: All

ARMOUR: Corna Jar
DEFENSE: 0                        MAGIC DEFENSE: 0
EVADE%: 0                         MAGIC EVADE%: 0
WEIGHT: 15                         PRICE: 10000
STATS:
ELEMENTAL ABSORB:
ELEMENTAL IMMUNITY:
ELEMENTAL HALF:
ELEMENTAL WEAKNESS:
INTIAL STATUS:
STATUS IMMUNITY:
MAGIC ELEMENT UP:
SPECIAL: Catch Up
JOB EQUIPPABLE: All

ARMOUR: Wall Ring
DEFENSE: 0                        MAGIC DEFENSE: 0
EVADE%: 0                         MAGIC EVADE%: 0
WEIGHT: 1                         PRICE: 20000
STATS:
ELEMENTAL ABSORB:
ELEMENTAL IMMUNITY:
ELEMENTAL HALF:
```

```
ELEMENTAL WEAKNESS:
INTIAL STATUS: (Always) Wall
STATUS IMMUNITY:
MAGIC ELEMENT UP:
SPECIAL:
JOB EQUIPPABLE: All


ARMOUR: Glasses
DEFENSE: 1                    MAGIC DEFENSE: 1
EVADE%: 0                     MAGIC EVADE%: 3
WEIGHT: 1                     PRICE: 250
STATS:
ELEMENTAL ABSORB:
ELEMENTAL IMMUNITY:
ELEMENTAL HALF:
ELEMENTAL WEAKNESS:
INTIAL STATUS:
STATUS IMMUNITY: Darkness
MAGIC ELEMENT UP:
SPECIAL:
JOB EQUIPPABLE: All


ARMOUR: Leather Shoes
DEFENSE: 1                    MAGIC DEFENSE: 1
EVADE%: 0                     MAGIC EVADE%: 0
WEIGHT: 1                     PRICE: 70
STATS:
ELEMENTAL ABSORB:
ELEMENTAL IMMUNITY:
ELEMENTAL HALF:
ELEMENTAL WEAKNESS:
INTIAL STATUS:
STATUS IMMUNITY:
MAGIC ELEMENT UP:
SPECIAL:
JOB EQUIPPABLE: All


ARMOUR: Silver Ring
DEFENSE: 2                    MAGIC DEFENSE: 3
EVADE%: 0                     MAGIC EVADE%: 5
WEIGHT: 3                     PRICE: 500
STATS:
ELEMENTAL ABSORB:
ELEMENTAL IMMUNITY:
ELEMENTAL HALF:
ELEMENTAL WEAKNESS:
INTIAL STATUS:
STATUS IMMUNITY:
MAGIC ELEMENT UP:
SPECIAL:
JOB EQUIPPABLE: Monk, Thief, Ninja, Hunter, White Mage, Black Mage, Time Mage,
Summoner, Blue Mage, Red Mage, Mediator, Chemist, Geomancer, Bard, Dancer,
Mimic


ARMOUR: Mythril Glove
DEFENSE: 3                    MAGIC DEFENSE: 0
EVADE%: 0                     MAGIC EVADE%: 0
WEIGHT: 5                     PRICE: 600
STATS:
ELEMENTAL ABSORB:
ELEMENTAL IMMUNITY:
ELEMENTAL HALF:
ELEMENTAL WEAKNESS:
INTIAL STATUS:
STATUS IMMUNITY:
MAGIC ELEMENT UP:
SPECIAL:
JOB EQUIPPABLE: Knight, Dragoon, Samurai, Berserker, Mystic Knight, Mimic


ARMOUR: Power Ring
STATS:
```

```
DEFENSE: 3                      MAGIC DEFENSE: 0
EVADE%: 0                       MAGIC EVADE%: 0
WEIGHT: 0                       PRICE: 2500
STATS: Strength+3
ELEMENTAL ABSORB:
ELEMENTAL IMMUNITY:
ELEMENTAL HALF:
ELEMENTAL WEAKNESS:
INTIAL STATUS:
STATUS IMMUNITY:
MAGIC ELEMENT UP:
SPECIAL:
JOB EQUIPPABLE: Monk, Thief, Ninja, Hunter, White Mage, Black Mage, Time Mage,
Summoner, Blue Mage, Red Mage, Mediator, Chemist, Geomancer, Bard, Dancer,
Mimic


ARMOUR: Thief Glove
DEFENSE: 4                      MAGIC DEFENSE: 0
EVADE%: 0                       MAGIC EVADE%: 0
WEIGHT: 1                       PRICE: 3000
STATS: Agility+1
ELEMENTAL ABSORB:
ELEMENTAL IMMUNITY:
ELEMENTAL HALF:
ELEMENTAL WEAKNESS:
INTIAL STATUS:
STATUS IMMUNITY:
MAGIC ELEMENT UP:
SPECIAL: Steal Up
JOB EQUIPPABLE: Thief, Mimic


ARMOUR: Diamond Ring
DEFENSE: 4                      MAGIC DEFENSE: 5
EVADE%: 0                       MAGIC EVADE%: 5
WEIGHT: 3                       PRICE: 4000
STATS:
ELEMENTAL ABSORB:
ELEMENTAL IMMUNITY:
ELEMENTAL HALF:
ELEMENTAL WEAKNESS:
INTIAL STATUS:
STATUS IMMUNITY:
MAGIC ELEMENT UP:
SPECIAL:
JOB EQUIPPABLE: Monk, Thief, Ninja, Hunter, White Mage, Black Mage, Time Mage,
Summoner, Blue Mage, Red Mage, Mediator, Chemist, Geomancer, Bard, Dancer,
Mimic


ARMOUR: Angel Ring
DEFENSE: 5                      MAGIC DEFENSE: 10
EVADE%: 0                       MAGIC EVADE%: 10
WEIGHT: 1                       PRICE: 50000
STATS:
ELEMENTAL ABSORB:
ELEMENTAL IMMUNITY:
ELEMENTAL HALF:
ELEMENTAL WEAKNESS:
INTIAL STATUS:
STATUS IMMUNITY: Zombie, Aging
MAGIC ELEMENT UP:
SPECIAL:
JOB EQUIPPABLE: All


ARMOUR: Flame Ring
DEFENSE: 5                      MAGIC DEFENSE: 5
EVADE%: 0                       MAGIC EVADE%: 5
WEIGHT: 1                       PRICE: 50000
STATS:
ELEMENTAL ABSORB: Fire
ELEMENTAL IMMUNITY: Ice
```

```
ELEMENTAL HALF:
ELEMENTAL WEAKNESS: Water
INTIAL STATUS:
STATUS IMMUNITY:
MAGIC ELEMENT UP:
SPECIAL:
JOB EQUIPPABLE: All

ARMOUR: Coral Ring
DEFENSE: 5                 MAGIC DEFENSE: 5
EVADE%: 0                  MAGIC EVADE%: 5
WEIGHT: 1                  PRICE: 50000
STATS:
ELEMENTAL ABSORB: Water
ELEMENTAL IMMUNITY: Fire
ELEMENTAL HALF:
ELEMENTAL WEAKNESS: Lightning
INTIAL STATUS:
STATUS IMMUNITY:
MAGIC ELEMENT UP:
SPECIAL:
JOB EQUIPPABLE: All

ARMOUR: Gauntlet
DEFENSE: 6                 MAGIC DEFENSE: 1
EVADE%: 0                  MAGIC EVADE%: 0
WEIGHT: 5                  PRICE: 3000
STATS:
ELEMENTAL ABSORB:
ELEMENTAL IMMUNITY:
ELEMENTAL HALF:
ELEMENTAL WEAKNESS:
INTIAL STATUS:
STATUS IMMUNITY:
MAGIC ELEMENT UP:
SPECIAL:
JOB EQUIPPABLE: Knight, Dragoon, Samurai, Berserker, Mystic Knight, Mimic

ARMOUR: Kaiser Knuckles
DEFENSE: 8                 MAGIC DEFENSE: 0
EVADE%: 0                  MAGIC EVADE%: 0
WEIGHT: 1                  PRICE: 15000
STATS: Strength+5
ELEMENTAL ABSORB:
ELEMENTAL IMMUNITY:
ELEMENTAL HALF:
ELEMENTAL WEAKNESS:
INTIAL STATUS:
STATUS IMMUNITY:
MAGIC ELEMENT UP:
SPECIAL: Brawl Up
JOB EQUIPPABLE: All

ARMOUR: Giant's Glove
DEFENSE: 9                 MAGIC DEFENSE: 1
EVADE%: 0                  MAGIC EVADE%: 0
WEIGHT: 10                  PRICE: 5000
STATS: Strength+5, Vitality+5, Agility-5, Magic Power-5
ELEMENTAL ABSORB:
ELEMENTAL IMMUNITY:
ELEMENTAL HALF:
ELEMENTAL WEAKNESS:
INTIAL STATUS:
STATUS IMMUNITY: Mini
MAGIC ELEMENT UP:
SPECIAL:
JOB EQUIPPABLE: Knight, Dragoon, Samurai, Berserker, Mystic Knight, Mimic

ARMOUR: Guard Ring
DEFENSE: 10                MAGIC DEFENSE: 10
```

```
EVADE%: 0                          MAGIC EVADE%: 10
WEIGHT: 1                          PRICE: 30000
STATS: Vitality+5
ELEMENTAL ABSORB:
ELEMENTAL IMMUNITY:
ELEMENTAL HALF:
ELEMENTAL WEAKNESS:
INTIAL STATUS: Regen
STATUS IMMUNITY:
MAGIC ELEMENT UP:
SPECIAL:
JOB EQUIPPABLE: All


ARMOUR: Red Shoes
DEFENSE: 11                         MAGIC DEFENSE: 2
EVADE%: 0                           MAGIC EVADE%: 3
WEIGHT: 1                           PRICE: 9800
STATS:
ELEMENTAL ABSORB:
ELEMENTAL IMMUNITY:
ELEMENTAL HALF:
ELEMENTAL WEAKNESS:
INTIAL STATUS:
STATUS IMMUNITY: Charm
MAGIC ELEMENT UP:
SPECIAL: Sword Dance Up
JOB EQUIPPABLE: Dancer


ARMOUR: Genji Glove
DEFENSE: 12                         MAGIC DEFENSE: 1
EVADE%: 0                           MAGIC EVADE%: 0
WEIGHT: 6                           PRICE: 15000
STATS:
ELEMENTAL ABSORB:
ELEMENTAL IMMUNITY:
ELEMENTAL HALF:
ELEMENTAL WEAKNESS:
INTIAL STATUS:
STATUS IMMUNITY: Toad, Paralyze
MAGIC ELEMENT UP:
SPECIAL:
JOB EQUIPPABLE: Knight, Dragoon, Samurai, Berserker, Mystic Knight, Mimic


ARMOUR: Cursed Ring
DEFENSE: 25                         MAGIC DEFENSE: 5
EVADE%: 0                           MAGIC EVADE%: 10
WEIGHT: 1                           PRICE: 2
STATS:
ELEMENTAL ABSORB:
ELEMENTAL IMMUNITY:
ELEMENTAL HALF:
ELEMENTAL WEAKNESS:
INTIAL STATUS: Countdown
STATUS IMMUNITY:
MAGIC ELEMENT UP:
SPECIAL:
JOB EQUIPPABLE: All


-------------------------------------------------------------------------------


10) MAGIC DATA


-------------------------------------------------------------------------------


********************
10.1) ABBREVIATIONS
********************

SPELL:  Spell name.
ATT:  Spell Attack Power.  ??/16 refers to Spell Attack Fraction
```

```
MP:  MP Cost
HT%:  Spell Hit%.  "A" means that the spell will always hit, regardless
ELEM:  Attack Element
STAT:  Status effects inflicted:
Dk = Darkness                 Zo = Zombie
Po = Poison                   Fl = Float
Mi = Mini                     To = Toad
St = Stone                    De = Dead
Im = Image                    Mu = Mute
Be = Berserk                  Ch = Charm
Pz = Paralyze                 Sl = Sleep
Ag = Aging                    Re = Regen
Sw = Slow                     Ha = Haste
Sp = Stop                     Sh = Shell
Ar = Armor                    Wa = Wall
(n%) indicates Status Hit% (only certain Damage Formulas use this.  Most
will use Spell Hit%)
DUR:  Duration of inflicted Status effects.  "A" means the status will always
      remain until dispelled.  "0" usually means there is no relevant status
      effect. A "*" after the number indicates that it ignores target modifiers
      to duration.  Wall and Ruby Light use a slower timer than the other
      statuses.
TAR:  Targetting: (* indicates that you can target and hit targets that have
                       Dead or Stone status)
S = Self Only
A = Single or Multiple Targets, Default Ally
E = Single or Multiple Targets, Default Enemy
SA = Single Target, Default Ally
SE = Single Target, Default Enemy
AA = All Allies only
AE = All Enemies only
SEO = Single Target, can only target Enemies
SAO = Single Target, can only target Allies
R: Reflectable, Y = Yes, N = No
SPECIAL: Special effects, refer to Damage Formula Magic Type for more details
DF: Damage Formula, refers to Attack Type, indicating which Damage formula
    to use


*****************
10.2) MAGIC SWORD
*****************


SPELL     ATT  MP  HT%  ELEM   STAT    DUR  TAR  R
Fire      0    2   A    Fire           A    S    N
Ice       0    2   A    Ice            A    S    N
Bolt      0    2   A    Lit            A    S    N

Venom     0    1   A    Pois   Pois    A    S    N
Mute      0    1   A           Mute    A    S    N
Sleep     0    2   A           Sleep   A    S    N

Fire2     0    5   A    Fire           A    S    N
Ice 2     0    5   A    Ice            A    S    N
Bolt2     0    5   A    Lit            A    S    N

Drain     0    6   A                   A    S    N
Break     0    8   A           Stone   A    S    N
Bio       0    3   A    Pois           A    S    N

Fire3     0    15  A    Fire           A    S    N
Ice 3     0    15  A    Ice            A    S    N
Bolt3     0    15  A    Lit            A    S    N

Holy      0    10  A    Holy           A    S    N
Flare     0    30  A                   A    S    N
Psych     0    1   A                   A    S    N


Durations refer to the duration the caster will have the Magic Sword effect,
not the duration of statuses inflicted with Magic Sword.  The duration of a
successfully inflicted Mute status with Magic Sword Mute seems to be 167.
```

I have not yet determined whether or not this is affected by attacker or
target level.

```
*****************
10.3) WHITE MAGIC
*****************

SPELL    ATT   MP  HT%  ELEM   STAT      DUR  TAR  R  SPECIAL            PRICE  DF
Cure     15     4   A                      0   A   Y  Heal HP              180  10
Scan      0     1   A                      0   SE  Y  Scan Monster          80  1D
Antdt     0     2   A          Pois        0   SA  Y  Remove Status         90  19

Mute      0     2  75          Mute      180   E   Y                       280  13
Armor     0     3   A          Armor       A   SA  Y                       280  14
Size      0     5  90          Mini        A   E   Y  Toggle Status        300  15

Cure2    45     9   A                      0   A   Y  Heal HP              620  10
Life   1/16    29  50                      0   SA* Y  Revive with % HP     700  1A
Charm     0     4  75          Charm       A   SE  Y                       650  13

Image     0     6   A          Image(2)    A   SA  Y                      3000  13
Shell     0     5   A          Shell       A   SA  Y                      3000  14
Heal      0    10   A          Dk,Po,Mi,   0   SA* Y  Remove Status       3000  19
                               To,St,Mu,
                               Ch,Pz,Sl,
                               Ag

Cure3   180    27   A                      0   A   Y  Heal MAX HP on S     6000  11
Wall      0    15   A          Wall      52*   SA  Y                      6000  14
Bersk     0     8   A          Bersk       A   SA  Y                      6000  13

Life2 16/16    50  99                      0   SA* Y  Revive with % HP    10000  1A
Holy    241    20   A   Holy               0   SE  Y                      10000  06
Dispel    0    12   A          Fl,Im,Be,   0   SE  N  Remove Status       10000  19
                               Re,Sw,Ha,
                               Sp,Sh,Ar,
                               Wa


*****************
10.4) BLACK MAGIC
*****************

SPELL    ATT   MP  HT%  ELEM   STAT      DUR  TAR  R  SPECIAL            PRICE  DF
Fire     15     4   A   Fire               0   E   Y                       150  06
Ice      15     4   A   Ice                0   E   Y                       150  06
Bolt     15     4   A   Lit                0   E   Y                       150  06

Venom     0     2  99          Pois        A   SE  Y                       290  12
Sleep     0     3  90          Sleep       A   E   Y                       300  13
Toad      0     8  80          Toad        A   E   Y                       300  15

Fire2    50    10   A   Fire               0   E   Y                       600  06
Ice 2    50    10   A   Ice                0   E   Y                       600  06
Bolt2    50    10   A   Lit                0   E   Y                       600  06

Drain    45    13  75                      0   SE  N  Drain               3000  0D
Break     0    15  75          Stone       A   SE  Y                      3000  12
Bio     105    16   A   Pois               A   E   Y  HP Leak             3000  0C

Fire3   185    25   A   Fire               0   E   Y                      6000  06
Ice 3   185    25   A   Ice                0   E   Y                      6000  06
Bolt3   185    25   A   Lit                0   E   Y                      6000  06

Flare   254    39   A                      0   SE  Y  Pierce MDef        10000  08
Doom      0    29  80          Dead        A   SE  Y                      10000  17
Psych     8     1  99                      0   SE  N  Osmose             10000  0E


*****************
10.5) DIMEN MAGIC
*****************
```

```
SPELL       ATT    MP   HT%  ELEM    STAT    DUR  TAR  R  SPECIAL             PRICE   DF
Drag          0     1    A                     0   S   N  Extra time             30   1E
Slow          0     3   95           Slow      A  SE   Y                         80   16
Regen         0     3    A           Regen     A  SA   Y                        100   14

Void          0     3    A                     0  AA   N  No Magic              320   1F
Haste         0     5    A           Haste     A  SA   Y                        320   16
Float         0    10    A           Float     A   A   Y                        300   12

Demi       8/16     9   99                     0  SE   Y  % Current HP          620   07
Stop          0     8   90           Stop    180  SE   Y                        580   14
Exit          0    15    A                     0   S   N  Exit Battle           600   20

Comet         8     7    A                     0  SE   N  (50..200)*ATT        3000   09
Slow2         0     9   80           Slow      A  AE   Y                       3000   16
Reset         0     1    A                     0   S   N  Reset Battle         3000   21

Qrter     14/16    18   99                     0  SE   Y  % Current HP         6000   07
Hast2         0    15    A           Haste     A  AA   Y                       6000   16
Old           0     4   90           Aging     A  SE   Y                       6000   13

Meteo        14    42    A                     0  AE   N  (50..200)*ATT,4x    10000   09
Quick         0    77    A                     0   S   N  Double Commands     10000   22
XZone         0    20   50                     0  SE   Y  Destroy             10000   18
```

```
*****************
10.6) SUMMON MAGIC
*****************
```

```
SPELL               ATT    MP   HT%  ELEM    STAT    DUR  TAR  R  SPECIAL      PRICE   DF
Chocobo                     4                                                   300
Chocobo Kick         30         100                  0   SEO   N  Physical              0A
Fat Chocobo          75          A                   0   SEO   N  Physical              0A

Sylph                       8                                                   350
Whispering Wind      30          A                   0   SEO   N  Drain to All          1B

Remora                      2                                                   250
Latch On              0         100          Parlyz  240  SEO   N                       13

Shiva                      10
Diamond Dust         38          A  Ice              0    AE   N                        06

Ramuh                      12
Bolt of Judgement    53          A  Lit              0    AE   N                        06

Ifrit                      11
Hellfire             45          A  Fire             0    AE   N                        06

Titan                      25
Rage of the Earth   110          A  Earth            0    AE   N  Ground Att            2D

Golem                      18
Earth Wall            0          A                   0    AA   N  Damage Wall           23

Shoat                      33
Demon's Eye           0         99           Stone   A   SEO   N                        12

Carbunkle                  45
Ruby Light            0          A           Wall    52*  AA   N                        14

Syldra                     32
Thunderstorm        165          A  Air              0    AE   N                        06

Odin                       48
True Edge             0          A                   0    AE   N  Destroy               18
Gungnir             255          A                   0    AE   N  Physical              0A

Phoenix                    99
```

```
Fire of Resurr.  105        A  Fire          0  AE   N                    06
Fire of Resurr. 16/16       A                0  SAO* N  Rv,%HP,full MP   1A


Leviathan            39
Big Wave         195        A  Water         0  AE   N                    06


Bahamut              66
Mega Flare       250        A                0  AE   N                    06
```

****
10.7) SONG MAGIC
****

```
SPELL     ATT  MP  HT%  ELEM   STAT    DUR  TAR  R   SPECIAL              DF
Power      0   0    A                   0    S   N   Increase Party Stat  5E
Speed      0   0    A                   0    S   N   Increase Party Stat  5E
Vitality   0   0    A          Regen    A   AA   N                        14
Magic      0   0    A                   0    S   N   Increase Party Stat  5E
Heroic     0   0    A                   0    S   N   Increase Party Stat  5E
Requiem  225   0    A                   0   AE   N   Damage Undead        5F
Love       0   0   99          Stop    240  AE   N                        14
Charm      0   0   99          Charm    A   AE   N                        13
```

****
10.8) DANCE MAGIC
****

```
SPELL          ATT  MP  HT%  ELEM   STAT    DUR  TAR  R   SPECIAL        DF
Mystery Waltz   8   0    A                   0   SE   N   Osmose         0E
Jitterbug Duet 45   0    A                   0   SE   N   Drain          0D
Tempting Tango  0   0    A          Charm    A   SE   N                  13
```

****
10.9) BLUE MAGIC
****

```
SPELL       ATT   MP  HT%  ELEM   STAT         DUR  TAR  R   SPECIAL           DF
Condemn      0    10   A                        0   SE   N   Countdown         29
Roulette     0    1   99          Dead          A   SE*  N   Random Target     17
AquaRake    75    38   A                        0   AE   N   Bonus to Desert   6C
L5 Doom      0    22   A          Dead          A   AE   Y   L5 only           4B
L4 Qrter   12/16   9   A                        0   AE   Y   L4 only,% curr HP 4D
L2 Old       0    11   A          Aging         A   AE   Y   L2 only           4C
L3 Flare   254    18   A                        0   AE   Y   L3 only           4E
FrogSong     0    5   66          Toad          A   SE   N                     12
TinySong     0    5   66          Mini          A   SE   N                     12
Flash        0    7   75          Darkness      A   AE   N                     12
Time Slip    0    9   90          Aging, Sleep  A   SE   N                     13
MoonFlute    0    3    A          Berserk       A   AA   N                     13
DeathClaw    0    21  66          Paralyze     240  SE   N   Reduce HP to Crit 3D
Aero        20    4    A   Air                   0    E   Y                     06
Aero 2      50    10   A   Air                   0    E   Y                     06
Aero 3     140    24   A   Air                   0    E   Y                     06
Emission    50    5    A   Fire                  0   SE   N                     06
GblinPnch    0    0    A                         0   SE   N   Bonus if EqLevel  50
DarkShock    0    27  66                         0   SE   Y   Level = 1/2       51
Guard Off    0    19  80                         0   SE   Y   Df,Mdef = 1/2     51
Fusion       0    13   A          Dead          A   SAO  N   Heal Target       55
MindBlast   80    6    A          Paralyze      90  SE   Y   HP Leak           58
Vampire      0    2   99                         0   SE   N   Dr, (Max HP-HP)/2 6D
Hammer      8/16   3   75                        0   SE   N   Damage % curr. MP 53
MghtyGrd     0    72   A          Float, Armor, A AA  Y                        27
                                  Shell
Exploder   16/16   1   A          Dead          0   SEO  N   D=%Curr HP (Self) 2B
????         0    3   99                         0   SE   N   Dam=Max HP - HP   54
Blowfish  1000    25   A                         0   SE   N   Ignore Defense    28
WhiteWind    0    28   A                         0   AA   N   Heal Current HP   5A
Missile    12/16   7   75                        0   SE   N   % on Currrent HP  07
```

****

```
10.10) ENEMY MAGIC
******************
```

SPELL	ATT	MP	HT%	ELEM	STAT	DUR	TAR	R	SPECIAL	DF
Kurururu!	0	5	A		Toad	A	SA	N		15
Level Down	0	0	A			0	S*	N		71
Escape	0	0	A			0	S*	N	Exits Battle	44
Stalker Attack	0	0	A			0	E*	N		61
Byblos Attack	0	0	A			0	E*	N		62
No Clue	0	0	A		Dead	0	S	N	Cast on Self	27
Grand Cross	0	0	A			0	AE	N	Any Neg. Stat	63
									& HP Crit	
Delta Attack	100	30	A		St(99%)	A	E	Y	Lvl based Dam.	0B
Interceptor Rocket	0	0	A			0	E*	N		65
Barrier Change	0	0	A			0	S	N		00
Nothing	0	0	A			0	SE	N		00
Wind Slash	50	0	A	Air		0	AE	N		06
No-Damage Magic	0	0	A			0	S*	N		00
Targeting	0	0	A			0	E	Y		66
Gravity 100	0	10	A		Float	0	AE	Y	Remove Status	19
Darkness	0	0	A		Dead	A	S*	N		27
Reaper's Sword	75	0	99		Dead	0	SE	N		2E
Punishment	0	0	A		Dead	0	E	N	Cast on Self	27
Blaster	0	10	A		D, Pz	240	SE	Y		2C
Beak	0	0	50		Stone	A	SE	N		12
Hug	0	0	66		Stone	A	SE	N		5C
Spore	0	0	75		Pois	A	E	N		12
Poison Breath	100	0	A	Pois	Pois(75%)	A	AE	N	Lvl based Dam.	0B
Dance of the Dead	0	0	A			0	SEO*	N	Zombie	5D
Zombie Powder	0	0	A			0	SEO*	N	Zombie	5D
Zombie Breath	5	0	0			0	AE	N	(50..200)*ATT	3F
Spirit	2/16	0	A		Zo(50%)	0	SE*	N	Rev % HP + Zo	4F
Allure	0	0	75		Charm	A	E	N		13
Entangle	0	0	75		Parlyz	240	SE	N		13
Rainbow Wind	0	0	A		Drk, M	254	E	N	HP Leak	57
Strange Dance	0	0	75		Sleep	A	SE	N		13
Electromagn Field	0	0	75		Stop	180	E	Y		14
White Hole	0	99	99		D, St	A	SE	N		12
Needle	0	0	A		Drk,M	240	SE	N		2C
Maelstrom	0	0	99			0	AE	N	HP to Critical	0F
Bone	0	0	50			0	SE	N	HP to Critical	0F
Tailscrew	0	0	99			0	SEO	N	HP to Critical	0F
Stomach Acid	30	0	A			240	SE	N	HP Leak	0C
Rocket Punch	8/16	0	99		Charm	A	SE	N	% Current HP	07
Mustard Bomb	75	0	A			240	SE	N	HP Leak	0C
Almagest	180	50	A	Holy		240	AE	N	HP Leak	0C
Quicksand	15	0	A	Earth		255*	AE	N	HP Leak	0C
Atomic Ray	68	0	A	Fire		0	AE	Y		06
Mini Blaze	20	0	A	Ice		0	AE	Y		06
Snowstorm	140	0	A	Ice		0	AE	N		06
Blaze	60	0	A	Ice		240	AE	N	HP Leak	0C
Electric Shock	20	0	A	Lit		0	SE	Y		06
Earth Shaker	120	0	A	Earth		0	AE	N	Ground Attack	2D
True Edge	8	0	A			0	AE	N	(50..200)*ATT	09
Tidal Wave	195	0	A	Water		0	AE	N		06
Mega Flare	240	0	A			0	AE	Y		06
Sonic Wave	0	0	80			0	E	N	Level = 1/2	51
Thread	0	0	99		Slow	A	E	N		16
Mucus	0	0	99		Slow	A	E	N	HP Leak	52
Quake	155	0	A	Earth		0	AE	N	Ground Attack	2D
Strong Fight	0	0	A			0	SE	N	Physical	6F
Medicine	0	0	A		Dk,Po,Mi,	0	A	N	Remove Status	19
					To,St,Mu,					
					Be,Ch,Pz,					
					Sl,Ag					
Image	0	0	A		Image(2)	A	SAO	N		13
Breath Wing	4/16	0	A	Air		0	AE	N	% Max HP	2A
Flame	4/16	0	A	Fire		0	AE	N	% Max HP	2A
Thunder	4/16	0	A	Lit		0	AE	N	% Max HP	2A
Surge Beam	8/16	0	A			0	AE	N	% Max HP	2A

```
                                                            & HP Leak
Fight              0    0    A                 0   SE  N  Physical          01
Remedy           135    0    A                 0    A  N  Heal Max HP       11
Valiant Attack  8/16    0   75        Aging    A  SEO  N  % on Curr. HP     07
Giga Flare       255    0    A                 0   AE  N  Pierce MDef       08
Circle             0    5   66                 0  SEO  N  Erase             29
Wormhole           0    0    A                 0   E*  N  Erase             70
Possess            0    0   99                 0  SEO  N  Erase             29
Dynamo             0    0   99                 0   AE  N  Change Row        40
Magnet             0    0   99                 0   EO  N  Change Row        40
Reverse Polarity   0    0    A                 0    E  N                    00
Jump             105    0    A                 0   SE  N  Physical          0A
X-Zone             0    0    A        Dead     0    S  N                    27
Hurricane          0    0   99                 0   SE  N  HP to Critical    0F
Demon's Eye        0    0   99        Stone    A   SE  N                    12
Pull               0    0    A                 0  SE*  N  Move              67
Terminate          0    0    A                 0   E*  N                    68


******************
10.11) ANIMAL MAGIC
******************

SPELL             ATT   MP  HT%  ELEM   STAT   DUR  TAR  R  SPECIAL        DF
Mysidian Rabbit     0    0    A                 0    S  N                    7F
Squirrel           45    0    A                 0  SEO  N  Ground Attack     2D
Bee Swarm         100    0    A                 A   AE  N  Lvl Based Dam.    0B
Nightingale        60    0    A         Po,Dk   0   AA  N  HP & Status       42
Momonga             0    0    A         Parlyz 240  AE  N                    13
Falcon          12/16    0    A                 0   SE  N  % on Curr. HP     07
Skunk               0    0    A         Po,Dk   A   AE  N                    12
Wild Boar         180    0    A                 0  SEO  N  Ground Attack     2D
Unicorn             0    0    A                 0   AA  N  Full Heal HP      26


*******************
10.12) TERRAIN MAGIC
*******************

SPELL             ATT   MP  HT%  ELEM   STAT   DUR  TAR  R  SPECIAL        DF
Gust               38    0    A   Air           0   SE  N                    06
Earthquake         90    0    A   Earth         0   AE  N  Ground Attack     2D
Gale Cut           90    0    A   Air           0   AE  N                    06
Tornado             0    0   99                 0   SE  N  HP to Crit.       0F
Branch Arrow       53    0    A                 0   SE  N  Physical          0A
Leaf Dance        100    0    A   Air    Dk(99%) A  AE  N  Lvl Based Dam.    0B
Branch Spear      150    0    A                 0   SE  N  Physical          0A
Vine Hell           0    0    A         Slow     A  AE  N                    16
Dust Storm        100    0    A   E,A    Dk(50%) A  AE  N  Lvl Based Dam.    0B
Quicksand           0    0    A                 0   SE  N  Destroy           18
Desert Storm       90    0    A   E,A           0   AE  N                    06
Heat Sand         150    0    A   F,E           0   AE  N                    06
Tsunami            38    0    A                 0   AE  N                    06
Whirlpool           0    0   99                 0   SE  N  HP to Crit.       0F
Big Tsunami        90    0    A                 0   AE  N                    06
Big Tsunami       120    0    A                 0   AE  N                    06
Faen Fantom         0    0  100         Dead     A  SE  N                    17
Will-o-Wisp       100    0    A   Fire   Mini(50%) A SEO N  Lvl Based Dam.   0B
Bottomless Swamp    0    0   66                 0   AE  N  Destroy           18
Poison Mist       100    0    A   Poison Po(99%) A  AE  N  Lvl Based Dam.    0B
Waterfall         120    0    A   Water         0   SE  N                    06
Stalactite        120    0    A                 0   SE  N                    06
Cave-in            12    0    A                 0   SE  N  (0..200)*ATTx4    09
Sonic Boom      12/16    0    A                 0  SEO  N  % on Curr. HP     07


*******************
10.13) CHEMIST MAGIC
*******************

SPELL: Potion
DAMAGE: 90                      DAMAGE FORMULA: 24
MAGIC HIT%: A
```

```
TARGETTING: Single Target, Default Ally
REFLECT?: N
ELEMENT:
STATUS EFFECT:
STATUS DURATION: 0
SPECIAL: Heal HP
MIX: Potion, Potion
     Potion, Revivify


SPELL: Water of Life
DAMAGE: 0                      DAMAGE FORMULA: 14
MAGIC HIT%: A
TARGETTING: Single Target, Default Ally
REFLECT?: N
ELEMENT:
STATUS EFFECT: Regen
STATUS DURATION: A
SPECIAL: None
MIX: Potion, HiPotion


SPELL: X-Potion
DAMAGE: 0                      DAMAGE FORMULA: 26
MAGIC HIT%: A
TARGETTING: Single Target, Default Ally
REFLECT?: N
ELEMENT:
STATUS EFFECT:
STATUS DURATION: 0
SPECIAL: Full Heal HP
MIX: Potion, Ether
     Ether, Turtle Shell


SPELL: Elixir
DAMAGE: 0                      DAMAGE FORMULA: 26
MAGIC HIT%: A
TARGETTING: Single Target, Default Ally
REFLECT?: N
ELEMENT:
STATUS EFFECT:
STATUS DURATION: 0
SPECIAL: Full Heal HP & MP
MIX: Potion, Elixir
     HiPotion, Elixir
     Ether, Elixir
     Elixir, Elixir
     Elixir, Revivify
     Elixir, Antidote
     Elixir, Eyedrop


SPELL: Resurrection
DAMAGE: 16/16                  DAMAGE FORMULA: 1A
MAGIC HIT%: 99
TARGETTING: Single Target, Default Ally, can target Dead or Stone
REFLECT?: N
ELEMENT:
STATUS EFFECT:
STATUS DURATION: 0
SPECIAL: Revive with fraction of Max HP & full MP
MIX: Potion, Phoenix Down
     HiPotion, Phoenix Down


SPELL: Maiden's Kiss
DAMAGE: 30                     DAMAGE FORMULA: 42
MAGIC HIT%: A
TARGETTING: Single Target, Default Ally
REFLECT?: N
ELEMENT:
STATUS EFFECT: Toad
STATUS DURATION: 0
SPECIAL: Heal HP and Status
```

```
MIX: Potion, Maiden's Kiss
     HiPotion, Maiden's Kiss
     Maiden's Kiss, Maiden's Kiss


SPELL: Ether
DAMAGE: 80                   DAMAGE FORMULA: 25
MAGIC HIT%: A
TARGETTING: Single Target, Default Ally
REFLECT?: N
ELEMENT:
STATUS EFFECT:
STATUS DURATION: 0
SPECIAL: Heal MP
MIX: Potion, Turtle Shell
     Ether, Ether
     Ether, Revivify


SPELL: Neutralize
DAMAGE: 30                   DAMAGE FORMULA: 42
MAGIC HIT%: A
TARGETTING: Single Target, Default Ally
REFLECT?: N
ELEMENT:
STATUS EFFECT: Poison
STATUS DURATION: 0
SPECIAL: Heal HP and Status
MIX: Potion, Antidote
     HiPotion, Antidote


SPELL: Cure Blind
DAMAGE: 30                   DAMAGE FORMULA: 42
MAGIC HIT%: A
TARGETTING: Single Target, Default Ally
REFLECT?: N
ELEMENT:
STATUS EFFECT: Darkness
STATUS DURATION: 0
SPECIAL: Heal HP and Status
MIX: Potion, Eyedrop
     HiPotion, Eyedrop


SPELL: Dragon Power
DAMAGE: 20                   DAMAGE FORMULA: 51
MAGIC HIT%: A
TARGETTING: Single Target, Default Ally
REFLECT?: N
ELEMENT:
STATUS EFFECT:
STATUS DURATION: 0
SPECIAL: Add to Level
MIX: Potion, Dragon Fang
     HiPotion, Dragon Fang


SPELL: Dark Potion
DAMAGE: 666                  DAMAGE FORMULA: 28
MAGIC HIT%: 99
TARGETTING: Single Target, Default Ally
REFLECT?: N
ELEMENT:
STATUS EFFECT:
STATUS DURATION: 0
SPECIAL: Ignore Defense
MIX: Potion, Dark Matter
     HiPotion, Dark Matter


SPELL: HiPotion
DAMAGE: 900                  DAMAGE FORMULA: 24
MAGIC HIT%: A
TARGETTING: Single Target, Default Ally
```

```
REFLECT?: N
ELEMENT:
STATUS EFFECT:
STATUS DURATION: 0
SPECIAL: Heal HP
MIX: HiPotion, HiPotion
     HiPotion, Revivify


SPELL: Half Elixir
DAMAGE: 0                    DAMAGE FORMULA: 26
MAGIC HIT%: A
TARGETTING: Single Target, Default Ally
REFLECT?: N
ELEMENT:
STATUS EFFECT:
STATUS DURATION: 0
SPECIAL: Full Heal MP
MIX: HiPotion, Ether


SPELL: Ether Dry
DAMAGE: 160                  DAMAGE FORMULA: 25
MAGIC HIT%: A
TARGETTING: Single Target, Default Ally
REFLECT?: N
ELEMENT:
STATUS EFFECT:
STATUS DURATION: 0
SPECIAL: Heal MP
MIX: HiPotion, Turtle Shell


SPELL: Reincarnation
DAMAGE: 16/16               DAMAGE FORMULA: 1A
MAGIC HIT%: 99
TARGETTING: Single Target, Default Ally, can target Dead or Stone
REFLECT?: N
ELEMENT:
STATUS EFFECT:
STATUS DURATION: 0
SPECIAL: Revive with fraction of Max HP and full MP
MIX: Ether, Phoenix Down
     Elixir, Phoenix Down


SPELL: Lillith's Kiss
DAMAGE: 45                   DAMAGE FORMULA: 0E
MAGIC HIT%: 99
TARGETTING: Single Target, Default Ally
REFLECT?: N
ELEMENT:
STATUS EFFECT:
STATUS DURATION: 0
SPECIAL: Osmose
MIX: Ether, Maiden's Kiss
     Elixir, Maiden's Kiss


SPELL: Resist Poison
DAMAGE: 0                    DAMAGE FORMULA: 6B
MAGIC HIT%: A
TARGETTING: Single Target, Default Ally
REFLECT?: N
ELEMENT:
STATUS EFFECT: Poison
STATUS DURATION: 0
SPECIAL: Status Immunity
MIX: Ether, Antidote


SPELL: Resist Fire
DAMAGE: 0                    DAMAGE FORMULA: 1C
MAGIC HIT%: A
TARGETTING: Single Target, Default Ally
REFLECT?: N
```

```
ELEMENT: Fire
STATUS EFFECT:
STATUS DURATION: 0
SPECIAL: Absorb Element
MIX: Ether, Eyedrop


SPELL: Dragon Shield
DAMAGE: 0                      DAMAGE FORMULA: 1C
MAGIC HIT%: A
TARGETTING: Single Target, Default Ally
REFLECT?: N
ELEMENT: Lightning, Ice, Fire
STATUS EFFECT:
STATUS DURATION: 0
SPECIAL: Immune to Element
MIX: Ether, Dragon Fang


SPELL: Dark Ether
DAMAGE: 12/16                  DAMAGE FORMULA: 53
MAGIC HIT%: 99
TARGETTING: Single Target, Default Ally
REFLECT?: N
ELEMENT:
STATUS EFFECT:
STATUS DURATION: 0
SPECIAL: Damage % on Current MP
MIX: Ether, Dark Matter


SPELL: Failure
DAMAGE: 0                      DAMAGE FORMULA: 3E
MAGIC HIT%: A
TARGETTING: Single Target, Default Ally
REFLECT?: N
ELEMENT:
STATUS EFFECT:
STATUS DURATION: 0
SPECIAL: Reduce HP to critical (25%) or HP Leak (75%)
MIX: Elixir, Turtle Shell


SPELL: Giant Drink
DAMAGE: 0                      DAMAGE FORMULA: 59
MAGIC HIT%: A
TARGETTING: Single Target, Default Ally
REFLECT?: N
ELEMENT:
STATUS EFFECT:
STATUS DURATION: 0
SPECIAL: Max HP = Max HP * 2
MIX: Elixir, Dragon Fang


SPELL: Dark Elixir
DAMAGE: 0                      DAMAGE FORMULA: 0F
MAGIC HIT%: 99
TARGETTING: Single Target, Default Ally
REFLECT?: N
ELEMENT:
STATUS EFFECT:
STATUS DURATION: 0
SPECIAL: Reduce HP to Critical
MIX: Elixir, Dark Matter


SPELL: Fenix Down
DAMAGE: 4/16                   DAMAGE FORMULA: 1A
MAGIC HIT%: 99
TARGETTING: Single Target, Default Ally, can target Dead or Stone
REFLECT?: N
ELEMENT:
STATUS EFFECT:
STATUS DURATION: 0
SPECIAL: Revive with fraction of Max HP
```

```
MIX: Phoenix Down, Phoenix Down


SPELL: Kiss of Life
DAMAGE: 8/16                  DAMAGE FORMULA: 1A
MAGIC HIT%: 99
TARGETTING: Single Target, Default Ally, can target Dead or Stone
REFLECT?: N
ELEMENT:
STATUS EFFECT:
STATUS DURATION: 0
SPECIAL: Revive with fraction of Max HP and full MP
MIX: Phoenix Down, Maiden's Kiss


SPELL: Life Shield
DAMAGE: 0                     DAMAGE FORMULA: 6B
MAGIC HIT%: A
TARGETTING: Single Target, Default Ally
REFLECT?: N
ELEMENT:
STATUS EFFECT: Dead
STATUS DURATION: 0
SPECIAL: Status Immunity
MIX: Phoenix Down, Revivify


SPELL: Panacea
DAMAGE: 0                     DAMAGE FORMULA: 19
MAGIC HIT%: A
TARGETTING: Single Target, Default Ally
REFLECT?: N
ELEMENT:
STATUS EFFECT: Stone, Toad, Mini, Poison, Darkness, Aging, Sleep, Paralyze,
Charm, Berserk, Mute, Stop, Slow
STATUS DURATION: 0
SPECIAL: Remove Status
MIX: Phoenix Down, Turtle Shell


SPELL: Resist Ice
DAMAGE: 0                     DAMAGE FORMULA: 1C
MAGIC HIT%: A
TARGETTING: Single Target, Default Ally
REFLECT?: N
ELEMENT: Ice
STATUS EFFECT:
STATUS DURATION: 0
SPECIAL: Absorb Element
MIX: Phoenix Down, Antidote


SPELL: Resist Thunder
DAMAGE: 0                     DAMAGE FORMULA: 1C
MAGIC HIT%: A
TARGETTING: Single Target, Default Ally
REFLECT?: N
ELEMENT: Lightning
STATUS EFFECT:
STATUS DURATION: 0
SPECIAL: Absorb Element
MIX: Phoenix Down, Eyedrop


SPELL: Dragon Armor
DAMAGE: 0                     DAMAGE FORMULA: 27
MAGIC HIT%: A
TARGETTING: Single Target, Default Ally
REFLECT?: N
ELEMENT:
STATUS EFFECT: Wall, Armor, Shell, Regen
STATUS DURATION: A
SPECIAL: None
MIX: Phoenix Down, Dragon Fang


SPELL: Death Potion
```

```
DAMAGE: 0                      DAMAGE FORMULA: 17
MAGIC HIT%: A
TARGETTING: Single Target, Default Ally
REFLECT?: N
ELEMENT:
STATUS EFFECT: Dead
STATUS DURATION: A
SPECIAL: None
MIX: Phoenix Down, Dark Matter


SPELL: Kiss of Blessing
DAMAGE: 0                      DAMAGE FORMULA: 27
MAGIC HIT%: A
TARGETTING: Single Target, Default Ally
REFLECT?: N
ELEMENT:
STATUS EFFECT: Berserk, Image (2), Haste
STATUS DURATION: A
SPECIAL: Bypasses Status Immunities
MIX: Maiden's Kiss, Revivify


SPELL: Drain Kiss
DAMAGE: 255                    DAMAGE FORMULA: 0D
MAGIC HIT%: 99
TARGETTING: Single Target, Default Ally
REFLECT?: N
ELEMENT:
STATUS EFFECT:
STATUS DURATION: 0
SPECIAL: Drain
MIX: Maiden's Kiss, Turtle Shell


SPELL: Levitate
DAMAGE: 0                      DAMAGE FORMULA: 12
MAGIC HIT%: A
TARGETTING: Single Target, Default Ally
REFLECT?: N
ELEMENT:
STATUS EFFECT: Float
STATUS DURATION: A
SPECIAL: None
MIX: Maiden's Kiss, Antidote


SPELL: Lamia's Kiss
DAMAGE: 0                      DAMAGE FORMULA: 13
MAGIC HIT%: A
TARGETTING: Single Target, Default Ally
REFLECT?: N
ELEMENT:
STATUS EFFECT: Charm
STATUS DURATION: A
SPECIAL: None
MIX: Maiden's Kiss, Eyedrop


SPELL: Dragon's Kiss
DAMAGE: 0                      DAMAGE FORMULA: 6B
MAGIC HIT%: A
TARGETTING: Single Target, Default Ally
REFLECT?: N
ELEMENT:
STATUS EFFECT:
STATUS DURATION: 0
SPECIAL: Set Creature type = Dragon and Heavy
MIX: Maiden's Kiss, Dragon Fang


SPELL: Toad's Kiss
DAMAGE: 0                      DAMAGE FORMULA: 12
MAGIC HIT%: A
TARGETTING: Single Target, Default Ally
REFLECT?: N
```

```
ELEMENT:
STATUS EFFECT: Toad
STATUS DURATION: A
SPECIAL: None
MIX: Maiden's Kiss, Dark Matter


SPELL: Holywater
DAMAGE: 75                      DAMAGE FORMULA: 42
MAGIC HIT%: A
TARGETTING: Single Target, Default Ally
REFLECT?: N
ELEMENT:
STATUS EFFECT: Zombie
STATUS DURATION: 0
SPECIAL: Heal HP and Status
MIX: Revivify, Revivify


SPELL: Bacchus' Wine
DAMAGE: 0                       DAMAGE FORMULA: 13
MAGIC HIT%: A
TARGETTING: Single Target, Default Ally
REFLECT?: N
ELEMENT:
STATUS EFFECT: Berserk
STATUS DURATION: A
SPECIAL: None
MIX: Revivify, Turtle Shell


SPELL: Sampson Power
DAMAGE: 10                      DAMAGE FORMULA: 51
MAGIC HIT%: A
TARGETTING: Single Target, Default Ally
REFLECT?: N
ELEMENT:
STATUS EFFECT:
STATUS DURATION: 0
SPECIAL: Add to Level
MIX: Revivify, Antidote


SPELL: Elemental Power
DAMAGE: 0                       DAMAGE FORMULA: 6B
MAGIC HIT%: A
TARGETTING: Single Target, Default Ally
REFLECT?: N
ELEMENT: Water, Air, Earth, Holy, Poison, Lightning, Ice, Fire
STATUS EFFECT:
STATUS DURATION: 0
SPECIAL: Magic Element Up
MIX: Revivify, Eyedrop


SPELL: Holy Breath
DAMAGE: 16/16                   DAMAGE FORMULA: 2B
MAGIC HIT%: A
TARGETTING: Single Target, Default Ally
REFLECT?: N
ELEMENT: Holy
STATUS EFFECT:
STATUS DURATION: 0
SPECIAL: Damage = % of Caster Current HP
MIX: Revivify, Dragon Fang


SPELL: Failure
DAMAGE: 0                       DAMAGE FORMULA: 12
MAGIC HIT%: A
TARGETTING: Single Target, Default Ally
REFLECT?: N
ELEMENT:
STATUS EFFECT: Poison
STATUS DURATION: A
SPECIAL: None
```

```
MIX: Revivify, Dark Matter


SPELL: Protect Drink
DAMAGE: 0                     DAMAGE FORMULA: 14
MAGIC HIT%: A
TARGETTING: Single Target, Default Ally
REFLECT?: N
ELEMENT:
STATUS EFFECT: Armor, Shell
STATUS DURATION: A
SPECIAL: None
MIX: Turtle Shell, Turtle Shell


SPELL: Split Shell
DAMAGE: 0                     DAMAGE FORMULA: 51
MAGIC HIT%: A
TARGETTING: Single Target, Default Ally
REFLECT?: N
ELEMENT:
STATUS EFFECT:
STATUS DURATION: 0
SPECIAL: Defense and Magic Defense = 1/2
MIX: Turtle Shell, Antidote


SPELL: Haste Drink
DAMAGE: 0                     DAMAGE FORMULA: 16
MAGIC HIT%: A
TARGETTING: Single Target, Default Ally
REFLECT?: N
ELEMENT:
STATUS EFFECT: Haste
STATUS DURATION: A
SPECIAL: None
MIX: Turtle Shell, Eyedrop


SPELL: Failure
DAMAGE: 4/16                  DAMAGE FORMULA: 07
MAGIC HIT%: A
TARGETTING: Single Target, Default Ally
REFLECT?: N
ELEMENT:
STATUS EFFECT: Charm
STATUS DURATION: A
SPECIAL: Damage % on Current HP
MIX: Turtle Shell, Dragon Fang


SPELL: Explosive
DAMAGE: 16/16                 DAMAGE FORMULA: 2B
MAGIC HIT%: A
TARGETTING: Single Target, Default Ally
REFLECT?: N
ELEMENT:
STATUS EFFECT:
STATUS DURATION: 0
SPECIAL: Damage = % of Caster Current HP, kills caster
MIX: Turtle Shell, Dark Matter


SPELL: Antidote
DAMAGE: 0                     DAMAGE FORMULA: 19
MAGIC HIT%: A
TARGETTING: Single Target, Default Ally
REFLECT?: N
ELEMENT:
STATUS EFFECT: Poison
STATUS DURATION: 0
SPECIAL: Remove Status
MIX: Antidote, Antidote


SPELL: Restorative
DAMAGE: 0                     DAMAGE FORMULA: 19
```

```
MAGIC HIT%: A
TARGETTING: Single Target, Default Ally
REFLECT?: N
ELEMENT:
STATUS EFFECT: Aging, Sleep, Paralyze, Charm, Berserk, Mute
STATUS DURATION: 0
SPECIAL: Remove Status
MIX: Antidote, Eyedrop


SPELL: Poison Breath
DAMAGE: 8/16                  DAMAGE FORMULA: 2B
MAGIC HIT%: A
TARGETTING: Single Target, Default Ally
REFLECT?: N
ELEMENT: Poison
STATUS EFFECT:
STATUS DURATION: 0
SPECIAL: Damage = % of Caster Current HP
MIX: Antidote, Dragon Fang


SPELL: Poison
DAMAGE: 0                     DAMAGE FORMULA: 12
MAGIC HIT%: 99
TARGETTING: Single Target, Default Ally
REFLECT?: N
ELEMENT:
STATUS EFFECT: Poison
STATUS DURATION: A
SPECIAL: None
MIX: Antidote, Dark Matter


SPELL: Eyedrop
DAMAGE: 0                     DAMAGE FORMULA: 19
MAGIC HIT%: A
TARGETTING: Single Target, Default Ally
REFLECT?: N
ELEMENT:
STATUS EFFECT: Darkness
STATUS DURATION: 0
SPECIAL: Remove Status
MIX: Eyedrop, Eyedrop


SPELL: Dark Sigh
DAMAGE: 0                     DAMAGE FORMULA: 57
MAGIC HIT%: A
TARGETTING: Single Target, Default Ally
REFLECT?: N
ELEMENT:
STATUS EFFECT: Darkness, Charm
STATUS DURATION: A
SPECIAL: HP Leak
MIX: Eyedrop, Dragon Fang


SPELL: Dark Gas
DAMAGE: 0                     DAMAGE FORMULA: 12
MAGIC HIT%: 99
TARGETTING: Single Target, Default Ally
REFLECT?: N
ELEMENT:
STATUS EFFECT: Darkness
STATUS DURATION: A
SPECIAL: None
MIX: Eyedrop, Dark Matter


SPELL: Dragon Breath
DAMAGE: 16/16                 DAMAGE FORMULA: 2B
MAGIC HIT%: A
TARGETTING: Single Target, Default Ally
REFLECT?: N
ELEMENT: Lightning, Ice, Fire
```

```
STATUS EFFECT:
STATUS DURATION: 0
SPECIAL: Damage Based on Caster Current HP
MIX: Dragon Fang, Dragon Fang


SPELL: Dark Breath
DAMAGE: 0                      DAMAGE FORMULA: 54
MAGIC HIT%: A
TARGETTING: Single Target, Default Ally
REFLECT?: N
ELEMENT:
STATUS EFFECT:
STATUS DURATION: 0
SPECIAL: Damage = Max HP - Current HP
MIX: Dragon Fang, Dark Matter


SPELL: Shadow Flare
DAMAGE: 240                    DAMAGE FORMULA: 0C
MAGIC HIT%: A
TARGETTING: Single Target, Default Ally
REFLECT?: N
ELEMENT:
STATUS EFFECT:
STATUS DURATION: 255
SPECIAL: HP Leak
MIX: Dark Matter, Dark Matter


********************
10.14) MONK COMMAND
********************


SPELL            ATT  MP  HT%  ELEM   STAT    DUR  TAR  R  SPECIAL          DF
Mantra           30   0   A           Dk, Po   0    S   N  HP & Status      42


**********************
10.15) DRAGOON COMMAND
**********************


SPELL            ATT  MP  HT%  ELEM   STAT    DUR  TAR  R  SPECIAL          DF
DragonSword      45   0   A                    0   SE   N  Drain            0D
DragonSword       4   0   A                    0   SE   N  Osmose           0E


**********************
10.16) SAMURAI COMMAND
**********************


SPELL            ATT  MP  HT%  ELEM   STAT    DUR  TAR  R  SPECIAL          DF
Slash             0   0   85                   0   AE   N  Destroy          18


***************************
10.17) MYSTIC KNIGHT COMMAND
***************************


SPELL            ATT  MP  HT%  ELEM   STAT    DUR  TAR  R  SPECIAL          DF
Magic Barrier     0   0   A           Shell    0    S   N                   14


***********************
10.18) MEDIATOR COMMAND
***********************


SPELL      ATT  MP  HT%  ELEM   STAT    DUR  TAR  R  SPECIAL                DF
Tame        0   0   A           Stop     60  SE   N  Creature type only     47


**********************
10.19) CHEMIST COMMAND
**********************


SPELL            ATT  MP  HT%  ELEM   STAT       DUR  TAR  R  SPECIAL       DF
Pray             0   0   A           Dk,Po,Mi,    0   AA   N  Remove Status 19
                                     To,St,Mu,
```

```
                                       Ch,Pz,Sl,
                                       Ag
     Revive       1/16   0    A                        0   AA  N  Revive & %HP      1A


     *****************
     10.20) HARP MAGIC
     *****************


     SPELL         ATT  MP  HT%  ELEM   STAT    DUR  TAR  R  SPECIAL            DF
     Silver Harp   1/16   0  99                   0   SE  N  % on Current HP    07
     Dream Harp    2/16   0  99         Sleep     A   SE  N  % on Current HP    07
     Lamia Harp    3/16   0  99         Charm     A   SE  N  % on Current HP    07
     Apollo Harp    75    0   A                   0   SE  N  Bonus to Dragon    6C
                                                             & Undead


     *****************
     10.21) WHIP MAGIC
     *****************


     SPELL      ATT   MP  HT%  ELEM   STAT    DUR  TAR  R  SPECIAL               DF
     Tame        0     0   A          Parlyz  240  SE   N                        13

     ************
     10.22) ITEMS
     ************


     ITEM           ATT  HT%  ELEM   STAT    TAR  R  SPECIAL        BUY   SELL  DF
     Potion          50   A                  SA   N  Heal HP         40     20  24
     Hi-Potion      500   A                  SA   N  Heal HP        360    180  24
     Ether           40   A                  SA   N  Heal Mp       1500    750  25
     Elixir           0   A                  SA   N  Full HP & MP  50000     5  26
     Phoenix Dn    4/16   75                 SA*  N  Revive and %HP 1000    500  1A
     Maiden's Kiss    0   A          Toad    SA*  N  Remove Status   60     30  19
     Revivify        30   A          Zombie  SA   N  Heal HP & Stat 150     75  42
     Turtle Shell     0   A                  SA   N                 150     75  19
     Antidote         0   A          Poison  SA*  N  Remove Status   30     15  19
     Eyedrop          0   A          Darkness SA* N  Remove Status   20     10  19
     Dragon Fang      0   A                  N/A  N                5000   2500  00
     Dark Matter      0   A                  N/A  N              100000      5  00
     Soft             0   A          Stone   SA*  N  Remove Status  150     75  19
     Luck Mallet      0   A          Mini    SA*  N  Remove Status   50     25  19
     Dummy            0   A                  SA   N                   0      0  00
     Magic Lamp       0   A                  SEO  N  Summon        10000   5000  7F
     Tent             0   A                  M    N                 250    125  00
     Cabin            0   A                  M    N                 600    300  00
     Giant Drink      0   A                  S    N  Doubles Max HP 110     55  59
     Power Drink     20   A                  S    N  Add to Power   110     55  51
     Speed Drink      0   A          Haste   S    N                 110     55  16
     Protect Drink    0   A          Armor   S    N                 110     55  14
     Hero Drink      10   A                  S    N  Add to Level   110     55  51
     Dragon Crest     0   A                  N/A  N                   2  Can't  00
     Omega Medal      0   A                  N/A  N                   2  Can't  00
     Ramuh            0   A                  N/A  N                5000  Can't  00
     Shoat            0   A                  N/A  N                5000  Can't  00
     Golem            0   A                  N/A  N                5000  Can't  00
     Flame Scroll   120   A   Fire           AE   N                 200    100  06
     Water Scroll   120   A   Water          AE   N                 200    100  06
     Thunder Scll   120   A   Lit            AE   N                 200    100  06


     ****************
     10.23 MAGIC LAMP
     ****************


     Using the Magic Lamp in battle casts a Summon spell.  Starting with Bahamut,
     each subsequent use causes the Lamp to use the next less powerful summon (i.e.
     Leviathan, Phoenix, Odin etc.)  Once it reaches Chocobo, it will continue to
     summon Chocobo on subsequent uses.  After 20 Chocobo summons, it will then cast
     Egg Chop on use, which essentially does nothing (thanks to Not Dave for
     confirming the number of Chocobo Summons before Egg Chop appears).
```

----

11) MONSTER DATA

****
11.1) GLOSSARY
****

Name: Monster Name
Level: Monster Level
HP: Monster Hit Points
MP: Monster Magic Points
EXP: Experience Received after Victory
GIL: Gil Received after Victory
ATTACK: Monster Attack Power
ATT. MULT: Monster Attack Multiplier. Note that unlike characters, this is
set, specific value and not a calculated value, nor is it modified by Level.
EVADE%: Monster Evade%
DEFENSE: Monster Defense
MAGIC POWER: Monster Magic Power
MAGIC MULT: Monster Magic Multiplier calculated from
M = (Level*Magic Power)/256 + 4. Note that although most Attack Types for
magic spells use this formula for M, some do not. Use the appropriate values
for M indicated in the Attack Types for the corresponding spells that are
used by the monster.
MAGIC EVADE%: Monster Magic Evade%
MAGIC DEFENSE: Monster Magic Defense
ELEMENTAL IMMUNITY: These Elements will never hit.
STATUS IMMUNITY: These Status will never be successfully inflicted.
ELEMENTAL ABSORB: These Elements heal instead of causing damage.
CAN'T EVADE: Attacks of these types will never miss. Aerial type refers to
Bows, Whips, Rising Sun and Thor's Hammer.
ELEMENTAL WEAKNESS: These Elements do double damage and bypass Defense/Magic
Defense
CREATURE TYPE: Monster Creature Type. Undead types are healed by Drain and
Osmose (Attack Types 0D, 6D and 0E), automatically get fully healed after Doom
(Attack Type 17 and 4B), are immune to Roulette (but not the KillerBow), are
hurt by Healing (Attack Types 10, 11, 24 and 42, but not Attack Types 1B and
5A), are killed by Revive (Attack Type 1A) and have their HP reduced to
Critical by Full Healing (Attack Types 26, 55 and 5C) (not for Heavy and
Undead). Heavy types are immune to Gravity type attacks (Attack Type: 07),
attacks that reduce HP to critical (Attack Type: 0F and 3D) and attacks that
Destroy, Erase, Kill but not those that specifically inflict Dead status
(Attack Type: 18 and 29). Examples would be X-Zone, Samurai's Slash, Condemn,
Odin's True Edge. Casting Odin on Heavy types will result in Gungnir instead
of True Edge. Note that Heavy types are NOT immune to Attack type: 2A (Breath
Wing, Flame, Thunder, Surge Beam).
IMMUNITY: Immunity to either HP Scan, Control or Catch
INITIAL STATUS: Monsters start the battle with these status effects.
(Always) indicate that these effects will never wear off and cannot be
dispelled. The exception is Stop which will always wear off after the
appropriate during has passed.
SPECIALTY: The name of the Monster's Specialty Attack
SPECIALTY EFFECT: Additional effects from the Specialty Attack. 1.5 * Damage
modifies damage before Defense is subtracted in the Damage Formula
SPELLS: Summary of the Spells that the monster can cast, either on its own or
via Control.
CONTROL: A list of commands that are available if you Control the Monster.
Also, if the Monster becomes Charmed, it will randomly choose one of these
actions to do while Charmed.
CATCH: Spell or action that is used when this monster is Released after being
Caught.
BLUE MAGIC: List of Learnable Blue Magic that this monster can cast either on
its own or via Control.
DROP (ALWAYS): Monster will always drop this Item, unless it drops a Rare Item
DROP (RARE): Monster has a 16/256 chance to drop this Item.
STEAL (COMMON): What you will Steal from this Monster (246/256 chance).
STEAL (RARE): What you will Steal from this Monster (10/256 chance).

```
***************
11.2) AI SCRIPT
***************
[NOTE:  There are a few things I haven't deciphered yet.  Anything with ??
indicates this.  Also note that ???? denotes the learnable Blue Magic Spell,
not something unknown]

This denotes a list of commands that the monster will follow during battle.
After each command, the monster must wait until his ATB fills again before he
can execute the next command.  The exceptions are Change Target and Set
Variable which do not take up any time.  Also, commands executed due to React:
occur immediately.  Note that "Nothing" indicates that no action is taken that
round, but the ATB must still fill up before executing the next command.  Once
the end of the list is reached, the AI goes to the beginning of the list and
continues the cycle.

Note that the monster will not follow its AI script if it has Berserk, Charm
or Controlled Status and will not execute any React: scripts if it has
Stop, Paralyze or Sleep Status.

Notations for AI script:

{Command1,Command2,Command3}:  The AI will randomly do one of the three
Commands that turn.
Example:  The Goblin has an AI script of {Fight,Fight,GblinPnch}, meaning he
has a 66% to use Fight and a 33% chance to use GblinPnch every round.

Condition:Condition Parameters{
        Command List
        }
If the Condition Parameters are met, then instead of going through the Default
command list, the AI will cycle through the Command List indicated within the
Condition braces.  If there are multiple conditions then ALL conditions must
be met.

Condition Parameters can be:

Condition:Alone:  If the Monster is only Enemy still Alive.
Example:  When the Elf Toad is Alone, his AI script will follow
{Fight,FrogSong,Fight} instead of just Fight.

Condition:Status:Target:Status Effect:  If the indicated Target has the
indicated Status Effect inflicted.
Example: the Fairie Orc has:
Condition:Status:Party Member:Dead{
    Change Target:Single Party Member
    Spirit
    }
This means that if a Party member dies, the Fairie Orc will cast Spirit on
that Dead Character.

Condition:HP < Number:  If the Monster's HP is less than Number.
Example: If the Necromancr's HP is less than 3000, its AI script will change
from {Fight,Zombie Powder,Specialty} to {Zombie Powder,Zombie Powder,Fight}.

Condition:Vn=Number:  Variables (Vn) can be set and changed during battle with
the Set Vn=Number command.  This Condition checks whether the variable Vn is
equal to Number.  By default, all variables start being equal to 0.
Example:  The Sol Cannon begins with seven rounds of displaying text followed
by nothing and then uses the Surge Beam.  After this, V00 is set to 01.  From
then on, it follows the command list inside Condition:V00=01 where there are
only four rounds of displaying text followed by nothing before using Surge
Beam.

React:Parameter{
        Command
        }
The AI will execute Command immediately in Reaction to the specified
parameter.  In most cases, this is done after Parameter has occurred.  The
```

exception is React:Death, where Command is executed before dying.

React Parameters can be:

React:Physical: Will react to the following commands: Item, Fight, Kick,
BuildUp, Steal, Capture, DrgnSwd, Jump, Throw, SwdSlap, Gil Toss, Animals,
Aim, X-Fight, Conjure, Observe, Analyze, Release, Combine, Terrain and Dance.
Will React to each hand if 2-handed is used. Will react twice to DrgnSwd.
Note that the attacker must successfully hit the monster in order for it to
execute its React: Script (e.g. an unsuccessful Steal attempt or Stealing when
the monster has nothing left to Steal will not provoke React: Physical).

React:Magic: Will react to the following commands: White, Black, Dimen, Time,
Summon, Blue, Red and X-Magic. Note that the attacker must successfully hit
the monster in order for it to execute its React: Script. Will react twice to
X-Magic.

React:Magic:Spell: React only to a specific Spell (must successfully hit
the monster with it).

React:Item:Item Name: React to a specific Item being used or thrown at it
(must successfully hit the monster with it).

React:Fight: React to the Fight command only (must successfully hit the
monster with it).

React:HP Damage: Any time the Monster loses HP, regardless if the attack is
physical or magical. Will React to each instance if 2-handed is used or
X-Magic is used.

React:Death: When Monster dies. Actions occur just before Death.

React:Elemental Attack:Element: Any time Element is used against the Monster.

No Interrupt{
            Command List
            }
No Interrupt indicates that the entire Command List is executed with no pauses
in between each command.
Example: Every other round Sekmet will execute two consecutive Specialty
attacks without interruption in a single round.

Unhide Monster: In some encounters, not all enemies are seen at once.
Example: Motor Traps are initially not shown when fighting Defeaters. Unhide
Monster reveals these monsters. At this time, I haven't differentiated among
various ways this happens: sometimes the revealed monster replaces an
existing one (Example: Metamorpha).

****
11.3) MONSTERS
****

Although this list is not alphabetized, it is listed generally in the order in
which you'll encounter them from the beginning to the end of the game. Bosses
are listed at the end, also in the general order that you'll encounter them.

NAME: Goblin
LEVEL: 6   EXP: 10
HP: 16   GIL: 20
MP: 3   SPEED: 10
ATTACK: 5   MAGIC POWER: 0
ATT. MULT: 1   MAGIC MULT: 4
EVADE%: 0   MAGIC EVADE%: 0
DEFENSE: 0   MAGIC DEFENSE: 5
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Dead
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: None

```
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: 1.5 * Damage
SPELLS: GblinPnch
CONTROL: Fight, GblinPnch, Escape
BLUE MAGIC: GblinPnch
CATCH: Flare
DROP (ALWAYS): Nothing                STEAL (COMMON): Potion
DROP (RARE): Leather Helmet           STEAL (RARE): Nothing
AI SCRIPT:
{Fight,Fight,GblinPnch}


NAME: Killer Bee
LEVEL: 1                              EXP: 15
HP: 20                               GIL: 20
MP: 0                                SPEED: 10
ATTACK: 5                            MAGIC POWER: 0
ATT. MULT: 2                         MAGIC MULT: 4
EVADE%: 10                           MAGIC EVADE%: 0
DEFENSE: 0                           MAGIC DEFENSE: 5
ELEMENTAL IMMUNITY: Earth
STATUS IMMUNITY: Toad, Mini
ELEMENTAL ABSORB: None
CAN'T EVADE: Aerial
ELEMENTAL WEAKNESS: None
CREATURE TYPE: None
IMMUNITY: None
INITIAL STATUS: (Always) Float
SPECIALTY: Needle
SPECIALTY EFFECT: 1.5 * Damage
SPELLS:
CONTROL: Fight, Needle
BLUE MAGIC: None
CATCH: Needle
DROP (ALWAYS): Nothing                STEAL (COMMON): Nothing
DROP (RARE): Nothing                  STEAL (RARE): Potion
AI SCRIPT:
{Fight,Fight,Specialty}


NAME: Nut Eater
LEVEL: 1                              EXP: 10
HP: 20                               GIL: 20
MP: 0                                SPEED: 10
ATTACK: 5                            MAGIC POWER: 0
ATT. MULT: 2                         MAGIC MULT: 4
EVADE%: 0                            MAGIC EVADE%: 0
DEFENSE: 0                           MAGIC DEFENSE: 5
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Mini
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Creature
IMMUNITY: None
INITIAL STATUS: Regen
SPECIALTY: Front Teeth
SPECIALTY EFFECT: 100% Hit + Pierce Defense
SPELLS:
CONTROL: Fight, Specialty
BLUE MAGIC: None
CATCH: Strong Fight
DROP (ALWAYS): Nothing                STEAL (COMMON): Potion
DROP (RARE): Potion                   STEAL (RARE): Potion
AI SCRIPT:
{Fight,Fight,Specialty}


NAME: Stray Cat
LEVEL: 2                              EXP: 15
HP: 20                               GIL: 20
```

```
MP: 0                               SPEED: 10
ATTACK: 5                           MAGIC POWER: 0
ATT. MULT: 2                        MAGIC MULT: 4
EVADE%: 0                           MAGIC EVADE%: 0
DEFENSE: 0                          MAGIC DEFENSE: 5
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Mini
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Creature
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Tail
SPECIALTY EFFECT: 1.5 * Damage
SPELLS:
CONTROL: Fight, Specialty, Escape
BLUE MAGIC: None
CATCH: Strong Fight
DROP (ALWAYS): Nothing              STEAL (COMMON): Nothing
DROP (RARE): Nothing                STEAL (RARE): Potion
AI SCRIPT:
{Fight,Fight,Specialty}

NAME: Steel Bat
LEVEL: 2                            EXP: 9
HP: 20                              GIL: 20
MP: 10000                           SPEED: 5
ATTACK: 3                           MAGIC POWER: 0
ATT. MULT: 2                        MAGIC MULT: 4
EVADE%: 0                           MAGIC EVADE%: 0
DEFENSE: 0                          MAGIC DEFENSE: 5
ELEMENTAL IMMUNITY: Earth
STATUS IMMUNITY: Toad, Mini
ELEMENTAL ABSORB: None
CAN'T EVADE: Aerial
ELEMENTAL WEAKNESS: None
CREATURE TYPE: None
IMMUNITY: None
INITIAL STATUS: (Always) Float
SPECIALTY: Claw
SPECIALTY EFFECT: 1.5 * Damage
SPELLS: Vampire
CONTROL: Fight, Vampire
BLUE MAGIC: Vampire
CATCH: Vampire
DROP (ALWAYS): Nothing              STEAL (COMMON): Nothing
DROP (RARE): Nothing                STEAL (RARE): Potion
AI SCRIPT:
Fight
{Vampire,Fight,Specialty}

NAME: Dearo
LEVEL: 3                            EXP: 7
HP: 16                             GIL: 20
MP: 0                              SPEED: 7
ATTACK: 4                          MAGIC POWER: 0
ATT. MULT: 1                       MAGIC MULT: 4
EVADE%: 0                          MAGIC EVADE%: 0
DEFENSE: 3                         MAGIC DEFENSE: 5
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Mini
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Ice
CREATURE TYPE: None
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Scissor
SPECIALTY EFFECT: 1.5 * Damage
```

SPELLS:
CONTROL: Fight, Specialty
BLUE MAGIC: None
CATCH: Strong Fight
DROP (ALWAYS): Nothing   STEAL (COMMON): Nothing
DROP (RARE): Nothing   STEAL (RARE): Potion
AI SCRIPT:
{Fight,Specialty,Fight}

NAME: Stroper
LEVEL: 3   EXP: 8
HP: 20   GIL: 20
MP: 0   SPEED: 7
ATTACK: 4   MAGIC POWER: 0
ATT. MULT: 2   MAGIC MULT: 4
EVADE%: 0   MAGIC EVADE%: 0
DEFENSE: 0   MAGIC DEFENSE: 5
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Toad, Mini
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: None
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS:
CONTROL: Fight, Spore
BLUE MAGIC: None
CATCH: Spore
DROP (ALWAYS): Nothing   STEAL (COMMON): Potion
DROP (RARE): Nothing   STEAL (RARE): Potion
AI SCRIPT:
Fight

NAME: Black Goblin
LEVEL: 7   EXP: 20
HP: 20   GIL: 21
MP: 0   SPEED: 10
ATTACK: 5   MAGIC POWER: 0
ATT. MULT: 3   MAGIC MULT: 4
EVADE%: 0   MAGIC EVADE%: 0
DEFENSE: 0   MAGIC DEFENSE: 5
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: None
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: None
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS: GblinPnch
CONTROL: Fight, GblinPnch
BLUE MAGIC: GblinPnch
CATCH: Strong Fight
DROP (ALWAYS): Nothing   STEAL (COMMON): Potion
DROP (RARE): Leather Shoes   STEAL (RARE): Potion
AI SCRIPT:
{Fight,Fight,GblinPnch}

NAME: White Snake
LEVEL: 4   EXP: 20
HP: 25   GIL: 24
MP: 0   SPEED: 10
ATTACK: 5   MAGIC POWER: 0
ATT. MULT: 2   MAGIC MULT: 4
EVADE%: 0   MAGIC EVADE%: 0

```
DEFENSE: 0                              MAGIC DEFENSE: 5
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: None
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Ice
CREATURE TYPE: None
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Tail
SPECIALTY EFFECT: 1.5 * Damage
SPELLS: Entangle
CONTROL: Fight, Entangle
BLUE MAGIC: None
CATCH: Entangle
DROP (ALWAYS): Nothing              STEAL (COMMON): Nothing
DROP (RARE): Nothing                STEAL (RARE): Potion
AI SCRIPT:
{Fight,Entangle,Specialty}

NAME: Mold Wind
LEVEL: 1                              EXP: 20
HP: 20                               GIL: 27
MP: 5                                SPEED: 10
ATTACK: 5                            MAGIC POWER: 0
ATT. MULT: 3                         MAGIC MULT: 4
EVADE%: 0                            MAGIC EVADE%: 0
DEFENSE: 0                           MAGIC DEFENSE: 5
ELEMENTAL IMMUNITY: Earth
STATUS IMMUNITY: None
ELEMENTAL ABSORB: Air
CAN'T EVADE: Aerial
ELEMENTAL WEAKNESS: None
CREATURE TYPE: None
IMMUNITY: None
INITIAL STATUS: (Always) Float
SPECIALTY: Critical
SPECIALTY EFFECT: 1.5 * Damage
SPELLS: Aero
CONTROL: Fight, Aero
BLUE MAGIC: Aero
CATCH: Aero 2
DROP (ALWAYS): Nothing              STEAL (COMMON): Nothing
DROP (RARE): Elixir                 STEAL (RARE): Nothing
AI SCRIPT:
{Fight,Fight,Specialty}
{Fight,Specialty,Aero}

NAME: ManiWizard
LEVEL: 5                              EXP: 20
HP: 20                               GIL: 30
MP: 7                                SPEED: 7
ATTACK: 5                            MAGIC POWER: 0
ATT. MULT: 2                         MAGIC MULT: 4
EVADE%: 0                            MAGIC EVADE%: 0
DEFENSE: 0                           MAGIC DEFENSE: 5
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: None
ELEMENTAL ABSORB: None
CAN'T EVADE: Physical
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Human
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Rod
SPECIALTY EFFECT: 1.5 * Damage
SPELLS: Fire, Ice, Bolt
CONTROL: Fight, Flare, Doom, Psych
BLUE MAGIC: None
CATCH: Doom
```

```
DROP (ALWAYS): Nothing              STEAL (COMMON): Potion
DROP (RARE): Rod                    STEAL (RARE): Potion
AI SCRIPT:
{Specialty,Specialty,Fight}
{Specialty,Fight,Fight}
Change Target:Whole party
{Fire,Ice,Bolt}

NAME: Sucker
LEVEL: 6                            EXP: 21
HP: 50                              GIL: 40
MP: 0                              SPEED: 20
ATTACK: 7                           MAGIC POWER: 0
ATT. MULT: 3                        MAGIC MULT: 4
EVADE%: 0                           MAGIC EVADE%: 0
DEFENSE: 0                          MAGIC DEFENSE: 5
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Mini
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Lightning
CREATURE TYPE: None
IMMUNITY: Control, Catch
INITIAL STATUS: None
SPECIALTY: 10 Legs
SPECIALTY EFFECT: 1.5 * Damage
SPELLS:
CONTROL: Can't
BLUE MAGIC: None
CATCH: Can't
DROP (ALWAYS): Nothing              STEAL (COMMON): Nothing
DROP (RARE): Potion                 STEAL (RARE): Nothing
AI SCRIPT:
Condition:No Females Alive{
     Nothing
     }
Change Target:Single Female
{Fight,Fight,Specialty}

NAME: Octoraken
LEVEL: 7                            EXP: 21
HP: 60                              GIL: 45
MP: 0                              SPEED: 20
ATTACK: 8                           MAGIC POWER: 0
ATT. MULT: 3                        MAGIC MULT: 4
EVADE%: 0                           MAGIC EVADE%: 0
DEFENSE: 0                          MAGIC DEFENSE: 5
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Mini
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: None
IMMUNITY: Control, Catch
INITIAL STATUS: None
SPECIALTY: 8 Legs
SPECIALTY EFFECT: 1.5 * Damage
SPELLS: Electric Shock
CONTROL: Can't
BLUE MAGIC: None
CATCH: Can't
DROP (ALWAYS): Nothing              STEAL (COMMON): Nothing
DROP (RARE): Potion                 STEAL (RARE): Nothing
AI SCRIPT:
Condition:No Females Alive{
     Nothing
     }
Change Target:Single Female
{Fight,Fight,Specialty}
Change Target:Single Female
```

{Electric Shock,Fight,Specialty}

NAME: Gatlings
LEVEL: 7   EXP: 30
HP: 80   GIL: 42
MP: 0   SPEED: 20
ATTACK: 9   MAGIC POWER: 0
ATT. MULT: 3   MAGIC MULT: 4
EVADE%: 0   MAGIC EVADE%: 0
DEFENSE: 0   MAGIC DEFENSE: 5
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Mini
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Creature
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Needle
SPECIALTY EFFECT: 1.5 * Damage
SPELLS:
CONTROL: Fight, Needle
BLUE MAGIC: None
CATCH: Can't
DROP (ALWAYS): Nothing   STEAL (COMMON): Nothing
DROP (RARE): Soft   STEAL (RARE): Soft
AI SCRIPT:
Fight
React:Fight{
    {Specialty,Specialty,Nothing}
    }

NAME: Bighorn
LEVEL: 8   EXP: 40
HP: 90   GIL: 50
MP: 0   SPEED: 20
ATTACK: 10   MAGIC POWER: 0
ATT. MULT: 4   MAGIC MULT: 4
EVADE%: 0   MAGIC EVADE%: 0
DEFENSE: 0   MAGIC DEFENSE: 5
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Mini
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Creature
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Horn
SPECIALTY EFFECT: 1.5 * Damage
SPELLS:
CONTROL: Fight, Specialty
BLUE MAGIC: None
CATCH: Strong Fight
DROP (ALWAYS): Nothing   STEAL (COMMON): Nothing
DROP (RARE): Potion   STEAL (RARE): Potion
AI SCRIPT:
Fight
{Fight,Fight,Specialty}
React:Elemental Attacks:Fire{
    Escape
    }

NAME: Tatu
LEVEL: 8   EXP: 50
HP: 100   GIL: 70
MP: 0   SPEED: 20
ATTACK: 11   MAGIC POWER: 0
ATT. MULT: 3   MAGIC MULT: 4
EVADE%: 10   MAGIC EVADE%: 10

```
DEFENSE: 3                              MAGIC DEFENSE: 10
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Mini
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Water, Ice
CREATURE TYPE: Creature
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Rush
SPECIALTY EFFECT: 1.5 * Damage
SPELLS:
CONTROL: Fight, Specialty, Escape
BLUE MAGIC: None
CATCH: Strong Fight
DROP (ALWAYS): Nothing              STEAL (COMMON): Nothing
DROP (RARE): Tent                  STEAL (RARE): Potion
AI SCRIPT:
Fight
{Specialty,Fight,Fight}


NAME: Bander S.
LEVEL: 9                            EXP: 60
HP: 120                            GIL: 100
MP: 0                             SPEED: 15
ATTACK: 14                        MAGIC POWER: 0
ATT. MULT: 5                      MAGIC MULT: 4
EVADE%: 10                        MAGIC EVADE%: 0
DEFENSE: 0                        MAGIC DEFENSE: 5
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: None
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Creature
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Body Blow
SPECIALTY EFFECT: 1.5 * Damage
SPELLS:
CONTROL: Fight, Specialty, Blaster
BLUE MAGIC: None
CATCH: Blaster
DROP (ALWAYS): Nothing              STEAL (COMMON): Potion
DROP (RARE): Potion                STEAL (RARE): Nothing
AI SCRIPT:
{Fight,Fight,Specialty}


NAME: Galura
LEVEL: 9                            EXP: 0
HP: 500                            GIL: 0
MP: 0                             SPEED: 10
ATTACK: 12                        MAGIC POWER: 0
ATT. MULT: 4                      MAGIC MULT: 4
EVADE%: 0                         MAGIC EVADE%: 0
DEFENSE: 5                        MAGIC DEFENSE: 5
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Toad, Mini
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Water, Air, Earth, Holy, Poison, Lightning, Ice, Fire
CREATURE TYPE: Heavy
IMMUNITY: Control, Catch
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: 100% Hit + Pierce Defense
SPELLS:
CONTROL: Can't
BLUE MAGIC: None
CATCH: Can't
```

```
DROP (ALWAYS): Nothing              STEAL (COMMON): Maiden's Kiss
DROP (RARE): Nothing                STEAL (RARE): Maiden's Kiss
AI SCRIPT:
Nothing
Nothing
Nothing
Escape

NAME: Skeleton
LEVEL: 10                           EXP: 38
HP: 70                              GIL: 57
MP: 0                               SPEED: 15
ATTACK: 8                           MAGIC POWER: 0
ATT. MULT: 3                        MAGIC MULT: 4
EVADE%: 0                           MAGIC EVADE%: 0
DEFENSE: 0                          MAGIC DEFENSE: 5
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Dead, Stone, Toad, Mini, Poison, Zombie, Darkness, Aging,
Sleep, Paralyze, Charm, Mute, Image(2), Image(1), Regen
ELEMENTAL ABSORB: Poison
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Holy, Fire
CREATURE TYPE: Undead
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: 1.5 * Damage
SPELLS:
CONTROL: Fight, Specialty
BLUE MAGIC: None
CATCH: Bolt2
DROP (ALWAYS): Nothing              STEAL (COMMON): Nothing
DROP (RARE): Dagger                 STEAL (RARE): Nothing
AI SCRIPT:
Fight
{Specialty,Fight,Fight}

NAME: Carcurser
LEVEL: 10                           EXP: 38
HP: 75                              GIL: 60
MP: 50                              SPEED: 15
ATTACK: 8                           MAGIC POWER: 0
ATT. MULT: 4                        MAGIC MULT: 4
EVADE%: 0                           MAGIC EVADE%: 0
DEFENSE: 0                          MAGIC DEFENSE: 5
ELEMENTAL IMMUNITY: Fire
STATUS IMMUNITY: Toad, Mini
ELEMENTAL ABSORB: Water
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Lightning
CREATURE TYPE: Undead
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS:
CONTROL: Fight, Fusion
BLUE MAGIC: Fusion
CATCH: Hug
DROP (ALWAYS): Nothing              STEAL (COMMON): Potion
DROP (RARE): Elixir                 STEAL (RARE): Potion
AI SCRIPT:
Fight

NAME: UndeadRusk
LEVEL: 11                           EXP: 46
HP: 130                             GIL: 63
MP: 0                               SPEED: 20
ATTACK: 10                          MAGIC POWER: 0
ATT. MULT: 3                        MAGIC MULT: 4
```

```
EVADE%: 0                              MAGIC EVADE%: 0
DEFENSE: 1                             MAGIC DEFENSE: 5
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Mini
ELEMENTAL ABSORB: Earth
CAN'T EVADE: White
ELEMENTAL WEAKNESS: Air, Lightning
CREATURE TYPE: Undead
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: 1.5 * Damage
SPELLS:
CONTROL: Fight, Break
BLUE MAGIC: None
CATCH: Break
DROP (ALWAYS): Nothing              STEAL (COMMON): Potion
DROP (RARE): Elixir                STEAL (RARE): Ether
AI SCRIPT:
{Fight,Fight,Specialty}
React:Item:Soft{
     Change Target:Self
     Darkness
     }


NAME: PsychoHead
LEVEL: 11                              EXP: 46
HP: 90                                 GIL: 66
MP: 100                                SPEED: 10
ATTACK: 9                              MAGIC POWER: 0
ATT. MULT: 3                           MAGIC MULT: 4
EVADE%: 0                              MAGIC EVADE%: 0
DEFENSE: 0                             MAGIC DEFENSE: 5
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Stone, Toad, Mini, Float, Poison, Zombie, Darkness, Aging,
Sleep, Paralyze, Charm, Berserk, Mute, Image(2), Image(1), Wall, Armor, Shell,
Stop, Haste, Slow, Invul, Regen
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Undead
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Tongue
ENEMY SPECIALTY EFFECT
HP Leak
SPELLS:
CONTROL: Fight, Charm
BLUE MAGIC: None
CATCH: Charm
DROP (ALWAYS): Nothing              STEAL (COMMON): Nothing
DROP (RARE): Flame Scroll          STEAL (RARE): Nothing
AI SCRIPT:
{Fight,Fight,Specialty}


NAME: RockGarter
LEVEL: 11                              EXP: 46
HP: 120                                GIL: 69
MP: 0                                  SPEED: 10
ATTACK: 13                             MAGIC POWER: 0
ATT. MULT: 3                           MAGIC MULT: 4
EVADE%: 0                              MAGIC EVADE%: 0
DEFENSE: 0                             MAGIC DEFENSE: 5
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Toad, Mini
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Fire
CREATURE TYPE: None
IMMUNITY: None
```

```
                   INITIAL STATUS: None
                   SPECIALTY: Critical
                   SPECIALTY EFFECT: None
                   SPELLS:
                   CONTROL: Fight, Mucus
                   BLUE MAGIC: None
                   CATCH: Mucus
                   DROP (ALWAYS): Nothing            STEAL (COMMON): Potion
                   DROP (RARE): Nothing              STEAL (RARE): Nothing
                   AI SCRIPT:
                   Fight


                   NAME: Gala Cat
                   LEVEL: 12                         EXP: 55
                   HP: 100                           GIL: 72
                   MP: 20                            SPEED: 15
                   ATTACK: 12                        MAGIC POWER: 0
                   ATT. MULT: 4                      MAGIC MULT: 4
                   EVADE%: 15                        MAGIC EVADE%: 0
                   DEFENSE: 0                        MAGIC DEFENSE: 0
                   ELEMENTAL IMMUNITY: Earth
                   STATUS IMMUNITY: None
                   ELEMENTAL ABSORB: None
                   CAN'T EVADE: Aerial
                   ELEMENTAL WEAKNESS: None
                   CREATURE TYPE: None
                   IMMUNITY: None
                   INITIAL STATUS: (Always) Float
                   SPECIALTY: Cat Kick
                   SPECIALTY EFFECT: 1.5 * Damage
                   SPELLS:
                   CONTROL: Fight, Specialty, Float
                   BLUE MAGIC: None
                   CATCH: Float
                   DROP (ALWAYS): Nothing            STEAL (COMMON): Potion
                   DROP (RARE): Nothing              STEAL (RARE): Potion
                   AI SCRIPT:
                   {Fight,Fight,Specialty}


                   NAME: Cockatrice
                   LEVEL: 12                         EXP: 55
                   HP: 100                           GIL: 75
                   MP: 0                             SPEED: 15
                   ATTACK: 15                        MAGIC POWER: 0
                   ATT. MULT: 3                      MAGIC MULT: 4
                   EVADE%: 30                        MAGIC EVADE%: 0
                   DEFENSE: 0                        MAGIC DEFENSE: 5
                   ELEMENTAL IMMUNITY: Holy
                   STATUS IMMUNITY: Toad, Mini
                   ELEMENTAL ABSORB: None
                   CAN'T EVADE: Aerial
                   ELEMENTAL WEAKNESS: None
                   CREATURE TYPE: None
                   IMMUNITY: None
                   INITIAL STATUS: (Always) Float
                   SPECIALTY: Swoop
                   SPECIALTY EFFECT: 1.5 * Damage
                   SPELLS: Beak
                   CONTROL: Fight, Beak
                   BLUE MAGIC: None
                   CATCH: Beak
                   DROP (ALWAYS): Nothing            STEAL (COMMON): Soft
                   DROP (RARE): Nothing              STEAL (RARE): Nothing
                   AI SCRIPT:
                   Fight
                   {Fight,Specialty,Beak}


                   NAME: Blocks
                   LEVEL: 12                         EXP: 55
                   HP: 50                            GIL: 78
```

```
MP: 0                                   SPEED: 10
ATTACK: 13                              MAGIC POWER: 0
ATT. MULT: 4                            MAGIC MULT: 4
EVADE%: 0                               MAGIC EVADE%: 0
DEFENSE: 8                              MAGIC DEFENSE: 5
ELEMENTAL IMMUNITY: Water, Air, Earth, Poison, Ice, Fire
STATUS IMMUNITY: Stone, Toad, Mini, Float, Poison, Zombie, Aging, Sleep,
Paralyze, Charm, Berserk, Mute, Image(2), Image(1)
ELEMENTAL ABSORB: None
CAN'T EVADE: Song
ELEMENTAL WEAKNESS: Lightning
CREATURE TYPE: None
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Corner
SPECIALTY EFFECT: 1.5 * Damage
SPELLS: Flash
CONTROL: Fight, Specialty, Flash
BLUE MAGIC: Flash
CATCH: Flash
DROP (ALWAYS): Nothing                  STEAL (COMMON): Glasses
DROP (RARE): Nothing                    STEAL (RARE): Hi-Potion
AI SCRIPT:
{Fight,Flash,Specialty}
React:Item:Soft{
    Change Target:Self
    Darkness
    }


NAME: Garkimasra
LEVEL: 20                               EXP: 0
HP: 666                                 GIL: 1
MP: 5000                                SPEED: 35
ATTACK: 50                              MAGIC POWER: 50
ATT. MULT: 10                           MAGIC MULT: 7
EVADE%: 50                              MAGIC EVADE%: 50
DEFENSE: 50                             MAGIC DEFENSE: 50
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Dead, Stone, Toad, Mini, Float, Poison, Zombie, Darkness,
Aging, Sleep, Paralyze, Charm, Berserk, Mute, Image(2), Image(1), Stop
ELEMENTAL ABSORB: Water, Air, Earth, Holy, Poison, Lightning, Ice, Fire
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Water, Air, Earth, Holy, Poison, Lightning, Ice, Fire
CREATURE TYPE: Heavy
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS: MoonFlut
CONTROL: Fight, Circle
BLUE MAGIC: MoonFlut
CATCH: Condemn
DROP (ALWAYS): Nothing                  STEAL (COMMON): Protect Drink
DROP (RARE): Phoenix Down               STEAL (RARE): Elixir
AI SCRIPT:
{Fight,Fight,Specialty}
React:HP Damage{
    MoonFlut
    }


NAME: Elf Toad
LEVEL: 13                               EXP: 65
HP: 160                                 GIL: 81
MP: 50                                  SPEED: 10
ATTACK: 15                              MAGIC POWER: 0
ATT. MULT: 4                            MAGIC MULT: 4
EVADE%: 0                               MAGIC EVADE%: 0
DEFENSE: 0                              MAGIC DEFENSE: 5
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Toad, Mini
```

```
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Ice
CREATURE TYPE: None
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS: FrogSong
CONTROL: Fight, Specialty, FrogSong
BLUE MAGIC: FrogSong
CATCH: FrogSong
DROP (ALWAYS): Nothing              STEAL (COMMON): Nothing
DROP (RARE): Potion                 STEAL (RARE): Nothing
AI SCRIPT:
Condition:Alone{
     {Fight,FrogSong,Fight}
     }
Fight


NAME: IceSoldier
LEVEL: 13                           EXP: 65
HP: 160                             GIL: 84
MP: 20                              SPEED: 15
ATTACK: 17                          MAGIC POWER: 0
ATT. MULT: 4                        MAGIC MULT: 4
EVADE%: 0                           MAGIC EVADE%: 0
DEFENSE: 0                          MAGIC DEFENSE: 5
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Toad
ELEMENTAL ABSORB: Ice
CAN'T EVADE: Aerial
ELEMENTAL WEAKNESS: Fire
CREATURE TYPE: Human
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: 1.5 * Damage
SPELLS: Ice
CONTROL: Fight, Specialty, Fire2
BLUE MAGIC: None
CATCH: Ice 2
DROP (ALWAYS): Nothing              STEAL (COMMON): Mythril Sword
DROP (RARE): Regal Cutlass          STEAL (RARE): Potion
AI SCRIPT:
{Fight,Fight,Specialty}
{Fight,Fight,Ice}


NAME: RikaldMage
LEVEL: 10                           EXP: 75
HP: 100                             GIL: 87
MP: 70                              SPEED: 15
ATTACK: 17                          MAGIC POWER: 1
ATT. MULT: 2                        MAGIC MULT: 4
EVADE%: 0                           MAGIC EVADE%: 0
DEFENSE: 0                          MAGIC DEFENSE: 5
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Toad, Sleep
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Human
IMMUNITY: Control, Catch
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS: Sleep, Slow, Stop, Cure, Drain
CONTROL: Can't
BLUE MAGIC: None
CATCH: Can't
```

```
DROP (ALWAYS): Nothing                STEAL (COMMON): Rod
DROP (RARE): Fire Rod                 STEAL (RARE): Nothing
AI SCRIPT:
{Sleep,Slow,Stop}
{Cure,Drain,Fight}


NAME: Wyvern
LEVEL: 14                             EXP: 160
HP: 200                              GIL: 90
MP: 0                                SPEED: 18
ATTACK: 17                           MAGIC POWER: 0
ATT. MULT: 5                         MAGIC MULT: 4
EVADE%: 0                            MAGIC EVADE%: 0
DEFENSE: 0                           MAGIC DEFENSE: 5
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Toad, Mini, Sleep, Paralyze
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: None
IMMUNITY: Control, Catch
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS: Breath Wing
CONTROL: Can't
BLUE MAGIC: None
CATCH: Can't
DROP (ALWAYS): Potion                 STEAL (COMMON): Mythril Dagger
DROP (RARE): Nothing                  STEAL (RARE): Nothing
AI SCRIPT:
Condition:Alone{
     {Fight,Breath Wing,Breath Wing}
     }
Fight


NAME: Padosule
LEVEL: 14                             EXP: 100
HP: 280                              GIL: 93
MP: 50                               SPEED: 15
ATTACK: 19                           MAGIC POWER: 0
ATT. MULT: 6                         MAGIC MULT: 4
EVADE%: 0                            MAGIC EVADE%: 0
DEFENSE: 0                           MAGIC DEFENSE: 5
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Toad, Mini, Sleep, Paralyze
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Lightning
CREATURE TYPE: None
IMMUNITY: Control, Catch
INITIAL STATUS: None
SPECIALTY: Fin
SPECIALTY EFFECT: Adds Poison
SPELLS:
CONTROL: Can't
BLUE MAGIC: None
CATCH: Can't
DROP (ALWAYS): Nothing                STEAL (COMMON): Potion
DROP (RARE): Nothing                  STEAL (RARE): Nothing
AI SCRIPT:
Fight
{Fight,Fight,Specialty}


NAME: Aegil
LEVEL: 14                             EXP: 120
HP: 180                              GIL: 99
MP: 0                                SPEED: 15
ATTACK: 19                           MAGIC POWER: 0
ATT. MULT: 4                         MAGIC MULT: 4
```

```
EVADE%: 0                             MAGIC EVADE%: 0
DEFENSE: 0                            MAGIC DEFENSE: 5
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Toad, Mini
ELEMENTAL ABSORB: Poison
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: None
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Tentacle
SPECIALTY EFFECT: Adds Aging
SPELLS:
CONTROL: Fight, Specialty, Sonic Wave, Spore
BLUE MAGIC: None
CATCH: Rainbow Wind
DROP (ALWAYS): Nothing               STEAL (COMMON): Potion
DROP (RARE): Nothing                 STEAL (RARE): Nothing
AI SCRIPT:
{Fight,Fight,Specialty}
Fight

NAME: Zuu
LEVEL: 15                            EXP: 360
HP: 850                              GIL: 150
MP: 0                               SPEED: 15
ATTACK: 22                           MAGIC POWER: 0
ATT. MULT: 4                         MAGIC MULT: 4
EVADE%: 0                             MAGIC EVADE%: 0
DEFENSE: 0                            MAGIC DEFENSE: 5
ELEMENTAL IMMUNITY: Earth
STATUS IMMUNITY: Toad, Mini, Sleep
ELEMENTAL ABSORB: None
CAN'T EVADE: Aerial
ELEMENTAL WEAKNESS: None
CREATURE TYPE: None
IMMUNITY: None
INITIAL STATUS: (Always) Float
SPECIALTY: Critical
SPECIALTY EFFECT: 100% Hit + Pierce Defense
SPELLS:
CONTROL: Fight, Breath Wing
BLUE MAGIC: None
CATCH: Breath Wing
DROP (ALWAYS): Nothing               STEAL (COMMON): Nothing
DROP (RARE): Elixir                  STEAL (RARE): Elixir
AI SCRIPT:
{Fight,Fight,Specialty}

NAME: Wild Nack
LEVEL: 15                            EXP: 70
HP: 95                               GIL: 125
MP: 100                              SPEED: 10
ATTACK: 20                           MAGIC POWER: 0
ATT. MULT: 3                         MAGIC MULT: 4
EVADE%: 0                             MAGIC EVADE%: 40
DEFENSE: 0                            MAGIC DEFENSE: 10
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Mini
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Fire
CREATURE TYPE: Creature
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Bite
SPECIALTY EFFECT: 1.5 * Damage
SPELLS: ????
CONTROL: Fight, Escape
BLUE MAGIC: ????
```

```
CATCH: Strong Fight
DROP (ALWAYS): Nothing              STEAL (COMMON): Potion
DROP (RARE): Nothing                STEAL (RARE): Nothing
AI SCRIPT:
{Fight,Fight,????}
{Fight,Fight,Specialty}

NAME: GrassTurtle
LEVEL: 15                           EXP: 230
HP: 250                            GIL: 100
MP: 0                             SPEED: 10
ATTACK: 20                        MAGIC POWER: 0
ATT. MULT: 5                       MAGIC MULT: 4
EVADE%: 0                         MAGIC EVADE%: 0
DEFENSE: 11                        MAGIC DEFENSE: 4
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Toad, Mini
ELEMENTAL ABSORB: None
CAN'T EVADE: Aerial
ELEMENTAL WEAKNESS: Ice
CREATURE TYPE: None
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: 1.5 * Damage
SPELLS:
CONTROL: Fight, Specialty
BLUE MAGIC: None
CATCH: Strong Fight
DROP (ALWAYS): Turtle Shell         STEAL (COMMON): Nothing
DROP (RARE): Nothing                STEAL (RARE): Turtle Shell
AI SCRIPT:
{Fight,Fight,Specialty}
Fight

NAME: Silent Bee
LEVEL: 16                           EXP: 120
HP: 220                            GIL: 111
MP: 50                            SPEED: 15
ATTACK: 20                        MAGIC POWER: 0
ATT. MULT: 5                       MAGIC MULT: 4
EVADE%: 0                         MAGIC EVADE%: 0
DEFENSE: 0                         MAGIC DEFENSE: 5
ELEMENTAL IMMUNITY: Earth
STATUS IMMUNITY: Toad, Mini
ELEMENTAL ABSORB: None
CAN'T EVADE: Aerial
ELEMENTAL WEAKNESS: None
CREATURE TYPE: None
IMMUNITY: None
INITIAL STATUS: (Always) Float
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS: Needle
CONTROL: Fight, Needle
BLUE MAGIC: None
CATCH: Needle
DROP (ALWAYS): Nothing              STEAL (COMMON): Nothing
DROP (RARE): Soft                   STEAL (RARE): Nothing
AI SCRIPT:
{Fight,Needle,Fight}

NAME: Mithril Drgn
LEVEL: 16                           EXP: 270
HP: 600                            GIL: 114
MP: 200                           SPEED: 15
ATTACK: 28                        MAGIC POWER: 0
ATT. MULT: 8                       MAGIC MULT: 4
EVADE%: 0                         MAGIC EVADE%: 0
DEFENSE: 15                        MAGIC DEFENSE: 20
```

```
ELEMENTAL IMMUNITY: Earth
STATUS IMMUNITY: Toad, Mini, Sleep
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Dragon
IMMUNITY: None
INITIAL STATUS: (Always) Float
SPECIALTY: Tail
SPECIALTY EFFECT: 100% Hit + Pierce Defense
SPELLS: Fusion
CONTROL: Fight, Fusion
BLUE MAGIC: Fusion
CATCH: Blaze
DROP (ALWAYS): Nothing              STEAL (COMMON): Potion
DROP (RARE): Mythril Glove          STEAL (RARE): Mythril Armor
AI SCRIPT:
{Fight,Fight,Specialty}
Condition:HP < 300{
     Change Target:Single Enemy, Not self
     Fusion
     }


NAME: Crew Dust
LEVEL: 17                           EXP: 130
HP: 240                             GIL: 120
MP: 100                             SPEED: 15
ATTACK: 21                          MAGIC POWER: 0
ATT. MULT: 3                        MAGIC MULT: 4
EVADE%: 0                           MAGIC EVADE%: 0
DEFENSE: 0                          MAGIC DEFENSE: 5
ELEMENTAL IMMUNITY: Earth, Holy, Poison, Lightning, Fire
STATUS IMMUNITY: Dead, Stone, Toad, Mini, Poison, Zombie, Aging, Sleep,
Paralyze, Charm, Berserk, Mute, Image(2), Image(1), Wall, Armor, Shell, Stop,
Haste, Slow, Invul, Regen
ELEMENTAL ABSORB: None
CAN'T EVADE: Song, Blue
ELEMENTAL WEAKNESS: Water, Air, Ice
CREATURE TYPE: None
IMMUNITY: None
INITIAL STATUS: (Always) Float
SPECIALTY: Slip
ENEMY SPECIALTY EFFECT
HP Leak
SPELLS: Flash
CONTROL: Fight, Flash
BLUE MAGIC: Flash
CATCH: Flash
DROP (ALWAYS): Nothing              STEAL (COMMON): Potion
DROP (RARE): Nothing                STEAL (RARE): Eyedrop
AI SCRIPT:
Condition:Alone{
     {Flash,Flash,Fight}
     }
{Fight,Fight,Specialty}


NAME: Poltergeist
LEVEL: 17                           EXP: 135
HP: 240                             GIL: 123
MP: 100                             SPEED: 20
ATTACK: 21                          MAGIC POWER: 0
ATT. MULT: 5                        MAGIC MULT: 4
EVADE%: 10                          MAGIC EVADE%: 0
DEFENSE: 0                          MAGIC DEFENSE: 5
ELEMENTAL IMMUNITY: Earth, Holy, Poison, Lightning, Fire
STATUS IMMUNITY: Dead, Stone, Toad, Mini, Poison, Zombie, Darkness, Aging,
Sleep, Paralyze, Charm, Berserk, Mute, Image(2), Image(1), Wall, Armor, Shell,
Stop, Haste, Slow, Invul, Regen
ELEMENTAL ABSORB: Ice
CAN'T EVADE: None
```

```
ELEMENTAL WEAKNESS: Water, Air
CREATURE TYPE: Undead
IMMUNITY: None
INITIAL STATUS: (Always) Float
SPECIALTY: Tongue
SPECIALTY EFFECT: Adds Charm
SPELLS:
CONTROL: Fight, Drain, Charm
BLUE MAGIC: None
CATCH: Drain
DROP (ALWAYS): Nothing                STEAL (COMMON): Hi-Potion
DROP (RARE): Nothing                  STEAL (RARE): Nothing
AI SCRIPT:
{Fight,Fight,Specialty}
Fight


NAME: Motor Trap
LEVEL: 17                             EXP: 150
HP: 240                              GIL: 126
MP: 100                             SPEED: 20
ATTACK: 24                         MAGIC POWER: 0
ATT. MULT: 5                       MAGIC MULT: 4
EVADE%: 0                          MAGIC EVADE%: 0
DEFENSE: 10                        MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: Earth
STATUS IMMUNITY: Stone, Toad, Mini, Poison, Zombie, Darkness, Aging, Sleep,
Paralyze, Charm
ELEMENTAL ABSORB: None
CAN'T EVADE: Aerial
ELEMENTAL WEAKNESS: Lightning
CREATURE TYPE: None
IMMUNITY: Catch
INITIAL STATUS: (Always) Float
SPECIALTY: Critical
SPECIALTY EFFECT: 1.5 * Damage
SPELLS: Electromagnetic Field, Exploder
CONTROL: Fight, Missile, Electromagnetic Field
BLUE MAGIC: Exploder, Missile
CATCH: Can't
DROP (ALWAYS): Nothing                STEAL (COMMON): Ether
DROP (RARE): Nothing                  STEAL (RARE): Nothing
AI SCRIPT:
{Fight,Electromagnetic Field,Specialty}
React:Elemental Attacks:Thunder{
    Exploder
    }


NAME: Defeater
LEVEL: 18                             EXP: 150
HP: 260                              GIL: 129
MP: 100                             SPEED: 20
ATTACK: 22                         MAGIC POWER: 0
ATT. MULT: 4                       MAGIC MULT: 4
EVADE%: 0                          MAGIC EVADE%: 0
DEFENSE: 0                         MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: Earth
STATUS IMMUNITY: Toad, Mini
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Ice
CREATURE TYPE: None
IMMUNITY: None
INITIAL STATUS: (Always) Float
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS:
CONTROL: Fight, Electromagnetic Field, Aero
BLUE MAGIC: Aero
CATCH: Electric Shock
DROP (ALWAYS): Nothing                STEAL (COMMON): Potion
```

```
DROP (RARE): Speed Drink                STEAL (RARE): Nothing
AI SCRIPT:
Fight
React:Death & Condition:Alone{
    Unhide Monster: Motor Trap & Motor Trap
    }

NAME: Sergeant
LEVEL: 0                                 EXP: 160
HP: 400                                  GIL: 132
MP: 100                                  SPEED: 20
ATTACK: 25                               MAGIC POWER: 0
ATT. MULT: 5                             MAGIC MULT: 4
EVADE%: 0                                MAGIC EVADE%: 0
DEFENSE: 0                               MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: None
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Human
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Claw
SPECIALTY EFFECT: Adds Paralyze
SPELLS:
CONTROL: Fight, Specialty
BLUE MAGIC: None
CATCH: Escape
DROP (ALWAYS): Nothing                   STEAL (COMMON): Potion
DROP (RARE): Silver Armor                STEAL (RARE): Potion
AI SCRIPT:
Condition:Alone{
    Display Text: 'Crap!  You stubborn...!!
    Escape
    }
No Interrupt{
    Display Text: Sergeant:  Attack them!
    Change Target:All Enemies, Not self
    No-Damage Magic
    }

NAME: Sorcerer
LEVEL: 18                                EXP: 180
HP: 350                                  GIL: 138
MP: 500                                  SPEED: 20
ATTACK: 20                               MAGIC POWER: 0
ATT. MULT: 5                             MAGIC MULT: 4
EVADE%: 0                                MAGIC EVADE%: 0
DEFENSE: 0                               MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: None
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Human
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS: Charm, Toad
CONTROL: Fight, Size, Toad
BLUE MAGIC: None
CATCH: Wall
DROP (ALWAYS): Nothing                   STEAL (COMMON): Mage Masher
DROP (RARE): Ether                       STEAL (RARE): Gaia Gear
AI SCRIPT:
{Charm,Fight,Fight}
{Toad,Fight,Fight}
```

```
NAME: Karnak
LEVEL: 19                                EXP: 140
HP: 140                                  GIL: 141
MP: 0                                    SPEED: 10
ATTACK: 20                               MAGIC POWER: 0
ATT. MULT: 4                             MAGIC MULT: 4
EVADE%: 10                               MAGIC EVADE%: 20
DEFENSE: 0                               MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Mini
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Creature
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Bite
SPECIALTY EFFECT: 1.5 * Damage
SPELLS:
CONTROL: Fight, Specialty, Escape
BLUE MAGIC: None
CATCH: Strong Fight
DROP (ALWAYS): Nothing                   STEAL (COMMON): Potion
DROP (RARE): Nothing                     STEAL (RARE): Nothing
AI SCRIPT:
Fight
React:Magic:No-Damage Magic{
     Specialty
     }


NAME: Gigas
LEVEL: 19                                EXP: 350
HP: 760                                  GIL: 144
MP: 35                                   SPEED: 20
ATTACK: 28                               MAGIC POWER: 0
ATT. MULT: 5                             MAGIC MULT: 4
EVADE%: 0                                MAGIC EVADE%: 10
DEFENSE: 0                               MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Toad, Mini, Sleep
ELEMENTAL ABSORB: Air
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Human
IMMUNITY: None
INITIAL STATUS: (Always) Float
SPECIALTY: Elbow
SPECIALTY EFFECT: 100% Hit + Pierce Defense
SPELLS: Aero 2, Aero
CONTROL: Fight, Aero 2
BLUE MAGIC: Aero 2
CATCH: Aero 3
DROP (ALWAYS): Giant Drink               STEAL (COMMON): Elixir
DROP (RARE): Nothing                     STEAL (RARE): Nothing
AI SCRIPT:
{Aero 2,Fight,Fight}
{Aero 2,Fight,Specialty}
React:HP Damage{
     Change Target:Whole party
     {Aero,Aero,Nothing}
     }


NAME: Page 32
LEVEL: 19                                EXP: 180
HP: 480                                  GIL: 147
MP: 500                                  SPEED: 30
ATTACK: 27                               MAGIC POWER: 0
ATT. MULT: 5                             MAGIC MULT: 4
EVADE%: 0                                MAGIC EVADE%: 0
DEFENSE: 0                               MAGIC DEFENSE: 5
```

```
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Dead, Stone, Toad, Mini, Poison, Zombie, Aging, Sleep,
Paralyze, Charm, Berserk, Mute, Image(2), Image(1), Stop
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Fire
CREATURE TYPE: None
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS: Aero 2
CONTROL: Fight, Aero 2
BLUE MAGIC: Aero 2
CATCH: XZone
DROP (ALWAYS): Nothing             STEAL (COMMON): Potion
DROP (RARE): Potion                STEAL (RARE): Green Beret
AI SCRIPT:
{Aero 2,Fight,Fight}
React:Death{
     Unhide Monster: Next Page
     }


NAME: Page 64
LEVEL: 20                          EXP: 200
HP: 500                            GIL: 150
MP: 500                            SPEED: 35
ATTACK: 27                         MAGIC POWER: 0
ATT. MULT: 5                       MAGIC MULT: 4
EVADE%: 0                          MAGIC EVADE%: 0
DEFENSE: 1                         MAGIC DEFENSE: 5
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Dead, Stone, Toad, Mini, Poison, Zombie, Aging, Sleep,
Paralyze, Charm, Berserk, Mute, Image(2), Image(1), Stop
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Fire
CREATURE TYPE: None
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS: L5 Doom
CONTROL: Fight, Fire2, L5 Doom
BLUE MAGIC: L5 Doom
CATCH: Strong Fight
DROP (ALWAYS): Nothing             STEAL (COMMON): Potion
DROP (RARE): Phoenix Down          STEAL (RARE): Glasses
AI SCRIPT:
{L5 Doom,Fight,Fight}
React:Death{
     Unhide Monster: Next Page
     }


NAME: Page 128
LEVEL: 20                          EXP: 190
HP: 700                            GIL: 153
MP: 500                            SPEED: 35
ATTACK: 28                         MAGIC POWER: 0
ATT. MULT: 5                       MAGIC MULT: 4
EVADE%: 0                          MAGIC EVADE%: 0
DEFENSE: 0                         MAGIC DEFENSE: 5
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Dead, Stone, Toad, Mini, Poison, Zombie, Aging, Sleep,
Paralyze, Charm, Berserk, Mute, Image(2), Image(1), Stop
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Fire
CREATURE TYPE: None
IMMUNITY: None
```

```
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS: Mucus
CONTROL: Fight, Mucus, Stomach Acid
BLUE MAGIC: None
CATCH: Strong Fight
DROP (ALWAYS): Nothing              STEAL (COMMON): Ether
DROP (RARE): Potion                 STEAL (RARE): Nothing
AI SCRIPT:
{Mucus,Fight,Fight}
React:Death{
    Unhide Monster: Next Page
    }


NAME: Page 256
LEVEL: 21                           EXP: 210
HP: 900                             GIL: 156
MP: 500                             SPEED: 35
ATTACK: 29                          MAGIC POWER: 0
ATT. MULT: 6                        MAGIC MULT: 4
EVADE%: 10                          MAGIC EVADE%: 0
DEFENSE: 0                          MAGIC DEFENSE: 5
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Dead, Stone, Toad, Mini, Poison, Zombie, Aging, Sleep,
Paralyze, Charm, Berserk, Mute, Image(2), Image(1), Stop
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Fire
CREATURE TYPE: None
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS: MoonFlut
CONTROL: Fight, GuardOff
BLUE MAGIC: MoonFlut, GuardOff
CATCH: Comet
DROP (ALWAYS): Nothing              STEAL (COMMON): Hi-Potion
DROP (RARE): Mythril Shield         STEAL (RARE): Stealth Robe
AI SCRIPT:
Fight
Change Target:Whole party
MoonFlut
React:Death{
    Unhide Monster: Next Page
    }


NAME: Bomb
LEVEL: 21                           EXP: 230
HP: 440                             GIL: 162
MP: 50                             SPEED: 15
ATTACK: 29                          MAGIC POWER: 0
ATT. MULT: 5                        MAGIC MULT: 4
EVADE%: 0                           MAGIC EVADE%: 0
DEFENSE: 0                          MAGIC DEFENSE: 5
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Toad, Mini
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: None
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Body Blow
SPECIALTY EFFECT: 1.5 * Damage
SPELLS: Exploder
CONTROL: Fight, Exploder
BLUE MAGIC: Exploder
CATCH: Exploder
```

```
DROP (ALWAYS): Nothing              STEAL (COMMON): Potion
DROP (RARE): Potion                 STEAL (RARE): Nothing
AI SCRIPT:
Fight
{Fight,Specialty,Exploder}
```

```
NAME: TwinLizard (1st form)
LEVEL: 21                           EXP: 260
HP: 700                             GIL: 165
MP: 0                              SPEED: 15
ATTACK: 29                         MAGIC POWER: 0
ATT. MULT: 5                       MAGIC MULT: 4
EVADE%: 0                          MAGIC EVADE%: 0
DEFENSE: 20                        MAGIC DEFENSE: 5
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Mini
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Ice
CREATURE TYPE: None
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Slip
ENEMY SPECIALTY EFFECT
HP Leak
SPELLS:
CONTROL: Fight, Specialty
BLUE MAGIC: None
CATCH: Strong Fight
DROP (ALWAYS): Nothing              STEAL (COMMON): Nothing
DROP (RARE): Potion                 STEAL (RARE): Nothing
AI SCRIPT:
Fight
Reverse Polarity
Specialty
Reverse Polarity
```

```
NAME: TwinLizard (2nd form)
LEVEL: 33                           EXP: 720
HP: 1500                           GIL: 360
MP: 0                              SPEED: 35
ATTACK: 54                         MAGIC POWER: 0
ATT. MULT: 7                       MAGIC MULT: 4
EVADE%: 0                          MAGIC EVADE%: 0
DEFENSE: 10                        MAGIC DEFENSE: 5
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Mini
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Ice
CREATURE TYPE: Creature
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: 1.5 * Damage
SPELLS:
CONTROL: Fight, Specialty
BLUE MAGIC: None
CATCH: Strong Fight
DROP (ALWAYS): Nothing              STEAL (COMMON): Nothing
DROP (RARE): Potion                 STEAL (RARE): Hi-Potion
AI SCRIPT:
Fight
Reverse Polarity
Specialty
Reverse Polarity
```

```
NAME: BioSoldier
LEVEL: 18                           EXP: 320
HP: 540                            GIL: 168
```

```
MP: 500                              SPEED: 15
ATTACK: 30                           MAGIC POWER: 0
ATT. MULT: 6                         MAGIC MULT: 4
EVADE%: 10                           MAGIC EVADE%: 0
DEFENSE: 0                           MAGIC DEFENSE: 5
ELEMENTAL IMMUNITY: Poison
STATUS IMMUNITY: Toad, Poison
ELEMENTAL ABSORB: Poison
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Human
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS: Bio
CONTROL: Fight, Bio, Venom
BLUE MAGIC: None
CATCH: Bio
DROP (ALWAYS): Nothing               STEAL (COMMON): Battle Axe
DROP (RARE): Antidote                STEAL (RARE): War Hammer
AI SCRIPT:
Fight
Condition:Alone & HP Damage{
     Change Target:Whole party
     Bio
     }

NAME: Crescent
LEVEL: 22                            EXP: 300
HP: 580                              GIL: 171
MP: 0                                SPEED: 20
ATTACK: 30                           MAGIC POWER: 0
ATT. MULT: 6                         MAGIC MULT: 4
EVADE%: 0                            MAGIC EVADE%: 0
DEFENSE: 0                           MAGIC DEFENSE: 5
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: None
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: None
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Scythe
SPECIALTY EFFECT: 1.5 * Damage
SPELLS:
CONTROL: Fight, Wind Slash
BLUE MAGIC: None
CATCH: Wind Slash
DROP (ALWAYS): Nothing               STEAL (COMMON): Silver Bow
DROP (RARE): Doom Axe                STEAL (RARE): Nothing
AI SCRIPT:
{Fight,Fight,Specialty}

NAME: BlackFlame
LEVEL: 22                            EXP: 290
HP: 220                              GIL: 174
MP: 100                              SPEED: 20
ATTACK: 28                           MAGIC POWER: 0
ATT. MULT: 6                         MAGIC MULT: 4
EVADE%: 50                           MAGIC EVADE%: 0
DEFENSE: 0                           MAGIC DEFENSE: 25
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Stone, Toad, Mini, Sleep
ELEMENTAL ABSORB: Air, Earth, Holy, Poison
CAN'T EVADE: Song
ELEMENTAL WEAKNESS: Water
CREATURE TYPE: None
IMMUNITY: None
```

```
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS: DrkShock
CONTROL: Fight, DrkShock
BLUE MAGIC: DrkShock
CATCH: DrkShock
DROP (ALWAYS): Nothing              STEAL (COMMON): Nothing
DROP (RARE): Speed Drink            STEAL (RARE): Speed Drink
AI SCRIPT:
{DrkShock,Fight,Fight}


NAME: StoneGolem
LEVEL: 22                           EXP: 550
HP: 1000                            GIL: 177
MP: 0                               SPEED: 20
ATTACK: 32                          MAGIC POWER: 0
ATT. MULT: 6                        MAGIC MULT: 4
EVADE%: 0                           MAGIC EVADE%: 0
DEFENSE: 20                         MAGIC DEFENSE: 50
ELEMENTAL IMMUNITY: Earth, Poison
STATUS IMMUNITY: Dead, Stone, Toad, Mini, Float, Poison, Zombie, Aging
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Lightning
CREATURE TYPE: Heavy
IMMUNITY: None
INITIAL STATUS: Armor
SPECIALTY: Head Butt
SPECIALTY EFFECT: 1.5 * Damage
SPELLS:
CONTROL: Fight, Break
BLUE MAGIC: None
CATCH: Quake
DROP (ALWAYS): Nothing              STEAL (COMMON): Soft
DROP (RARE): Hi-Potion              STEAL (RARE): Nothing
AI SCRIPT:
{Fight,Fight,Specialty}
Fight
React:Item:Soft{
    Change Target:Self
    Darkness
    }


NAME: MiniDragon
LEVEL: 22                           EXP: 900
HP: 1000                            GIL: 180
MP: 100                             SPEED: 20
ATTACK: 30                          MAGIC POWER: 50
ATT. MULT: 6                        MAGIC MULT: 8
EVADE%: 30                          MAGIC EVADE%: 0
DEFENSE: 30                         MAGIC DEFENSE: 20
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Dead, Stone, Mini, Float, Poison, Zombie, Darkness, Aging,
Sleep, Paralyze, Charm, Berserk, Mute, Image(2), Image(1), Stop
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Dragon
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS: Mini Blaze
CONTROL: Fight, Flame
BLUE MAGIC: None
CATCH: Holy
DROP (ALWAYS): Nothing              STEAL (COMMON): Nothing
DROP (RARE): Nothing                STEAL (RARE): Dragon Fang
AI SCRIPT:
```

```
{Mini Blaze,Fight,Fight}

NAME: Prototype
LEVEL: 23                              EXP: 2000
HP: 5000                               GIL: 0
MP: 1000                               SPEED: 20
ATTACK: 33                             MAGIC POWER: 10
ATT. MULT: 6                           MAGIC MULT: 4
EVADE%: 0                              MAGIC EVADE%: 0
DEFENSE: 100                           MAGIC DEFENSE: 100
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Dead, Toad, Mini, Poison, Aging, Sleep, Paralyze, Charm, Stop
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Heavy
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: 1.5 * Damage
SPELLS: Missile, Mustard Bomb, Blaster, Emission
CONTROL: Fight, Missile, Exploder, Blaster
BLUE MAGIC: Missile, Emission, Exploder
CATCH: Mega Flare
DROP (ALWAYS): Dark Matter          STEAL (COMMON): Ether
DROP (RARE): Nothing                STEAL (RARE): Nothing
AI SCRIPT:
{Missile,Mustard Bomb,Blaster}
{Fight,Specialty,Emission}


NAME: D.Chimera
LEVEL: 23                              EXP: 1000
HP: 1000                               GIL: 186
MP: 150                                SPEED: 40
ATTACK: 50                             MAGIC POWER: 0
ATT. MULT: 10                          MAGIC MULT: 4
EVADE%: 0                              MAGIC EVADE%: 0
DEFENSE: 20                            MAGIC DEFENSE: 20
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Dead, Stone, Toad, Mini, Float, Poison, Zombie, Darkness,
Aging, Sleep, Paralyze, Charm, Berserk, Mute, Image(2), Image(1), Stop
ELEMENTAL ABSORB: Water
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Heavy, Creature
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: 1.5 * Damage
SPELLS: AquaRake
CONTROL: Fight, AquaRake
BLUE MAGIC: AquaRake
CATCH: AquaRake
DROP (ALWAYS): Nothing              STEAL (COMMON): Nothing
DROP (RARE): Phoenix Down           STEAL (RARE): Trident
AI SCRIPT:
{AquaRake,Fight,Specialty}


NAME: Sand Porky
LEVEL: 23                              EXP: 260
HP: 420                                GIL: 189
MP: 0                                  SPEED: 20
ATTACK: 33                             MAGIC POWER: 0
ATT. MULT: 5                           MAGIC MULT: 4
EVADE%: 0                              MAGIC EVADE%: 0
DEFENSE: 5                             MAGIC DEFENSE: 5
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Toad, Mini
ELEMENTAL ABSORB: None
CAN'T EVADE: None
```

```
ELEMENTAL WEAKNESS: Water
CREATURE TYPE: Desert
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS: Spore
CONTROL: Fight, Spore
BLUE MAGIC: None
CATCH: Spore
DROP (ALWAYS): Nothing                STEAL (COMMON): Potion
DROP (RARE): Potion                   STEAL (RARE): Nothing
AI SCRIPT:
Fight
{Spore,Fight,Fight}


NAME: Sand Killer
LEVEL: 23                             EXP: 300
HP: 620                              GIL: 192
MP: 0                                SPEED: 20
ATTACK: 34                           MAGIC POWER: 0
ATT. MULT: 6                         MAGIC MULT: 4
EVADE%: 0                            MAGIC EVADE%: 0
DEFENSE: 0                           MAGIC DEFENSE: 5
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Mini
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Water
CREATURE TYPE: Desert, Undead
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS: Quicksand
CONTROL: Fight, Quicksand
BLUE MAGIC: None
CATCH: Quicksand
DROP (ALWAYS): Nothing                STEAL (COMMON): Nothing
DROP (RARE): Antidote                 STEAL (RARE): Nothing
AI SCRIPT:
{Escape,Fight,Fight}
{Quicksand,Fight,Fight}


NAME: Sand Bear
LEVEL: 24                             EXP: 360
HP: 1000                             GIL: 195
MP: 0                                SPEED: 35
ATTACK: 36                           MAGIC POWER: 0
ATT. MULT: 8                         MAGIC MULT: 4
EVADE%: 0                            MAGIC EVADE%: 10
DEFENSE: 10                          MAGIC DEFENSE: 10
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Mini
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Water
CREATURE TYPE: Desert, Creature
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Right Arm
ENEMY SPECIALTY EFFECT
HP Leak
SPELLS:
CONTROL: Fight, Specialty
BLUE MAGIC: None
CATCH: Strong Fight
DROP (ALWAYS): Antidote                STEAL (COMMON): Nothing
DROP (RARE): Nothing                   STEAL (RARE): Javelin
AI SCRIPT:
```

```
{Fight,Fight,Nothing}
{Fight,Fight,Specialty}


NAME: Ra Mage
LEVEL: 19                                   EXP: 370
HP: 760                                     GIL: 198
MP: 200                                     SPEED: 25
ATTACK: 25                                  MAGIC POWER: 0
ATT. MULT: 5                                MAGIC MULT: 4
EVADE%: 0                                   MAGIC EVADE%: 0
DEFENSE: 0                                  MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Toad
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Human
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: 1.5 * Damage
SPELLS: Ice 2, Fire2, Bolt2
CONTROL: Fight, Fire2, Ice 2, Bolt2
BLUE MAGIC: None
CATCH: Break
DROP (ALWAYS): Nothing              STEAL (COMMON): Bard's Clothes
DROP (RARE): Elixir                STEAL (RARE): Nothing
AI SCRIPT:
Change Target:Whole party
{Ice 2,Fire2,Nothing}
Change Target:Whole party
{Fire2,Bolt2,Nothing}
Change Target:Whole party
{Bolt2,Ice 2,Nothing}


NAME: LonkaKnght
LEVEL: 24                                   EXP: 380
HP: 860                                     GIL: 201
MP: 0                                       SPEED: 25
ATTACK: 36                                  MAGIC POWER: 0
ATT. MULT: 6                                MAGIC MULT: 4
EVADE%: 20                                  MAGIC EVADE%: 10
DEFENSE: 20                                 MAGIC DEFENSE: 10
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Toad, Poison, Charm
ELEMENTAL ABSORB: None
CAN'T EVADE: Aerial
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Human
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Swing
SPECIALTY EFFECT: 1.5 * Damage
SPELLS:
CONTROL: Fight, Specialty
BLUE MAGIC: None
CATCH: Strong Fight
DROP (ALWAYS): Nothing              STEAL (COMMON): Hi-Potion
DROP (RARE): Mythril Shield        STEAL (RARE): Power Drink
AI SCRIPT:
Fight
{Fight,Specialty,Nothing}
Fight
{Fight,Fight,Specialty}


NAME: StonedMask
LEVEL: 24                                   EXP: 320
HP: 450                                     GIL: 204
MP: 20                                      SPEED: 25
ATTACK: 34                                  MAGIC POWER: 0
```

```
ATT. MULT: 4                          MAGIC MULT: 4
EVADE%: 0                             MAGIC EVADE%: 0
DEFENSE: 20                           MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Dead, Stone, Toad, Mini, Float, Poison, Aging, Sleep,
Paralyze
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Lightning
CREATURE TYPE: None
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Corner
SPECIALTY EFFECT: 1.5 * Damage
SPELLS:
CONTROL: Fight, Flash, Wall
BLUE MAGIC: Flash
CATCH: Wall
DROP (ALWAYS): Nothing                STEAL (COMMON): Soft
DROP (RARE): Nothing                  STEAL (RARE): Nothing
AI SCRIPT:
Fight
{Fight,Fight,Specialty}
{Fight,Specialty,Nothing}
React:Item:Soft{
    Change Target:Self
    Darkness
    }


NAME: Whirl Demon
LEVEL: 24                             EXP: 470
HP: 1000                             GIL: 207
MP: 200                              SPEED: 30
ATTACK: 35                           MAGIC POWER: 10
ATT. MULT: 5                         MAGIC MULT: 4
EVADE%: 0                            MAGIC EVADE%: 0
DEFENSE: 2                           MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Toad, Mini
ELEMENTAL ABSORB: Air
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: None
IMMUNITY: None
INITIAL STATUS: (Always) Float
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS: Aero 2, WhiteWind
CONTROL: Fight, Aero 2, WhiteWind
BLUE MAGIC: Aero 2, WhiteWind
CATCH: Snowstorm
DROP (ALWAYS): Nothing               STEAL (COMMON): Potion
DROP (RARE): Darkness Bow            STEAL (RARE): Elixir
AI SCRIPT:
Change Target:Whole party
{Aero 2,Nothing,Nothing}
{Aero 2,Fight,Fight}
Change Target:All Enemies
WhiteWind


NAME: Lamia
LEVEL: 24                             EXP: 490
HP: 900                              GIL: 210
MP: 100                              SPEED: 35
ATTACK: 35                           MAGIC POWER: 0
ATT. MULT: 5                         MAGIC MULT: 4
EVADE%: 0                            MAGIC EVADE%: 0
DEFENSE: 0                           MAGIC DEFENSE: 3
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Stone, Mini, Charm
```

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ELEMENTAL ABSORB: Poison
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Ice
CREATURE TYPE: Creature
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Slap
SPECIALTY EFFECT: Adds Paralyze
SPELLS: Allure
CONTROL: Fight, Charm, Blowfish
BLUE MAGIC: Blowfish
CATCH: Blowfish
DROP (ALWAYS): Nothing              STEAL (COMMON): Maiden's Kiss
DROP (RARE): Nothing                STEAL (RARE): Lamia's Tiara
AI SCRIPT:
{Fight,Fight,Nothing}
Change Target:Single Male
Allure
{Fight,Fight,Specialty}


NAME: ArchaeToad
LEVEL: 25                           EXP: 390
HP: 800                             GIL: 213
MP: 100                             SPEED: 25
ATTACK: 34                          MAGIC POWER: 0
ATT. MULT: 6                        MAGIC MULT: 4
EVADE%: 0                           MAGIC EVADE%: 0
DEFENSE: 0                          MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Toad, Mini
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Ice
CREATURE TYPE: 0
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS: FrogSong
CONTROL: Fight, FrogSong
BLUE MAGIC: FrogSong
CATCH: FrogSong
DROP (ALWAYS): Nothing              STEAL (COMMON): Nothing
DROP (RARE): Nothing                STEAL (RARE): Hi-Potion
AI SCRIPT:
{Fight,Nothing,Nothing}
{FrogSong,Fight,Nothing}
Fight
{FrogSong,Fight,Fight}


NAME: Hyudora
LEVEL: 25                           EXP: 1800
HP: 2000                            GIL: 216
MP: 1000                            SPEED: 45
ATTACK: 38                          MAGIC POWER: 0
ATT. MULT: 6                        MAGIC MULT: 4
EVADE%: 0                           MAGIC EVADE%: 0
DEFENSE: 10                         MAGIC DEFENSE: 5
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Stone, Toad, Mini, Paralyze
ELEMENTAL ABSORB: Lightning
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Dragon
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Rush
SPECIALTY EFFECT: 1.5 * Damage
SPELLS: Thunder
CONTROL: Fight, Quake, Poison Breath
```

```
BLUE MAGIC: None
CATCH: Thunder
DROP (ALWAYS): Nothing              STEAL (COMMON): Ether
DROP (RARE): Dragon Fang           STEAL (RARE): Hi-Potion
AI SCRIPT:
{Fight,Fight,Specialty}
{Thunder,Fight,Fight}


NAME: Hydra
LEVEL: 26                          EXP: 3108
HP: 3000                           GIL: 219
MP: 1000                           SPEED: 50
ATTACK: 42                         MAGIC POWER: 0
ATT. MULT: 8                       MAGIC MULT: 4
EVADE%: 10                         MAGIC EVADE%: 10
DEFENSE: 20                        MAGIC DEFENSE: 5
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Toad, Mini, Float, Poison, Sleep, Charm, Stop
ELEMENTAL ABSORB: Water, Air, Earth, Poison, Lightning, Ice
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Dragon, Undead
IMMUNITY: Control
INITIAL STATUS: (Always) Wall
SPECIALTY: Rush
SPECIALTY EFFECT: 1.5 * Damage
SPELLS: Poison Breath, Thunder, L4 Qrter
CONTROL: Can't
BLUE MAGIC: L4 Qrter
CATCH: Earth Shaker
DROP (ALWAYS): Phoenix Down        STEAL (COMMON): Nothing
DROP (RARE): Nothing               STEAL (RARE): Killer Bow
AI SCRIPT:
{Poison Breath,Fight,Specialty}
{Thunder,Fight,Fight}
React:Death{
    L4 Qrter
    }


NAME: Water Buzz
LEVEL: 26                          EXP: 330
HP: 600                            GIL: 222
MP: 50                             SPEED: 25
ATTACK: 37                         MAGIC POWER: 0
ATT. MULT: 5                       MAGIC MULT: 4
EVADE%: 0                          MAGIC EVADE%: 0
DEFENSE: 0                         MAGIC DEFENSE: 5
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Mini
ELEMENTAL ABSORB: Water
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Lightning
CREATURE TYPE: Creature
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS: Stomach Acid
CONTROL: Fight, Fusion
BLUE MAGIC: Fusion
CATCH: Fusion
DROP (ALWAYS): Nothing             STEAL (COMMON): Nothing
DROP (RARE): Nothing               STEAL (RARE): Ether
AI SCRIPT:
{Fight,Stomach Acid,Fight}


NAME: Torrent
LEVEL: 26                          EXP: 330
HP: 700                            GIL: 225
MP: 50                             SPEED: 25
```

```
ATTACK: 36                              MAGIC POWER: 0
ATT. MULT: 6                            MAGIC MULT: 4
EVADE%: 0                               MAGIC EVADE%: 0
DEFENSE: 0                              MAGIC DEFENSE: 5
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Toad, Mini, Paralyze
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Fire
CREATURE TYPE: None
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS: Bersk, DeathClaw
CONTROL: Fight, Bersk
BLUE MAGIC: DeathClaw
CATCH: Strong Fight
DROP (ALWAYS): Nothing                  STEAL (COMMON): Hi-Potion
DROP (RARE): Potion                     STEAL (RARE): Potion
AI SCRIPT:
{Fight,Fight,Bersk}
{DeathClaw,DeathClaw,Nothing}

NAME: Rock Brain
LEVEL: 26                               EXP: 330
HP: 600                                 GIL: 228
MP: 100                                 SPEED: 30
ATTACK: 37                              MAGIC POWER: 0
ATT. MULT: 5                            MAGIC MULT: 4
EVADE%: 0                               MAGIC EVADE%: 0
DEFENSE: 0                              MAGIC DEFENSE: 5
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Dead, Stone, Toad, Mini, Float, Poison, Zombie, Darkness,
Aging, Sleep, Paralyze, Charm, Berserk, Mute, Image(2), Image(1)
ELEMENTAL ABSORB: Fire
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Lightning
CREATURE TYPE: None
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS: DrkShock
CONTROL: Fight, DeathClaw
BLUE MAGIC: DrkShock, DeathClaw
CATCH: DeathClaw
DROP (ALWAYS): Nothing                  STEAL (COMMON): Nothing
DROP (RARE): Nothing                    STEAL (RARE): Elixir
AI SCRIPT:
{Fight,Fight,DrkShock}

NAME: Tarantula
LEVEL: 27                               EXP: 88
HP: 200                                 GIL: 231
MP: 0                                   SPEED: 20
ATTACK: 35                              MAGIC POWER: 0
ATT. MULT: 4                            MAGIC MULT: 4
EVADE%: 0                               MAGIC EVADE%: 0
DEFENSE: 0                              MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Toad, Mini
ELEMENTAL ABSORB: Poison
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Ice
CREATURE TYPE: None
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
```

```
SPELLS: Thread
CONTROL: Fight, Thread
BLUE MAGIC: None
CATCH: Thread
DROP (ALWAYS): Potion                  STEAL (COMMON): Nothing
DROP (RARE): Nothing                   STEAL (RARE): Nothing
AI SCRIPT:
{Fight,Thread,Fight}

NAME: Jail Bear
LEVEL: 27                              EXP: 89
HP: 380                               GIL: 334
MP: 0                                 SPEED: 20
ATTACK: 37                            MAGIC POWER: 0
ATT. MULT: 6                          MAGIC MULT: 4
EVADE%: 0                             MAGIC EVADE%: 0
DEFENSE: 0                            MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Mini
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Creature
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: 1.5 * Damage
SPELLS:
CONTROL: Fight, Specialty
BLUE MAGIC: None
CATCH: Strong Fight
DROP (ALWAYS): Nothing                 STEAL (COMMON): Nothing
DROP (RARE): Hi-Potion                 STEAL (RARE): Spear
AI SCRIPT:
{Fight,Fight,Specialty}

NAME: Lunenta
LEVEL: 27                              EXP: 353
HP: 1000                              GIL: 237
MP: 100                               SPEED: 30
ATTACK: 36                            MAGIC POWER: 0
ATT. MULT: 6                          MAGIC MULT: 4
EVADE%: 0                             MAGIC EVADE%: 0
DEFENSE: 0                            MAGIC DEFENSE: 5
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Mini, Sleep, Paralyze, Mute
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Creature
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS: Sonic Wave
CONTROL: Fight, Sonic Wave
BLUE MAGIC: None
CATCH: Sonic Wave
DROP (ALWAYS): Nothing                 STEAL (COMMON): Nothing
DROP (RARE): Ether                     STEAL (RARE): Phoenix Down
AI SCRIPT:
Fight
{Fight,Sonic Wave,Fight}

NAME: Dilure
LEVEL: 27                              EXP: 353
HP: 1000                              GIL: 240
MP: 500                               SPEED: 25
ATTACK: 35                            MAGIC POWER: 0
ATT. MULT: 6                          MAGIC MULT: 4
```

```
       EVADE%: 0                          MAGIC EVADE%: 0
       DEFENSE: 0                         MAGIC DEFENSE: 5
       ELEMENTAL IMMUNITY: None
       STATUS IMMUNITY: Mini
       ELEMENTAL ABSORB: Water
       CAN'T EVADE: None
       ELEMENTAL WEAKNESS: None
       CREATURE TYPE: None
       IMMUNITY: None
       INITIAL STATUS: None
       SPECIALTY: Critical
       SPECIALTY EFFECT: 1.5 * Damage
       SPELLS: Fusion
       CONTROL: Fight, Fusion
       BLUE MAGIC: Fusion
       CATCH: Fusion
       DROP (ALWAYS): Nothing              STEAL (COMMON): Potion
       DROP (RARE): Potion                 STEAL (RARE): Nothing
       AI SCRIPT:
       Condition:Alone{
            {Fight,Fight,Specialty}
            }
       Condition:HP < 300{
            Change Target:Single Enemy, Not self
            Fusion
            }
       {Fight,Fight,Specialty}

       NAME: Faerie Orc
       LEVEL: 28                          EXP: 385
       HP: 1000                           GIL: 243
       MP: 1000                           SPEED: 25
       ATTACK: 36                         MAGIC POWER: 0
       ATT. MULT: 7                       MAGIC MULT: 4
       EVADE%: 0                          MAGIC EVADE%: 0
       DEFENSE: 0                         MAGIC DEFENSE: 5
       ELEMENTAL IMMUNITY: Earth
       STATUS IMMUNITY: Toad, Mini
       ELEMENTAL ABSORB: Holy
       CAN'T EVADE: Aerial
       ELEMENTAL WEAKNESS: None
       CREATURE TYPE: None
       IMMUNITY: None
       INITIAL STATUS: (Always) Float
       SPECIALTY: Spear
       SPECIALTY EFFECT: 1.5 * Damage
       SPELLS: Spirit, Cure3
       CONTROL: Fight, Cure2, Heal
       BLUE MAGIC: None
       CATCH: Cure3
       DROP (ALWAYS): Nothing              STEAL (COMMON): Revivify
       DROP (RARE): Hi-Potion              STEAL (RARE): Potion
       AI SCRIPT:
       {Fight,Fight,Specialty}
       Condition:Status:Party Member:Dead{
            Change Target:Single Party Member
            Spirit
            }
       React:Magic:Cure{
            Change Target:Whole party
            Cure3
            }

       NAME: Devourer
       LEVEL: 28                          EXP: 385
       HP: 1000                           GIL: 246
       MP: 100                            SPEED: 25
       ATTACK: 37                         MAGIC POWER: 0
       ATT. MULT: 7                       MAGIC MULT: 4
       EVADE%: 0                          MAGIC EVADE%: 0
```

```
DEFENSE: 0                             MAGIC DEFENSE: 5
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Mini
ELEMENTAL ABSORB: Lightning
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: None
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: 10 Legs
SPECIALTY EFFECT: 1.5 * Damage
SPELLS: Mucus
CONTROL: Fight, Specialty
BLUE MAGIC: None
CATCH: Strong Fight
DROP (ALWAYS): Nothing               STEAL (COMMON): Nothing
DROP (RARE): Nothing                 STEAL (RARE): Hi-Potion
AI SCRIPT:
{Fight,Mucus,Specialty}

NAME: Mandrake
LEVEL: 28                             EXP: 385
HP: 1000                             GIL: 249
MP: 100                             SPEED: 25
ATTACK: 36                           MAGIC POWER: 0
ATT. MULT: 7                         MAGIC MULT: 4
EVADE%: 0                           MAGIC EVADE%: 0
DEFENSE: 0                           MAGIC DEFENSE: 5
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Toad, Mini, Sleep, Paralyze
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Fire
CREATURE TYPE: Undead
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: 1.5 * Damage
SPELLS: Stomach Acid
CONTROL: Fight, Specialty, Spore
BLUE MAGIC: None
CATCH: Stomach Acid
DROP (ALWAYS): Nothing               STEAL (COMMON): Eyedrop
DROP (RARE): Nothing                 STEAL (RARE): Antidote
AI SCRIPT:
{Fight,Stomach Acid,Specialty}
Fight

NAME: Kuzar
LEVEL: 28                             EXP: 1000
HP: 5000                             GIL: 1000
MP: 1000                             SPEED: 35
ATTACK: 45                           MAGIC POWER: 0
ATT. MULT: 7                         MAGIC MULT: 4
EVADE%: 0                           MAGIC EVADE%: 0
DEFENSE: 10                          MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Toad, Mini, Aging, Sleep, Paralyze
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Air
CREATURE TYPE: Creature
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Rush
SPECIALTY EFFECT: 1.5 * Damage
SPELLS: ????
CONTROL: Fight, ????
BLUE MAGIC: ????
CATCH: Strong Fight
```

```
DROP (ALWAYS): Nothing              STEAL (COMMON): Nothing
DROP (RARE): Elixir                 STEAL (RARE): Nothing
AI SCRIPT:
????


NAME: Cactus
LEVEL: 29                           EXP: 419
HP: 1000                            GIL: 255
MP: 50                              SPEED: 25
ATTACK: 37                          MAGIC POWER: 0
ATT. MULT: 7                        MAGIC MULT: 4
EVADE%: 0                           MAGIC EVADE%: 0
DEFENSE: 0                          MAGIC DEFENSE: 5
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Mini
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Water
CREATURE TYPE: Desert, Heavy
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Needle
SPECIALTY EFFECT: 1.5 * Damage
SPELLS:
CONTROL: Fight, Needle, Blowfish
BLUE MAGIC: Blowfish
CATCH: Blowfish
DROP (ALWAYS): Nothing              STEAL (COMMON): Potion
DROP (RARE): Nothing                STEAL (RARE): Soft
AI SCRIPT:
{Fight,Fight,Specialty}
React:Fight{
     Specialty
     }


NAME: Sand Crawl
LEVEL: 29                           EXP: 1000
HP: 15000                           GIL: 1000
MP: 1000                            SPEED: 35
ATTACK: 45                          MAGIC POWER: 0
ATT. MULT: 7                        MAGIC MULT: 4
EVADE%: 0                           MAGIC EVADE%: 50
DEFENSE: 10                         MAGIC DEFENSE: 5
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Toad, Mini
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Desert, Heavy
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: 1.5 * Damage
SPELLS: Maelstrom
CONTROL: Fight, Electric Shock
BLUE MAGIC: None
CATCH: Maelstrom
DROP (ALWAYS): Power Drink          STEAL (COMMON): Nothing
DROP (RARE): Nothing                STEAL (RARE): Tent
AI SCRIPT:
{Maelstrom,Fight,Specialty}


NAME: ShieldDrgn
LEVEL: 29                           EXP: 10000
HP: 19999                           GIL: 1000
MP: 20000                           SPEED: 40
ATTACK: 40                          MAGIC POWER: 0
ATT. MULT: 25                       MAGIC MULT: 4
EVADE%: 0                           MAGIC EVADE%: 50
DEFENSE: 40                         MAGIC DEFENSE: 25
```

```
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Dead, Stone, Toad, Mini, Sleep, Paralyze, Charm, Stop
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Heavy, Dragon
IMMUNITY: None
INITIAL STATUS: (Always) Wall, Armor, Shell
SPECIALTY: Hard Hit
SPECIALTY EFFECT: Adds Charm
SPELLS: Zombie Breath
CONTROL: Fight, Flame
BLUE MAGIC: None
CATCH: Almagest
DROP (ALWAYS): Nothing              STEAL (COMMON): Mythril Shield
DROP (RARE): Gold Shield            STEAL (RARE): Gold Shield
AI SCRIPT:
{Fight,Fight,Specialty}
{Fight,Fight,Nothing}
{Fight,Fight,Zombie Breath}
Condition:HP < 10000 & HP Damage{
     Escape
     }
React:Fight{
     Specialty
     }


NAME: Blood Slime
LEVEL: 29                           EXP: 365
HP: 600                             GIL: 264
MP: 100                             SPEED: 25
ATTACK: 36                          MAGIC POWER: 0
ATT. MULT: 6                        MAGIC MULT: 4
EVADE%: 0                           MAGIC EVADE%: 0
DEFENSE: 39                         MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Mini
ELEMENTAL ABSORB: None
CAN'T EVADE: Aerial, Song, Summon, Dimen, Black, White, Blue
ELEMENTAL WEAKNESS: Fire
CREATURE TYPE: None
IMMUNITY: None
INITIAL STATUS: Poison
SPECIALTY: Critical
SPECIALTY EFFECT: 1.5 * Damage
SPELLS: Vampire
CONTROL: Fight, Vampire
BLUE MAGIC: Vampire
CATCH: Vampire
DROP (ALWAYS): Nothing              STEAL (COMMON): Revivify
DROP (RARE): Revivify               STEAL (RARE): Nothing
AI SCRIPT:
{Vampire,Vampire,Nothing}


NAME: Acrophese
LEVEL: 30                           EXP: 410
HP: 900                             GIL: 267
MP: 0                               SPEED: 25
ATTACK: 36                          MAGIC POWER: 0
ATT. MULT: 7                        MAGIC MULT: 4
EVADE%: 0                           MAGIC EVADE%: 0
DEFENSE: 20                         MAGIC DEFENSE: 20
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Toad, Mini
ELEMENTAL ABSORB: Water
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Lightning
CREATURE TYPE: None
IMMUNITY: None
INITIAL STATUS: None
```

```
SPECIALTY: Scissor
SPECIALTY EFFECT: 1.5 * Damage
SPELLS:
CONTROL: Fight, Specialty
BLUE MAGIC: None
CATCH: Strong Fight
DROP (ALWAYS): Nothing              STEAL (COMMON): Potion
DROP (RARE): Nothing                STEAL (RARE): Nothing
AI SCRIPT:
{Fight,Fight,Specialty}


NAME: MooglEater
LEVEL: 23                           EXP: 665
HP: 1000                            GIL: 270
MP: 50                             SPEED: 30
ATTACK: 39                         MAGIC POWER: 0
ATT. MULT: 6                       MAGIC MULT: 4
EVADE%: 0                          MAGIC EVADE%: 0
DEFENSE: 5                         MAGIC DEFENSE: 5
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Mini
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Lightning
CREATURE TYPE: None
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: 8 Legs
SPECIALTY EFFECT: 1.5 * Damage
SPELLS:
CONTROL: Fight, Stomach Acid
BLUE MAGIC: None
CATCH: AquaRake
DROP (ALWAYS): Nothing              STEAL (COMMON): Nothing
DROP (RARE): Nothing                STEAL (RARE): Hi-Potion
AI SCRIPT:
{Fight,Fight,Specialty}


NAME: Lopros
LEVEL: 32                           EXP: 888
HP: 2300                            GIL: 273
MP: 200                            SPEED: 39
ATTACK: 42                         MAGIC POWER: 0
ATT. MULT: 7                       MAGIC MULT: 4
EVADE%: 0                          MAGIC EVADE%: 0
DEFENSE: 30                        MAGIC DEFENSE: 15
ELEMENTAL IMMUNITY: Poison
STATUS IMMUNITY: Toad, Mini, Poison, Sleep, Paralyze
ELEMENTAL ABSORB: None
CAN'T EVADE: Aerial
ELEMENTAL WEAKNESS: Fire
CREATURE TYPE: Avis
IMMUNITY: None
INITIAL STATUS: (Always) Float
SPECIALTY: Wing
SPECIALTY EFFECT: 1.5 * Damage
SPELLS: Breath Wing, Blaze
CONTROL: Fight, Breath Wing
BLUE MAGIC: None
CATCH: Breath Wing
DROP (ALWAYS): Nothing              STEAL (COMMON): Hi-Potion
DROP (RARE): Hi-Potion              STEAL (RARE): Nothing
AI SCRIPT:
Fight
{Fight,Breath Wing,Specialty}
{Fight,Fight,Specialty}
{Fight,Specialty,Blaze}


NAME: Skull Eater
LEVEL: 32                           EXP: 300
```

```
HP: 1                              GIL: 100
MP: 100                            SPEED: 50
ATTACK: 50                         MAGIC POWER: 90
ATT. MULT: 30                      MAGIC MULT: 15
EVADE%: 90                         MAGIC EVADE%: 90
DEFENSE: 90                        MAGIC DEFENSE: 90
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: None
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Creature
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Front Teeth
SPECIALTY EFFECT: 100% Hit + Pierce Defense, Adds Poison, Adds Charm
SPELLS:
CONTROL: Fight, Specialty
BLUE MAGIC: None
CATCH: Strong Fight
DROP (ALWAYS): Nothing             STEAL (COMMON): Tent
DROP (RARE): Elixir                STEAL (RARE): Nothing
AI SCRIPT:
{Fight,Specialty,Escape}
Condition:Alone & React:Magic{
    Unhide Monster: Skull Eater (All)
    }

NAME: Aquathone
LEVEL: 31                          EXP: 490
HP: 800                            GIL: 279
MP: 100                            SPEED: 30
ATTACK: 39                         MAGIC POWER: 0
ATT. MULT: 6                       MAGIC MULT: 4
EVADE%: 0                          MAGIC EVADE%: 0
DEFENSE: 0                         MAGIC DEFENSE: 5
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Mini
ELEMENTAL ABSORB: Water
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Lightning
CREATURE TYPE: None
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: 1.5 * Damage
SPELLS: Mucus
CONTROL: Fight, Specialty
BLUE MAGIC: None
CATCH: Doom
DROP (ALWAYS): Nothing             STEAL (COMMON): Potion
DROP (RARE): Antidote              STEAL (RARE): Nothing
AI SCRIPT:
{Fight,Mucus,Specialty}

NAME: Weresnake
LEVEL: 31                          EXP: 490
HP: 900                            GIL: 282
MP: 20                             SPEED: 30
ATTACK: 40                         MAGIC POWER: 0
ATT. MULT: 5                       MAGIC MULT: 4
EVADE%: 10                         MAGIC EVADE%: 0
DEFENSE: 0                         MAGIC DEFENSE: 5
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Mini
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Ice
CREATURE TYPE: None
IMMUNITY: None
```

```
INITIAL STATUS: Poison
SPECIALTY: Critical
SPECIALTY EFFECT: 1.5 * Damage
SPELLS: Entangle
CONTROL: Fight, Entangle
BLUE MAGIC: None
CATCH: Entangle
DROP (ALWAYS): Nothing            STEAL (COMMON): Potion
DROP (RARE): Hi-Potion            STEAL (RARE): Nothing
AI SCRIPT:
{Fight,Entangle,Specialty}


NAME: Conago
LEVEL: 31                         EXP: 512
HP: 1000                          GIL: 285
MP: 300                           SPEED: 30
ATTACK: 38                        MAGIC POWER: 0
ATT. MULT: 6                      MAGIC MULT: 4
EVADE%: 0                         MAGIC EVADE%: 0
DEFENSE: 0                        MAGIC DEFENSE: 5
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Toad, Mini
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Ice
CREATURE TYPE: None
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: 1.5 * Damage
SPELLS: FrogSong
CONTROL: Fight, FrogSong
BLUE MAGIC: FrogSong
CATCH: FrogSong
DROP (ALWAYS): Nothing            STEAL (COMMON): Potion
DROP (RARE): Eyedrop              STEAL (RARE): Nothing
AI SCRIPT:
Condition:HP < 300{
     Escape
     }
Fight
{Fight,FrogSong,Fight}


NAME: Ridicule
LEVEL: 31                         EXP: 900
HP: 1380                          GIL: 288
MP: 200                           SPEED: 35
ATTACK: 41                        MAGIC POWER: 0
ATT. MULT: 7                      MAGIC MULT: 4
EVADE%: 0                         MAGIC EVADE%: 0
DEFENSE: 5                        MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Toad
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Lightning
CREATURE TYPE: None
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: 1.5 * Damage
SPELLS: Dance of the Dead
CONTROL: Fight, Hast2, Slow2
BLUE MAGIC: None
CATCH: Hammer
DROP (ALWAYS): Nothing            STEAL (COMMON): Maiden's Kiss
DROP (RARE): Hero Drink           STEAL (RARE): Nothing
AI SCRIPT:
Condition:Status:Enemy:Dead{
     Change Target:Single Party Member
```

```
          Dance of the Dead
       }
{Fight,Fight,Specialty}


NAME: Andagranda
LEVEL: 24                          EXP: 520
HP: 1450                           GIL: 291
MP: 200                            SPEED: 30
ATTACK: 42                         MAGIC POWER: 0
ATT. MULT: 8                       MAGIC MULT: 4
EVADE%: 0                          MAGIC EVADE%: 0
DEFENSE: 5                         MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Toad, Mini
ELEMENTAL ABSORB: Earth
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Earth
CREATURE TYPE: None
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: 1.5 * Damage
SPELLS: Quake
CONTROL: Fight, Quake
BLUE MAGIC: None
CATCH: Quake
DROP (ALWAYS): Nothing             STEAL (COMMON): Nothing
DROP (RARE): Protect Drink         STEAL (RARE): Nothing
AI SCRIPT:
{Fight,Fight,Specialty}
{Fight,Quake,Specialty}


NAME: Drippy
LEVEL: 32                          EXP: 540
HP: 900                            GIL: 294
MP: 100                            SPEED: 35
ATTACK: 35                         MAGIC POWER: 0
ATT. MULT: 5                       MAGIC MULT: 4
EVADE%: 0                          MAGIC EVADE%: 0
DEFENSE: 5                         MAGIC DEFENSE: 5
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Toad, Sleep
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Poison
CREATURE TYPE: Human
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Axe
SPECIALTY EFFECT: 1.5 * Damage
SPELLS: Hammer
CONTROL: Fight, Reset, Hammer
BLUE MAGIC: Hammer
CATCH: Void
DROP (ALWAYS): Nothing             STEAL (COMMON): Mythril Hammer
DROP (RARE): Tent                  STEAL (RARE): Bard's Clothes
AI SCRIPT:
{Fight,Fight,Nothing}
{Fight,Hammer,Specialty}


NAME: Likaon
LEVEL: 32                          EXP: 300
HP: 500                            GIL: 200
MP: 0                              SPEED: 30
ATTACK: 36                         MAGIC POWER: 0
ATT. MULT: 7                       MAGIC MULT: 4
EVADE%: 0                          MAGIC EVADE%: 0
DEFENSE: 5                         MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Mini
```

```
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Fire
CREATURE TYPE: Creature
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Bite
SPECIALTY EFFECT: 1.5 * Damage
SPELLS:
CONTROL: Fight, Specialty
BLUE MAGIC: None
CATCH: Strong Fight
DROP (ALWAYS): Nothing              STEAL (COMMON): Nothing
DROP (RARE): Revivify               STEAL (RARE): Hi-Potion
AI SCRIPT:
{Fight,Fight,Specialty}


NAME: BoneDragon
LEVEL: 32                           EXP: 890
HP: 2590                            GIL: 300
MP: 10000                          SPEED: 28
ATTACK: 39                          MAGIC POWER: 0
ATT. MULT: 7                        MAGIC MULT: 4
EVADE%: 0                           MAGIC EVADE%: 10
DEFENSE: 10                         MAGIC DEFENSE: 5
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Toad, Mini, Poison, Sleep
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Fire
CREATURE TYPE: Heavy, Dragon, Undead
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Tail
SPECIALTY EFFECT: Adds Paralyze
SPELLS:
CONTROL: Fight, Bone
BLUE MAGIC: None
CATCH: Bone
DROP (ALWAYS): Nothing              STEAL (COMMON): Soft
DROP (RARE): Ether                  STEAL (RARE): Nothing
AI SCRIPT:
{Fight,Bone,Specialty}
{Fight,Fight,Nothing}


NAME: Sting Eagle
LEVEL: 32                           EXP: 500
HP: 100                             GIL: 303
MP: 0                              SPEED: 35
ATTACK: 37                          MAGIC POWER: 0
ATT. MULT: 7                        MAGIC MULT: 4
EVADE%: 50                          MAGIC EVADE%: 50
DEFENSE: 0                          MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: Earth, Poison
STATUS IMMUNITY: Toad, Mini, Poison
ELEMENTAL ABSORB: Poison
CAN'T EVADE: Aerial
ELEMENTAL WEAKNESS: None
CREATURE TYPE: None
IMMUNITY: None
INITIAL STATUS: (Always) Float
SPECIALTY: Claw
SPECIALTY EFFECT: Adds Poison
SPELLS:
CONTROL: Fight, Beak, Venom, Float
BLUE MAGIC: None
CATCH: Float
DROP (ALWAYS): Nothing              STEAL (COMMON): Nothing
DROP (RARE): Antidote               STEAL (RARE): Gale Bow
AI SCRIPT:
```

```
.. .. .. .. .
{Fight,Fight,Specialty}


NAME: ZombieDrgn
LEVEL: 24                              EXP: 1650
HP: 4590                               GIL: 500
MP: 0                                  SPEED: 29
ATTACK: 46                             MAGIC POWER: 0
ATT. MULT: 8                           MAGIC MULT: 4
EVADE%: 0                              MAGIC EVADE%: 20
DEFENSE: 10                            MAGIC DEFENSE: 5
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Mini, Poison, Sleep, Paralyze, Charm
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Fire
CREATURE TYPE: Dragon, Undead
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: 1.5 * Damage
SPELLS: Poison Breath
CONTROL: Fight, Poison Breath
BLUE MAGIC: None
CATCH: Poison Breath
DROP (ALWAYS): Dragon Fang        STEAL (COMMON): Nothing
DROP (RARE): Nothing              STEAL (RARE): Dark Matter
AI SCRIPT:
{Fight,Fight,Nothing}
{Fight,Fight,Specialty}
{Fight,Poison Breath,Specialty}


NAME: ????
LEVEL: 33                              EXP: 5000
HP: 2000                               GIL: 1
MP: 500                                SPEED: 50
ATTACK: 50                             MAGIC POWER: 0
ATT. MULT: 10                          MAGIC MULT: 4
EVADE%: 30                             MAGIC EVADE%: 0
DEFENSE: 30                            MAGIC DEFENSE: 30
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Dead, Stone, Toad, Mini, Float, Poison, Zombie, Darkness,
Aging, Sleep, Paralyze, Charm, Berserk, Mute, Image(2), Image(1), Stop
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Heavy
IMMUNITY: Control, Catch
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS:
CONTROL: Can't
BLUE MAGIC: None
CATCH: Can't
DROP (ALWAYS): Nothing            STEAL (COMMON): Potion
DROP (RARE): Potion               STEAL (RARE): Nothing
AI SCRIPT:
No Interrupt{
    Fight
    Escape
    }
React:Death{
    Escape
    }


NAME: Golem (1st form)
LEVEL: 3                               EXP: 0
HP: 2500                               GIL: 0
MP: 1000                               SPEED: 10
ATTACK: 40                             MAGIC POWER: 0
```

```
ATT. MULT: 8                            MAGIC MULT: 4
EVADE%: 0                               MAGIC EVADE%: 0
DEFENSE: 0                              MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Dead, Stone, Toad, Mini
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: None
IMMUNITY: Control, Catch
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: 1.5 * Damage
SPELLS:
CONTROL: Can't
BLUE MAGIC: None
CATCH: Can't
DROP (ALWAYS): Nothing              STEAL (COMMON): Soft
DROP (RARE): Nothing               STEAL (RARE): Soft
AI SCRIPT:
Condition:Alone{
    Unhide Monster: Golem (2nd form)
    }
Display Text: Golem:  Help me!
Nothing


NAME: Golem (2nd form)
LEVEL: 71                               EXP: 0
HP: 30000                               GIL: 0
MP: 1000                                SPEED: 60
ATTACK: 50                              MAGIC POWER: 0
ATT. MULT: 10                           MAGIC MULT: 4
EVADE%: 0                               MAGIC EVADE%: 0
DEFENSE: 50                             MAGIC DEFENSE: 50
ELEMENTAL IMMUNITY: Water, Air, Earth, Holy, Poison, Lightning, Ice, Fire
STATUS IMMUNITY: Dead, Stone, Toad, Mini, Float, Poison, Zombie, Darkness,
Aging, Sleep, Paralyze, Charm, Berserk, Mute, Image(2), Image(1), Wall, Armor,
Shell, Stop, Haste, Slow, Invul, Regen
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Heavy
IMMUNITY: Control, Catch
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS:
CONTROL: Can't
BLUE MAGIC: None
CATCH: Can't
DROP (ALWAYS): Golem               STEAL (COMMON): Soft
DROP (RARE): Nothing               STEAL (RARE): Nothing
AI SCRIPT:
Display Text: Golem:  Thank you!
Display Text: 'Hey, can I go with you?
No Clue


NAME: BoneDragon (Golem Battle)
LEVEL: 37                               EXP: 0
HP: 3000                                GIL: 0
MP: 500                                 SPEED: 30
ATTACK: 45                              MAGIC POWER: 0
ATT. MULT: 10                           MAGIC MULT: 4
EVADE%: 10                              MAGIC EVADE%: 10
DEFENSE: 40                             MAGIC DEFENSE: 20
ELEMENTAL IMMUNITY: Poison
STATUS IMMUNITY: Toad, Mini, Poison, Aging, Sleep, Paralyze
ELEMENTAL ABSORB: Poison
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Fire
```

```
CREATURE TYPE: Heavy, Dragon, Undead
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS: Bone
CONTROL: Fight, Bone, Poison Breath
BLUE MAGIC: None
CATCH: Fight
DROP (ALWAYS): Nothing              STEAL (COMMON): Nothing
DROP (RARE): Nothing                STEAL (RARE): Nothing
AI SCRIPT:
Condition:V00=02{
    {Bone,Bone,Specialty}
    }
Condition:Enemy,Back Row:Dead{
    {
    Set V00=02
    Reverse Polarity
    }
Condition:Enemy,Back Row:?{
    {
    Set V00=02
    Reverse Polarity
    }
Condition:V00=01{
    Change Target:Single Enemy Back Row
    {Fight,Fight,Specialty}
    Change Target:Single Enemy Back Row
    {Fight,Fight,Specialty}
    Change Target:Single Enemy Back Row
    {Fight,Bone,Specialty}
    }
Set V00=01
Reverse Polarity

NAME: ZombieDrgn (Golem Battle)
LEVEL: 37                           EXP: 0
HP: 4000                            GIL: 0
MP: 1000                            SPEED: 35
ATTACK: 47                          MAGIC POWER: 0
ATT. MULT: 10                       MAGIC MULT: 4
EVADE%: 10                          MAGIC EVADE%: 10
DEFENSE: 20                         MAGIC DEFENSE: 20
ELEMENTAL IMMUNITY: Poison
STATUS IMMUNITY: Stone, Toad, Mini, Poison, Sleep, Paralyze
ELEMENTAL ABSORB: Poison
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Fire
CREATURE TYPE: Heavy, Dragon, Undead
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS: Poison Breath, Vampire
CONTROL: Fight, Quake
BLUE MAGIC: Vampire
CATCH: Earth Shaker
DROP (ALWAYS): Nothing              STEAL (COMMON): Nothing
DROP (RARE): Nothing                STEAL (RARE): Nothing
AI SCRIPT:
Condition:V01=02{
    {Poison Breath,Poison Breath,Specialty}
    }
Condition:Enemy,Back Row:Dead{
    {
    Set V01=02
    Reverse Polarity
    }
Condition:Enemy,Back Row:?{
```

```
        {
        Set V01=02
        Reverse Polarity
        }
    Condition:V01=01{
        Change Target:Single Enemy Back Row
        {Fight,Fight,Specialty}
        Change Target:Single Enemy Back Row
        {Fight,Fight,Specialty}
        Change Target:Single Enemy Back Row
        {Fight,Vampire,Specialty}
        }
    Set V01=01
    Reverse Polarity
```

```
NAME: Neon
LEVEL: 33                              EXP: 600
HP: 700                                GIL: 312
MP: 100                                SPEED: 25
ATTACK: 44                             MAGIC POWER: 0
ATT. MULT: 6                           MAGIC MULT: 4
EVADE%: 20                             MAGIC EVADE%: 0
DEFENSE: 5                             MAGIC DEFENSE: 5
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Toad, Mini
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: None
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: 1.5 * Damage
SPELLS: Flash
CONTROL: Fight, Flash
BLUE MAGIC: Flash
CATCH: Wall
DROP (ALWAYS): Nothing              STEAL (COMMON): Speed Drink
DROP (RARE): Speed Drink            STEAL (RARE): Nothing
AI SCRIPT:
{Fight,Fight,Specialty}
React:Physical{
    {Flash,Nothing,Nothing}
    }
```

```
NAME: Magnetes
LEVEL: 33                              EXP: 610
HP: 1200                               GIL: 315
MP: 100                                SPEED: 35
ATTACK: 43                             MAGIC POWER: 0
ATT. MULT: 5                           MAGIC MULT: 4
EVADE%: 40                             MAGIC EVADE%: 0
DEFENSE: 10                            MAGIC DEFENSE: 5
ELEMENTAL IMMUNITY: Earth
STATUS IMMUNITY: Toad, Mini, Sleep, Paralyze, Charm
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Lightning
CREATURE TYPE: Heavy
IMMUNITY: None
INITIAL STATUS: (Always) Float
SPECIALTY: Critical
SPECIALTY EFFECT: 1.5 * Damage
SPELLS: Magnet
CONTROL: Fight, Electromagnetic Field
BLUE MAGIC: None
CATCH: Electromagnetic Field
DROP (ALWAYS): Nothing              STEAL (COMMON): Nothing
DROP (RARE): Hi-Potion              STEAL (RARE): Nothing
AI SCRIPT:
```

```
Condition:Alone{
    Fight
    }
Magnet
```

```
NAME: Wall Knight
LEVEL: 33                              EXP: 700
HP: 1600                               GIL: 318
MP: 200                                SPEED: 30
ATTACK: 47                             MAGIC POWER: 0
ATT. MULT: 7                           MAGIC MULT: 4
EVADE%: 0                              MAGIC EVADE%: 0
DEFENSE: 30                            MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Toad
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Human
IMMUNITY: None
INITIAL STATUS: (Always) Wall
SPECIALTY: Stab
SPECIALTY EFFECT: 1.5 * Damage
SPELLS:
CONTROL: Fight, Wall
BLUE MAGIC: None
CATCH: ????
DROP (ALWAYS): Nothing               STEAL (COMMON): War Hammer
DROP (RARE): Wall Ring               STEAL (RARE): Venom Axe
AI SCRIPT:
{Fight,Fight,Specialty}
```

```
NAME: Traveler
LEVEL: 33                              EXP: 580
HP: 1400                               GIL: 321
MP: 100                                SPEED: 35
ATTACK: 40                             MAGIC POWER: 0
ATT. MULT: 6                           MAGIC MULT: 4
EVADE%: 20                             MAGIC EVADE%: 0
DEFENSE: 0                             MAGIC DEFENSE: 5
ELEMENTAL IMMUNITY: Earth
STATUS IMMUNITY: Toad
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Human
IMMUNITY: None
INITIAL STATUS: (Always) Float
SPECIALTY: Critical
SPECIALTY EFFECT: 1.5 * Damage
SPELLS: Time Slip
CONTROL: Fight, Time Slip
BLUE MAGIC: Time Slip
CATCH: Time Slip
DROP (ALWAYS): Nothing               STEAL (COMMON): Nothing
DROP (RARE): Dream Harp              STEAL (RARE): Dream Harp
AI SCRIPT:
{Fight,Time Slip,Specialty}
Fight
```

```
NAME: Tricker
LEVEL: 34                              EXP: 710
HP: 1300                               GIL: 324
MP: 100                                SPEED: 30
ATTACK: 41                             MAGIC POWER: 0
ATT. MULT: 6                           MAGIC MULT: 4
EVADE%: 10                             MAGIC EVADE%: 10
DEFENSE: 10                            MAGIC DEFENSE: 5
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Toad, Mini
```

```
                .
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Lightning
CREATURE TYPE: None
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: 1.5 * Damage
SPELLS: L4 Qrter
CONTROL: Fight, L2 Old, L5 Doom
BLUE MAGIC: L4 Qrter, L2 Old, L5 Doom
CATCH: L4 Qrter
DROP (ALWAYS): Nothing             STEAL (COMMON): Potion
DROP (RARE): Hi-Potion             STEAL (RARE): Nothing
AI SCRIPT:
{Fight,L4 Qrter,Nothing}


NAME: Gravido
LEVEL: 34                          EXP: 720
HP: 1800                           GIL: 327
MP: 200                            SPEED: 35
ATTACK: 38                         MAGIC POWER: 0
ATT. MULT: 7                       MAGIC MULT: 4
EVADE%: 10                         MAGIC EVADE%: 0
DEFENSE: 20                        MAGIC DEFENSE: 10
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Toad
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Human, Heavy
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: 1.5 * Damage
SPELLS: Demi, Qrter
CONTROL: Fight, Demi, Qrter
BLUE MAGIC: None
CATCH: Qrter
DROP (ALWAYS): Nothing             STEAL (COMMON): Nothing
DROP (RARE): Gaia Gear             STEAL (RARE): Hi-Potion
AI SCRIPT:
Fight
{Fight,Demi,Specialty}
Fight
{Fight,Qrter,Specialty}


NAME: Ziggurat
LEVEL: 34                          EXP: 1200
HP: 2420                           GIL: 330
MP: 500                            SPEED: 31
ATTACK: 49                         MAGIC POWER: 0
ATT. MULT: 8                       MAGIC MULT: 4
EVADE%: 10                         MAGIC EVADE%: 20
DEFENSE: 20                        MAGIC DEFENSE: 10
ELEMENTAL IMMUNITY: Earth
STATUS IMMUNITY: Toad, Mini
ELEMENTAL ABSORB: Air
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Human
IMMUNITY: None
INITIAL STATUS: (Always) Float
SPECIALTY: Knee Kick
SPECIALTY EFFECT: 1.5 * Damage
SPELLS: GuardOff, Hurricane
CONTROL: Fight, Fight, Strong Fight, Fight
BLUE MAGIC: GuardOff
CATCH: Hurricane
DROP (ALWAYS): Nothing             STEAL (COMMON): Nothing
```

```
DROP (RARE): Giant Drink              STEAL (RARE): Partisan
AI SCRIPT:
{Fight,GuardOff,Nothing}
{Fight,Hurricane,Specialty}

NAME: Cure Beast
LEVEL: 34                             EXP: 620
HP: 1000                             GIL: 333
MP: 100                              SPEED: 35
ATTACK: 42                           MAGIC POWER: 0
ATT. MULT: 6                         MAGIC MULT: 4
EVADE%: 10                           MAGIC EVADE%: 0
DEFENSE: 0                            MAGIC DEFENSE: 5
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: None
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: None
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: 1.5 * Damage
SPELLS: Cure2
CONTROL: Fight, Cure3, Heal, Dispel
BLUE MAGIC: None
CATCH: Cure3
DROP (ALWAYS): Nothing                STEAL (COMMON): Nothing
DROP (RARE): Elixir                   STEAL (RARE): Hi-Potion
AI SCRIPT:
{Fight,Fight,Specialty}
Change Target:All Enemies, Not self
Cure2

NAME: Land Turtle
LEVEL: 34                             EXP: 790
HP: 1300                             GIL: 336
MP: 0                                SPEED: 25
ATTACK: 42                           MAGIC POWER: 0
ATT. MULT: 9                         MAGIC MULT: 4
EVADE%: 0                            MAGIC EVADE%: 0
DEFENSE: 30                           MAGIC DEFENSE: 15
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: None
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Ice
CREATURE TYPE: None
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: 1.5 * Damage
SPELLS:
CONTROL: Fight, Specialty
BLUE MAGIC: None
CATCH: Strong Fight
DROP (ALWAYS): Turtle Shell           STEAL (COMMON): Potion
DROP (RARE): Nothing                  STEAL (RARE): Nothing
AI SCRIPT:
{Fight,Fight,Specialty}

NAME: Bold Mani
LEVEL: 35                             EXP: 660
HP: 1300                             GIL: 339
MP: 0                                SPEED: 30
ATTACK: 43                           MAGIC POWER: 0
ATT. MULT: 6                         MAGIC MULT: 4
EVADE%: 10                           MAGIC EVADE%: 0
DEFENSE: 0                            MAGIC DEFENSE: 5
ELEMENTAL IMMUNITY: None
```

```
STATUS IMMUNITY: Stone, Toad, Mini
ELEMENTAL ABSORB: Lightning
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Creature
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: 1.5 * Damage
SPELLS:
CONTROL: Fight, Vampire
BLUE MAGIC: Vampire
CATCH: L3 Flare
DROP (ALWAYS): Nothing          STEAL (COMMON): Nothing
DROP (RARE): Revivify           STEAL (RARE): Hi-Potion
AI SCRIPT:
{Fight,Fight,Nothing}
{Fight,Specialty,Nothing}


NAME: MiniMage
LEVEL: 11                       EXP: 600
HP: 1100                        GIL: 345
MP: 10                          SPEED: 30
ATTACK: 30                      MAGIC POWER: 1
ATT. MULT: 8                    MAGIC MULT: 4
EVADE%: 0                       MAGIC EVADE%: 0
DEFENSE: 5                      MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Mini
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Human
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: 1.5 * Damage
SPELLS: Psych, TinySong
CONTROL: Fight, Reset, Old, Void
BLUE MAGIC: TinySong
CATCH: Fire3
DROP (ALWAYS): Nothing          STEAL (COMMON): Nothing
DROP (RARE): Tricorn            STEAL (RARE): Tricorn
AI SCRIPT:
{Psych,Nothing,Nothing}
{Psych,TinySong,Nothing}
TinySong


NAME: GajraGajri
LEVEL: 34                       EXP: 750
HP: 75                          GIL: 348
MP: 100                         SPEED: 25
ATTACK: 45                      MAGIC POWER: 0
ATT. MULT: 7                    MAGIC MULT: 4
EVADE%: 50                      MAGIC EVADE%: 0
DEFENSE: 20                     MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Dead, Stone, Toad, Mini, Poison, Aging, Sleep, Paralyze,
Berserk, Mute, Stop
ELEMENTAL ABSORB: Water, Earth, Holy, Poison, Lightning, Ice, Fire
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: None
IMMUNITY: None
INITIAL STATUS: (Always) Float
SPECIALTY: Spirit Power
SPECIALTY EFFECT: 1.5 * Damage
SPELLS: Rainbow Wind
CONTROL: Fight, Rainbow Wind, Aero 2
BLUE MAGIC: Aero 2
```

```
CATCH: Rainbow Wind
DROP (ALWAYS): Nothing              STEAL (COMMON): Eyedrop
DROP (RARE): Ether                  STEAL (RARE): Nothing
AI SCRIPT:
{Fight,Fight,Specialty}
{Rainbow Wind,Fight,Fight}


NAME: Mammon
LEVEL: 35                           EXP: 700
HP: 1700                            GIL: 351
MP: 100                             SPEED: 30
ATTACK: 46                          MAGIC POWER: 0
ATT. MULT: 9                        MAGIC MULT: 4
EVADE%: 0                           MAGIC EVADE%: 0
DEFENSE: 5                          MAGIC DEFENSE: 5
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Dead
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Fire
CREATURE TYPE: None
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: 1.5 * Damage
SPELLS: Bersk
CONTROL: Fight, Bersk
BLUE MAGIC: None
CATCH: Bersk
DROP (ALWAYS): Nothing              STEAL (COMMON): Nothing
DROP (RARE): Hi-Potion              STEAL (RARE): Hi-Potion
AI SCRIPT:
{Fight,Fight,Specialty}
Change Target:Single Enemy, Not self
Bersk


NAME: Imp
LEVEL: 36                           EXP: 840
HP: 2000                            GIL: 354
MP: 200                             SPEED: 30
ATTACK: 90                          MAGIC POWER: 0
ATT. MULT: 1                        MAGIC MULT: 4
EVADE%: 30                          MAGIC EVADE%: 0
DEFENSE: 5                          MAGIC DEFENSE: 5
ELEMENTAL IMMUNITY: Holy
STATUS IMMUNITY: Dead, Stone, Poison
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Creature
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Slip
ENEMY SPECIALTY EFFECT
HP Leak
SPELLS: Charm
CONTROL: Fight, Charm, Allure
BLUE MAGIC: None
CATCH: Charm
DROP (ALWAYS): Nothing              STEAL (COMMON): Potion
DROP (RARE): Diamond Ring           STEAL (RARE): Nothing
AI SCRIPT:
{Charm,Fight,Specialty}


NAME: Wyrm
LEVEL: 36                           EXP: 2200
HP: 2700                            GIL: 357
MP: 100                             SPEED: 35
ATTACK: 55                          MAGIC POWER: 0
ATT. MULT: 9                        MAGIC MULT: 4
```

```
EVADE%: 20                              MAGIC EVADE%: 0
DEFENSE: 20                             MAGIC DEFENSE: 5
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Toad, Mini, Sleep, Paralyze
ELEMENTAL ABSORB: None
CAN'T EVADE: Aerial
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Dragon, Creature
IMMUNITY: None
INITIAL STATUS: (Always) Float
SPECIALTY: Tail
SPECIALTY EFFECT: 1.5 * Damage
SPELLS: Breath Wing
CONTROL: Fight, Breath Wing, Flame
BLUE MAGIC: None
CATCH: Breath Wing
DROP (ALWAYS): Nothing                  STEAL (COMMON): Antidote
DROP (RARE): Dragon Fang                STEAL (RARE): Nothing
AI SCRIPT:
{Fight,Fight,Nothing}
{Fight,Breath Wing,Specialty}


NAME: Blind Wolf
LEVEL: 33                               EXP: 500
HP: 900                                 GIL: 363
MP: 0                                   SPEED: 25
ATTACK: 54                              MAGIC POWER: 0
ATT. MULT: 8                            MAGIC MULT: 4
EVADE%: 20                              MAGIC EVADE%: 30
DEFENSE: 5                              MAGIC DEFENSE: 5
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: None
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Fire
CREATURE TYPE: Creature
IMMUNITY: None
INITIAL STATUS: (Always) Darkness
SPECIALTY: Fang
SPECIALTY EFFECT: Adds Blind
SPELLS:
CONTROL: Fight, Specialty
BLUE MAGIC: None
CATCH: Strong Fight
DROP (ALWAYS): Nothing                  STEAL (COMMON): Nothing
DROP (RARE): Eyedrop                    STEAL (RARE): Eyedrop
AI SCRIPT:
{Fight,Fight,Specialty}


NAME: Arage
LEVEL: 34                               EXP: 750
HP: 1050                                GIL: 366
MP: 100                                 SPEED: 30
ATTACK: 49                              MAGIC POWER: 0
ATT. MULT: 6                            MAGIC MULT: 4
EVADE%: 10                              MAGIC EVADE%: 0
DEFENSE: 5                              MAGIC DEFENSE: 5
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: None
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Creature
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: 1.5 * Damage
SPELLS: Life2
CONTROL: Fight, WhiteWind, Medicine, Life2
BLUE MAGIC: WhiteWind
```

```
CATCH: WhiteWind
DROP (ALWAYS): Nothing                STEAL (COMMON): Potion
DROP (RARE): Phoenix Down             STEAL (RARE): Hi-Potion
AI SCRIPT:
{Fight,Fight,Specialty}
React:Death{
     Change Target:Single Enemy
     Life2
     }

NAME: Wall Mage
LEVEL: 36                             EXP: 900
HP: 1300                             GIL: 369
MP: 100                             SPEED: 28
ATTACK: 52                           MAGIC POWER: 0
ATT. MULT: 4                         MAGIC MULT: 4
EVADE%: 0                            MAGIC EVADE%: 0
DEFENSE: 5                           MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: None
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Human
IMMUNITY: None
INITIAL STATUS: (Always) Wall
SPECIALTY: Critical
SPECIALTY EFFECT: 1.5 * Damage
SPELLS: Fire2, Bolt, Ice 2, Fire, Bolt2, Ice
CONTROL: Fight, Bolt3, Wall, Slow2
BLUE MAGIC: None
CATCH: Bolt3
DROP (ALWAYS): Nothing                STEAL (COMMON): Nothing
DROP (RARE): Ether                    STEAL (RARE): Wall Ring
AI SCRIPT:
Change Target:Single Enemy with Wall
{Fire2,Bolt,Nothing}
Change Target:Single Enemy with Wall
{Ice 2,Fire,Nothing}
Change Target:Single Enemy with Wall
{Bolt2,Ice,Nothing}

NAME: Magic Drgn
LEVEL: 36                             EXP: 1200
HP: 2900                             GIL: 372
MP: 300                             SPEED: 27
ATTACK: 58                           MAGIC POWER: 0
ATT. MULT: 8                         MAGIC MULT: 4
EVADE%: 0                            MAGIC EVADE%: 0
DEFENSE: 10                          MAGIC DEFENSE: 5
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Toad, Mini
ELEMENTAL ABSORB: None
CAN'T EVADE: Aerial
ELEMENTAL WEAKNESS: Air, Poison
CREATURE TYPE: Dragon, Creature
IMMUNITY: None
INITIAL STATUS: (Always) Float
SPECIALTY: Critical
SPECIALTY EFFECT: 1.5 * Damage
SPELLS: Aero 3, GuardOff, L2 Old
CONTROL: Fight, L2 Old, Ice 3, Bio
BLUE MAGIC: Aero 3, GuardOff, L2 Old
CATCH: Flame
DROP (ALWAYS): Nothing                STEAL (COMMON): Potion
DROP (RARE): Elixir                   STEAL (RARE): Hi-Potion
AI SCRIPT:
Fight
{Aero 3,Fight,Specialty}
Fight
```

```
{GuardOff,L2 Old,Nothing}


NAME: DarkWizard
LEVEL: 36                                  EXP: 950
HP: 1999                                   GIL: 375
MP: 500                                    SPEED: 30
ATTACK: 50                                 MAGIC POWER: 30
ATT. MULT: 1                               MAGIC MULT: 8
EVADE%: 0                                  MAGIC EVADE%: 0
DEFENSE: 10                                MAGIC DEFENSE: 5
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Toad, Poison, Paralyze
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Holy
CREATURE TYPE: Human, Heavy
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: 1.5 * Damage
SPELLS: Charm, Drain, Stop, Slow2, Doom, XZone, Break
CONTROL: Fight, Doom, Break, XZone
BLUE MAGIC: None
CATCH: XZone
DROP (ALWAYS): Nothing              STEAL (COMMON): Venom Rod
DROP (RARE): Power Staff            STEAL (RARE): Staff of Judgement
AI SCRIPT:
Condition:Alone{
    {Doom,Break,Nothing}
    {Break,XZone,Nothing}
    }
{Charm,Drain,Nothing}
{Charm,Stop,Nothing}
{Drain,Slow2,Nothing}


NAME: AdamaGolem
LEVEL: 37                                  EXP: 1100
HP: 3650                                   GIL: 378
MP: 0                                      SPEED: 35
ATTACK: 62                                 MAGIC POWER: 0
ATT. MULT: 9                               MAGIC MULT: 4
EVADE%: 0                                  MAGIC EVADE%: 0
DEFENSE: 10                                MAGIC DEFENSE: 5
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Stone, Toad, Mini, Poison, Sleep, Paralyze, Stop
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Lightning
CREATURE TYPE: None
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Tackle
SPECIALTY EFFECT: 1.5 * Damage
SPELLS:
CONTROL: Fight, Fight, Fight, Strong Fight
BLUE MAGIC: None
CATCH: Strong Fight
DROP (ALWAYS): Nothing              STEAL (COMMON): Potion
DROP (RARE): Hi-Potion              STEAL (RARE): Hi-Potion
AI SCRIPT:
{Fight,Fight,Specialty}
React:Item:Soft{
    Change Target:Self
    Darkness
    }

NAME: Imp (ExDeath Castle)
LEVEL: 52                                  EXP: 0
HP: 1000                                   GIL: 0
MP: 500                                    SPEED: 40
```

```
ATTACK: 65                              MAGIC POWER: 0
ATT. MULT: 0                            MAGIC MULT: 4
EVADE%: 0                               MAGIC EVADE%: 0
DEFENSE: 0                              MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: None
ELEMENTAL ABSORB: Earth
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Human, Creature
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS: Charm
CONTROL: Fight, Charm
BLUE MAGIC: None
CATCH: Charm
DROP (ALWAYS): Nothing                  STEAL (COMMON): Potion
DROP (RARE): Hi-Potion                  STEAL (RARE): Hi-Potion
AI SCRIPT:
{Charm,Fight,Specialty}

NAME: Owazoral (ExDeath Castle)
LEVEL: 53                               EXP: 0
HP: 1000                                GIL: 0
MP: 500                                 SPEED: 40
ATTACK: 60                              MAGIC POWER: 0
ATT. MULT: 0                            MAGIC MULT: 4
EVADE%: 0                               MAGIC EVADE%: 0
DEFENSE: 0                              MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: None
ELEMENTAL ABSORB: Earth
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Human, Creature
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS: Charm
CONTROL: Fight, Hammer, Charm
BLUE MAGIC: Hammer
CATCH: Blaster
DROP (ALWAYS): Nothing                  STEAL (COMMON): Potion
DROP (RARE): Ether                      STEAL (RARE): Hi-Potion
AI SCRIPT:
Nothing
Change Target:Whole party
Charm
React:HP Damage{
     Charm
     }

NAME: Garkimasra (ExDeath Castle)
LEVEL: 54                               EXP: 0
HP: 666                                 GIL: 1
MP: 5000                                SPEED: 40
ATTACK: 60                              MAGIC POWER: 60
ATT. MULT: 10                           MAGIC MULT: 16
EVADE%: 50                              MAGIC EVADE%: 50
DEFENSE: 65                             MAGIC DEFENSE: 60
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: None
ELEMENTAL ABSORB: Earth, Holy
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Human, Creature
IMMUNITY: None
```

```
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS: MoonFlut
CONTROL: Fight, Charm, Drain
BLUE MAGIC: MoonFlut
CATCH: Old
DROP (ALWAYS): Nothing              STEAL (COMMON): Potion
DROP (RARE): Elixir                 STEAL (RARE): Hi-Potion
AI SCRIPT:
{Fight,Fight,Specialty}
React:HP Damage{
     Change Target:Whole party
     MoonFlut
     }


NAME: BandelKuar
LEVEL: 37                           EXP: 1150
HP: 2600                            GIL: 381
MP: 100                            SPEED: 35
ATTACK: 59                         MAGIC POWER: 0
ATT. MULT: 8                       MAGIC MULT: 4
EVADE%: 0                          MAGIC EVADE%: 0
DEFENSE: 5                         MAGIC DEFENSE: 5
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Mini
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Fire
CREATURE TYPE: Creature
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: 1.5 * Damage
SPELLS: Blaster
CONTROL: Fight, Blaster
BLUE MAGIC: None
CATCH: Blaster
DROP (ALWAYS): Nothing              STEAL (COMMON): Nothing
DROP (RARE): Phoenix Down           STEAL (RARE): Phoenix Down
AI SCRIPT:
Condition:Alone{
     {Blaster,Fight,Fight}
     }
Fight
{Fight,Specialty,Fight}
Fight
{Blaster,Specialty,Fight}


NAME: Motordrive
LEVEL: 38                           EXP: 1300
HP: 3300                            GIL: 384
MP: 0                              SPEED: 32
ATTACK: 63                         MAGIC POWER: 0
ATT. MULT: 9                       MAGIC MULT: 4
EVADE%: 20                         MAGIC EVADE%: 50
DEFENSE: 15                        MAGIC DEFENSE: 15
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Poison
ELEMENTAL ABSORB: None
CAN'T EVADE: Aerial
ELEMENTAL WEAKNESS: Lightning, Ice, Fire
CREATURE TYPE: Human
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Counter
SPECIALTY EFFECT: 100% Hit + Pierce Defense, HP Leak
SPELLS:
CONTROL: Fight, Strange Dance
BLUE MAGIC: None
```

```
CATCH: Strong Fight
DROP (ALWAYS): Nothing              STEAL (COMMON): Potion
DROP (RARE): Hero Drink             STEAL (RARE): Beastkiller
AI SCRIPT:
{Fight,Fight,Nothing}
React:Fight{
    {Specialty,Nothing,Nothing}
    }

NAME: BlueDragon
LEVEL: 38                           EXP: 2500
HP: 6900                            GIL: 500
MP: 1000                            SPEED: 35
ATTACK: 64                          MAGIC POWER: 0
ATT. MULT: 9                        MAGIC MULT: 4
EVADE%: 20                          MAGIC EVADE%: 30
DEFENSE: 10                         MAGIC DEFENSE: 5
ELEMENTAL IMMUNITY: Earth
STATUS IMMUNITY: Toad, Mini, Sleep, Paralyze, Charm
ELEMENTAL ABSORB: Ice
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Dragon
IMMUNITY: Control
INITIAL STATUS: (Always) Float
SPECIALTY: Critical
SPECIALTY EFFECT: 1.5 * Damage
SPELLS: Blaze, Snowstorm
CONTROL: Can't
BLUE MAGIC: None
CATCH: Snowstorm
DROP (ALWAYS): Nothing              STEAL (COMMON): Dragon Fang
DROP (RARE): Dragon Fang            STEAL (RARE): Cabin
AI SCRIPT:
Condition:Alone{
    {Fight,Snowstorm,Snowstorm}
    {Fight,Snowstorm,Fight}
    }
{Fight,Blaze,Specialty}
{Fight,Snowstorm,Specialty}

NAME: Red Dragon
LEVEL: 30                           EXP: 3000
HP: 7500                            GIL: 500
MP: 1000                            SPEED: 34
ATTACK: 65                          MAGIC POWER: 50
ATT. MULT: 9                        MAGIC MULT: 9
EVADE%: 0                           MAGIC EVADE%: 5
DEFENSE: 12                         MAGIC DEFENSE: 8
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Stone, Toad, Mini, Sleep, Paralyze, Charm
ELEMENTAL ABSORB: Fire
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Water, Earth, Ice
CREATURE TYPE: Heavy, Dragon, Undead
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: 1.5 * Damage
SPELLS: Atomic Ray
CONTROL: Fight, Atomic Ray, Flame, L3 Flare
BLUE MAGIC: L3 Flare
CATCH: Atomic Ray
DROP (ALWAYS): Nothing              STEAL (COMMON): Hi-Potion
DROP (RARE): Elixir                 STEAL (RARE): Flame Ring
AI SCRIPT:
{Fight,Atomic Ray,Specialty}
{Fight,Atomic Ray,Fight}
{Fight,Fight,Specialty}
```

```
NAME: Yellow Drgn
LEVEL: 38                           EXP: 2600
HP: 8500                            GIL: 500
MP: 1000                            SPEED: 35
ATTACK: 65                          MAGIC POWER: 0
ATT. MULT: 9                        MAGIC MULT: 4
EVADE%: 0                           MAGIC EVADE%: 10
DEFENSE: 10                         MAGIC DEFENSE: 5
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Stone, Toad, Mini, Poison, Sleep, Paralyze, Charm
ELEMENTAL ABSORB: Lightning
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Dragon
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: 1.5 * Damage
SPELLS: Thunder
CONTROL: Fight, Thunder, Hurricane, Quake
BLUE MAGIC: None
CATCH: Thunder
DROP (ALWAYS): Nothing              STEAL (COMMON): Thunder Rod
DROP (RARE): Coral Ring            STEAL (RARE): Ether
AI SCRIPT:
{Fight,Thunder,Specialty}


NAME: Sleepy
LEVEL: 36                           EXP: 700
HP: 1600                            GIL: 396
MP: 100                            SPEED: 30
ATTACK: 50                          MAGIC POWER: 0
ATT. MULT: 4                        MAGIC MULT: 4
EVADE%: 10                          MAGIC EVADE%: 0
DEFENSE: 5                          MAGIC DEFENSE: 5
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: None
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: None
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: 1.5 * Damage
SPELLS: Sleep
CONTROL: Fight, Sleep
BLUE MAGIC: None
CATCH: Sleep
DROP (ALWAYS): Nothing              STEAL (COMMON): Healing Staff
DROP (RARE): Leather Helmet        STEAL (RARE): Hi-Potion
AI SCRIPT:
Condition:Alone{
    {Fight,Fight,Specialty}
    }
{Sleep,Sleep,Fight}


NAME: Treeman
LEVEL: 37                           EXP: 825
HP: 2200                            GIL: 399
MP: 100                            SPEED: 35
ATTACK: 52                          MAGIC POWER: 0
ATT. MULT: 7                        MAGIC MULT: 4
EVADE%: 0                           MAGIC EVADE%: 10
DEFENSE: 5                          MAGIC DEFENSE: 5
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: None
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Fire
```

```
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Human
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: 1.5 * Damage
SPELLS: Bersk
CONTROL: Fight, Specialty, Bersk
BLUE MAGIC: None
CATCH: Strong Fight
DROP (ALWAYS): Nothing            STEAL (COMMON): Power Drink
DROP (RARE): Speed Drink          STEAL (RARE): Protect Drink
AI SCRIPT:
{Bersk,Fight,Specialty}


NAME: Hedgehog
LEVEL: 37                         EXP: 850
HP: 1000                          GIL: 402
MP: 0                             SPEED: 28
ATTACK: 54                        MAGIC POWER: 0
ATT. MULT: 6                      MAGIC MULT: 4
EVADE%: 0                         MAGIC EVADE%: 0
DEFENSE: 25                       MAGIC DEFENSE: 5
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Mini
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Creature
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Needle
SPECIALTY EFFECT: 1.5 * Damage
SPELLS: Needle
CONTROL: Fight, Needle, Blowfish
BLUE MAGIC: Blowfish
CATCH: Blowfish
DROP (ALWAYS): Nothing            STEAL (COMMON): Soft
DROP (RARE): Soft                 STEAL (RARE): Nothing
AI SCRIPT:
Fight
React:Fight{
    Needle
    }


NAME: Python
LEVEL: 39                         EXP: 680
HP: 1800                          GIL: 405
MP: 0                             SPEED: 24
ATTACK: 49                        MAGIC POWER: 0
ATT. MULT: 6                      MAGIC MULT: 4
EVADE%: 0                         MAGIC EVADE%: 0
DEFENSE: 5                        MAGIC DEFENSE: 5
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Mini
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Ice
CREATURE TYPE: None
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Pierce
SPECIALTY EFFECT: 1.5 * Damage
SPELLS: Entangle, Vampire
CONTROL: Fight, Specialty, Entangle
BLUE MAGIC: Vampire
CATCH: Entangle
DROP (ALWAYS): Nothing            STEAL (COMMON): Antidote
DROP (RARE): Eyedrop              STEAL (RARE): Nothing
AI SCRIPT:
{Fight,Fight,Nothing}
```

```
(Fight,Fight,Nothing)
React:Fight{
    {Entangle,Vampire,Nothing}
    }
```

```
NAME: Shadow
LEVEL: 40                              EXP: 880
HP: 1000                               GIL: 408
MP: 0                                  SPEED: 26
ATTACK: 57                             MAGIC POWER: 0
ATT. MULT: 7                           MAGIC MULT: 4
EVADE%: 30                             MAGIC EVADE%: 0
DEFENSE: 25                            MAGIC DEFENSE: 5
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Toad, Mini
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: None
IMMUNITY: None
INITIAL STATUS: (Always) Float
SPECIALTY: Critical
SPECIALTY EFFECT: 1.5 * Damage
SPELLS:
CONTROL: Fight, Vampire, DrkShock, GuardOff
BLUE MAGIC: Vampire, DrkShock, GuardOff
CATCH: Vampire
DROP (ALWAYS): Nothing              STEAL (COMMON): Nothing
DROP (RARE): Revivify               STEAL (RARE): Hi-Potion
AI SCRIPT:
{Fight,Fight,Nothing}
{Fight,Fight,Specialty}
```

```
NAME: Elm Gigas
LEVEL: 39                              EXP: 810
HP: 4170                               GIL: 411
MP: 5000                               SPEED: 37
ATTACK: 62                             MAGIC POWER: 30
ATT. MULT: 10                          MAGIC MULT: 8
EVADE%: 20                             MAGIC EVADE%: 20
DEFENSE: 5                             MAGIC DEFENSE: 30
ELEMENTAL IMMUNITY: Earth
STATUS IMMUNITY: Toad, Mini, Poison, Zombie
ELEMENTAL ABSORB: Air
CAN'T EVADE: Aerial
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Human
IMMUNITY: None
INITIAL STATUS: Float, Sleep
SPECIALTY: Left Straight
SPECIALTY EFFECT: 1.5 * Damage
SPELLS: Aero 3
CONTROL: Fight, Specialty, Hurricane, Aero 3
BLUE MAGIC: Aero 3
CATCH: Hurricane
DROP (ALWAYS): Nothing              STEAL (COMMON): Nothing
DROP (RARE): Giant Drink            STEAL (RARE): Hero Drink
AI SCRIPT:
{Aero 3,Fight,Specialty}
```

```
NAME: Pao
LEVEL: 27                              EXP: 0
HP: 500                                GIL: 0
MP: 0                                  SPEED: 20
ATTACK: 40                             MAGIC POWER: 0
ATT. MULT: 9                           MAGIC MULT: 4
EVADE%: 0                              MAGIC EVADE%: 0
DEFENSE: 0                             MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: None
ELEMENTAL ABSORB: None
```

CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: None
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: 1.5 * Damage
SPELLS:
CONTROL: Fight, Escape
BLUE MAGIC: None
CATCH: Medicine
DROP (ALWAYS): Tent   STEAL (COMMON): Potion
DROP (RARE): Nothing   STEAL (RARE): Hi-Potion
AI SCRIPT:
Fight

NAME: Radiator
LEVEL: 40   EXP: 800
HP: 900   GIL: 417
MP: 1000   SPEED: 5
ATTACK: 47   MAGIC POWER: 0
ATT. MULT: 8   MAGIC MULT: 4
EVADE%: 0   MAGIC EVADE%: 0
DEFENSE: 30   MAGIC DEFENSE: 20
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Toad, Mini
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Fire
CREATURE TYPE: None
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: 1.5 * Damage
SPELLS: Vampire
CONTROL: Fight, Mucus, Vampire
BLUE MAGIC: Vampire
CATCH: Vampire
DROP (ALWAYS): Nothing   STEAL (COMMON): Nothing
DROP (RARE): Potion   STEAL (RARE): Potion
AI SCRIPT:
Nothing
{Fight,Fight,Specialty}
React:HP Damage{
    {Vampire,Nothing,Nothing}
    }

NAME: Metamorpha
LEVEL: 43   EXP: 20
HP: 7000   GIL: 777
MP: 10000   SPEED: 33
ATTACK: 40   MAGIC POWER: 10
ATT. MULT: 10   MAGIC MULT: 5
EVADE%: 0   MAGIC EVADE%: 0
DEFENSE: 10   MAGIC DEFENSE: 5
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Dead, Stone, Toad, Poison, Aging, Mute
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Water, Air
CREATURE TYPE: Human, Heavy
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: 1.5 * Damage
SPELLS:
CONTROL: Fight, Old, Ice 3, Shell
BLUE MAGIC: None
CATCH: Old
DROP (ALWAYS): Nothing   STEAL (COMMON): Staff

```
DROP (RARE): Light Staff            STEAL (RARE): Hi-Potion
AI SCRIPT:
Nothing
Display Text: Metamorpha:  Change!!
Unhide Monster: Metamorpha (Random shape?)


NAME: Shiva (Metamorpha)
LEVEL: 51                            EXP: 0
HP: 7000                             GIL: 0
MP: 10000                            SPEED: 25
ATTACK: 0                            MAGIC POWER: 50
ATT. MULT: 0                         MAGIC MULT: 14
EVADE%: 0                            MAGIC EVADE%: 0
DEFENSE: 0                           MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: None
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: None
IMMUNITY: HP Scan, Control, Catch
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS: Ice 2
CONTROL: Can't
BLUE MAGIC: None
CATCH: Can't
DROP (ALWAYS): Nothing               STEAL (COMMON): Potion
DROP (RARE): Water Scroll            STEAL (RARE): Nothing
AI SCRIPT:
No Interrupt{
    Change Target:Whole party
    Ice 2
    Display Text:  'Change back!!
    Unhide Monster: Metamorpha
    }


NAME: Ifrit (Metamorpha)
LEVEL: 1                             EXP: 0
HP: 7000                             GIL: 0
MP: 10000                            SPEED: 25
ATTACK: 0                            MAGIC POWER: 0
ATT. MULT: 0                         MAGIC MULT: 4
EVADE%: 0                            MAGIC EVADE%: 0
DEFENSE: 0                           MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: None
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: None
IMMUNITY: HP Scan, Control, Catch
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS: Flame
CONTROL: Can't
BLUE MAGIC: None
CATCH: Can't
DROP (ALWAYS): Nothing               STEAL (COMMON): Potion
DROP (RARE): Flame Scroll            STEAL (RARE): Nothing
AI SCRIPT:
No Interrupt{
    Flame
    Display Text:  'Change back!!
    Unhide Monster: Metamorpha
    }


NAME: Ramuh (Metamorpha)
```

```
LEVEL: 1                                EXP: 0
HP: 7000                                GIL: 0
MP: 10000                               SPEED: 25
ATTACK: 0                               MAGIC POWER: 0
ATT. MULT: 0                            MAGIC MULT: 4
EVADE%: 0                               MAGIC EVADE%: 0
DEFENSE: 0                              MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: None
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: None
IMMUNITY: HP Scan, Control, Catch
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS: Thunder
CONTROL: Can't
BLUE MAGIC: None
CATCH: Can't
DROP (ALWAYS): Nothing               STEAL (COMMON): Potion
DROP (RARE): Thunder Scroll          STEAL (RARE): Nothing
AI SCRIPT:
No Interrupt{
     Thunder
     Display Text:   'Change back!!
     Unhide Monster: Metamorpha
     }


NAME: Gala Cat (Metamorpha)
LEVEL: 47                               EXP: 0
HP: 7000                                GIL: 0
MP: 10000                               SPEED: 25
ATTACK: 55                              MAGIC POWER: 0
ATT. MULT: 8                            MAGIC MULT: 4
EVADE%: 0                               MAGIC EVADE%: 0
DEFENSE: 0                              MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: None
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: None
IMMUNITY: HP Scan, Control, Catch
INITIAL STATUS: None
SPECIALTY: Cat Kick
SPECIALTY EFFECT: 100% Hit + Pierce Defense
SPELLS:
CONTROL: Can't
BLUE MAGIC: None
CATCH: Can't
DROP (ALWAYS): Nothing               STEAL (COMMON): Potion
DROP (RARE): Ether                   STEAL (RARE): Nothing
AI SCRIPT:
No Interrupt{
     Specialty
     Display Text:   'Change back!!
     Unhide Monster: Metamorpha
     }


NAME: Wyvern (Metamorpha)
LEVEL: 47                               EXP: 0
HP: 7000                                GIL: 0
MP: 10000                               SPEED: 25
ATTACK: 40                              MAGIC POWER: 0
ATT. MULT: 10                           MAGIC MULT: 4
EVADE%: 0                               MAGIC EVADE%: 0
DEFENSE: 0                              MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: None
```

```
STATUS IMMUNITY: None
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: None
IMMUNITY: HP Scan, Control, Catch
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS: Breath Wing
CONTROL: Can't
BLUE MAGIC: None
CATCH: Can't
DROP (ALWAYS): Nothing              STEAL (COMMON): Potion
DROP (RARE): Hi-Potion              STEAL (RARE): Nothing
AI SCRIPT:
No Interrupt{
     Breath Wing
     Display Text:  'Change back!!
     Unhide Monster: Metamorpha
     }

NAME: Elf Toad (Metamorpha)
LEVEL: 47                           EXP: 0
HP: 7000                            GIL: 0
MP: 10000                           SPEED: 25
ATTACK: 40                          MAGIC POWER: 0
ATT. MULT: 10                       MAGIC MULT: 4
EVADE%: 0                           MAGIC EVADE%: 0
DEFENSE: 0                          MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: None
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: None
IMMUNITY: HP Scan, Control, Catch
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS: FrogSong
CONTROL: Can't
BLUE MAGIC: FrogSong
CATCH: Can't
DROP (ALWAYS): Nothing              STEAL (COMMON): Potion
DROP (RARE): Maiden's Kiss          STEAL (RARE): Nothing
AI SCRIPT:
No Interrupt{
     FrogSong
     Display Text:  'Change back!!
     Unhide Monster: Metamorpha
     }

NAME: Crew Dust (Metamorpha)
LEVEL: 47                           EXP: 0
HP: 7000                            GIL: 0
MP: 10000                           SPEED: 25
ATTACK: 40                          MAGIC POWER: 0
ATT. MULT: 10                       MAGIC MULT: 4
EVADE%: 0                           MAGIC EVADE%: 0
DEFENSE: 0                          MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: None
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: None
IMMUNITY: HP Scan, Control, Catch
INITIAL STATUS: None
SPECIALTY: Critical
```

```
SPECIALTY EFFECT: None
SPELLS: Flash
CONTROL: Can't
BLUE MAGIC: Flash
CATCH: Can't
DROP (ALWAYS): Nothing              STEAL (COMMON): Potion
DROP (RARE): Eyedrop                STEAL (RARE): Nothing
AI SCRIPT:
No Interrupt{
    Flash
    Display Text:  'Change back!!
    Unhide Monster: Metamorpha
    }


NAME: Whirl Demon (Metamorpha)
LEVEL: 47                            EXP: 0
HP: 7000                            GIL: 0
MP: 10000                          SPEED: 25
ATTACK: 40                          MAGIC POWER: 0
ATT. MULT: 10                       MAGIC MULT: 4
EVADE%: 0                           MAGIC EVADE%: 0
DEFENSE: 0                          MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: None
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: None
IMMUNITY: HP Scan, Control, Catch
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS: Aero 3
CONTROL: Can't
BLUE MAGIC: Aero 3
CATCH: Can't
DROP (ALWAYS): Nothing              STEAL (COMMON): Potion
DROP (RARE): Elixir                 STEAL (RARE): Nothing
AI SCRIPT:
No Interrupt{
    Aero 3
    Display Text:  'Change back!!
    Unhide Monster: Metamorpha
    }


NAME: ZombieDrgn (Metamorpha)
LEVEL: 47                            EXP: 0
HP: 7000                            GIL: 0
MP: 10000                          SPEED: 25
ATTACK: 50                          MAGIC POWER: 0
ATT. MULT: 10                       MAGIC MULT: 4
EVADE%: 0                           MAGIC EVADE%: 0
DEFENSE: 0                          MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: None
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: None
IMMUNITY: HP Scan, Control, Catch
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS: Zombie Breath
CONTROL: Can't
BLUE MAGIC: None
CATCH: Can't
DROP (ALWAYS): Nothing              STEAL (COMMON): Potion
DROP (RARE): Dragon Fang            STEAL (RARE): Nothing
AI SCRIPT:
```

```
No Interrupt{
    Zombie Breath
    Display Text:   'Change back!!
    Unhide Monster: Metamorpha
    }
```

```
NAME: Desertpede
LEVEL: 40                               EXP: 900
HP: 2150                                GIL: 426
MP: 0                                   SPEED: 22
ATTACK: 59                              MAGIC POWER: 250
ATT. MULT: 6                            MAGIC MULT: 43
EVADE%: 0                               MAGIC EVADE%: 10
DEFENSE: 10                             MAGIC DEFENSE: 5
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Mini
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Ice
CREATURE TYPE: Desert
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Tail
ENEMY SPECIALTY EFFECT
HP Leak
SPELLS:
CONTROL: Fight, Quicksand
BLUE MAGIC: None
CATCH: Quicksand
DROP (ALWAYS): Nothing              STEAL (COMMON): Potion
DROP (RARE): Dark Matter            STEAL (RARE): Antidote
AI SCRIPT:
{Fight,Fight,Nothing}
{Fight,Specialty,Nothing}
```

```
NAME: Barette
LEVEL: 41                               EXP: 1050
HP: 1000                                GIL: 429
MP: 0                                   SPEED: 21
ATTACK: 61                              MAGIC POWER: 0
ATT. MULT: 10                           MAGIC MULT: 4
EVADE%: 0                               MAGIC EVADE%: 10
DEFENSE: 55                             MAGIC DEFENSE: 20
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Mini
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Ice
CREATURE TYPE: Desert
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Body Blow
SPECIALTY EFFECT: 100% Hit + Pierce Defense, Adds Paralyze
SPELLS:
CONTROL: Fight, Specialty
BLUE MAGIC: None
CATCH: Strong Fight
DROP (ALWAYS): Nothing              STEAL (COMMON): Potion
DROP (RARE): Hi-Potion              STEAL (RARE): Nothing
AI SCRIPT:
{Fight,Specialty,Nothing}
{Fight,Fight,Specialty}
```

```
NAME: Sekmet
LEVEL: 41                               EXP: 3
HP: 6000                                GIL: 10
MP: 0                                   SPEED: 43
ATTACK: 70                              MAGIC POWER: 0
ATT. MULT: 11                           MAGIC MULT: 4
EVADE%: 0                               MAGIC EVADE%: 20
```

DEFENSE: 10   MAGIC DEFENSE: 5
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Dead, Stone, Toad, Mini, Poison, Sleep
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Human, Heavy, Creature
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Swing
SPECIALTY EFFECT: Adds Blind
SPELLS:
CONTROL: Fight, Specialty
BLUE MAGIC: None
CATCH: Strong Fight
DROP (ALWAYS): Nothing   STEAL (COMMON): Hi-Potion
DROP (RARE): Crystal Armor   STEAL (RARE): Thief Glove
AI SCRIPT:
{Fight,Fight,Specialty}
No Interrupt{
    Specialty
    Specialty
    }
React:Death{
    Display Text: Sekmet: Even if you defeat me...
    Display Text: 'My brother at the tower... Ugh!
    Nothing
    }

NAME: BlandLamia
LEVEL: 40   EXP: 700
HP: 2100   GIL: 435
MP: 600   SPEED: 27
ATTACK: 54   MAGIC POWER: 0
ATT. MULT: 6   MAGIC MULT: 4
EVADE%: 0   MAGIC EVADE%: 10
DEFENSE: 10   MAGIC DEFENSE: 5
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: None
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Ice
CREATURE TYPE: Human, Creature, Undead
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: 1.5 * Damage
SPELLS: Allure, Blowfish
CONTROL: Fight, Allure, Strange Dance
BLUE MAGIC: Blowfish
CATCH: Allure
DROP (ALWAYS): Nothing   STEAL (COMMON): Maiden's Kiss
DROP (RARE): Lamia's Tiara   STEAL (RARE): Thornlet
AI SCRIPT:
{Fight,Specialty,Nothing}
Change Target:Butz
{Allure,Allure,Nothing}
{Fight,Blowfish,Nothing}

NAME: Pyra Layer
LEVEL: 41   EXP: 800
HP: 2200   GIL: 438
MP: 1000   SPEED: 26
ATTACK: 61   MAGIC POWER: 0
ATT. MULT: 8   MAGIC MULT: 4
EVADE%: 0   MAGIC EVADE%: 5
DEFENSE: 10   MAGIC DEFENSE: 5
ELEMENTAL IMMUNITY: Earth
STATUS IMMUNITY: Toad, Mini, Sleep, Paralyze, Stop
ELEMENTAL ABSORB: None

```
ELEMENTAL ABSORB: None
CAN'T EVADE: Aerial
ELEMENTAL WEAKNESS: Lightning
CREATURE TYPE: Creature, Undead
IMMUNITY: None
INITIAL STATUS: (Always) Float
SPECIALTY: Fin
ENEMY SPECIALTY EFFECT
HP Leak
SPELLS:
CONTROL: Fight, Thunder
BLUE MAGIC: None
CATCH: AquaRake
DROP (ALWAYS): Nothing            STEAL (COMMON): Power Drink
DROP (RARE): Potion               STEAL (RARE): Nothing
AI SCRIPT:
{Fight,Specialty,Nothing}
Fight


NAME: Nile
LEVEL: 38                         EXP: 480
HP: 1200                          GIL: 441
MP: 10                            SPEED: 21
ATTACK: 51                        MAGIC POWER: 0
ATT. MULT: 8                      MAGIC MULT: 4
EVADE%: 0                         MAGIC EVADE%: 0
DEFENSE: 35                       MAGIC DEFENSE: 6
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Dead, Stone, Toad, Mini, Poison, Aging
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Lightning
CREATURE TYPE: None
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Corner
SPECIALTY EFFECT: 1.5 * Damage
SPELLS: GuardOff, DrkShock
CONTROL: Fight, Specialty
BLUE MAGIC: GuardOff, DrkShock
CATCH: Flash
DROP (ALWAYS): Nothing            STEAL (COMMON): Nothing
DROP (RARE): Protect Drink        STEAL (RARE): Nothing
AI SCRIPT:
{Fight,GuardOff,Nothing}
{DrkShock,Specialty,Nothing}
React:Item:Soft{
    Change Target:Self
    Darkness
    }


NAME: Archaesaur
LEVEL: 35                         EXP: 1800
HP: 9960                          GIL: 444
MP: 1000                          SPEED: 33
ATTACK: 67                        MAGIC POWER: 0
ATT. MULT: 11                     MAGIC MULT: 4
EVADE%: 0                         MAGIC EVADE%: 0
DEFENSE: 20                       MAGIC DEFENSE: 5
ELEMENTAL IMMUNITY: Poison
STATUS IMMUNITY: Stone, Toad, Mini, Poison, Sleep, Paralyze, Charm, Berserk,
Mute, Image(2), Image(1), Stop
ELEMENTAL ABSORB: Poison
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Earth, Fire
CREATURE TYPE: Heavy, Dragon, Undead
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Claw
SPECIALTY EFFECT: Adds Poison
SPELLS: Poison Breath, Zombie Breath
```

```
CONTROL: Fight, Poison Breath, L3 Flare, Hurricane
BLUE MAGIC: L3 Flare
CATCH: Blaze
DROP (ALWAYS): Dragon Fang          STEAL (COMMON): Nothing
DROP (RARE): Nothing                STEAL (RARE): Phoenix Down
AI SCRIPT:
Fight
{Fight,Fight,Nothing}
{Poison Breath,Fight,Nothing}
{Fight,Fight,Nothing}
{Zombie Breath,Fight,Specialty}


NAME: ZephyrZone
LEVEL: 53                            EXP: 2000
HP: 3780                            GIL: 500
MP: 5000                            SPEED: 30
ATTACK: 55                          MAGIC POWER: 60
ATT. MULT: 10                       MAGIC MULT: 16
EVADE%: 30                          MAGIC EVADE%: 30
DEFENSE: 25                         MAGIC DEFENSE: 30
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Dead, Stone, Mini
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Human, Heavy, Creature
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: 1.5 * Damage
SPELLS: Cure2, Shell, Armor, Haste, Image(2)
CONTROL: Fight, XZone, Cure3, Armor
BLUE MAGIC: None
CATCH: XZone
DROP (ALWAYS): Nothing              STEAL (COMMON): Potion
DROP (RARE): Elixir                 STEAL (RARE): Elixir
AI SCRIPT:
Condition:Alone{
    Display Text: 'Come forth!  Evil one!!
    Unhide Monster: Random Summoned Monster??
    }
Change Target:Single Enemy, Not self
{Cure2,Cure2,Shell}
Change Target:Single Enemy, Not self
{Cure2,Cure2,Armor}
Change Target:Single Enemy, Not self
{Cure2,Cure2,Haste}
Change Target:Single Enemy, Not self
{Cure2,Cure2,Image(2)}

NAME: D.Chimera (Zephyr Zone)
LEVEL: 45                            EXP: 0
HP: 2700                            GIL: 0
MP: 1000                            SPEED: 40
ATTACK: 60                          MAGIC POWER: 0
ATT. MULT: 8                        MAGIC MULT: 4
EVADE%: 0                           MAGIC EVADE%: 0
DEFENSE: 0                          MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: None
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: None
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS: AquaRake
CONTROL: Fight, AquaRake
```

```
BLUE MAGIC: AquaRake
CATCH: AquaRake
DROP (ALWAYS): Nothing              STEAL (COMMON): Hi-Potion
DROP (RARE): Protect Drink          STEAL (RARE): Nothing
AI SCRIPT:
{Fight,AquaRake,Nothing}

NAME: AdamaGolem (Zephyr Zone)
LEVEL: 44                           EXP: 0
HP: 2000                            GIL: 0
MP: 1000                            SPEED: 35
ATTACK: 60                          MAGIC POWER: 0
ATT. MULT: 9                        MAGIC MULT: 4
EVADE%: 0                           MAGIC EVADE%: 0
DEFENSE: 0                          MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: None
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: None
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS:
CONTROL: Fight, Specialty
BLUE MAGIC: None
CATCH: Strong Fight
DROP (ALWAYS): Nothing              STEAL (COMMON): Hi-Potion
DROP (RARE): Soft                   STEAL (RARE): Nothing
AI SCRIPT:
{Fight,Specialty,Nothing}
React:Item:Soft{
    Change Target:Self
    Darkness
    }

NAME: Ziggurat (Zephyr Zone)
LEVEL: 43                           EXP: 0
HP: 3000                            GIL: 0
MP: 1000                            SPEED: 35
ATTACK: 60                          MAGIC POWER: 0
ATT. MULT: 8                        MAGIC MULT: 4
EVADE%: 0                           MAGIC EVADE%: 0
DEFENSE: 0                          MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: None
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: None
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS: GuardOff
CONTROL: Fight, Aero 3
BLUE MAGIC: GuardOff, Aero 3
CATCH: Aero 3
DROP (ALWAYS): Giant Drink          STEAL (COMMON): Power Drink
DROP (RARE): Nothing                STEAL (RARE): Diamond Armor
AI SCRIPT:
{Fight,GuardOff,Specialty}

NAME: LonkaKnght (Zephyr Zone)
LEVEL: 42                           EXP: 0
HP: 2000                            GIL: 0
MP: 1000                            SPEED: 35
ATTACK: 70                          MAGIC POWER: 0
```

```
ATT. MULT: 10                          MAGIC MULT: 4
EVADE%: 0                              MAGIC EVADE%: 0
DEFENSE: 0                             MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: None
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: None
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS:
CONTROL: Fight, Specialty
BLUE MAGIC: None
CATCH: Strong Fight
DROP (ALWAYS): Nothing                 STEAL (COMMON): Hero Drink
DROP (RARE): Flame Scroll              STEAL (RARE): Nothing
AI SCRIPT:
{Fight,Specialty,Nothing}

NAME: BioSoldier (Zephyr Zone)
LEVEL: 41                              EXP: 0
HP: 2000                               GIL: 0
MP: 5000                               SPEED: 50
ATTACK: 60                             MAGIC POWER: 0
ATT. MULT: 11                          MAGIC MULT: 4
EVADE%: 0                              MAGIC EVADE%: 0
DEFENSE: 0                             MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Poison
ELEMENTAL ABSORB: Poison
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Human
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS: Bio
CONTROL: Fight, Specialty
BLUE MAGIC: None
CATCH: Flame
DROP (ALWAYS): Nothing                 STEAL (COMMON): Antidote
DROP (RARE): Venom Axe                 STEAL (RARE): Diamond Helmet
AI SCRIPT:
{Bio,Fight,Specialty}
React:Death{
    Change Target:Whole party
    Bio
    }

NAME: Lunenta (Zephyr Zone)
LEVEL: 40                              EXP: 0
HP: 1600                               GIL: 0
MP: 10000                              SPEED: 45
ATTACK: 60                             MAGIC POWER: 0
ATT. MULT: 9                           MAGIC MULT: 4
EVADE%: 0                              MAGIC EVADE%: 0
DEFENSE: 50                            MAGIC DEFENSE: 50
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Dead, Stone, Mini, Aging
ELEMENTAL ABSORB: None
CAN'T EVADE: Song
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Creature
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Critical
```

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SPECIALTY EFFECT: None
SPELLS: Sonic Wave, L3 Flare
CONTROL: Fight, ????, Sonic Wave
BLUE MAGIC: L3 Flare, ????
CATCH: ????
DROP (ALWAYS): Nothing              STEAL (COMMON): Eyedrop
DROP (RARE): Antidote               STEAL (RARE): Nothing
AI SCRIPT:
{Sonic Wave,L3 Flare,Nothing}


NAME: ExdethSoul
LEVEL: 1                            EXP: 0
HP: 20000                          GIL: 0
MP: 20000                          SPEED: 40
ATTACK: 77                         MAGIC POWER: 0
ATT. MULT: 13                      MAGIC MULT: 4
EVADE%: 50                         MAGIC EVADE%: 0
DEFENSE: 40                        MAGIC DEFENSE: 45
ELEMENTAL IMMUNITY: Earth
STATUS IMMUNITY: Stone, Toad, Mini, Float, Poison, Zombie, Darkness, Aging,
Sleep, Paralyze, Charm, Berserk, Mute, Image(2), Image(1), Stop
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Holy
CREATURE TYPE: Human, Heavy, Undead
IMMUNITY: HP Scan, Control, Catch
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: 1.5 * Damage
SPELLS: Reaper's Sword, Doom, XZone
CONTROL: Can't
BLUE MAGIC: None
CATCH: Can't
DROP (ALWAYS): Dark Matter          STEAL (COMMON): Nothing
DROP (RARE): Nothing                STEAL (RARE): Nothing
AI SCRIPT:
{Doom,Fight,Reaper's Sword}
{XZone,Fight,Reaper's Sword}


NAME: Slug
LEVEL: 42                           EXP: 1100
HP: 1820                           GIL: 453
MP: 100                            SPEED: 20
ATTACK: 62                         MAGIC POWER: 0
ATT. MULT: 7                       MAGIC MULT: 4
EVADE%: 10                         MAGIC EVADE%: 0
DEFENSE: 10                        MAGIC DEFENSE: 5
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Toad, Mini
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Fire
CREATURE TYPE: None
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: 1.5 * Damage
SPELLS: Mucus
CONTROL: Fight, Mucus
BLUE MAGIC: None
CATCH: Stomach Acid
DROP (ALWAYS): Nothing              STEAL (COMMON): Potion
DROP (RARE): Nothing                STEAL (RARE): Hi-Potion
AI SCRIPT:
{Mucus,Fight,Specialty}


NAME: GloomWidow
LEVEL: 42                           EXP: 1100
HP: 1820                           GIL: 456
MP: 0                              SPEED: 20
```

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ATTACK: 60                              MAGIC POWER: 0
ATT. MULT: 8                            MAGIC MULT: 4
EVADE%: 0                               MAGIC EVADE%: 0
DEFENSE: 10                             MAGIC DEFENSE: 5
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: None
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Water
CREATURE TYPE: None
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Needle
SPECIALTY EFFECT: Adds Paralyze
SPELLS: Thread
CONTROL: Fight, Thread, Escape
BLUE MAGIC: None
CATCH: Thread
DROP (ALWAYS): Nothing                  STEAL (COMMON): Potion
DROP (RARE): Nothing                    STEAL (RARE): Hi-Potion
AI SCRIPT:
{Fight,Thread,Specialty}

NAME: Mukare
LEVEL: 42                               EXP: 1200
HP: 2000                                GIL: 459
MP: 200                                 SPEED: 25
ATTACK: 65                              MAGIC POWER: 0
ATT. MULT: 8                            MAGIC MULT: 4
EVADE%: 0                               MAGIC EVADE%: 10
DEFENSE: 10                             MAGIC DEFENSE: 5
ELEMENTAL IMMUNITY: Earth
STATUS IMMUNITY: Toad, Mini
ELEMENTAL ABSORB: None
CAN'T EVADE: Aerial
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Human, Heavy
IMMUNITY: None
INITIAL STATUS: (Always) Float
SPECIALTY: Critical
SPECIALTY EFFECT: 1.5 * Damage
SPELLS: Fire2, MoonFlut, Aero
CONTROL: Fight, MoonFlut, Blowfish, TinySong
BLUE MAGIC: MoonFlut, Aero, Blowfish, TinySong
CATCH: Time Slip
DROP (ALWAYS): Nothing                  STEAL (COMMON): Silk Robe
DROP (RARE): Lumina Suit                STEAL (RARE): Doom Axe
AI SCRIPT:
Change Target:Whole party
{Fire2,MoonFlut,Aero}
{Fight,Specialty,Fight}

NAME: Ixecrator
LEVEL: 42                               EXP: 1300
HP: 2000                                GIL: 462
MP: 10000                               SPEED: 35
ATTACK: 52                              MAGIC POWER: 0
ATT. MULT: 7                            MAGIC MULT: 4
EVADE%: 0                               MAGIC EVADE%: 50
DEFENSE: 10                             MAGIC DEFENSE: 5
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: None
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Human
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: 1.5 * Damage
```

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SPELLS: L5 Doom, L4 Qrter, L2 Old, L3 Flare
CONTROL: Fight, L2 Old, L3 Flare, L4 Qrter
BLUE MAGIC: L5 Doom, L4 Qrter, L2 Old, L3 Flare
CATCH: L5 Doom
DROP (ALWAYS): Nothing                STEAL (COMMON): Nothing
DROP (RARE): Diamond Ring             STEAL (RARE): Ether
AI SCRIPT:
{L5 Doom,L4 Qrter,L2 Old}
{L3 Flare,Fight,Specialty}


NAME: Owazoral
LEVEL: 43                             EXP: 1250
HP: 1900                             GIL: 465
MP: 100                             SPEED: 24
ATTACK: 60                           MAGIC POWER: 0
ATT. MULT: 10                        MAGIC MULT: 4
EVADE%: 0                            MAGIC EVADE%: 20
DEFENSE: 10                          MAGIC DEFENSE: 5
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: None
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Creature
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: 1.5 * Damage
SPELLS: Charm
CONTROL: Fight, Charm, Bersk, Size
BLUE MAGIC: None
CATCH: Rainbow Wind
DROP (ALWAYS): Nothing                STEAL (COMMON): Hi-Potion
DROP (RARE): Revivify                 STEAL (RARE): Mirage Vest
AI SCRIPT:
{Charm,Fight,Specialty}


NAME: Tote Avis
LEVEL: 47                             EXP: 0
HP: 33090                           GIL: 0
MP: 1000                            SPEED: 50
ATTACK: 70                           MAGIC POWER: 10
ATT. MULT: 15                        MAGIC MULT: 5
EVADE%: 20                           MAGIC EVADE%: 60
DEFENSE: 10                          MAGIC DEFENSE: 10
ELEMENTAL IMMUNITY: Earth
STATUS IMMUNITY: Dead, Stone, Toad, Mini, Poison, Aging, Sleep, Paralyze,
Berserk, Stop
ELEMENTAL ABSORB: Air
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Heavy, Avis
IMMUNITY: None
INITIAL STATUS: (Always) Float
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS: Beak, Breath Wing
CONTROL: Fight, Breath Wing, Beak
BLUE MAGIC: None
CATCH: Beak
DROP (ALWAYS): Nothing                STEAL (COMMON): Aviskiller
DROP (RARE): Aviskiller               STEAL (RARE): Ether
AI SCRIPT:
Fight
{Fight,Fight,Specialty}
Fight
{Fight,Fight,Beak}
{Breath Wing,Fight,Breath Wing}


NAME: ShdwDancer
```

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NAME: Chamcubee
LEVEL: 43                            EXP: 1550
HP: 4480                             GIL: 468
MP: 100                              SPEED: 30
ATTACK: 75                           MAGIC POWER: 0
ATT. MULT: 9                         MAGIC MULT: 4
EVADE%: 20                           MAGIC EVADE%: 30
DEFENSE: 10                          MAGIC DEFENSE: 5
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Toad, Mini, Darkness
ELEMENTAL ABSORB: None
CAN'T EVADE: Aerial
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Human
IMMUNITY: None
INITIAL STATUS: (Always) Float
SPECIALTY: Toe Kick
SPECIALTY EFFECT: 1.5 * Damage
SPELLS: Strange Dance
CONTROL: Fight, Rainbow Wind, Strange Dance
BLUE MAGIC: None
CATCH: Strong Fight
DROP (ALWAYS): Nothing               STEAL (COMMON): Power Ring
DROP (RARE): Luck Mallet             STEAL (RARE): Dancing Dagger
AI SCRIPT:
{Fight,Strange Dance,Specialty}


NAME: Cursed One
LEVEL: 44                            EXP: 1200
HP: 1980                             GIL: 471
MP: 0                                SPEED: 20
ATTACK: 65                           MAGIC POWER: 0
ATT. MULT: 9                         MAGIC MULT: 4
EVADE%: 0                            MAGIC EVADE%: 5
DEFENSE: 10                          MAGIC DEFENSE: 5
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Stone, Poison, Aging
ELEMENTAL ABSORB: Poison
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Creature, Undead
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: 1.5 * Damage
SPELLS:
CONTROL: Fight, Condemn, GuardOff
BLUE MAGIC: Condemn, GuardOff
CATCH: Condemn
DROP (ALWAYS): Nothing               STEAL (COMMON): Nothing
DROP (RARE): Revivify                STEAL (RARE): Revivify
AI SCRIPT:
{Fight,Fight,Specialty}


NAME: Slownin
LEVEL: 43                            EXP: 1400
HP: 2400                             GIL: 474
MP: 0                                SPEED: 35
ATTACK: 81                           MAGIC POWER: 0
ATT. MULT: 11                        MAGIC MULT: 4
EVADE%: 30                           MAGIC EVADE%: 40
DEFENSE: 10                          MAGIC DEFENSE: 5
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Mini, Darkness, Sleep, Charm, Stop
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Human
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Sword Slap
```

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SPECIALTY EFFECT: Adds Paralyze
SPELLS:
CONTROL: Fight, ????
BLUE MAGIC: ????
CATCH: Reaper's Sword
DROP (ALWAYS): Nothing              STEAL (COMMON): Katana
DROP (RARE): Kotetsu Sword          STEAL (RARE): Ice Shield
AI SCRIPT:
{Fight,Fight,Specialty}


NAME: TinyMage
LEVEL: 43                           EXP: 780
HP: 1540                            GIL: 477
MP: 500                             SPEED: 20
ATTACK: 80                          MAGIC POWER: 0
ATT. MULT: 16                       MAGIC MULT: 4
EVADE%: 15                          MAGIC EVADE%: 0
DEFENSE: 40                         MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Dead, Toad, Mini
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: None
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: 1.5 * Damage
SPELLS: Size, Cure2, Charm, Shell, Scan, Dispel, Circle
CONTROL: Fight, Life, Scan, Mute
BLUE MAGIC: None
CATCH: Bolt3
DROP (ALWAYS): Nothing              STEAL (COMMON): Nothing
DROP (RARE): Potion                 STEAL (RARE): Ether
AI SCRIPT:
{Size,Cure2,Nothing}
{Charm,Shell,Nothing}
{Scan,Dispel,Nothing}
React:Physical{
    Circle
    }


NAME: Dim Master
LEVEL: 43                           EXP: 900
HP: 2600                            GIL: 480
MP: 1000                            SPEED: 20
ATTACK: 82                          MAGIC POWER: 20
ATT. MULT: 16                       MAGIC MULT: 7
EVADE%: 20                          MAGIC EVADE%: 30
DEFENSE: 45                         MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Dead, Stone, Mini, Paralyze, Berserk
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Heavy
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: 1.5 * Damage
SPELLS: Qrter, Slow, Regen, Float, Demi, Comet, Old, XZone, Hast2, Meteo
CONTROL: Fight, Invul, Haste, Old
BLUE MAGIC: None
CATCH: XZone
DROP (ALWAYS): Nothing              STEAL (COMMON): Potion
DROP (RARE): Hi-Potion              STEAL (RARE): Healing Staff
AI SCRIPT:
{Qrter,Slow,Regen}
{Float,Demi,Nothing}
{Comet,Slow2,Nothing}
```

```
{Old,XZone,Hast2}
React:Physical{
     Meteo
     }


NAME: Flare
LEVEL: 44                              EXP: 1100
HP: 3000                               GIL: 486
MP: 1000                               SPEED: 21
ATTACK: 89                             MAGIC POWER: 10
ATT. MULT: 15                          MAGIC MULT: 5
EVADE%: 0                              MAGIC EVADE%: 10
DEFENSE: 35                            MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Dead, Toad, Sleep, Paralyze, Stop
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Human
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: 1.5 * Damage
SPELLS: Venom, Toad, Fire2, Bolt2, Ice 2, Fire3, Bio, Break, Ice 3, Bolt3
CONTROL: Fight, Fire3, Ice 3, Bolt3
BLUE MAGIC: None
CATCH: Flare
DROP (ALWAYS): Nothing                 STEAL (COMMON): Elixir
DROP (RARE): Magus Hat                 STEAL (RARE): Thunder Whip
AI SCRIPT:
{Venom,Toad,Nothing}
{Fire2,Bolt2,Nothing}
{Ice 2,Fire3,Nothing}
{Bio,Break,Nothing}
{Ice 3,Bolt3,Nothing}
React:Physical{
     No Interrupt{
          Strong Fight
          Strong Fight
          }
     }


NAME: DuelKnight
LEVEL: 44                              EXP: 1100
HP: 2140                               GIL: 489
MP: 0                                  SPEED: 1
ATTACK: 78                             MAGIC POWER: 0
ATT. MULT: 11                          MAGIC MULT: 4
EVADE%: 0                              MAGIC EVADE%: 0
DEFENSE: 5                             MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Dead, Stone
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Human
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Counter
SPECIALTY EFFECT: 1.5 * Damage
SPELLS:
CONTROL: Fight, Specialty
BLUE MAGIC: None
CATCH: Strong Fight
DROP (ALWAYS): Nothing                 STEAL (COMMON): Power Drink
DROP (RARE): Power Drink               STEAL (RARE): Flame Shield
AI SCRIPT:
Fight
React:Physical{
     Specialty
```

```
                      }
      React:Magic{
           No Interrupt{
                Display Text: 'Here...magic is useless!
                Fight
                Fight
                Fight
                Fight
           }
      }
```

```
NAME: Ion
LEVEL: 44                              EXP: 1200
HP: 2140                               GIL: 492
MP: 0                                  SPEED: 20
ATTACK: 80                             MAGIC POWER: 0
ATT. MULT: 11                          MAGIC MULT: 4
EVADE%: 0                              MAGIC EVADE%: 0
DEFENSE: 25                            MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Dead, Stone
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Human
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Tackle
SPECIALTY EFFECT: 1.5 * Damage
SPELLS:
CONTROL: Fight, Specialty
BLUE MAGIC: None
CATCH: Earth Shaker
DROP (ALWAYS): Nothing                 STEAL (COMMON): Giant Drink
DROP (RARE): Giant Drink               STEAL (RARE): Nothing
AI SCRIPT:
{Fight,Fight,Specialty}

NAME: Berserker
LEVEL: 44                              EXP: 1000
HP: 2140                               GIL: 495
MP: 0                                  SPEED: 20
ATTACK: 77                             MAGIC POWER: 0
ATT. MULT: 11                          MAGIC MULT: 4
EVADE%: 0                              MAGIC EVADE%: 0
DEFENSE: 5                             MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Dead, Stone
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Human
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: 1.5 * Damage
SPELLS:
CONTROL: Fight, Bersk
BLUE MAGIC: None
CATCH: Strong Fight
DROP (ALWAYS): Nothing                 STEAL (COMMON): Speed Drink
DROP (RARE): Doom Axe                  STEAL (RARE): Elven Bow
AI SCRIPT:
{Fight,Fight,Specialty}

NAME: Druid
LEVEL: 44                              EXP: 1500
HP: 2200                               GIL: 501
MP: 900                                SPEED: 30
ATTACK: 60                             MAGIC POWER: 30
ATT. MULT: 11                          MAGIC MULT: 9
```

```
EVADE%: 0                               MAGIC EVADE%: 50
DEFENSE: 10                             MAGIC DEFENSE: 5
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: None
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Human
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: 1.5 * Damage
SPELLS: Thread, Sonic Wave, Image(2), Magnet, Circle
CONTROL: Fight, Circle, DrkShock
BLUE MAGIC: DrkShock
CATCH: Circle
DROP (ALWAYS): Nothing                  STEAL (COMMON): Potion
DROP (RARE): Phoenix Down               STEAL (RARE): Angel Ring
AI SCRIPT:
{Thread,Sonic Wave,Image(2)}
{Magnet,Circle,Fight}

NAME: Iron Dress
LEVEL: 44                               EXP: 1300
HP: 2200                                GIL: 504
MP: 0                                   SPEED: 30
ATTACK: 70                              MAGIC POWER: 0
ATT. MULT: 11                           MAGIC MULT: 4
EVADE%: 10                              MAGIC EVADE%: 10
DEFENSE: 50                             MAGIC DEFENSE: 15
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: None
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Ice
CREATURE TYPE: Creature
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Rush
SPECIALTY EFFECT: 1.5 * Damage
SPELLS:
CONTROL: Fight, Specialty
BLUE MAGIC: None
CATCH: Strong Fight
DROP (ALWAYS): Nothing                  STEAL (COMMON): Potion
DROP (RARE): Tent                       STEAL (RARE): Nothing
AI SCRIPT:
{Fight,Fight,Specialty}

NAME: Statue
LEVEL: 45                               EXP: 100
HP: 3300                                GIL: 507
MP: 20                                  SPEED: 26
ATTACK: 76                              MAGIC POWER: 0
ATT. MULT: 10                           MAGIC MULT: 4
EVADE%: 0                               MAGIC EVADE%: 20
DEFENSE: 20                             MAGIC DEFENSE: 5
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Dead, Stone, Toad, Mini, Poison, Aging, Sleep, Paralyze,
Charm, Stop
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Lightning
CREATURE TYPE: None
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Lunge
SPECIALTY EFFECT: 1.5 * Damage
SPELLS: Break
CONTROL: Fight, Specialty, DeathClaw
```

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BLUE MAGIC: DeathClaw
CATCH: Break
DROP (ALWAYS): Nothing                 STEAL (COMMON): Hi-Potion
DROP (RARE): Soft                      STEAL (RARE): Double Lance
AI SCRIPT:
{Fight,Nothing,Nothing}
{Fight,Break,Nothing}
{Fight,Break,Break}
React:Item:Soft{
     Change Target:Self
     Darkness
     }


NAME: Blizzard
LEVEL: 45                              EXP: 1200
HP: 2300                               GIL: 510
MP: 0                                  SPEED: 20
ATTACK: 77                             MAGIC POWER: 0
ATT. MULT: 11                          MAGIC MULT: 4
EVADE%: 0                              MAGIC EVADE%: 50
DEFENSE: 10                            MAGIC DEFENSE: 5
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Mini
ELEMENTAL ABSORB: Ice
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Fire
CREATURE TYPE: Creature
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Horn
SPECIALTY EFFECT: 1.5 * Damage
SPELLS:
CONTROL: Fight, Snowstorm, Blaze
BLUE MAGIC: None
CATCH: Snowstorm
DROP (ALWAYS): Nothing                 STEAL (COMMON): Nothing
DROP (RARE): Hi-Potion                 STEAL (RARE): Hi-Potion
AI SCRIPT:
Fight
{Fight,Fight,Specialty}
React:Elemental Attacks:Fire{
     Escape
     }


NAME: Isteritos
LEVEL: 45                              EXP: 2000
HP: 2300                               GIL: 513
MP: 0                                  SPEED: 25
ATTACK: 85                             MAGIC POWER: 0
ATT. MULT: 10                          MAGIC MULT: 4
EVADE%: 20                             MAGIC EVADE%: 90
DEFENSE: 30                            MAGIC DEFENSE: 30
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Toad, Mini, Sleep, Paralyze
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Dragon, Creature
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: 1.5 * Damage
SPELLS: Mini Blaze
CONTROL: Fight, Comet, Flame
BLUE MAGIC: None
CATCH: Atomic Ray
DROP (ALWAYS): Nothing                 STEAL (COMMON): Antidote
DROP (RARE): Dragon Fang               STEAL (RARE): Staff of Judgement
AI SCRIPT:
{Fight,Mini Blaze,Specialty}
```

```
NAME: Spizner
LEVEL: 39                               EXP: 1250
HP: 2300                                GIL: 516
MP: 0                                   SPEED: 20
ATTACK: 71                              MAGIC POWER: 0
ATT. MULT: 11                           MAGIC MULT: 4
EVADE%: 0                               MAGIC EVADE%: 0
DEFENSE: 10                             MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: None
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Creature
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: 1.5 * Damage
SPELLS: Quicksand
CONTROL: Fight, Stomach Acid, Quicksand
BLUE MAGIC: None
CATCH: Wind Slash
DROP (ALWAYS): Nothing                  STEAL (COMMON): Potion
DROP (RARE): Potion                     STEAL (RARE): Nothing
AI SCRIPT:
{Fight,Quicksand,Specialty}

NAME: Unknown (Blob)
LEVEL: 47                               EXP: 1080
HP: 3500                                GIL: 519
MP: 500                                 SPEED: 20
ATTACK: 61                              MAGIC POWER: 0
ATT. MULT: 9                            MAGIC MULT: 4
EVADE%: 0                               MAGIC EVADE%: 0
DEFENSE: 40                             MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Dead, Poison, Aging, Sleep, Paralyze, Charm, Mute, Stop
ELEMENTAL ABSORB: Poison
CAN'T EVADE: Song
ELEMENTAL WEAKNESS: Water, Holy
CREATURE TYPE: Undead
IMMUNITY: None
INITIAL STATUS: Armor
SPECIALTY: Slip
ENEMY SPECIALTY EFFECT
HP Leak
SPELLS: Mucus, Possess, No Clue
CONTROL: Fight, Specialty, Fusion
BLUE MAGIC: Fusion
CATCH: Strong Fight
DROP (ALWAYS): Nothing                  STEAL (COMMON): Potion
DROP (RARE): Giant Drink                STEAL (RARE): Hi-Potion
AI SCRIPT:
{Mucus,Fight,Specialty}
React:Fight{
    No Interrupt{
        Possess
        No Clue
        }
    }

NAME: Unknown (Worm)
LEVEL: 46                               EXP: 1350
HP: 2500                                GIL: 522
MP: 500                                 SPEED: 20
ATTACK: 62                              MAGIC POWER: 0
ATT. MULT: 8                            MAGIC MULT: 4
EVADE%: 0                               MAGIC EVADE%: 0
DEFENSE: 30                             MAGIC DEFENSE: 0
```

DEFENSE: 00   MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Stone, Poison, Paralyze
ELEMENTAL ABSORB: Poison
CAN'T EVADE: Song
ELEMENTAL WEAKNESS: Holy
CREATURE TYPE: Undead
IMMUNITY: None
INITIAL STATUS: Armor
SPECIALTY: Slip
ENEMY SPECIALTY EFFECT
HP Leak
SPELLS: Stomach Acid, Mucus, Entangle
CONTROL: Fight, Stomach Acid, Entangle
BLUE MAGIC: None
CATCH: Stomach Acid
DROP (ALWAYS): Nothing   STEAL (COMMON): Potion
DROP (RARE): Power Drink   STEAL (RARE): Hi-Potion
AI SCRIPT:
{Stomach Acid,Fight,Specialty}
React:Fight{
     {Mucus,Entangle,Nothing}
     }

NAME: Unknown (Spore, 1st form)
LEVEL: 41   EXP: 1200
HP: 2500   GIL: 525
MP: 500   SPEED: 20
ATTACK: 60   MAGIC POWER: 0
ATT. MULT: 6   MAGIC MULT: 4
EVADE%: 0   MAGIC EVADE%: 0
DEFENSE: 25   MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Toad, Mini, Poison, Aging, Sleep, Paralyze, Charm, Stop
ELEMENTAL ABSORB: Poison
CAN'T EVADE: Song
ELEMENTAL WEAKNESS: Holy
CREATURE TYPE: Undead
IMMUNITY: None
INITIAL STATUS: Armor
SPECIALTY: Slip
ENEMY SPECIALTY EFFECT
HP Leak
SPELLS: Dynamo, Spore
CONTROL: Fight, Mucus, Exploder
BLUE MAGIC: Exploder
CATCH: Mucus
DROP (ALWAYS): Nothing   STEAL (COMMON): Potion
DROP (RARE): Speed Drink   STEAL (RARE): Hi-Potion
AI SCRIPT:
Fight
{Fight,Fight,Dynamo}
{Fight,Fight,Specialty}
React:Fight{
     {Spore,Spore,Nothing}
     }

NAME: Unknown (Spore, 2nd form)
LEVEL: 41   EXP: 1200
HP: 2500   GIL: 525
MP: 0   SPEED: 22
ATTACK: 60   MAGIC POWER: 0
ATT. MULT: 6   MAGIC MULT: 4
EVADE%: 0   MAGIC EVADE%: 0
DEFENSE: 25   MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Toad, Mini, Poison, Aging, Sleep, Paralyze, Charm, Stop
ELEMENTAL ABSORB: Poison
CAN'T EVADE: Song
ELEMENTAL WEAKNESS: Holy
CREATURE TYPE: Undead

```
                                      
IMMUNITY: None
INITIAL STATUS: Armor
SPECIALTY: Critical
SPECIALTY EFFECT: 1.5 * Damage
SPELLS: Delta Attack
CONTROL: Fight
BLUE MAGIC: None
CATCH: Fight
DROP (ALWAYS): Nothing              STEAL (COMMON): Nothing
DROP (RARE): Nothing                STEAL (RARE): Beastkiller
AI SCRIPT:
Condition:Status:Ally:Dead{
     Unhide Monster:
     Delta Attack
     }
Fight


NAME: Unknown (Skeleton)
LEVEL: 47                           EXP: 2000
HP: 6500                            GIL: 528
MP: 500                             SPEED: 20
ATTACK: 67                          MAGIC POWER: 0
ATT. MULT: 10                       MAGIC MULT: 4
EVADE%: 0                           MAGIC EVADE%: 0
DEFENSE: 35                         MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: Earth
STATUS IMMUNITY: Dead, Stone, Toad, Mini, Poison
ELEMENTAL ABSORB: Poison
CAN'T EVADE: Song
ELEMENTAL WEAKNESS: Holy
CREATURE TYPE: Undead
IMMUNITY: None
INITIAL STATUS: Armor
SPECIALTY: Slip
ENEMY SPECIALTY EFFECT
HP Leak
SPELLS: Condemn
CONTROL: Fight, Condemn, Bone
BLUE MAGIC: Condemn
CATCH: Condemn
DROP (ALWAYS): Nothing              STEAL (COMMON): Potion
DROP (RARE): Protect Drink          STEAL (RARE): Hi-Potion
AI SCRIPT:
{Condemn,Fight,Specialty}
React:Fight{
     Condemn
     }


NAME: MercuryBat
LEVEL: 46                           EXP: 1020
HP: 500                             GIL: 531
MP: 500                             SPEED: 20
ATTACK: 65                          MAGIC POWER: 0
ATT. MULT: 10                       MAGIC MULT: 4
EVADE%: 50                          MAGIC EVADE%: 0
DEFENSE: 10                         MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: Earth
STATUS IMMUNITY: None
ELEMENTAL ABSORB: None
CAN'T EVADE: Aerial
ELEMENTAL WEAKNESS: None
CREATURE TYPE: None
IMMUNITY: None
INITIAL STATUS: (Always) Float
SPECIALTY: Claw
SPECIALTY EFFECT: Adds Aging
SPELLS: Vampire
CONTROL: Fight, Vampire
BLUE MAGIC: Vampire
CATCH: Vampire
```

```
NAME: Vampire
DROP (ALWAYS): Nothing              STEAL (COMMON): Potion
DROP (RARE): Hi-Potion              STEAL (RARE): Nothing
AI SCRIPT:
{Fight,Vampire,Specialty}

NAME: Coral
LEVEL: 46                           EXP: 1268
HP: 2150                            GIL: 534
MP: 100                             SPEED: 25
ATTACK: 66                          MAGIC POWER: 0
ATT. MULT: 11                       MAGIC MULT: 4
EVADE%: 0                           MAGIC EVADE%: 0
DEFENSE: 20                         MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Toad, Mini, Darkness, Sleep, Paralyze
ELEMENTAL ABSORB: Water, Poison
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Lightning
CREATURE TYPE: None
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: 1.5 * Damage
SPELLS: Spore
CONTROL: Fight, Spore
BLUE MAGIC: None
CATCH: Spore
DROP (ALWAYS): Nothing              STEAL (COMMON): Potion
DROP (RARE): Nothing                STEAL (RARE): Protect Drink
AI SCRIPT:
{Fight,Spore,Specialty}

NAME: Tonberi
LEVEL: 46                           EXP: 1268
HP: 39393                           GIL: 537
MP: 100                             SPEED: 49
ATTACK: 119                         MAGIC POWER: 0
ATT. MULT: 14                       MAGIC MULT: 4
EVADE%: 30                          MAGIC EVADE%: 90
DEFENSE: 10                         MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Dead, Stone, Toad, Mini
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Human
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Cleaver!
SPECIALTY EFFECT: 100% Hit + Pierce Defense, HP Leak
SPELLS:
CONTROL: Fight, Specialty
BLUE MAGIC: None
CATCH: Doom
DROP (ALWAYS): Nothing              STEAL (COMMON): Plumed Hat
DROP (RARE): Mirage Vest            STEAL (RARE): Elixir
AI SCRIPT:
Condition:Enemy Position = 08{
    No Interrupt{
        Specialty
        Specialty
        Specialty
        Unhide Monster: Tonberi Position:40
        }
    }
Condition:Enemy Position = 10{
    Unhide Monster: Tonberi Position:08
    }
Condition:Enemy Position = 20{
    Unhide Monster: Tonberi Position:10
```

```
                -----  -------  ---------
            }
Condition:Enemy Position = 40{
        Unhide Monster: Tonberi Position:20
        }
Unhide Monster: Tonberi Position:40

NAME: Gel Water
LEVEL: 46                               EXP: 1268
HP: 3300                                GIL: 540
MP: 100                                 SPEED: 22
ATTACK: 67                              MAGIC POWER: 0
ATT. MULT: 10                           MAGIC MULT: 4
EVADE%: 0                               MAGIC EVADE%: 0
DEFENSE: 20                             MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Dead, Stone, Toad, Mini, Float, Poison, Zombie, Darkness
ELEMENTAL ABSORB: Water
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Lightning
CREATURE TYPE: None
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Tear
SPECIALTY EFFECT: 1.5 * Damage
SPELLS:
CONTROL: Fight, AquaRake, Hug
BLUE MAGIC: AquaRake
CATCH: AquaRake
DROP (ALWAYS): Nothing              STEAL (COMMON): Potion
DROP (RARE): Speed Drink           STEAL (RARE): Hi-Potion
AI SCRIPT:
{Fight,Fight,Specialty}

NAME: Fall Guard
LEVEL: 47                               EXP: 1335
HP: 4000                                GIL: 543
MP: 100                                 SPEED: 20
ATTACK: 60                              MAGIC POWER: 0
ATT. MULT: 11                           MAGIC MULT: 4
EVADE%: 0                               MAGIC EVADE%: 50
DEFENSE: 30                             MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: None
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Human
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Vacuum Blade
SPECIALTY EFFECT: Adds Aging, HP Leak
SPELLS:
CONTROL: Fight, Strong Fight, Specialty, Rocket Punch
BLUE MAGIC: None
CATCH: Rocket Punch
DROP (ALWAYS): Nothing              STEAL (COMMON): Bandana
DROP (RARE): Kaiser Knuckles       STEAL (RARE): Hero Drink
AI SCRIPT:
Condition:Alone{
        Display Text: Charging up!
        Nothing
        Strong Fight
        }
Fight
React:Fight{
        Specialty
        }

NAME: Alcumia
LEVEL: 47                               EXP: 1000
```

```
HP: 4500                              GIL: 546
MP: 3900                              SPEED: 35
ATTACK: 70                            MAGIC POWER: 90
ATT. MULT: 11                         MAGIC MULT: 20
EVADE%: 50                            MAGIC EVADE%: 0
DEFENSE: 10                           MAGIC DEFENSE: 10
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Dead, Stone, Toad, Mini, Poison, Sleep, Paralyze, Charm, Mute
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Human, Heavy
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: 1.5 * Damage
SPELLS: Kurururu!, Darkness, Doom
CONTROL: Fight, Toad
BLUE MAGIC: None
CATCH: Kurururu!
DROP (ALWAYS): Nothing               STEAL (COMMON): Maiden's Kiss
DROP (RARE): Elixir                  STEAL (RARE): Man Eater
AI SCRIPT:
Condition:Alone{
     Doom
     }
Display Text: 'Narrrrrr Torrrrrr
Nothing
Display Text: 'Kirrrrrr Sarrrrrr
Nothing
No Interrupt{
     Change Target:Single Enemy Front Row
     Kurururu!
     Darkness
     }


NAME: Red Dragon (Alcumia)
LEVEL: 44                             EXP: 2000
HP: 7500                              GIL: 549
MP: 0                                 SPEED: 35
ATTACK: 83                            MAGIC POWER: 0
ATT. MULT: 11                         MAGIC MULT: 4
EVADE%: 0                             MAGIC EVADE%: 0
DEFENSE: 20                           MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Mini
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Dragon, Undead
IMMUNITY: None
INITIAL STATUS: Toad
SPECIALTY: Critical
SPECIALTY EFFECT: 1.5 * Damage
SPELLS: Atomic Ray
CONTROL: Fight, Specialty
BLUE MAGIC: None
CATCH: Atomic Ray
DROP (ALWAYS): Nothing               STEAL (COMMON): Flame Scroll
DROP (RARE): Dark Matter             STEAL (RARE): Dragon Fang
AI SCRIPT:
Condition:Status:Toad{
     Nothing
     }
{Fight,Atomic Ray,Specialty}

NAME: Hydra (Alcumia)
LEVEL: 46                             EXP: 2000
HP: 6000                              GIL: 552
MP: 0                                 SPEED: 35
```

```
ATTACK: 85                              MAGIC POWER: 0
ATT. MULT: 11                           MAGIC MULT: 4
EVADE%: 0                               MAGIC EVADE%: 0
DEFENSE: 10                             MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: Earth
STATUS IMMUNITY: Mini
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Dragon, Undead
IMMUNITY: None
INITIAL STATUS: Toad
SPECIALTY: Critical
SPECIALTY EFFECT: 1.5 * Damage
SPELLS: Poison Breath, Tidal Wave
CONTROL: Fight, Quake
BLUE MAGIC: None
CATCH: Quake
DROP (ALWAYS): Nothing                  STEAL (COMMON): Thunder Scroll
DROP (RARE): Dark Matter                STEAL (RARE): Dragon Fang
AI SCRIPT:
Condition:Status:Toad{
     Nothing
     }
{Poison Breath,Tidal Wave,Fight}


NAME: BoneDragon (Alcumia)
LEVEL: 44                               EXP: 2000
HP: 5800                                GIL: 555
MP: 0                                   SPEED: 35
ATTACK: 85                              MAGIC POWER: 0
ATT. MULT: 11                           MAGIC MULT: 4
EVADE%: 0                               MAGIC EVADE%: 0
DEFENSE: 30                             MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Mini
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Dragon, Undead
IMMUNITY: None
INITIAL STATUS: Toad
SPECIALTY: Critical
SPECIALTY EFFECT: 1.5 * Damage
SPELLS: Bone
CONTROL: Fight, Bone
BLUE MAGIC: None
CATCH: Bone
DROP (ALWAYS): Nothing                  STEAL (COMMON): Water Scroll
DROP (RARE): Dark Matter                STEAL (RARE): Dragon Fang
AI SCRIPT:
Condition:Status:Toad{
     Nothing
     }
{Fight,Bone,Specialty}


NAME: Grenade
LEVEL: 47                               EXP: 1100
HP: 3000                                GIL: 558
MP: 500                                 SPEED: 25
ATTACK: 75                              MAGIC POWER: 0
ATT. MULT: 12                           MAGIC MULT: 4
EVADE%: 0                               MAGIC EVADE%: 0
DEFENSE: 10                             MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Toad, Mini
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: None
```

```
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: 1.5 * Damage
SPELLS: Exploder
CONTROL: Fight, Exploder
BLUE MAGIC: Exploder
CATCH: Exploder
DROP (ALWAYS): Nothing                STEAL (COMMON): Hi-Potion
DROP (RARE): Hi-Potion                STEAL (RARE): Flame Shield
AI SCRIPT:
{Fight,Fight,Specialty}
React:Magic{
     Exploder
     }


NAME: Bardandels
LEVEL: 48                             EXP: 1380
HP: 3000                              GIL: 564
MP: 100                               SPEED: 25
ATTACK: 75                            MAGIC POWER: 0
ATT. MULT: 12                         MAGIC MULT: 4
EVADE%: 0                             MAGIC EVADE%: 10
DEFENSE: 10                           MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: None
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: None
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: 1.5 * Damage
SPELLS: Aero 3
CONTROL: Fight, Aero 3, Bio
BLUE MAGIC: Aero 3
CATCH: Aero 3
DROP (ALWAYS): Nothing                STEAL (COMMON): Turtle Shell
DROP (RARE): Rune Bell                STEAL (RARE): Angel Ring
AI SCRIPT:
{Fight,Aero 3,Specialty}


NAME: DoomDealer
LEVEL: 63                             EXP: 1400
HP: 3000                             GIL: 567
MP: 100                               SPEED: 25
ATTACK: 75                            MAGIC POWER: 90
ATT. MULT: 12                         MAGIC MULT: 26
EVADE%: 0                             MAGIC EVADE%: 30
DEFENSE: 10                           MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: None
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Human, Heavy
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: 1.5 * Damage
SPELLS: Roulette
CONTROL: Fight, Life2, Stop
BLUE MAGIC: Roulette
CATCH: Condemn
DROP (ALWAYS): Nothing                STEAL (COMMON): Revivify
DROP (RARE): Phoenix Down             STEAL (RARE): Magus Hat
AI SCRIPT:
Roulette
```

```
NAME: Anku Heggu
LEVEL: 48                                EXP: 1250
HP: 2780                                 GIL: 570
MP: 100                                  SPEED: 25
ATTACK: 75                               MAGIC POWER: 0
ATT. MULT: 12                            MAGIC MULT: 4
EVADE%: 0                                MAGIC EVADE%: 25
DEFENSE: 10                              MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Mini
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Ice
CREATURE TYPE: None
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: 1.5 * Damage
SPELLS: Quake
CONTROL: Fight, Quicksand
BLUE MAGIC: None
CATCH: Quake
DROP (ALWAYS): Nothing                   STEAL (COMMON): Potion
DROP (RARE): Hi-Potion                   STEAL (RARE): Hi-Potion
AI SCRIPT:
{Fight,Quake,Specialty}


NAME: Ammona
LEVEL: 48                                EXP: 1170
HP: 2780                                 GIL: 573
MP: 0                                    SPEED: 25
ATTACK: 71                               MAGIC POWER: 0
ATT. MULT: 12                            MAGIC MULT: 4
EVADE%: 0                                MAGIC EVADE%: 0
DEFENSE: 10                              MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Mini
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: None
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: 1.5 * Damage
SPELLS: Stomach Acid
CONTROL: Fight, Spore, Sonic Wave
BLUE MAGIC: None
CATCH: Quicksand
DROP (ALWAYS): Nothing                   STEAL (COMMON): Hi-Potion
DROP (RARE): Revivify                    STEAL (RARE): Potion
AI SCRIPT:
Condition:Alone{
    {Fight,Stomach Acid,Nothing}
    }
{Fight,Fight,Nothing}


NAME: Land Crawl
LEVEL: 48                                EXP: 3270
HP: 22000                                GIL: 576
MP: 500                                  SPEED: 25
ATTACK: 100                              MAGIC POWER: 0
ATT. MULT: 16                            MAGIC MULT: 4
EVADE%: 0                                MAGIC EVADE%: 33
DEFENSE: 20                              MAGIC DEFENSE: 5
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Stone, Toad, Mini, Poison, Sleep, Paralyze
ELEMENTAL ABSORB: Earth
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
```

```
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Desert, Creature
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Crush
SPECIALTY EFFECT: Adds Charm, 1.5 * Damage
SPELLS: Maelstrom
CONTROL: Fight, Strong Fight, Specialty, Demon's Eye
BLUE MAGIC: None
CATCH: Maelstrom
DROP (ALWAYS): Nothing              STEAL (COMMON): Ancient Sword
DROP (RARE): Elixir                 STEAL (RARE): Defender
AI SCRIPT:
{Fight,Maelstrom,Specialty}
{Maelstrom,Fight,Maelstrom}


NAME: Chamcubia
LEVEL: 49                           EXP: 1500
HP: 3800                            GIL: 579
MP: 300                             SPEED: 20
ATTACK: 77                          MAGIC POWER: 0
ATT. MULT: 12                       MAGIC MULT: 4
EVADE%: 10                          MAGIC EVADE%: 0
DEFENSE: 30                         MAGIC DEFENSE: 10
ELEMENTAL IMMUNITY: Earth
STATUS IMMUNITY: None
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Human
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: 1.5 * Damage
SPELLS: Spore, Hug, FrogSong
CONTROL: Fight, Allure, Blowfish, FrogSong
BLUE MAGIC: Blowfish, FrogSong
CATCH: Allure
DROP (ALWAYS): Nothing              STEAL (COMMON): Wall Ring
DROP (RARE): Lamia Harp             STEAL (RARE): Ribbon
AI SCRIPT:
{Fight,Spore,Specialty}
React:Fight{
    {Hug,FrogSong,Nothing}
    }


NAME: Bella Donna
LEVEL: 49                           EXP: 1500
HP: 3900                            GIL: 582
MP: 300                             SPEED: 20
ATTACK: 76                          MAGIC POWER: 0
ATT. MULT: 12                       MAGIC MULT: 4
EVADE%: 10                          MAGIC EVADE%: 0
DEFENSE: 30                         MAGIC DEFENSE: 5
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: None
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Human
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: 1.5 * Damage
SPELLS: Roulette, Dynamo, Allure
CONTROL: Fight, Spore, Flash, Medicine
BLUE MAGIC: Roulette, Flash
CATCH: WhiteWind
DROP (ALWAYS): Nothing              STEAL (COMMON): Rainbow Suit
DROP (RARE): Wall Ring              STEAL (RARE): Coral Ring
AI SCRIPT:
```

```
AI SCRIPT:
{Fight,Roulette,Specialty}
React:Fight{
     {Dynamo,Allure,Nothing}
     }

NAME: Cherie
LEVEL: 49                              EXP: 1500
HP: 4000                              GIL: 585
MP: 300                               SPEED: 20
ATTACK: 78                           MAGIC POWER: 0
ATT. MULT: 12                        MAGIC MULT: 4
EVADE%: 10                           MAGIC EVADE%: 0
DEFENSE: 30                          MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: None
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Human
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: 1.5 * Damage
SPELLS: Strange Dance, Dance of the Dead, TinySong
CONTROL: Fight, Aero 3, TinySong, Time Slip
BLUE MAGIC: Aero 3, TinySong, Time Slip
CATCH: Strong Fight
DROP (ALWAYS): Nothing               STEAL (COMMON): Red Shoes
DROP (RARE): Running Shoes           STEAL (RARE): Elf Cape
AI SCRIPT:
{Fight,Strange Dance,Strange Dance}
{Fight,Strange Dance,Specialty}
React:Fight{
     {Dance of the Dead,TinySong,Nothing}
     }

NAME: Magic Pot
LEVEL: 91                              EXP: 10000
HP: 65255                            GIL: 10000
MP: 50000                            SPEED: 2
ATTACK: 70                           MAGIC POWER: 90
ATT. MULT: 25                        MAGIC MULT: 36
EVADE%: 95                           MAGIC EVADE%: 99
DEFENSE: 255                         MAGIC DEFENSE: 255
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Dead, Stone, Toad, Mini, Float, Poison, Zombie, Darkness,
Aging, Sleep, Paralyze, Charm, Berserk, Mute, Image(2), Image(1), Stop
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Heavy
IMMUNITY: Control, Catch
INITIAL STATUS: Armor, Shell
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS: Remedy
CONTROL: Can't
BLUE MAGIC: None
CATCH: Can't
DROP (ALWAYS): Nothing               STEAL (COMMON): Nothing
DROP (RARE): Elixir                  STEAL (RARE): Hi-Potion
AI SCRIPT:
Display Text: 'Gimme an Elixir pleeease!
Remedy
React:Item:Elixir{
     Display Text: 'Yay!! Yay!! Thanks!!
     {Escape,Nothing,Nothing}
     }

NAME: White Flame
```

```
NAME: MassFungus
LEVEL: 49                                  EXP: 1430
HP: 1600                                   GIL: 588
MP: 100                                    SPEED: 25
ATTACK: 65                                 MAGIC POWER: 0
ATT. MULT: 12                              MAGIC MULT: 4
EVADE%: 33                                 MAGIC EVADE%: 10
DEFENSE: 50                                MAGIC DEFENSE: 35
ELEMENTAL IMMUNITY: Earth
STATUS IMMUNITY: Toad, Mini, Poison, Sleep, Paralyze
ELEMENTAL ABSORB: Holy
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: None
IMMUNITY: None
INITIAL STATUS: (Always) Float
SPECIALTY: Critical
SPECIALTY EFFECT: 1.5 * Damage
SPELLS: WhiteWind
CONTROL: Fight, WhiteWind, Rainbow Wind, Mini Blaze
BLUE MAGIC: WhiteWind
CATCH: WhiteWind
DROP (ALWAYS): Nothing              STEAL (COMMON): Eyedrop
DROP (RARE): Ether                  STEAL (RARE): Elixir
AI SCRIPT:
{Fight,Nothing,Nothing}
{Fight,Fight,Specialty}
{WhiteWind,Fight,Nothing}
{WhiteWind,Fight,Fight}


NAME: MossFungus
LEVEL: 48                                  EXP: 1520
HP: 5000                                   GIL: 591
MP: 200                                    SPEED: 25
ATTACK: 75                                 MAGIC POWER: 0
ATT. MULT: 12                              MAGIC MULT: 4
EVADE%: 0                                  MAGIC EVADE%: 66
DEFENSE: 15                                MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Poison
ELEMENTAL ABSORB: Poison
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Water, Fire
CREATURE TYPE: Creature
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Hard Hit
SPECIALTY EFFECT: Adds Charm, 1.5 * Damage
SPELLS: Thread, Spore,  Rainbow Wind
CONTROL: Fight, Rainbow Wind, Spore
BLUE MAGIC: None
CATCH: X-Zone
DROP (ALWAYS): Nothing              STEAL (COMMON): Hi-Potion
DROP (RARE): Antidote               STEAL (RARE): Air Lancet
AI SCRIPT:
Condition:Alone{
    {Fight,Spore,Fight}
    }
{Fight,Thread,Specialty}
Fight
React:DragonSword{
    {Rainbow Wind,Rainbow Wind,Nothing}
    }


NAME: Orcat
LEVEL: 49                                  EXP: 1350
HP: 2100                                   GIL: 594
MP: 0                                      SPEED: 22
ATTACK: 75                                 MAGIC POWER: 0
ATT. MULT: 12                              MAGIC MULT: 4
EVADE%: 0                                  MAGIC EVADE%: 10
```

DEFENSE: 33   MAGIC DEFENSE: 16
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Toad, Mini
ELEMENTAL ABSORB: Holy
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Water, Earth
CREATURE TYPE: None
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: 1.5 * Damage
SPELLS: Demon's Eye
CONTROL: Fight, Flash, Reset
BLUE MAGIC: Flash
CATCH: Demon's Eye
DROP (ALWAYS): Nothing   STEAL (COMMON): Dark Matter
DROP (RARE): Phoenix Down   STEAL (RARE): Soft
AI SCRIPT:
Condition:Alone{
     {Fight,Demon's Eye,Specialty}
     }
{Fight,Fight,Specialty}

NAME: Iron Giant
LEVEL: 61   EXP: 10000
HP: 18000   GIL: 597
MP: 10000   SPEED: 55
ATTACK: 100   MAGIC POWER: 50
ATT. MULT: 13   MAGIC MULT: 15
EVADE%: 0   MAGIC EVADE%: 90
DEFENSE: 50   MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Toad, Mini, Float, Poison, Zombie, Darkness, Aging, Sleep,
Paralyze, Charm, Berserk, Mute, Image(2), Image(1), Stop
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Water
CREATURE TYPE: None
IMMUNITY: Control, Catch
INITIAL STATUS: None
SPECIALTY: Swing Down
SPECIALTY EFFECT: 100% Hit + Pierce Defense
SPELLS: Rocket Punch, Hurricane
CONTROL: Can't
BLUE MAGIC: None
CATCH: Can't
DROP (ALWAYS): Giant Drink   STEAL (COMMON): Iron Helmet
DROP (RARE): Nothing   STEAL (RARE): Iron Armor
AI SCRIPT:
{Fight,Fight,Fight}
{Rocket Punch,Hurricane,Fight}
{Fight,Rocket Punch,Fight}
{Rocket Punch,Hurricane,Fight}
React:Fight{
     {Specialty,Specialty,Nothing}
     }

NAME: SwrdDancer
LEVEL: 48   EXP: 2400
HP: 3000   GIL: 561
MP: 0   SPEED: 25
ATTACK: 75   MAGIC POWER: 0
ATT. MULT: 12   MAGIC MULT: 4
EVADE%: 0   MAGIC EVADE%: 0
DEFENSE: 15   MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: None
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None

ELEMENTAL WEAKNESS: None
CREATURE TYPE: Human
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: High Kick
SPECIALTY EFFECT: 1.5 * Damage
SPELLS: Dance of the Dead
CONTROL: Fight, Strong Fight, Strange Dance
BLUE MAGIC: None
CATCH: Strong Fight
DROP (ALWAYS): Nothing   STEAL (COMMON): Mythril Helmet
DROP (RARE): Ice Brand   STEAL (RARE): Enhancer
AI SCRIPT:
{Fight,Fight,Specialty}
Change Target:Single Party Member
Dance of the Dead
{Fight,Fight,Specialty}

NAME: Death Claw
LEVEL: 51   EXP: 1700
HP: 4000   GIL: 600
MP: 200   SPEED: 25
ATTACK: 70   MAGIC POWER: 50
ATT. MULT: 9   MAGIC MULT: 14
EVADE%: 0   MAGIC EVADE%: 0
DEFENSE: 29   MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Dead, Stone, Toad, Mini, Float, Poison, Zombie, Darkness
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Water
CREATURE TYPE: None
IMMUNITY: Control, Catch
INITIAL STATUS: None
SPECIALTY: Press
SPECIALTY EFFECT: 1.5 * Damage
SPELLS: DeathClaw
CONTROL: Can't
BLUE MAGIC: DeathClaw
CATCH: Can't
DROP (ALWAYS): Nothing   STEAL (COMMON): Hero Drink
DROP (RARE): Soft   STEAL (RARE): Thor's Hammer
AI SCRIPT:
{DeathClaw,DeathClaw,Fight}

NAME: K.Behemoth
LEVEL: 82   EXP: 0
HP: 18000   GIL: 1000
MP: 300   SPEED: 25
ATTACK: 95   MAGIC POWER: 0
ATT. MULT: 13   MAGIC MULT: 4
EVADE%: 0   MAGIC EVADE%: 75
DEFENSE: 15   MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Mini
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Water
CREATURE TYPE: None
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: 1.5 * Damage
SPELLS: Meteo
CONTROL: Fight, ????
BLUE MAGIC: ????
CATCH: Giga Flare
DROP (ALWAYS): Nothing   STEAL (COMMON): Phoenix Down
DROP (RARE): Double Lance   STEAL (RARE): Drain Sword
AI SCRIPT:
Nothing

```
Nothing
Fight
Nothing
React:Magic{
     Meteo
     }
React:Physical{
     {Fight,Fight,Specialty}
     }
```

```
NAME: Farfarerro
LEVEL: 48                              EXP: 1390
HP: 2580                              GIL: 606
MP: 485                              SPEED: 25
ATTACK: 90                          MAGIC POWER: 70
ATT. MULT: 2                        MAGIC MULT: 17
EVADE%: 20                          MAGIC EVADE%: 20
DEFENSE: 15                          MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: None
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Poison
CREATURE TYPE: Human
IMMUNITY: None
INITIAL STATUS: Armor
SPECIALTY: Rod
SPECIALTY EFFECT: 1.5 * Damage
SPELLS: Psych, FrogSong, Drain, TinySong
CONTROL: Fight, Psych, Drain, Antdt
BLUE MAGIC: FrogSong, TinySong
CATCH: Psych
DROP (ALWAYS): Nothing                STEAL (COMMON): Speed Drink
DROP (RARE): Eyedrop                  STEAL (RARE): Lillith Rod
AI SCRIPT:
Nothing
{Psych,FrogSong,Nothing}
Fight
{Drain,TinySong,Nothing}
```

```
NAME: Necromancr
LEVEL: 54                              EXP: 0
HP: 6900                              GIL: 1000
MP: 300                              SPEED: 27
ATTACK: 79                          MAGIC POWER: 0
ATT. MULT: 13                        MAGIC MULT: 4
EVADE%: 0                            MAGIC EVADE%: 50
DEFENSE: 15                          MAGIC DEFENSE: 30
ELEMENTAL IMMUNITY: Earth
STATUS IMMUNITY: None
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Water
CREATURE TYPE: Undead
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: 1.5 * Damage
SPELLS: Zombie Powder, Armor, Shell
CONTROL: Fight, Blaster
BLUE MAGIC: None
CATCH: WhiteWind
DROP (ALWAYS): Nothing                STEAL (COMMON): Revivify
DROP (RARE): Revivify                 STEAL (RARE): Bone Mail
AI SCRIPT:
Condition:HP < 3000{
     {Zombie Powder,Zombie Powder,Fight}
     }
{Fight,Zombie Powder,Specialty}
React:Magic{
```

```
        Shell
        }
React:Physical{
        Armor
        }


NAME: Ninja
LEVEL: 52                               EXP: 1800
HP: 5000                                GIL: 612
MP: 200                                 SPEED: 26
ATTACK: 90                              MAGIC POWER: 0
ATT. MULT: 12                           MAGIC MULT: 4
EVADE%: 70                              MAGIC EVADE%: 90
DEFENSE: 15                             MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Toad, Mini
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: None
IMMUNITY: None
INITIAL STATUS: (Always) Float
SPECIALTY: Wild Bull
ENEMY SPECIALTY EFFECT
HP Leak
SPELLS: Image(2)
CONTROL: Fight, Specialty, Image(2)
BLUE MAGIC: None
CATCH: Strong Fight
DROP (ALWAYS): Nothing                  STEAL (COMMON): Shuriken
DROP (RARE): Pinwheel                   STEAL (RARE): Forged Sword
AI SCRIPT:
{Fight,Fight,Nothing}
{Fight,Fight,Specialty}
React:Fight{
        {Image(2),Nothing,Nothing}
        }


NAME: Great Drgn
LEVEL: 51                               EXP: 1900
HP: 10000                               GIL: 615
MP: 1000                                SPEED: 20
ATTACK: 100                             MAGIC POWER: 0
ATT. MULT: 13                           MAGIC MULT: 4
EVADE%: 0                               MAGIC EVADE%: 33
DEFENSE: 20                             MAGIC DEFENSE: 20
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: None
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Water
CREATURE TYPE: None
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: 1.5 * Damage
SPELLS: Flame, Emission, Quake
CONTROL: Fight, Specialty, Flame
BLUE MAGIC: Emission
CATCH: Strong Fight
DROP (ALWAYS): Nothing                  STEAL (COMMON): Dragon Fang
DROP (RARE): Dragon Fang                STEAL (RARE): Power Drink
AI SCRIPT:
{Fight,Flame,Specialty}
{Fight,Emission,Specialty}
React:Physical{
        {Quake,Nothing,Nothing}
        }


NAME: AvisDragon
```

```
LEVEL: 49                              EXP: 2020
HP: 7000                               GIL: 618
MP: 1000                               SPEED: 22
ATTACK: 100                            MAGIC POWER: 0
ATT. MULT: 11                          MAGIC MULT: 4
EVADE%: 0                              MAGIC EVADE%: 33
DEFENSE: 15                            MAGIC DEFENSE: 15
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Dead, Toad, Mini, Sleep, Paralyze, Charm, Stop
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Water
CREATURE TYPE: Heavy, Avis
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: 1.5 * Damage
SPELLS: Breath Wing
CONTROL: Fight, Breath Wing, Thunder, Blaze
BLUE MAGIC: None
CATCH: Breath Wing
DROP (ALWAYS): Dragon Fang           STEAL (COMMON): Trident
DROP (RARE): Nothing                 STEAL (RARE): Artemis's Bow
AI SCRIPT:
{Fight,Breath Wing,Nothing}
{Fight,Breath Wing,Specialty}


NAME: Gorchimera
LEVEL: 51                              EXP: 0
HP: 10000                             GIL: 900
MP: 1000                               SPEED: 20
ATTACK: 100                            MAGIC POWER: 0
ATT. MULT: 13                          MAGIC MULT: 4
EVADE%: 0                              MAGIC EVADE%: 40
DEFENSE: 15                            MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Toad, Mini
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Water
CREATURE TYPE: None
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: 1.5 * Damage
SPELLS: Atomic Ray, Blaze, Electric Shock
CONTROL: Fight, Blaze, Flame, Thunder
BLUE MAGIC: None
CATCH: Tidal Wave
DROP (ALWAYS): Nothing               STEAL (COMMON): Hi-Potion
DROP (RARE): Circlet                 STEAL (RARE): Aegis Shield
AI SCRIPT:
Condition:Alone{
    {Atomic Ray,Blaze,Electric Shock}
    }
{Fight,Fight,Specialty}


NAME: LevelCheck
LEVEL: 54                              EXP: 1520
HP: 5000                             GIL: 624
MP: 500                                SPEED: 20
ATTACK: 90                             MAGIC POWER: 0
ATT. MULT: 10                          MAGIC MULT: 4
EVADE%: 0                              MAGIC EVADE%: 0
DEFENSE: 20                            MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Toad, Mini
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
```

```
ELEMENTAL WEAKNESS: None
CREATURE TYPE: None
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: 1.5 * Damage
SPELLS: L5 Doom, L3 Flare, L4 Qrter, L2 Old, Targeting
CONTROL: Fight, L2 Old, L4 Qrter, L5 Doom
BLUE MAGIC: L5 Doom, L3 Flare, L4 Qrter, L2 Old
CATCH: L3 Flare
DROP (ALWAYS): Nothing              STEAL (COMMON): Potion
DROP (RARE): Elixir                 STEAL (RARE): Ether
AI SCRIPT:
Targeting
{L5 Doom,L4 Qrter,L2 Old}
Targeting
{L4 Qrter,L2 Old,L3 Flare}
Targeting
{L2 Old,L3 Flare,L5 Doom}
Targeting
{L3 Flare,L5 Doom,L2 Old}
```

```
NAME: Mind Mage
LEVEL: 53                           EXP: 0
HP: 4700                            GIL: 800
MP: 500                             SPEED: 20
ATTACK: 90                          MAGIC POWER: 0
ATT. MULT: 4                        MAGIC MULT: 4
EVADE%: 0                           MAGIC EVADE%: 66
DEFENSE: 20                         MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: None
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Heavy
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Drill
SPECIALTY EFFECT: Adds Aging
SPELLS: MindBlst
CONTROL: Fight, MindBlst, Emission, Blaster
BLUE MAGIC: MindBlst, Emission
CATCH: MindBlst
DROP (ALWAYS): Nothing              STEAL (COMMON): Green Beret
DROP (RARE): White Suit             STEAL (RARE): Guardian
AI SCRIPT:
{Fight,MindBlst,Nothing}
React:HP Damage{
    {MindBlst,MindBlst,Nothing}
    }
```

```
NAME: Fury
LEVEL: 50                           EXP: 2250
HP: 5000                            GIL: 630
MP: 1000                            SPEED: 20
ATTACK: 80                          MAGIC POWER: 0
ATT. MULT: 10                       MAGIC MULT: 4
EVADE%: 0                           MAGIC EVADE%: 20
DEFENSE: 20                         MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: None
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Water
CREATURE TYPE: Heavy
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: 1.5 * Damage
SPELLS: Doom, Bersk, Stop, Drain, Fire3, Bolt3, Ice 3, Mute, Toad, Size,
```

```
SPELLS: Doom, Bersk, Stop, Drain, Fire3, Bolt3, Ice 3, Mute, Toad, Size,
Comet, Slow2, Bio
CONTROL: Fight, Flare, Holy, Qrter
BLUE MAGIC: None
CATCH: Flare
DROP (ALWAYS): Nothing            STEAL (COMMON): Wall Ring
DROP (RARE): Black Suit           STEAL (RARE): Cursed Ring
AI SCRIPT:
Condition:Alone{
    No Interrupt{
        {Fire3,Bolt3,Ice 3}
        {Fire3,Bolt3,Ice 3}
        {Mute,Toad,Size}
        {Comet,Slow2,Bio}
        }
    }
No Interrupt{
    {Doom,Bersk,Nothing}
    {Stop,Drain,Nothing}
    }


NAME: Thing
LEVEL: 52                              EXP: 0
HP: 3                                  GIL: 2000
MP: 500                                SPEED: 20
ATTACK: 100                            MAGIC POWER: 0
ATT. MULT: 7                           MAGIC MULT: 4
EVADE%: 50                             MAGIC EVADE%: 33
DEFENSE: 50                            MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Toad, Mini, Poison, Aging
ELEMENTAL ABSORB: Water, Air, Earth, Holy, Poison, Lightning, Ice, Fire
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Heavy
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: 1.5 * Damage
SPELLS: Dynamo
CONTROL: Fight, Armor, Shell, Float
BLUE MAGIC: None
CATCH: MghtyGrd
DROP (ALWAYS): Nothing            STEAL (COMMON): Ether
DROP (RARE): Crystal Helmet       STEAL (RARE): Crystal Shield
AI SCRIPT:
{Fight,Fight,Specialty}
{Fight,Dynamo,Specialty}


NAME: Mover
LEVEL: 52                              EXP: 0
HP: 10000                              GIL: 50000
MP: 500                                SPEED: 35
ATTACK: 128                            MAGIC POWER: 0
ATT. MULT: 3                           MAGIC MULT: 4
EVADE%: 0                              MAGIC EVADE%: 10
DEFENSE: 40                            MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Dead, Stone, Toad, Mini, Poison
ELEMENTAL ABSORB: Poison
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Fire
CREATURE TYPE: Heavy, Undead
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: 1.5 * Damage
SPELLS: Terminate, Circle, Delta Attack
CONTROL: Fight, Fusion
BLUE MAGIC: Fusion
CATCH: Delta Attack
```

```
                                                    
DROP (ALWAYS): Nothing             STEAL (COMMON): Flame Scroll
DROP (RARE): Thunder Scroll        STEAL (RARE): Water Scroll
AI SCRIPT:
Condition:V00=01{
    {Terminate,Nothing,Nothing}
    No Interrupt{
        {Circle,Circle,Fight}
        Set V00=00
        Unhide Monster: Mover Position 1
        }
    }
Nothing
No Interrupt{
    {Delta Attack,Delta Attack,Fight}
    Set V00=01
    Unhide Monster: Mover Position 2
    }
```

```
NAME: CrysDragon
LEVEL: 62                          EXP: 0
HP: 17500                          GIL: 10000
MP: 10000                          SPEED: 50
ATTACK: 128                        MAGIC POWER: 0
ATT. MULT: 13                      MAGIC MULT: 4
EVADE%: 0                          MAGIC EVADE%: 50
DEFENSE: 40                        MAGIC DEFENSE: 20
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Stone, Toad, Mini, Float, Poison, Zombie, Darkness
ELEMENTAL ABSORB: Air, Lightning, Ice, Fire
CAN'T EVADE: Aerial
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Heavy, Dragon
IMMUNITY: Control
INITIAL STATUS: Float, Regen
SPECIALTY: Critical
SPECIALTY EFFECT: 1.5 * Damage
SPELLS: Breath Wing
CONTROL: Can't
BLUE MAGIC: None
CATCH: Fight
DROP (ALWAYS): Nothing             STEAL (COMMON): Elixir
DROP (RARE): Crystal Armor         STEAL (RARE): Dragoon Spear
AI SCRIPT:
{Breath Wing,Breath Wing,Fight}
```

```
NAME: Achelone
LEVEL: 52                          EXP: 1480
HP: 3200                           GIL: 642
MP: 0                              SPEED: 20
ATTACK: 100                        MAGIC POWER: 0
ATT. MULT: 13                      MAGIC MULT: 4
EVADE%: 70                         MAGIC EVADE%: 33
DEFENSE: 70                        MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: None
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Water
CREATURE TYPE: None
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: 1.5 * Damage
SPELLS: Demon's Eye, Sonic Wave
CONTROL: Fight, Demon's Eye, Poison Breath, Vampire
BLUE MAGIC: Vampire
CATCH: Snowstorm
DROP (ALWAYS): Nothing             STEAL (COMMON): Turtle Shell
DROP (RARE): Elixir                STEAL (RARE): Flame Toungue
AI SCRIPT:
```

```
HP 3960:
{Fight,Fight,Nothing}
React:HP Damage{
    {Demon's Eye,Sonic Wave,Nothing}
    }
```

```
NAME: Bodyguard
LEVEL: 52                              EXP: 2000
HP: 3960                               GIL: 645
MP: 0                                  SPEED: 20
ATTACK: 109                            MAGIC POWER: 0
ATT. MULT: 13                          MAGIC MULT: 4
EVADE%: 10                             MAGIC EVADE%: 50
DEFENSE: 5                             MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: None
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Human
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Squeeze
SPECIALTY EFFECT: Adds Poison, Adds Blind, Adds Paralyze
SPELLS:
CONTROL: Fight, Specialty
BLUE MAGIC: None
CATCH: Reaper's Sword
DROP (ALWAYS): Nothing                 STEAL (COMMON): Cabin
DROP (RARE): Strength Suit             STEAL (RARE): Tempest Sword
AI SCRIPT:
{Fight,Fight,Specialty}
```

```
NAME: Sahagin
LEVEL: 20                              EXP: 180
HP: 550                                GIL: 100
MP: 10                                 SPEED: 26
ATTACK: 27                             MAGIC POWER: 0
ATT. MULT: 5                           MAGIC MULT: 4
EVADE%: 0                              MAGIC EVADE%: 0
DEFENSE: 0                             MAGIC DEFENSE: 5
ELEMENTAL IMMUNITY: Water
STATUS IMMUNITY: None
ELEMENTAL ABSORB: Water
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Lightning
CREATURE TYPE: None
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: 1.5 * Damage
SPELLS:
CONTROL: Fight, Specialty, GblinPnch
BLUE MAGIC: GblinPnch
CATCH: Strong Fight
DROP (ALWAYS): Nothing                 STEAL (COMMON): Potion
DROP (RARE): Potion                    STEAL (RARE): Potion
AI SCRIPT:
{Fight,Fight,Specialty}
```

```
NAME: Th.Anemone
LEVEL: 21                              EXP: 160
HP: 600                                GIL: 100
MP: 100                                SPEED: 25
ATTACK: 27                             MAGIC POWER: 10
ATT. MULT: 5                           MAGIC MULT: 4
EVADE%: 0                              MAGIC EVADE%: 0
DEFENSE: 0                             MAGIC DEFENSE: 5
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Toad, Mini
ELEMENTAL ABSORB: Lightning
```

```
ELEMENTAL ABSORB: Lightning
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: None
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: 1.5 * Damage
SPELLS:
CONTROL: Fight, Electric Shock, Bolt2
BLUE MAGIC: None
CATCH: Spore
DROP (ALWAYS): Thunder Scroll       STEAL (COMMON): Nothing
DROP (RARE): Potion                 STEAL (RARE): Nothing
AI SCRIPT:
{Fight,Fight,Specialty}


NAME: Sea Avis
LEVEL: 19                           EXP: 200
HP: 25                              GIL: 100
MP: 100                             SPEED: 50
ATTACK: 30                          MAGIC POWER: 10
ATT. MULT: 5                        MAGIC MULT: 4
EVADE%: 90                          MAGIC EVADE%: 80
DEFENSE: 10                         MAGIC DEFENSE: 35
ELEMENTAL IMMUNITY: Water, Earth
STATUS IMMUNITY: Toad, Mini
ELEMENTAL ABSORB: None
CAN'T EVADE: Aerial
ELEMENTAL WEAKNESS: None
CREATURE TYPE: None
IMMUNITY: None
INITIAL STATUS: (Always) Float
SPECIALTY: Swoop
SPECIALTY EFFECT: 1.5 * Damage
SPELLS:
CONTROL: Fight, Beak
BLUE MAGIC: None
CATCH: Beak
DROP (ALWAYS): Nothing              STEAL (COMMON): Nothing
DROP (RARE): Soft                   STEAL (RARE): Soft
AI SCRIPT:
{Fight,Fight,Specialty}


NAME: Corvette
LEVEL: 29                           EXP: 0
HP: 2800                            GIL: 1000
MP: 0                               SPEED: 35
ATTACK: 40                          MAGIC POWER: 0
ATT. MULT: 9                        MAGIC MULT: 4
EVADE%: 0                           MAGIC EVADE%: 0
DEFENSE: 0                          MAGIC DEFENSE: 25
ELEMENTAL IMMUNITY: Earth
STATUS IMMUNITY: Dead, Stone, Toad, Mini, Aging, Sleep, Paralyze, Charm
ELEMENTAL ABSORB: Water
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Lightning
CREATURE TYPE: None
IMMUNITY: None
INITIAL STATUS: (Always) Float
SPECIALTY: Fin
SPECIALTY EFFECT: 1.5 * Damage
SPELLS: Breath Wing
CONTROL: Fight, Tailscrew
BLUE MAGIC: None
CATCH: Tailscrew
DROP (ALWAYS): Nothing              STEAL (COMMON): Nothing
DROP (RARE): Hi-Potion              STEAL (RARE): Trident
AI SCRIPT:
{Fight,Fight,Specialty}
{Fight,Breath Wing,Specialty}
```

```
NAME: Armon
LEVEL: 25                              EXP: 0
HP: 1500                              GIL: 740
MP: 300                              SPEED: 25
ATTACK: 90                            MAGIC POWER: 0
ATT. MULT: 1                          MAGIC MULT: 4
EVADE%: 0                             MAGIC EVADE%: 0
DEFENSE: 35                           MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: None
ELEMENTAL ABSORB: Water
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Lightning
CREATURE TYPE: None
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: 1.5 * Damage
SPELLS:
CONTROL: Fight, Specialty, GblinPnch
BLUE MAGIC: GblinPnch
CATCH: Wind Slash
DROP (ALWAYS): Nothing                STEAL (COMMON): Antidote
DROP (RARE): Hi-Potion                STEAL (RARE): Hi-Potion
AI SCRIPT:
{Fight,Fight,Specialty}


NAME: SeaScorpio
LEVEL: 26                              EXP: 0
HP: 500                              GIL: 680
MP: 0                                 SPEED: 35
ATTACK: 59                            MAGIC POWER: 0
ATT. MULT: 18                         MAGIC MULT: 4
EVADE%: 80                            MAGIC EVADE%: 0
DEFENSE: 20                           MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: Water
STATUS IMMUNITY: Mini
ELEMENTAL ABSORB: Water
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Lightning
CREATURE TYPE: None
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Needle
SPECIALTY EFFECT: Adds Paralyze
SPELLS:
CONTROL: Fight, Escape
BLUE MAGIC: None
CATCH: Strong Fight
DROP (ALWAYS): Nothing                STEAL (COMMON): Potion
DROP (RARE): Potion                   STEAL (RARE): Nothing
AI SCRIPT:
{Fight,Fight,Specialty}


NAME: Silvune
LEVEL: 27                              EXP: 0
HP: 19000                            GIL: 10000
MP: 10000                            SPEED: 59
ATTACK: 77                            MAGIC POWER: 10
ATT. MULT: 19                         MAGIC MULT: 5
EVADE%: 40                            MAGIC EVADE%: 90
DEFENSE: 40                           MAGIC DEFENSE: 30
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: None
ELEMENTAL ABSORB: Water, Air, Earth, Holy
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Human, Heavy
IMMUNITY: None
```

```
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: 1.5 * Damage
SPELLS:
CONTROL: Fight, FrogSong, TinySong, Comet
BLUE MAGIC: FrogSong, TinySong
CATCH: Almagest
DROP (ALWAYS): Nothing              STEAL (COMMON): Maiden's Kiss
DROP (RARE): Angel Ring             STEAL (RARE): Glasses
AI SCRIPT:
{Fight,Fight,Specialty}

NAME: Gel Fish
LEVEL: 28                           EXP: 0
HP: 1000                            GIL: 540
MP: 0                               SPEED: 30
ATTACK: 0                           MAGIC POWER: 0
ATT. MULT: 0                        MAGIC MULT: 4
EVADE%: 0                           MAGIC EVADE%: 0
DEFENSE: 0                          MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Mini
ELEMENTAL ABSORB: Water
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Lightning
CREATURE TYPE: None
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: 1.5 * Damage
SPELLS:
CONTROL: Fight, Mucus, ????
BLUE MAGIC: ????
CATCH: X-Zone
DROP (ALWAYS): Nothing              STEAL (COMMON): Potion
DROP (RARE): Hi-Potion              STEAL (RARE): Nothing
AI SCRIPT:
{Fight,Fight,Specialty}

NAME: Giant Bird
LEVEL: 29                           EXP: 0
HP: 9000                            GIL: 5000
MP: 500                             SPEED: 55
ATTACK: 75                          MAGIC POWER: 0
ATT. MULT: 19                       MAGIC MULT: 4
EVADE%: 5                           MAGIC EVADE%: 50
DEFENSE: 20                         MAGIC DEFENSE: 10
ELEMENTAL IMMUNITY: Earth
STATUS IMMUNITY: Toad, Mini
ELEMENTAL ABSORB: None
CAN'T EVADE: Aerial
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Heavy, Avis
IMMUNITY: None
INITIAL STATUS: (Always) Float
SPECIALTY: Swoop
SPECIALTY EFFECT: 1.5 * Damage
SPELLS: Breath Wing, Zombie Breath
CONTROL: Fight, Breath Wing, Beak
BLUE MAGIC: None
CATCH: Breath Wing
DROP (ALWAYS): Nothing              STEAL (COMMON): Hi-Potion
DROP (RARE): Giant Drink            STEAL (RARE): Murasame
AI SCRIPT:
{Breath Wing,Fight,Breath Wing}
{Breath Wing,Fight,Zombie Breath}

NAME: Sea Devil
LEVEL: 30                           EXP: 0
HP: 5000                            GIL: 3000
```

```
MP: 1000                              SPEED: 20
ATTACK: 71                            MAGIC POWER: 0
ATT. MULT: 8                          MAGIC MULT: 4
EVADE%: 0                             MAGIC EVADE%: 0
DEFENSE: 15                           MAGIC DEFENSE: 10
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: None
ELEMENTAL ABSORB: Water
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Lightning
CREATURE TYPE: None
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: 1.5 * Damage
SPELLS:
CONTROL: Fight, Specialty, Entangle
BLUE MAGIC: None
CATCH: Strong Fight
DROP (ALWAYS): Nothing                STEAL (COMMON): Hi-Potion
DROP (RARE): Turtle Shell             STEAL (RARE): Defender
AI SCRIPT:
{Fight,Fight,Specialty}

NAME: Stingray
LEVEL: 93                             EXP: 0
HP: 30000                            GIL: 0
MP: 1000                              SPEED: 70
ATTACK: 66                            MAGIC POWER: 70
ATT. MULT: 16                         MAGIC MULT: 29
EVADE%: 40                            MAGIC EVADE%: 10
DEFENSE: 60                           MAGIC DEFENSE: 20
ELEMENTAL IMMUNITY: Earth
STATUS IMMUNITY: Dead, Stone, Toad, Mini
ELEMENTAL ABSORB: Water
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Heavy
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Fin
SPECIALTY EFFECT: Adds Poison
SPELLS:
CONTROL: Fight, Tidal Wave, MghtyGrd
BLUE MAGIC: MghtyGrd
CATCH: Tidal Wave
DROP (ALWAYS): Nothing                STEAL (COMMON): Dark Matter
DROP (RARE): Dragon Whip              STEAL (RARE): Rune Edge
AI SCRIPT:
{Fight,Fight,Specialty}

NAME: Chimera
LEVEL: 0                              EXP: 0
HP: 100                             GIL: 0
MP: 0                                 SPEED: 20
ATTACK: 0                             MAGIC POWER: 0
ATT. MULT: 0                          MAGIC MULT: 4
EVADE%: 0                             MAGIC EVADE%: 0
DEFENSE: 0                            MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: None
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: None
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS:
```

```
SPELLS:
CONTROL: Fight
BLUE MAGIC: None
CATCH: Fight
DROP (ALWAYS): Nothing              STEAL (COMMON): Nothing
DROP (RARE): Nothing               STEAL (RARE): Nothing
AI SCRIPT:
{Fight,Fight,Specialty}

NAME: Belfegor
LEVEL: 55                          EXP: 0
HP: 6000                           GIL: 950
MP: 500                            SPEED: 40
ATTACK: 73                         MAGIC POWER: 50
ATT. MULT: 10                      MAGIC MULT: 14
EVADE%: 15                         MAGIC EVADE%: 70
DEFENSE: 30                        MAGIC DEFENSE: 10
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Mini
ELEMENTAL ABSORB: Earth
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Creature
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS:
CONTROL: Fight, Hurricane
BLUE MAGIC: None
CATCH: Hurricane
DROP (ALWAYS): Nothing              STEAL (COMMON): Full Moon
DROP (RARE): Ice Shield             STEAL (RARE): Rising Sun
AI SCRIPT:
{Fight,Fight,Specialty}

NAME: Gil Turtle
LEVEL: 57                          EXP: 0
HP: 32768                          GIL: 5000
MP: 8000                           SPEED: 66
ATTACK: 115                        MAGIC POWER: 90
ATT. MULT: 13                      MAGIC MULT: 24
EVADE%: 40                         MAGIC EVADE%: 40
DEFENSE: 40                        MAGIC DEFENSE: 55
ELEMENTAL IMMUNITY: Holy
STATUS IMMUNITY: Dead, Stone, Toad, Mini, Float, Poison, Zombie, Darkness,
Aging, Sleep, Paralyze, Charm, Berserk, Mute, Stop
ELEMENTAL ABSORB: Water, Air, Earth, Poison, Lightning, Fire
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Ice
CREATURE TYPE: Heavy, Undead
IMMUNITY: Control, Catch
INITIAL STATUS: Armor, Shell
SPECIALTY: TurtleShell
SPECIALTY EFFECT: Adds Aging, Adds Poison, Adds Blind, Adds Paralyze, Adds
Charm, HP Leak
SPELLS: Quake
CONTROL: Can't
BLUE MAGIC: None
CATCH: Can't
DROP (ALWAYS): Nothing              STEAL (COMMON): Potion
DROP (RARE): Nothing               STEAL (RARE): Hi-Potion
AI SCRIPT:
Fight
React:Death{
     Quake
     }
React:HP Damage{
    No Interrupt{
        Specialty
        Specialty
```

```
            Specialty
        }
    }

NAME: Big Boss
LEVEL: 13                              EXP: 0
HP: 3                                  GIL: 0
MP: 10000                              SPEED: 28
ATTACK: 250                            MAGIC POWER: 250
ATT. MULT: 10                          MAGIC MULT: 16
EVADE%: 99                             MAGIC EVADE%: 99
DEFENSE: 250                           MAGIC DEFENSE: 250
ELEMENTAL IMMUNITY: Water, Air, Earth, Holy, Poison, Lightning, Ice, Fire
STATUS IMMUNITY: Dead, Stone, Toad, Mini, Float, Poison, Zombie, Darkness,
Aging, Sleep, Paralyze, Charm, Berserk, Mute, Image(2), Image(1), Wall, Armor,
Shell, Stop, Haste, Slow, Invul, Regen
ELEMENTAL ABSORB: Water, Air, Earth, Holy, Poison, Lightning, Ice, Fire
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Water, Air, Earth, Holy, Poison, Lightning, Ice, Fire
CREATURE TYPE: Heavy, Undead
IMMUNITY: HP Scan, Control, Catch
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS:
CONTROL: Can't
BLUE MAGIC: None
CATCH: Can't
DROP (ALWAYS): Nothing            STEAL (COMMON): Nothing
DROP (RARE): Nothing              STEAL (RARE): Nothing
AI SCRIPT:
Nothing


NAME:
LEVEL: 0                               EXP: 0
HP: 100                                GIL: 0
MP: 0                                  SPEED: 20
ATTACK: 0                              MAGIC POWER: 0
ATT. MULT: 0                           MAGIC MULT: 4
EVADE%: 0                              MAGIC EVADE%: 0
DEFENSE: 0                             MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: None
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: None
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS:
CONTROL: Fight
BLUE MAGIC: None
CATCH: Fight
DROP (ALWAYS): Nothing            STEAL (COMMON): Nothing
DROP (RARE): Nothing              STEAL (RARE): Nothing
AI SCRIPT:
Fight


************
11.4) BOSSES
************

NAME: Goblin (Butz Solo Battles)
LEVEL: 2                               EXP: 3
HP: 1                                  GIL: 10
MP: 2                                  SPEED: 10
ATTACK: 5                              MAGIC POWER: 0
ATT. MULT: 1                           MAGIC MULT: 4
EVADE%: 0                              MAGIC EVADE%: 0
```

```
                                           MAGIC DEFENSE: 0
DEFENSE: 0                                 MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: None
ELEMENTAL ABSORB: None
CAN'T EVADE: Physical
ELEMENTAL WEAKNESS: None
CREATURE TYPE: None
IMMUNITY: Control, Catch
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS:
CONTROL: Can't
BLUE MAGIC: None
CATCH: Can't
DROP (ALWAYS): Nothing           STEAL (COMMON): Nothing
DROP (RARE): Nothing             STEAL (RARE): Nothing
AI SCRIPT:
Fight

NAME: WingRaptor (1st form)
LEVEL: 1                                 EXP: 0
HP: 250                                  GIL: 0
MP: 25                                   SPEED: 25
ATTACK: 7                                MAGIC POWER: 1
ATT. MULT: 2                             MAGIC MULT: 4
EVADE%: 0                                MAGIC EVADE%: 10
DEFENSE: 0                               MAGIC DEFENSE: 10
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Stone, Toad, Mini
ELEMENTAL ABSORB: None
CAN'T EVADE: Aerial
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Heavy
IMMUNITY: Control, Catch
INITIAL STATUS: (Always) Float
SPECIALTY: Claw
SPECIALTY EFFECT: 100% Hit + Pierce Defense
SPELLS: Breath Wing
CONTROL: Can't
BLUE MAGIC: None
CATCH: Can't
DROP (ALWAYS): Phoenix Down       STEAL (COMMON): Potion
DROP (RARE): Nothing              STEAL (RARE): Nothing
AI SCRIPT:
{Breath Wing,Fight,Breath Wing}
{Breath Wing,Fight,Breath Wing}
Unhide Monster: WingRaptor (2nd form)

NAME: WingRaptor (2nd form)
LEVEL: 2                                 EXP: 0
HP: 250                                  GIL: 0
MP: 0                                    SPEED: 25
ATTACK: 7                                MAGIC POWER: 1
ATT. MULT: 3                             MAGIC MULT: 4
EVADE%: 40                               MAGIC EVADE%: 10
DEFENSE: 20                              MAGIC DEFENSE: 10
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Stone, Toad, Mini
ELEMENTAL ABSORB: None
CAN'T EVADE: Aerial
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Heavy
IMMUNITY: Control, Catch
INITIAL STATUS: (Always) Float
SPECIALTY: Claw
SPECIALTY EFFECT: 100% Hit + Pierce Defense
SPELLS: Breath Wing
CONTROL: Can't
BLUE MAGIC: None
```

```
CATCH: Can't
DROP (ALWAYS): Phoenix Down          STEAL (COMMON): Potion
DROP (RARE): Nothing                 STEAL (RARE): Nothing
AI SCRIPT:
Nothing
Nothing
No Interrupt{
    Unhide Monster: WingRaptor (1st form)
    Breath Wing
    }
React:Fight & V00=01{
    Specialty
    }
React:Fight{
    Display Text: Attack when its wings are closed,
    Display Text: and it'll respond with its claws!!
    Set V00=01
    Specialty
    }


NAME: Karlabos
LEVEL: 5                              EXP: 0
HP: 650                              GIL: 0
MP: 100                              SPEED: 30
ATTACK: 10                          MAGIC POWER: 0
ATT. MULT: 4                        MAGIC MULT: 4
EVADE%: 0                           MAGIC EVADE%: 0
DEFENSE: 0                          MAGIC DEFENSE: 10
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Dead, Stone, Toad, Mini, Float, Poison, Zombie, Darkness,
Aging, Sleep, Paralyze, Charm, Berserk, Mute, Image(2), Image(1)
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Lightning
CREATURE TYPE: Heavy
IMMUNITY: Control, Catch
INITIAL STATUS: None
SPECIALTY: Tentacle
SPECIALTY EFFECT: Adds Paralyze
SPELLS: Tailscrew
CONTROL: Can't
BLUE MAGIC: None
CATCH: Can't
DROP (ALWAYS): Tent                  STEAL (COMMON): Potion
DROP (RARE): Nothing                 STEAL (RARE): Nothing
AI SCRIPT:
{Fight,Specialty,Specialty}
{Fight,Tailscrew,Specialty}
{Fight,Tailscrew,Specialty}


NAME: Siren (1st form)
LEVEL: 2                              EXP: 0
HP: 900                              GIL: 0
MP: 200                              SPEED: 35
ATTACK: 15                          MAGIC POWER: 0
ATT. MULT: 6                        MAGIC MULT: 4
EVADE%: 0                           MAGIC EVADE%: 0
DEFENSE: 0                          MAGIC DEFENSE: 20
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Toad, Mini, Sleep, Mute
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Human, Heavy
IMMUNITY: Control, Catch
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS: Mute, Slow, Haste, Cure, Ice, Scan, Armor, Sleep, Bolt
CONTROL: Can't
```

```
BLUE MAGIC: None
CATCH: Can't
DROP (ALWAYS): Bronze Armor        STEAL (COMMON): Nothing
DROP (RARE): Nothing               STEAL (RARE): Nothing
AI SCRIPT:
{Mute,Slow,Haste}
{Cure,Ice,Scan}
{Armor,Sleep,Bolt}
No Interrupt{
    Display Text: Changes to an Undead!
    Unhide Monster: Siren (2nd form)
    }


NAME: Siren (2nd form)
LEVEL: 2                           EXP: 0
HP: 900                            GIL: 0
MP: 200                            SPEED: 35
ATTACK: 14                         MAGIC POWER: 0
ATT. MULT: 8                       MAGIC MULT: 4
EVADE%: 0                          MAGIC EVADE%: 0
DEFENSE: 12                        MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Toad, Mini, Poison, Aging, Sleep, Paralyze, Charm, Berserk,
Mute, Image(2), Image(1), Stop
ELEMENTAL ABSORB: Poison
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Fire
CREATURE TYPE: Human, Heavy, Undead
IMMUNITY: Control, Catch
INITIAL STATUS: None
SPECIALTY: Bear Hug
SPECIALTY EFFECT: Adds Poison
SPELLS:
CONTROL: Can't
BLUE MAGIC: None
CATCH: Can't
DROP (ALWAYS): Bronze Shield       STEAL (COMMON): Nothing
DROP (RARE): Nothing               STEAL (RARE): Nothing
AI SCRIPT:
{Fight,Specialty,Fight}
{Fight,Specialty,Fight}
{Fight,Specialty,Specialty}
Unhide Monster: Siren (1st form)


NAME: Forza
LEVEL: 8                           EXP: 0
HP: 850                            GIL: 0
MP: 100                            SPEED: 37
ATTACK: 14                         MAGIC POWER: 0
ATT. MULT: 9                       MAGIC MULT: 4
EVADE%: 0                          MAGIC EVADE%: 0
DEFENSE: 3                         MAGIC DEFENSE: 5
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Dead, Stone, Toad, Mini
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Human, Heavy
IMMUNITY: Control, Catch
INITIAL STATUS: None
SPECIALTY: Tackle
SPECIALTY EFFECT: 1.5 * Damage
SPELLS:
CONTROL: Can't
BLUE MAGIC: None
CATCH: Can't
DROP (ALWAYS): Power Drink         STEAL (COMMON): Nothing
DROP (RARE): Nothing               STEAL (RARE): Nothing
AI SCRIPT:
{Fight,Specialty,Fight}
```

```
(Fight,Specialty,Fight)

NAME: Magisa
LEVEL: 8                              EXP: 0
HP: 650                               GIL: 0
MP: 200                               SPEED: 30
ATTACK: 14                            MAGIC POWER: 1
ATT. MULT: 5                          MAGIC MULT: 4
EVADE%: 0                             MAGIC EVADE%: 0
DEFENSE: 0                            MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Dead, Stone, Toad, Mini, Aging, Sleep, Paralyze, Charm,
Berserk, Image(2), Image(1)
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Human
IMMUNITY: Control, Catch
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS: Fire, Ice, Bolt, Aero, Drain, Regen
CONTROL: Can't
BLUE MAGIC: Aero
CATCH: Can't
DROP (ALWAYS): Whip                   STEAL (COMMON): Nothing
DROP (RARE): Nothing                  STEAL (RARE): Nothing
AI SCRIPT:
Condition:V00=00 & HP < 300{
    No Interrupt{
        Display Text: Magisa:  Honey, a job for you!
        Unhide Monster: Forza
    No Interrupt{
        Change Target:Single Enemy, Not self
        Regen
        Set V00=01
        }
    }
{Fire,Ice,Bolt}
{Aero,Specialty,Drain}

NAME: Galura (Waltz Tower)
LEVEL: 3                              EXP: 0
HP: 1200                              GIL: 0
MP: 100                               SPEED: 31
ATTACK: 15                            MAGIC POWER: 0
ATT. MULT: 9                          MAGIC MULT: 4
EVADE%: 0                             MAGIC EVADE%: 0
DEFENSE: 7                            MAGIC DEFENSE: 4
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Mini, Sleep
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Creature
IMMUNITY: Control, Catch
INITIAL STATUS: None
SPECIALTY: Rush
ENEMY SPECIALTY EFFECT
HP Leak
SPELLS: Toad
CONTROL: Can't
BLUE MAGIC: None
CATCH: Can't
DROP (ALWAYS): Hi-Potion              STEAL (COMMON): Potion
DROP (RARE): Nothing                  STEAL (RARE): Hi-Potion
AI SCRIPT:
Condition:Status:Self:Toad{
    Change Target:Self
    Toad
    }
```

```
Fight
Condition:HP < 800 & HP Damage{
    No Interrupt{
        Fight
        {Specialty,Fight,Nothing}
        }
    }
```

```
NAME: Commander
LEVEL: 4                          EXP: 0
HP: 600                           GIL: 0
MP: 200                           SPEED: 25
ATTACK: 21                        MAGIC POWER: 10
ATT. MULT: 6                      MAGIC MULT: 4
EVADE%: 10                        MAGIC EVADE%: 0
DEFENSE: 0                        MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Mini
ELEMENTAL ABSORB: Ice
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Fire
CREATURE TYPE: Human
IMMUNITY: Control, Catch
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS:
CONTROL: Can't
BLUE MAGIC: None
CATCH: Can't
DROP (ALWAYS): Nothing            STEAL (COMMON): Mythril Sword
DROP (RARE): Regal Cutlass        STEAL (RARE): Nothing
AI SCRIPT:
{Fight,Fight,Specialty}
```

```
NAME: Shiva
LEVEL: 11                         EXP: 0
HP: 1500                          GIL: 0
MP: 1000                          SPEED: 25
ATTACK: 40                        MAGIC POWER: 0
ATT. MULT: 6                      MAGIC MULT: 4
EVADE%: 0                         MAGIC EVADE%: 0
DEFENSE: 0                        MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Dead, Stone, Toad, Mini, Float, Zombie, Aging, Sleep,
Paralyze, Charm, Berserk, Mute, Image(2), Image(1), Stop
ELEMENTAL ABSORB: Ice
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Fire
CREATURE TYPE: Human, Heavy
IMMUNITY: Control, Catch
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS: Ice 2
CONTROL: Can't
BLUE MAGIC: None
CATCH: Can't
DROP (ALWAYS): Ice Rod            STEAL (COMMON): Hi-Potion
DROP (RARE): Nothing              STEAL (RARE): Phoenix Down
AI SCRIPT:
Change Target:Whole Front Row Party
Ice 2
Change Target:Whole Back Row Party
Ice 2
```

```
NAME: LiquiFlame (Human form)
LEVEL: 19                         EXP: 0
HP: 3000                          GIL: 0
MP: 100                           SPEED: 35
```

```
ATTACK: 18                              MAGIC POWER: 10
ATT. MULT: 5                            MAGIC MULT: 4
EVADE%: 20                              MAGIC EVADE%: 0
DEFENSE: 0                              MAGIC DEFENSE: 15
ELEMENTAL IMMUNITY: Water, Poison
STATUS IMMUNITY: Stone, Toad, Mini, Poison, Zombie, Darkness, Aging, Sleep,
Paralyze, Berserk, Mute, Image(2), Image(1), Wall, Armor, Shell, Stop, Haste,
Slow, Invul, Regen
ELEMENTAL ABSORB: Air, Fire
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Ice
CREATURE TYPE: None
IMMUNITY: Control, Catch
INITIAL STATUS: None
SPECIALTY: Rush
SPECIALTY EFFECT: 100% Hit + Pierce Defense
SPELLS: Flame
CONTROL: Can't
BLUE MAGIC: None
CATCH: Can't
DROP (ALWAYS): Flame Scroll          STEAL (COMMON): Nothing
DROP (RARE): Nothing                 STEAL (RARE): Nothing
AI SCRIPT:
{Fight,Specialty,Flame}
React:HP Damage{
    No Interrupt{
        Flame
        Unhide Monster: LiquiFlame (Randomly Hand or Whirlwind form)
        }
    }


NAME: LiquiFlame (Hand form)
LEVEL: 19                               EXP: 0
HP: 3000                                GIL: 0
MP: 30                                  SPEED: 35
ATTACK: 18                              MAGIC POWER: 30
ATT. MULT: 5                            MAGIC MULT: 6
EVADE%: 10                              MAGIC EVADE%: 0
DEFENSE: 0                              MAGIC DEFENSE: 30
ELEMENTAL IMMUNITY: Water, Air, Earth, Holy, Poison, Lightning, Ice
STATUS IMMUNITY: Stone, Toad, Mini, Poison, Zombie, Darkness, Aging, Sleep,
Paralyze, Berserk, Mute, Image(2), Image(1), Wall, Armor, Shell, Stop, Haste,
Slow, Invul, Regen
ELEMENTAL ABSORB: Fire
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Heavy
IMMUNITY: Control, Catch
INITIAL STATUS: None
SPECIALTY: Fingertips
SPECIALTY EFFECT: Adds Paralyze
SPELLS: Fire2
CONTROL: Can't
BLUE MAGIC: None
CATCH: Can't
DROP (ALWAYS): Fire Rod              STEAL (COMMON): Nothing
DROP (RARE): Nothing                 STEAL (RARE): Nothing
AI SCRIPT:
{Fight,Fight,Specialty}
React:HP Damage{
    No Interrupt{
        Fire2
        Unhide Monster: LiquiFlame (Randomly Human or Whirlwind form)
        }
    }


NAME: LiquiFlame (Whirlwind form)
LEVEL: 19                               EXP: 0
HP: 3000                                GIL: 0
MP: 50                                  SPEED: 35
```

```
...: ..                             .....: ..
ATTACK: 18                          MAGIC POWER: 20
ATT. MULT: 5                        MAGIC MULT: 5
EVADE%: 30                          MAGIC EVADE%: 0
DEFENSE: 0                          MAGIC DEFENSE: 15
ELEMENTAL IMMUNITY: Water, Poison
STATUS IMMUNITY: Stone, Toad, Mini, Poison, Zombie, Darkness, Aging, Sleep,
Paralyze, Berserk, Mute, Image(2), Image(1), Wall, Armor, Shell, Stop, Haste,
Slow, Invul, Regen
ELEMENTAL ABSORB: Air, Fire
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Ice
CREATURE TYPE: None
IMMUNITY: Control, Catch
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: 1.5 * Damage
SPELLS: Fire2, Magnet
CONTROL: Can't
BLUE MAGIC: None
CATCH: Can't
DROP (ALWAYS): Fire Bow              STEAL (COMMON): Nothing
DROP (RARE): Nothing                 STEAL (RARE): Nothing
AI SCRIPT:
Change Target:Self
Fire2
React:HP Damage{
    No Interrupt{
        Magnet
        Unhide Monster: LiquiFlame (Randomly Human or Hand form)
        }
    }


NAME: Iron Claw
LEVEL: 39                            EXP: 40
HP: 900                             GIL: 100
MP: 150                             SPEED: 40
ATTACK: 21                          MAGIC POWER: 1
ATT. MULT: 8                        MAGIC MULT: 4
EVADE%: 0                           MAGIC EVADE%: 10
DEFENSE: 20                         MAGIC DEFENSE: 10
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: None
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: None
IMMUNITY: Catch
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS: DeathClaw
CONTROL: Fight, DeathClaw
BLUE MAGIC: DeathClaw
CATCH: Can't
DROP (ALWAYS): Nothing               STEAL (COMMON): Hero Drink
DROP (RARE): Glasses                 STEAL (RARE): Nothing
AI SCRIPT:
{Fight,DeathClaw,Specialty}
{DeathClaw,DeathClaw,Specialty}


NAME: Sergeant (Iron Claw Battle)
LEVEL: 0                             EXP: 40
HP: 1000                            GIL: 100
MP: 25                              SPEED: 20
ATTACK: 7                           MAGIC POWER: 5
ATT. MULT: 2                        MAGIC MULT: 4
EVADE%: 0                           MAGIC EVADE%: 10
DEFENSE: 0                          MAGIC DEFENSE: 10
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Toad, Mini
```

```
STATUS IMMUNITY: Toad, Mini
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: None
IMMUNITY: Control, Catch
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS:
CONTROL: Can't
BLUE MAGIC: None
CATCH: Can't
DROP (ALWAYS): Nothing              STEAL (COMMON): Potion
DROP (RARE): Eyedrop                STEAL (RARE): Nothing
AI SCRIPT:
Condition:Alone{
    Display Text: 'Th- this guy's....
    Display Text: 'He's not just a Sergeant!
    Display Text: 'Show your true colors!
    Display Text: 'Duhahahahaha
    Display Text: 'Me?  I am the great
    Display Text: 'Bounty hunter...
    Display Text: 'Iron Claw!!
    Display Text: 'Change form!!
    Unhide Monster: Iron Claw
    }
No Interrupt{
    Display Text: Sergeant:  Attack them!
    Change Target:All Enemies, Not self
    No-Damage Magic
    }


NAME: Karnak (Iron Claw Battle)
LEVEL: 19                           EXP: 140
HP: 140                             GIL: 141
MP: 25                              SPEED: 10
ATTACK: 18                          MAGIC POWER: 0
ATT. MULT: 4                        MAGIC MULT: 4
EVADE%: 0                           MAGIC EVADE%: 20
DEFENSE: 0                          MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Mini
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Creature
IMMUNITY: Control, Catch
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS:
CONTROL: Can't
BLUE MAGIC: None
CATCH: Can't
DROP (ALWAYS): Nothing              STEAL (COMMON): Potion
DROP (RARE): Potion                 STEAL (RARE): Nothing
AI SCRIPT:
Condition:Alone?{
    Escape
    }
Nothing
React:Magic:No-Damage Magic{
    {Fight,Fight,Specialty}
    }


NAME: Ifrit
LEVEL: 22                           EXP: 0
HP: 3000                            GIL: 0
MP: 1000                            SPEED: 40
ATTACK: 29                          MAGIC POWER: 32
```

```
ATTACK: 29                              MAGIC POWER: 32
ATT. MULT: 6                            MAGIC MULT: 6
EVADE%: 20                              MAGIC EVADE%: 10
DEFENSE: 10                             MAGIC DEFENSE: 20
ELEMENTAL IMMUNITY: Poison
STATUS IMMUNITY: Toad, Mini, Sleep
ELEMENTAL ABSORB: Fire
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Water, Ice
CREATURE TYPE: Heavy
IMMUNITY: Control, Catch
INITIAL STATUS: None
SPECIALTY: High Kick
SPECIALTY EFFECT: Adds Paralyze
SPELLS: Flame, Fire2
CONTROL: Can't
BLUE MAGIC: None
CATCH: Can't
DROP (ALWAYS): Flame Scroll         STEAL (COMMON): Phoenix Down
DROP (RARE): Nothing                STEAL (RARE): Nothing
AI SCRIPT:
{Flame,Fire2,Fire2}
{Flame,Fight,Specialty}
React:Death{
     Display Text: Ifrit:  You are strong...!
     Display Text: 'I have decided to grant my
     Display Text: 'powers to you...
     Nothing
     }


NAME: Byblos
LEVEL: 24                               EXP: 0
HP: 3600                                GIL: 0
MP: 1000                                SPEED: 40
ATTACK: 30                              MAGIC POWER: 20
ATT. MULT: 15                           MAGIC MULT: 5
EVADE%: 30                              MAGIC EVADE%: 20
DEFENSE: 10                             MAGIC DEFENSE: 30
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Dead, Stone, Toad, Mini, Float, Aging, Sleep, Charm, Mute,
Stop
ELEMENTAL ABSORB: Water, Air, Earth, Holy, Poison, Lightning, Ice
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Holy, Fire
CREATURE TYPE: Creature
IMMUNITY: Control, Catch
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS: Thread, Hammer, Wind Slash, Charm, Sonic Wave, Armor, Toad, Drain
CONTROL: Can't
BLUE MAGIC: Hammer
CATCH: Can't
DROP (ALWAYS): Protect Drink        STEAL (COMMON): Luck Mallet
DROP (RARE): Nothing                STEAL (RARE): Dark Matter
AI SCRIPT:
{Thread,Hammer,Fight}
{Fight,Charm,Wind Slash}
{Hammer,Fight,Thread}
{Sonic Wave,Wind Slash,Fight}
React:Death  &  React:Magic:Ifrit{
     No Interrupt{
          Display Text: Byblos:  I, Ifrit...
          Display Text: 'You fools!  The seal...
          Display Text: 'But the seal of my master
          Display Text: 'Still lives!!!
          Nothing
          }
     }
React:Death{
     No Interrupt{
```

```
        Display Text: Byblos:  Uggh!!!
        Display Text: 'This is the end....
        Display Text: 'But the seal of my master
        Display Text: 'Still lives!!!
        Nothing
    }
React:HP < 800  &  HP Damage{
    {Drain,Drain,Nothing}
    }
React:Physical{
    {Armor,Nothing,Nothing}
    }
React:Magic{
    {Toad,Nothing,Nothing}
    }
```

```
NAME: Sandworm
LEVEL: 18                         EXP: 0
HP: 3000                          GIL: 0
MP: 10125                         SPEED: 50
ATTACK: 25                        MAGIC POWER: 1
ATT. MULT: 10                     MAGIC MULT: 4
EVADE%: 0                         MAGIC EVADE%: 10
DEFENSE: 0                        MAGIC DEFENSE: 10
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Dead, Stone, Toad, Mini, Float, Poison, Zombie, Darkness,
Aging, Sleep, Paralyze, Charm, Berserk, Mute, Image(2), Image(1), Stop
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Desert, Heavy
IMMUNITY: Control, Catch
INITIAL STATUS: None
SPECIALTY: Fang
SPECIALTY EFFECT: Adds Aging, Adds Poison, Adds Charm
SPELLS: Quicksand
CONTROL: Can't
BLUE MAGIC: None
CATCH: Can't
DROP (ALWAYS): Nothing            STEAL (COMMON): Nothing
DROP (RARE): Nothing              STEAL (RARE): Nothing
AI SCRIPT:
{Fight,Quicksand,Quicksand}
Condition:??{
    Change Target:Self
    ??
    }
React:Magic:No-Damage Magic{
    Fight
    }
```

```
NAME: Hole
LEVEL: 18                         EXP: 0
HP: 3000                          GIL: 0
MP: 10125                         SPEED: 1
ATTACK: 25                        MAGIC POWER: 1
ATT. MULT: 10                     MAGIC MULT: 4
EVADE%: 0                         MAGIC EVADE%: 10
DEFENSE: 0                        MAGIC DEFENSE: 10
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Dead, Stone, Toad, Mini, Float, Poison, Zombie, Darkness,
Aging, Sleep, Paralyze, Charm, Berserk, Mute, Image(2), Image(1), Stop
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Desert, Heavy
IMMUNITY: Control, Catch
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
```

```
SPECIALTY EFFECT: None
SPELLS: Demi
CONTROL: Can't
BLUE MAGIC: None
CATCH: Can't
DROP (ALWAYS): Nothing          STEAL (COMMON): Nothing
DROP (RARE): Nothing            STEAL (RARE): Nothing
AI SCRIPT:
Nothing
React:Physical{
    Demi
    }


NAME:
LEVEL: 18                       EXP: 0
HP: 3000                        GIL: 0
MP: 10125                       SPEED: 98
ATTACK: 7                       MAGIC POWER: 1
ATT. MULT: 2                    MAGIC MULT: 4
EVADE%: 0                       MAGIC EVADE%: 10
DEFENSE: 0                      MAGIC DEFENSE: 10
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Dead, Stone, Toad, Mini, Float, Poison, Zombie, Darkness,
Aging, Sleep, Paralyze, Charm, Berserk, Mute, Image(2), Image(1), Stop
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Water
CREATURE TYPE: Desert, Heavy
IMMUNITY: Control, Catch
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS:
CONTROL: Can't
BLUE MAGIC: None
CATCH: Can't
DROP (ALWAYS): Nothing          STEAL (COMMON): Nothing
DROP (RARE): Nothing            STEAL (RARE): Nothing
AI SCRIPT:
Unhide Monster: Sandworm (Random Position?)
Unhide Monster: Sandworm (Random Position?)
Unhide Monster: Sandworm (Random Position?)
Change Target:All Enemies, Not self
No-Damage Magic


NAME: Crayclaw
LEVEL: 43                       EXP: 0
HP: 2000                        GIL: 0
MP: 500                         SPEED: 40
ATTACK: 37                      MAGIC POWER: 1
ATT. MULT: 6                    MAGIC MULT: 4
EVADE%: 0                       MAGIC EVADE%: 10
DEFENSE: 25                     MAGIC DEFENSE: 25
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Toad, Mini
ELEMENTAL ABSORB: Water
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Lightning
CREATURE TYPE: Heavy, Creature
IMMUNITY: Control, Catch
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS: Tailscrew, Mucus
CONTROL: Can't
BLUE MAGIC: None
CATCH: Can't
DROP (ALWAYS): Ice Bow          STEAL (COMMON): Coral Sword
DROP (RARE): Nothing            STEAL (RARE): Nothing
AI SCRIPT:
{Tailscrew,Tailscrew,Fight}
```

```
{Tailscrew,Tailscrew,Fight}
{Tailscrew,Mucus,Fight}

NAME: Ramuh
LEVEL: 21                              EXP: 0
HP: 4000                               GIL: 0
MP: 300                                SPEED: 45
ATTACK: 27                             MAGIC POWER: 50
ATT. MULT: 8                           MAGIC MULT: 8
EVADE%: 10                             MAGIC EVADE%: 10
DEFENSE: 20                            MAGIC DEFENSE: 5
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Stone, Toad, Poison, Aging, Sleep, Paralyze, Charm, Mute
ELEMENTAL ABSORB: Lightning
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Human
IMMUNITY: Control, Catch
INITIAL STATUS: None
SPECIALTY: Rod
SPECIALTY EFFECT: Adds Aging, HP Leak
SPELLS: Bolt2, Electric Shock, Flash, Thunder, Psych, Size
CONTROL: Can't
BLUE MAGIC: None
CATCH: Can't
DROP (ALWAYS): Ramuh                   STEAL (COMMON): Hi-Potion
DROP (RARE): Nothing                   STEAL (RARE): Hi-Potion
AI SCRIPT:
{Fight,Bolt2,Electric Shock}
{Bolt2,Flash,Fight}
{Fight,Bolt2,Electric Shock}
React:Death{
    Display Text: Ramuh:  Huh?  Ifrit...?
    Display Text: 'What are you...?
    Display Text: Ifrit:  Ramuh!
    Display Text: 'You're getting better!
    Display Text: 'If it were possible...
    Display Text: Ramuh:  Stop, Ifrit!
    Display Text: 'This isn't between us!
    Nothing
    }
React:Magic:Size{
    Change Target:Whole party
    Size
    }

NAME: AdamanTiMi
LEVEL: 20                              EXP: 0
HP: 2000                               GIL: 0
MP: 125                                SPEED: 30
ATTACK: 31                             MAGIC POWER: 0
ATT. MULT: 18                          MAGIC MULT: 4
EVADE%: 0                              MAGIC EVADE%: 50
DEFENSE: 25                            MAGIC DEFENSE: 5
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Stone, Toad, Mini, Float, Zombie, Sleep, Paralyze, Charm,
Stop
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Ice
CREATURE TYPE: None
IMMUNITY: Control, Catch
INITIAL STATUS: Armor, Shell
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS:
CONTROL: Can't
BLUE MAGIC: None
CATCH: Can't
DROP (ALWAYS): Turtle Shell           STEAL (COMMON): Protect Drink
```

```
DROP (RARE): Nothing                 STEAL (RARE): Nothing
AI SCRIPT:
No Interrupt{
     Fight
     Fight
     }
{Fight,Fight,Specialty}
No Interrupt{
     Specialty
     Specialty
     }
{Fight,Fight,Specialty}

NAME: Flamegun
LEVEL: 22                             EXP: 0
HP: 2400                             GIL: 0
MP: 125                              SPEED: 35
ATTACK: 7                           MAGIC POWER: 1
ATT. MULT: 2                        MAGIC MULT: 4
EVADE%: 0                           MAGIC EVADE%: 10
DEFENSE: 15                         MAGIC DEFENSE: 20
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Dead, Stone, Toad, Mini, Float, Poison, Zombie, Darkness,
Aging, Sleep, Paralyze, Charm, Berserk, Mute, Image(2), Image(1)
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Lightning
CREATURE TYPE: None
IMMUNITY: Control, Catch
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS: Emission
CONTROL: Can't
BLUE MAGIC: Emission
CATCH: Can't
DROP (ALWAYS): Speed Drink           STEAL (COMMON): Potion
DROP (RARE): Nothing                 STEAL (RARE): Ether
AI SCRIPT:
Emission

NAME: Rocket
LEVEL: 23                            EXP: 0
HP: 2500                            GIL: 0
MP: 200                             SPEED: 33
ATTACK: 7                          MAGIC POWER: 1
ATT. MULT: 2                       MAGIC MULT: 4
EVADE%: 0                          MAGIC EVADE%: 10
DEFENSE: 20                        MAGIC DEFENSE: 15
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Dead, Stone, Toad, Mini, Float, Poison, Zombie, Darkness,
Aging, Sleep, Paralyze, Charm, Berserk, Mute, Image(2), Image(1)
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Lightning
CREATURE TYPE: None
IMMUNITY: Control, Catch
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS: Missile, Rocket Punch
CONTROL: Can't
BLUE MAGIC: Missile
CATCH: Can't
DROP (ALWAYS): Protect Drink         STEAL (COMMON): Potion
DROP (RARE): Nothing                 STEAL (RARE): Ether
AI SCRIPT:
{Missile,Rocket Punch,Nothing}
{Missile,Missile,Rocket Punch}
```

```
NAME: Launcher
LEVEL: 50                               EXP: 0
HP: 10800                               GIL: 0
MP: 1000                                SPEED: 20
ATTACK: 7                               MAGIC POWER: 1
ATT. MULT: 2                            MAGIC MULT: 4
EVADE%: 0                               MAGIC EVADE%: 10
DEFENSE: 0                              MAGIC DEFENSE: 10
ELEMENTAL IMMUNITY: Water, Air, Poison
STATUS IMMUNITY: Dead, Stone, Toad, Mini, Float, Poison, Zombie, Darkness,
Aging, Sleep, Paralyze, Charm, Berserk, Mute, Image(2), Image(1)
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Heavy
IMMUNITY: HP Scan, Control, Catch
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS: Valiant Attack
CONTROL: Can't
BLUE MAGIC: None
CATCH: Can't
DROP (ALWAYS): Hi-Potion              STEAL (COMMON): Ether
DROP (RARE): Nothing                  STEAL (RARE): Nothing
AI SCRIPT:
Valiant Attack
React:HP Damage & HP < 10000{
    Change Target:Self
    Punishment
    }


NAME: Launcher
LEVEL: 50                               EXP: 0
HP: 10800                               GIL: 0
MP: 1000                                SPEED: 20
ATTACK: 7                               MAGIC POWER: 1
ATT. MULT: 2                            MAGIC MULT: 4
EVADE%: 0                               MAGIC EVADE%: 10
DEFENSE: 0                              MAGIC DEFENSE: 10
ELEMENTAL IMMUNITY: Water, Air, Poison
STATUS IMMUNITY: Dead, Stone, Toad, Mini, Float, Poison, Zombie, Darkness,
Aging, Sleep, Paralyze, Charm, Berserk, Mute, Image(2), Image(1)
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Heavy
IMMUNITY: HP Scan, Control, Catch
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS: Valiant Attack
CONTROL: Can't
BLUE MAGIC: None
CATCH: Can't
DROP (ALWAYS): Hi-Potion              STEAL (COMMON): Ether
DROP (RARE): Nothing                  STEAL (RARE): Nothing
AI SCRIPT:
Valiant Attack
React:HP Damage & HP < 10000{
    Change Target:Self
    Punishment
    }


NAME: Sol Cannon
LEVEL: 36                               EXP: 40
HP: 22500                              GIL: 100
MP: 1000                                SPEED: 55
ATTACK: 7                               MAGIC POWER: 1
ATT. MULT: 2                            MAGIC MULT: 4
```

```
ATT. MULT: 5                            MAGIC MULT: 4
EVADE%: 0                               MAGIC EVADE%: 10
DEFENSE: 5                              MAGIC DEFENSE: 10
ELEMENTAL IMMUNITY: Water, Air, Poison
STATUS IMMUNITY: Dead, Stone, Toad, Mini, Float, Poison, Zombie, Darkness,
Aging, Sleep, Paralyze, Charm, Berserk, Mute, Image(2), Image(1), Stop
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Lightning
CREATURE TYPE: Heavy
IMMUNITY: HP Scan, Control, Catch
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS: Surge Beam, Punishment
CONTROL: Can't
BLUE MAGIC: None
CATCH: Can't
DROP (ALWAYS): Dark Matter           STEAL (COMMON): Ether
DROP (RARE): Nothing                 STEAL (RARE): Elixir
AI SCRIPT:
Condition:V00=01{
     Display Text: Filling Multi-Surge Beam energy
     Nothing
     Display Text: Explosives pressure increased
     Nothing
     Display Text: Energy Level 128-
     Nothing
     Display Text: Fire!!!
     Surge Beam
     }
Display Text: Filling Multi-Surge Beam energy
Nothing
Display Text: Cross Gauge luminosity set to 20
Nothing
Display Text: Safety Lock released
Nothing
Display Text: Explosives pressure increased
Nothing
Display Text: Anti-Shock Anti-Flash Shield on
Nothing
Display Text: Energy Level 128-
Nothing
Display Text: Fire!!!
Surge Beam
Set V00=01
Nothing
Condition:HP Damage & HP < 10000{
     Change Target:All Enemies
     Punishment
     }

NAME: ArchaeAvis (1st form)
LEVEL: 21                              EXP: 0
HP: 1600                               GIL: 0
MP: 2000                               SPEED: 30
ATTACK: 39                             MAGIC POWER: 1
ATT. MULT: 7                           MAGIC MULT: 4
EVADE%: 10                             MAGIC EVADE%: 0
DEFENSE: 30                            MAGIC DEFENSE: 6
ELEMENTAL IMMUNITY: Earth
STATUS IMMUNITY: Dead, Stone, Toad, Mini, Poison, Aging, Sleep, Paralyze,
Charm, Berserk, Mute, Image(2), Image(1), Stop
ELEMENTAL ABSORB: None
CAN'T EVADE: Aerial
ELEMENTAL WEAKNESS: Air
CREATURE TYPE: Heavy
IMMUNITY: HP Scan, Control, Catch
INITIAL STATUS: (Always) Float
SPECIALTY: Slip
ENEMY SPECIALTY EFFECT
```

```
ELEM.         EFFECT
HP Leak
SPELLS: Breath Wing
CONTROL: Can't
BLUE MAGIC: None
CATCH: Can't
DROP (ALWAYS): Giant Drink        STEAL (COMMON): Nothing
DROP (RARE): Nothing              STEAL (RARE): Nothing
AI SCRIPT:
{Fight,Breath Wing,Specialty}
React:Death{
    Unhide Monster: ArchaeAvis (2nd form)
    }


NAME: ArchaeAvis (2nd form)
LEVEL: 19                         EXP: 0
HP: 1600                          GIL: 0
MP: 2000                          SPEED: 30
ATTACK: 39                        MAGIC POWER: 1
ATT. MULT: 7                      MAGIC MULT: 4
EVADE%: 10                        MAGIC EVADE%: 0
DEFENSE: 24                       MAGIC DEFENSE: 12
ELEMENTAL IMMUNITY: Earth
STATUS IMMUNITY: Dead, Stone, Toad, Mini, Poison, Aging, Sleep, Paralyze,
Charm, Berserk, Mute, Image(2), Image(1), Stop
ELEMENTAL ABSORB: Ice
CAN'T EVADE: Aerial
ELEMENTAL WEAKNESS: None
CREATURE TYPE: None
IMMUNITY: HP Scan, Control, Catch
INITIAL STATUS: (Always) Float
SPECIALTY: Wing
SPECIALTY EFFECT: Adds Poison
SPELLS: Blaze
CONTROL: Can't
BLUE MAGIC: None
CATCH: Can't
DROP (ALWAYS): Power Drink        STEAL (COMMON): Nothing
DROP (RARE): Nothing              STEAL (RARE): Nothing
AI SCRIPT:
{Fight,Blaze,Specialty}
React:Death{
    Unhide Monster: ArchaeAvis (3rd form)
    }


NAME: ArchaeAvis (3rd form)
LEVEL: 23                         EXP: 0
HP: 1600                          GIL: 0
MP: 2000                          SPEED: 30
ATTACK: 39                        MAGIC POWER: 1
ATT. MULT: 7                      MAGIC MULT: 4
EVADE%: 10                        MAGIC EVADE%: 0
DEFENSE: 18                       MAGIC DEFENSE: 18
ELEMENTAL IMMUNITY: Earth
STATUS IMMUNITY: Dead, Stone, Toad, Mini, Poison, Aging, Sleep, Paralyze,
Charm, Berserk, Mute, Image(2), Image(1), Stop
ELEMENTAL ABSORB: Fire
CAN'T EVADE: Aerial
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Heavy
IMMUNITY: HP Scan, Control, Catch
INITIAL STATUS: (Always) Float
SPECIALTY: Tail
SPECIALTY EFFECT: Adds Blind
SPELLS: Flame
CONTROL: Can't
BLUE MAGIC: None
CATCH: Can't
DROP (ALWAYS): Speed Drink        STEAL (COMMON): Nothing
DROP (RARE): Nothing              STEAL (RARE): Nothing
AI SCRIPT:
```

```
AI SCRIPT:
{Fight,Flame,Specialty}
React:Death{
     Unhide Monster: ArchaeAvis (4th form)
     }
```

NAME: ArchaeAvis (4th form)

LEVEL: 24	EXP: 0
HP: 1600	GIL: 0
MP: 2000	SPEED: 30
ATTACK: 39	MAGIC POWER: 1
ATT. MULT: 7	MAGIC MULT: 4
EVADE%: 10	MAGIC EVADE%: 0
DEFENSE: 12	MAGIC DEFENSE: 24

ELEMENTAL IMMUNITY: Earth
STATUS IMMUNITY: Dead, Stone, Toad, Mini, Poison, Aging, Sleep, Paralyze, Charm, Berserk, Mute, Image(2), Image(1), Stop
ELEMENTAL ABSORB: Lightning
CAN'T EVADE: Aerial
ELEMENTAL WEAKNESS: None
CREATURE TYPE: None
IMMUNITY: HP Scan, Control, Catch
INITIAL STATUS: (Always) Float
SPECIALTY: Claw
SPECIALTY EFFECT: Adds Paralyze
SPELLS: Thunder
CONTROL: Can't
BLUE MAGIC: None
CATCH: Can't

DROP (ALWAYS): Protect Drink	STEAL (COMMON): Nothing
DROP (RARE): Nothing	STEAL (RARE): Nothing

```
AI SCRIPT:
{Fight,Thunder,Specialty}
React:Death{
     No Interrupt{
          Unhide Monster: ArchaeAvis (Undead)
          Display Text: ArchaeoAvis revived!
          Display Text: King Tycoon:  Astounding!
          Display Text: 'What life force!!
          Display Text: 'The power of the Crystals...?
          Nothing
          }
     }
```

NAME: ArchaeAvis (Undead)

LEVEL: 20	EXP: 0
HP: 2500	GIL: 0
MP: 2000	SPEED: 35
ATTACK: 42	MAGIC POWER: 1
ATT. MULT: 7	MAGIC MULT: 4
EVADE%: 10	MAGIC EVADE%: 0
DEFENSE: 6	MAGIC DEFENSE: 30

ELEMENTAL IMMUNITY: Air, Earth, Lightning, Ice, Fire
STATUS IMMUNITY: Dead, Stone, Toad, Mini, Poison, Aging, Sleep, Paralyze, Charm, Berserk, Mute, Image(2), Image(1), Stop
ELEMENTAL ABSORB: None
CAN'T EVADE: Aerial
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Heavy
IMMUNITY: HP Scan, Control, Catch
INITIAL STATUS: (Always) Float
SPECIALTY: Fang
SPECIALTY EFFECT: Adds Charm
SPELLS: Breath Wing, Flame, Thunder, Blaze, Maelstrom, Entangle
CONTROL: Can't
BLUE MAGIC: None
CATCH: Can't

DROP (ALWAYS): Hero Drink	STEAL (COMMON): Nothing
DROP (RARE): Nothing	STEAL (RARE): Nothing

```
AI SCRIPT:
{Breath Wing,Maelstrom,Specialty}
```

{Entangle,Fight,Specialty}
{Flame,Maelstrom,Specialty}
{Entangle,Fight,Specialty}
{Thunder,Maelstrom,Specialty}
{Entangle,Fight,Specialty}
{Blaze,Maelstrom,Specialty}
{Entangle,Fight,Specialty}

NAME: Chim.Brain
LEVEL: 19   EXP: 0
HP: 3300   GIL: 0
MP: 1000   SPEED: 35
ATTACK: 40   MAGIC POWER: 1
ATT. MULT: 7   MAGIC MULT: 4
EVADE%: 10   MAGIC EVADE%: 0
DEFENSE: 10   MAGIC DEFENSE: 20
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Toad, Mini, Sleep, Paralyze, Charm
ELEMENTAL ABSORB: Ice
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Creature
IMMUNITY: Control, Catch
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS: AquaRake, Blaze
CONTROL: Can't
BLUE MAGIC: AquaRake
CATCH: Can't
DROP (ALWAYS): Phoenix Down   STEAL (COMMON): Dragon Fang
DROP (RARE): Nothing   STEAL (RARE): Wind Spear
AI SCRIPT:
{AquaRake,Fight,Specialty}
{AquaRake,Blaze,Blaze}

NAME: Titan
LEVEL: 1   EXP: 0
HP: 2500   GIL: 0
MP: 2000   SPEED: 25
ATTACK: 45   MAGIC POWER: 0
ATT. MULT: 7   MAGIC MULT: 4
EVADE%: 10   MAGIC EVADE%: 0
DEFENSE: 10   MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Dead, Stone, Toad, Mini, Poison, Zombie, Darkness, Aging,
Sleep, Charm, Berserk, Mute, Image(2), Image(1)
ELEMENTAL ABSORB: Earth
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Human, Heavy
IMMUNITY: Control, Catch
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS: Earth Shaker
CONTROL: Can't
BLUE MAGIC: None
CATCH: Can't
DROP (ALWAYS): Hi-Potion   STEAL (COMMON): Potion
DROP (RARE): Nothing   STEAL (RARE): Earth Hammer
AI SCRIPT:
{Fight,Fight,Specialty}
{Fight,Earth Shaker,Specialty}
React:Death{
    Earth Shaker
    }

NAME: Puroboros
LEVEL: 22   EXP: 0

```
HP: 1500                              GIL: 0
MP: 100                               SPEED: 20
ATTACK: 45                            MAGIC POWER: 10
ATT. MULT: 7                          MAGIC MULT: 4
EVADE%: 0                             MAGIC EVADE%: 0
DEFENSE: 0                            MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Toad, Mini, Paralyze, Charm
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: None
IMMUNITY: Catch
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS: Exploder,  Cure2, Life2
CONTROL: Fight, Exploder
BLUE MAGIC: Exploder
CATCH: Can't
DROP (ALWAYS): Nothing               STEAL (COMMON): Nothing
DROP (RARE): Potion                  STEAL (RARE): Eyedrop
AI SCRIPT:
Nothing,Nothing
{Fight,Specialty,Exploder}
React:Death{
    Change Target:All Dead Enemies
    Life2
    }
React:Summon Magic{
    Change Target:Self
    Cure2
    }

NAME: Abductor (Butz Solo Battle)
LEVEL: 22                             EXP: 0
HP: 1500                              GIL: 0
MP: 2000                             SPEED: 25
ATTACK: 40                            MAGIC POWER: 10
ATT. MULT: 7                          MAGIC MULT: 4
EVADE%: 0                             MAGIC EVADE%: 0
DEFENSE: 0                            MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Toad, Mini, Sleep, Paralyze
ELEMENTAL ABSORB: None
CAN'T EVADE: Aerial
ELEMENTAL WEAKNESS: None
CREATURE TYPE: None
IMMUNITY: Control, Catch
INITIAL STATUS: (Always) Float
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS: Hurricane
CONTROL: Can't
BLUE MAGIC: None
CATCH: Can't
DROP (ALWAYS): Ether                 STEAL (COMMON): Nothing
DROP (RARE): Nothing                 STEAL (RARE): Gaia Gear
AI SCRIPT:
{Fight,Hurricane,Fight}
{Fight,Fight,Specialty}

NAME: Gilgamesh (Dungeon)
LEVEL: 26                             EXP: 0
HP: 11500                            GIL: 0
MP: 2000                            SPEED: 25
ATTACK: 40                            MAGIC POWER: 0
ATT. MULT: 6                          MAGIC MULT: 4
EVADE%: 0                             MAGIC EVADE%: 0
DEFENSE: 0                            MAGIC DEFENSE: 0
```

ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Stone, Toad, Poison, Sleep, Paralyze, Charm
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: None
IMMUNITY: HP Scan, Control, Catch
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS:
CONTROL: Can't
BLUE MAGIC: None
CATCH: Can't
DROP (ALWAYS): Elixir   STEAL (COMMON): Nothing
DROP (RARE): Nothing   STEAL (RARE): Nothing
AI SCRIPT:
Display Text: Gilgamesh: Hah!
{Fight,Fight,Specialty}
Display Text: Gilgamesh: Hah!
{Fight,Fight,Specialty}
Condition:HP < 10000 & HP Damage{
     Display Text: Gilgamesh: Crap!
     Display Text: Alright.. for today
     Display Text: I'll let you go...
     Display Text: Lucky for you!
     Escape
     }

NAME: Fishman
LEVEL: 25   EXP: 300
HP: 400   GIL: 200
MP: 0   SPEED: 25
ATTACK: 40   MAGIC POWER: 0
ATT. MULT: 6   MAGIC MULT: 4
EVADE%: 0   MAGIC EVADE%: 0
DEFENSE: 0   MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Mini
ELEMENTAL ABSORB: Water
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Lightning
CREATURE TYPE: None
IMMUNITY: Catch
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS:
CONTROL: Fight, Specialty
BLUE MAGIC: None
CATCH: Can't
DROP (ALWAYS): Nothing   STEAL (COMMON): Nothing
DROP (RARE): Potion   STEAL (RARE): Nothing
AI SCRIPT:
{Fight,Fight,Specialty}

NAME: FlyingKillr
LEVEL: 26   EXP: 300
HP: 300   GIL: 200
MP: 0   SPEED: 28
ATTACK: 40   MAGIC POWER: 0
ATT. MULT: 6   MAGIC MULT: 4
EVADE%: 0   MAGIC EVADE%: 0
DEFENSE: 0   MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: Earth
STATUS IMMUNITY: Toad, Mini
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: None

```
IMMUNITY: Catch
INITIAL STATUS: (Always) Float
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS:
CONTROL: Fight, Specialty
BLUE MAGIC: None
CATCH: Can't
DROP (ALWAYS): Nothing           STEAL (COMMON): Nothing
DROP (RARE): Antidote            STEAL (RARE): Nothing
AI SCRIPT:
{Fight,Fight,Specialty}


NAME: Lil'Chariot
LEVEL: 8                          EXP: 300
HP: 480                          GIL: 200
MP: 100                          SPEED: 25
ATTACK: 40                       MAGIC POWER: 0
ATT. MULT: 6                     MAGIC MULT: 4
EVADE%: 0                        MAGIC EVADE%: 0
DEFENSE: 0                       MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Toad, Mini, Poison, Aging, Sleep, Paralyze, Charm
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Lightning
CREATURE TYPE: None
IMMUNITY: Catch
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS: Mustard Bomb
CONTROL: Fight, Mustard Bomb
BLUE MAGIC: None
CATCH: Can't
DROP (ALWAYS): Nothing           STEAL (COMMON): Nothing
DROP (RARE): Hi-Potion           STEAL (RARE): Nothing
AI SCRIPT:
{Fight,Mustard Bomb,Specialty}


NAME: NeoGalura
LEVEL: 27                         EXP: 300
HP: 980                          GIL: 500
MP: 1000                         SPEED: 25
ATTACK: 40                       MAGIC POWER: 0
ATT. MULT: 6                     MAGIC MULT: 4
EVADE%: 0                        MAGIC EVADE%: 0
DEFENSE: 0                       MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Mini
ELEMENTAL ABSORB: Lightning
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Creature
IMMUNITY: Control, Catch
INITIAL STATUS: None
SPECIALTY: Rush
SPECIALTY EFFECT: 1.5 * Damage
SPELLS:
CONTROL: Can't
BLUE MAGIC: None
CATCH: Can't
DROP (ALWAYS): Nothing           STEAL (COMMON): Nothing
DROP (RARE): Water Scroll        STEAL (RARE): Nothing
AI SCRIPT:
{Fight,Fight,Specialty}


NAME: Gilgamesh (Bridge)
LEVEL: 28                         EXP: 0
HP: 6500                         GIL: 0
```

```
MP: 1000                              SPEED: 45
ATTACK: 49                            MAGIC POWER: 0
ATT. MULT: 7                          MAGIC MULT: 4
EVADE%: 10                            MAGIC EVADE%: 0
DEFENSE: 14                           MAGIC DEFENSE: 10
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Dead, Stone, Toad, Mini, Poison, Sleep, Paralyze, Charm, Stop
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Human, Heavy
IMMUNITY: HP Scan, Control, Catch
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS: Jump, Electric Shock, GblinPnch, Aero 2, Wind Slash, Haste, Armor,
Shell
CONTROL: Can't
BLUE MAGIC: GblinPnch, Aero 2
CATCH: Can't
DROP (ALWAYS): Tricorn                STEAL (COMMON): Hero Drink
DROP (RARE): Nothing                  STEAL (RARE): Trident
AI SCRIPT:
Condition:V00=01{
     {Fight,Jump,Electric Shock}
     {Fight,Fight,Jump}
     }
Fight
{Fight,GblinPnch,Specialty}
{Fight,Aero 2,Fight}
{Fight,Wind Slash,Specialty}
React:Death & V00=01{
     Display Text: Gilgamesh:  Hey!
     Display Text: I remembered urgent business!
     Display Text: I'll be back!!
     Escape
     }
React:HP < 2500 & HP Damage & V00=00{
     No Interrupt{
          Display Text: I was wrong...
          Haste
          Display Text: I can't fight four people...
          Armor
          Display Text: I don't stand a chance...
          Shell
          Display Text: ...did you believe me!!?
          Jump
          Set V00=01
     }


NAME: Tyrasaurus
LEVEL: 29                             EXP: 0
HP: 5000                              GIL: 0
MP: 1000                              SPEED: 50
ATTACK: 45                            MAGIC POWER: 0
ATT. MULT: 8                          MAGIC MULT: 4
EVADE%: 0                             MAGIC EVADE%: 0
DEFENSE: 20                           MAGIC DEFENSE: 20
ELEMENTAL IMMUNITY: Ice
STATUS IMMUNITY: Stone, Toad, Mini, Poison, Sleep, Paralyze, Charm, Mute, Stop
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Fire
CREATURE TYPE: Dragon, Undead
IMMUNITY: Control, Catch
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS: Poison Breath
CONTROL: Can't
```

```
CONTROL: Can't
BLUE MAGIC: None
CATCH: Can't
DROP (ALWAYS): Nothing               STEAL (COMMON): Nothing
DROP (RARE): Elixir                  STEAL (RARE): Gold Shield
AI SCRIPT:
{Fight,Fight,Specialty}
React:??{
    Poison Breath
    }
React:Physical{
    {Fight,Specialty,????}
    }


NAME: Abductor (Val Castle)
LEVEL: 29                            EXP: 0
HP: 2500                             GIL: 0
MP: 1000                             SPEED: 35
ATTACK: 40                           MAGIC POWER: 0
ATT. MULT: 6                         MAGIC MULT: 4
EVADE%: 0                            MAGIC EVADE%: 0
DEFENSE: 0                           MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Toad, Mini, Poison, Paralyze
ELEMENTAL ABSORB: None
CAN'T EVADE: Aerial
ELEMENTAL WEAKNESS: None
CREATURE TYPE: None
IMMUNITY: Control, Catch
INITIAL STATUS: (Always) Float
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS: Hurricane, Vampire
CONTROL: Can't
BLUE MAGIC: Vampire
CATCH: Can't
DROP (ALWAYS): Nothing               STEAL (COMMON): Hi-Potion
DROP (RARE): Potion                  STEAL (RARE): Power Ring
AI SCRIPT:
{Fight,Hurricane,Specialty}
{Fight,Vampire,Specialty}


NAME: HiryuuPlant
LEVEL: 33                            EXP: 0
HP: 12000                           GIL: 0
MP: 1000                            SPEED: 39
ATTACK: 40                          MAGIC POWER: 50
ATT. MULT: 6                        MAGIC MULT: 10
EVADE%: 0                           MAGIC EVADE%: 0
DEFENSE: 0                          MAGIC DEFENSE: 40
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Stone, Toad, Mini, Poison, Sleep, Paralyze, Charm, Mute
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Human
IMMUNITY: Control, Catch
INITIAL STATUS: (Always) Regen
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS:
CONTROL: Can't
BLUE MAGIC: None
CATCH: Can't
DROP (ALWAYS): Elixir                STEAL (COMMON): Nothing
DROP (RARE): Nothing                 STEAL (RARE): Nothing
AI SCRIPT:
Condition:V00=01 & Alone{
    Unhide Monster: HiryuuFlowr (All)
    }
Condition:V00=01{
```

```
                             Nothing
                             Nothing
                             Nothing
                             Nothing
                             Nothing
                             Unhide Monster: HiryuuFlowr (All)
                             }
        Unhide Monster: HiryuuFlowr (1,4,5)
        Unhide Monster: HiryuuFlowr (1,3,4)
        Unhide Monster: HiryuuFlowr (2,3,5)
        Unhide Monster: HiryuuFlowr (All)
        Set V00=01
        Nothing


        NAME: HiryuuFlowr (1)
        LEVEL: 31                          EXP: 0
        HP: 100                            GIL: 0
        MP: 1000                           SPEED: 22
        ATTACK: 5                          MAGIC POWER: 50
        ATT. MULT: 20                      MAGIC MULT: 10
        EVADE%: 0                          MAGIC EVADE%: 30
        DEFENSE: 0                         MAGIC DEFENSE: 50
        ELEMENTAL IMMUNITY: None
        STATUS IMMUNITY: None
        ELEMENTAL ABSORB: None
        CAN'T EVADE: None
        ELEMENTAL WEAKNESS: None
        CREATURE TYPE: None
        IMMUNITY: Control, Catch
        INITIAL STATUS: (Always) Regen
        SPECIALTY: Vacuum Wave
        SPECIALTY EFFECT: 100% Hit + Pierce Defense, Adds Aging
        SPELLS:
        CONTROL: Can't
        BLUE MAGIC: None
        CATCH: Can't
        DROP (ALWAYS): Nothing              STEAL (COMMON): Nothing
        DROP (RARE): Phoenix Down           STEAL (RARE): Nothing
        AI SCRIPT:
        {Specialty,Specialty,Nothing}


        NAME: HiryuuFlowr (2)
        LEVEL: 31                          EXP: 0
        HP: 100                            GIL: 0
        MP: 1000                           SPEED: 17
        ATTACK: 5                          MAGIC POWER: 50
        ATT. MULT: 20                      MAGIC MULT: 10
        EVADE%: 0                          MAGIC EVADE%: 30
        DEFENSE: 0                         MAGIC DEFENSE: 50
        ELEMENTAL IMMUNITY: None
        STATUS IMMUNITY: None
        ELEMENTAL ABSORB: None
        CAN'T EVADE: None
        ELEMENTAL WEAKNESS: None
        CREATURE TYPE: None
        IMMUNITY: Control, Catch
        INITIAL STATUS: (Always) Regen
        SPECIALTY: Vacuum Wave
        SPECIALTY EFFECT: 100% Hit + Pierce Defense, Adds Poison
        SPELLS:
        CONTROL: Can't
        BLUE MAGIC: None
        CATCH: Can't
        DROP (ALWAYS): Nothing              STEAL (COMMON): Nothing
        DROP (RARE): Phoenix Down           STEAL (RARE): Nothing
        AI SCRIPT:
        {Specialty,Specialty,Nothing}


        NAME: HiryuuFlowr (3)
        LEVEL: 33                          EXP: 0
```

```
LEVEL: 30                           EXP: 0
HP: 100                             GIL: 0
MP: 1000                            SPEED: 27
ATTACK: 5                           MAGIC POWER: 50
ATT. MULT: 20                       MAGIC MULT: 10
EVADE%: 0                           MAGIC EVADE%: 30
DEFENSE: 0                          MAGIC DEFENSE: 50
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: None
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: None
IMMUNITY: Control, Catch
INITIAL STATUS: (Always) Regen
SPECIALTY: Vacuum Wave
SPECIALTY EFFECT: 100% Hit + Pierce Defense, Adds Blind
SPELLS:
CONTROL: Can't
BLUE MAGIC: None
CATCH: Can't
DROP (ALWAYS): Nothing               STEAL (COMMON): Nothing
DROP (RARE): Phoenix Down            STEAL (RARE): Nothing
AI SCRIPT:
{Specialty,Specialty,Nothing}

NAME: HiryuuFlowr (4)
LEVEL: 31                           EXP: 0
HP: 100                             GIL: 0
MP: 1000                            SPEED: 22
ATTACK: 5                           MAGIC POWER: 50
ATT. MULT: 20                       MAGIC MULT: 10
EVADE%: 0                           MAGIC EVADE%: 30
DEFENSE: 0                          MAGIC DEFENSE: 50
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: None
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: None
IMMUNITY: Control, Catch
INITIAL STATUS: (Always) Regen
SPECIALTY: Vacuum Wave
SPECIALTY EFFECT: 100% Hit + Pierce Defense, Adds Paralyze
SPELLS:
CONTROL: Can't
BLUE MAGIC: None
CATCH: Can't
DROP (ALWAYS): Nothing               STEAL (COMMON): Nothing
DROP (RARE): Phoenix Down            STEAL (RARE): Nothing
AI SCRIPT:
{Specialty,Specialty,Nothing}

NAME: HiryuuFlowr (5)
LEVEL: 35                           EXP: 0
HP: 100                             GIL: 0
MP: 1000                            SPEED: 18
ATTACK: 5                           MAGIC POWER: 50
ATT. MULT: 20                       MAGIC MULT: 10
EVADE%: 0                           MAGIC EVADE%: 30
DEFENSE: 0                          MAGIC DEFENSE: 50
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: None
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: None
IMMUNITY: Control, Catch
INITIAL STATUS: (Always) Regen
SPECIALTY: Vacuum Wave
SPECIALTY EFFECT: 100% Hit + Pierce Defense, Adds Charm
```

```
SPECIALTY EFFECT: 1000 HPs + Pierce Defense, Adds Charm...
SPELLS:
CONTROL: Can't
BLUE MAGIC: None
CATCH: Can't
DROP (ALWAYS): Nothing              STEAL (COMMON): Nothing
DROP (RARE): Phoenix Down           STEAL (RARE): Nothing
AI SCRIPT:
{Specialty,Specialty,Nothing}


NAME: Gabbldegak
LEVEL: 24                           EXP: 890
HP: 1200                            GIL: 1000
MP: 100                             SPEED: 25
ATTACK: 39                          MAGIC POWER: 0
ATT. MULT: 10                       MAGIC MULT: 4
EVADE%: 15                          MAGIC EVADE%: 0
DEFENSE: 5                          MAGIC DEFENSE: 5
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: None
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Human, Creature
IMMUNITY: None
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS: GblinPnch
CONTROL: Fight, Mustard Bomb
BLUE MAGIC: GblinPnch
CATCH: Mustard Bomb
DROP (ALWAYS): Nothing              STEAL (COMMON): Potion
DROP (RARE): Phoenix Down           STEAL (RARE): Hi-Potion
AI SCRIPT:
{Fight,Fight,Specialty}
{Fight,Fight,GblinPnch}


NAME: Gilgamesh (Ship)
LEVEL: 31                           EXP: 0
HP: 8888                            GIL: 0
MP: 888                             SPEED: 45
ATTACK: 50                          MAGIC POWER: 50
ATT. MULT: 5                        MAGIC MULT: 10
EVADE%: 10                          MAGIC EVADE%: 10
DEFENSE: 10                         MAGIC DEFENSE: 10
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Stone, Toad, Mini, Poison, Sleep, Paralyze, Charm, Stop
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Human, Heavy
IMMUNITY: Control, Catch
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS: Missile, DeathClaw
CONTROL: Can't
BLUE MAGIC: Missile, DeathClaw
CATCH: Can't
DROP (ALWAYS): Gold Shield          STEAL (COMMON): Genji Glove
DROP (RARE): Nothing                STEAL (RARE): Nothing
AI SCRIPT:
Condition:V00=01{
    {Fight,Missile,Fight}
    {Fight,Fight,Specialty}
    {Fight,DeathClaw,Fight}
    }
Condition:HP < 6000{
    No Interrupt{
        Unhide Monster: Enkidou
```

```
                  Display Text: Gilgamesh:  What took you so long?
                  Display Text: Enkidou:  That  old man...
                  Display Text: Gave me a bit of trouble...
                  Display Text: Gilgamesh:  First aid...please!
                  Change Target: Enkidou
                  No-Damage Magic
                  }
            }
      {Fight,Fight,Specialty}
      {Fight,Missile,Fight}
      {Fight,Fight,Specialty}
      {Fight,DeathClaw,Fight}
      React:Death & Alone{
            No Interrupt{
                  Display Text: Gilgamesh:  Enkidou!
                  Display Text: I'll leave the rest to you!
                  Reverse Polarity
                  Display Text: Enkidou...
                  Display Text: Hey, don't leave me!!
                  Nothing
            }


      NAME: Enkidou
      LEVEL: 29                           EXP: 0
      HP: 4000                            GIL: 0
      MP: 1000                            SPEED: 45
      ATTACK: 50                          MAGIC POWER: 40
      ATT. MULT: 5                        MAGIC MULT: 8
      EVADE%: 20                          MAGIC EVADE%: 20
      DEFENSE: 0                          MAGIC DEFENSE: 0
      ELEMENTAL IMMUNITY: Earth
      STATUS IMMUNITY: Stone, Toad, Mini, Poison, Sleep, Paralyze, Charm, Stop
      ELEMENTAL ABSORB: None
      CAN'T EVADE: None
      ELEMENTAL WEAKNESS: None
      CREATURE TYPE: Human
      IMMUNITY: Catch
      INITIAL STATUS: (Always) Float
      SPECIALTY: Critical
      SPECIALTY EFFECT: None
      SPELLS: Aero 2, Missile, Thread, Slow2, WhiteWind, Vampire, Wind Slash
      CONTROL: Fight, Hurricane
      BLUE MAGIC: Aero 2, Missile, WhiteWind, Vampire
      CATCH: Can't
      DROP (ALWAYS): Trident              STEAL (COMMON): Green Beret
      DROP (RARE): Nothing                STEAL (RARE): Nothing
      AI SCRIPT:
      {Fight,Aero 2,Specialty}
      {Vampire,Missile,Wind Slash}
      {Fight,Fight,Specialty}
      {Vampire,Thread,Wind Slash}
      {Fight,Sonic Wave,WhiteWind}
      React:Magic:No-Damage Magic{
            Set V00=01
            WhiteWind
            }


      NAME: Atmos
      LEVEL: 41                           EXP: 0
      HP: 19997                           GIL: 0
      MP: 10000                           SPEED: 36
      ATTACK: 10                          MAGIC POWER: 80
      ATT. MULT: 10                       MAGIC MULT: 16
      EVADE%: 0                           MAGIC EVADE%: 20
      DEFENSE: 14                         MAGIC DEFENSE: 20
      ELEMENTAL IMMUNITY: None
      STATUS IMMUNITY: Dead, Stone, Toad, Mini, Float, Poison, Zombie, Darkness,
      Aging, Paralyze, Charm, Berserk, Mute, Image(2), Image(1), Wall, Armor, Shell,
      Stop, Haste, Slow, Invul, Regen
      ELEMENTAL ABSORB: None
```

```
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Heavy
IMMUNITY: Control, Catch
INITIAL STATUS: Haste
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS: Wormhole, Pull, Slow2, Old, Demi, Qrter, Comet
CONTROL: Can't
BLUE MAGIC: None
CATCH: Can't
DROP (ALWAYS): Dark Matter              STEAL (COMMON): Ether
DROP (RARE): Nothing                    STEAL (RARE): Flail
AI SCRIPT:
Condition:Status:Party Member1:Dead & Party Member1 Position=80{
     Change Target:Party Member1
     Wormhole
     }
Condition:Status:Party Member2:Dead & Party Member2 Position=40{
     Change Target:Party Member2
     Wormhole
     }
Condition:Status:Party Member3:Dead & Party Member3 Position=20{
     Change Target:Party Member3
     Wormhole
     }
Condition:Status:Party Member4:Dead & Party Member4 Position=10{
     Change Target:Party Member4
     Wormhole
     }
Condition:Status:Party Member:Dead{
     {Pull,Pull,Pull}
     Pull
     Pull
     {Pull,Pull,Slow2}
     Pull
     {Pull,Pull,Demi}
     Pull
     {Pull,Pull,Qrter}
     Pull
     {Pull,Pull,Old}
     Pull
     {Pull,Pull,Pull}
     Pull
     {Pull,Pull,Demi}
     Pull
     {Pull,Pull,Qrter}
     Pull
     }
{Comet,Comet,Nothing}+{Comet,Comet,Nothing}


NAME: Shoat
LEVEL: 38                               EXP: 0
HP: 5000                                GIL: 0
MP: 500                                 SPEED: 45
ATTACK: 55                              MAGIC POWER: 50
ATT. MULT: 10                           MAGIC MULT: 11
EVADE%: 0                               MAGIC EVADE%: 0
DEFENSE: 20                             MAGIC DEFENSE: 10
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Dead, Stone, Toad, Mini, Float, Zombie, Darkness, Aging,
Sleep, Paralyze, Charm, Berserk, Mute, Image(2), Image(1), Wall, Armor, Shell,
Haste, Slow, Invul, Regen
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Heavy, Dragon, Creature
IMMUNITY: Control, Catch
INITIAL STATUS: None
SPECIALTY: Rush
```

```
SPECIALTY EFFECT: Adds Paralyze
SPELLS: Drain, Demon's Eye
CONTROL: Can't
BLUE MAGIC: None
CATCH: Can't
DROP (ALWAYS): Shoat                    STEAL (COMMON): Nothing
DROP (RARE): Nothing                    STEAL (RARE): Phoenix Down
AI SCRIPT:
{Fight,Fight,Drain}
React:HP Damage{
     Change Target:Last Attacker
     Demon's Eye
     }


NAME: Seal Guardian (Fire)
LEVEL: 77                               EXP: 0
HP: 7777                                GIL: 0
MP: 10000                               SPEED: 40
ATTACK: 40                              MAGIC POWER: 15
ATT. MULT: 10                           MAGIC MULT: 8
EVADE%: 0                               MAGIC EVADE%: 20
DEFENSE: 10                             MAGIC DEFENSE: 20
ELEMENTAL IMMUNITY: Holy, Poison, Lightning, Ice
STATUS IMMUNITY: Stone, Toad, Mini, Poison, Aging, Sleep, Paralyze, Charm,
Berserk, Mute, Stop
ELEMENTAL ABSORB: Fire
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: None
IMMUNITY: Control, Catch
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS: Fire3
CONTROL: Can't
BLUE MAGIC: None
CATCH: Can't
DROP (ALWAYS): Nothing                  STEAL (COMMON): Nothing
DROP (RARE): Soot                       STEAL (RARE): Elixir
AI SCRIPT:
Condition:HP < 3000{
     Change Target:Whole party
     Fire3
     }
{Fight,Fight,Specialty}


NAME: Seal Guardian (Earth)
LEVEL: 77                               EXP: 0
HP: 7777                                GIL: 0
MP: 10000                               SPEED: 45
ATTACK: 40                              MAGIC POWER: 1
ATT. MULT: 10                           MAGIC MULT: 4
EVADE%: 0                               MAGIC EVADE%: 20
DEFENSE: 10                             MAGIC DEFENSE: 20
ELEMENTAL IMMUNITY: Holy, Poison, Lightning, Ice
STATUS IMMUNITY: Stone, Toad, Mini, Poison, Aging, Sleep, Paralyze, Charm,
Berserk, Mute, Stop
ELEMENTAL ABSORB: Earth
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: None
IMMUNITY: Control, Catch
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS: Earth Shaker
CONTROL: Can't
BLUE MAGIC: None
CATCH: Can't
DROP (ALWAYS): Nothing                  STEAL (COMMON): Nothing
```

```
DROP (RARE): Soot                        STEAL (RARE): Elixir
AI SCRIPT:
Condition:HP < 3000{
     Earth Shaker
     }
{Fight,Fight,Specialty}

NAME: Seal Guardian (Water)
LEVEL: 77                                EXP: 0
HP: 7777                                 GIL: 0
MP: 10000                                SPEED: 50
ATTACK: 40                               MAGIC POWER: 15
ATT. MULT: 10                            MAGIC MULT: 8
EVADE%: 0                                MAGIC EVADE%: 20
DEFENSE: 10                              MAGIC DEFENSE: 20
ELEMENTAL IMMUNITY: Holy, Poison, Lightning, Ice
STATUS IMMUNITY: Stone, Toad, Mini, Poison, Aging, Sleep, Paralyze, Charm,
Berserk, Mute, Stop
ELEMENTAL ABSORB: Water
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: None
IMMUNITY: Control, Catch
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS: AquaRake
CONTROL: Can't
BLUE MAGIC: AquaRake
CATCH: Can't
DROP (ALWAYS): Nothing                   STEAL (COMMON): Nothing
DROP (RARE): Soot                        STEAL (RARE): Elixir
AI SCRIPT:
Condition:HP < 3000{
     AquaRake
     }
{Fight,Fight,Specialty}

NAME: Seal Guardian (Air)
LEVEL: 77                                EXP: 0
HP: 7777                                 GIL: 0
MP: 10000                                SPEED: 55
ATTACK: 40                               MAGIC POWER: 10
ATT. MULT: 10                            MAGIC MULT: 7
EVADE%: 0                                MAGIC EVADE%: 20
DEFENSE: 10                              MAGIC DEFENSE: 20
ELEMENTAL IMMUNITY: Holy, Poison, Lightning, Ice
STATUS IMMUNITY: Stone, Toad, Mini, Poison, Aging, Sleep, Paralyze, Charm,
Berserk, Mute, Stop
ELEMENTAL ABSORB: Air
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: None
IMMUNITY: Control, Catch
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS: Aero 3
CONTROL: Can't
BLUE MAGIC: Aero 3
CATCH: Can't
DROP (ALWAYS): Nothing                   STEAL (COMMON): Nothing
DROP (RARE): Soot                        STEAL (RARE): Elixir
AI SCRIPT:
Condition:HP < 3000{
     Change Target:Whole party
     Aero 3
     }
{Fight,Fight,Specialty}
```

```
NAME: Exdeath (Solo battle vs. Galuf)
LEVEL: 63                                 EXP: 0
HP: 50000                                 GIL: 0
MP: 65000                                 SPEED: 35
ATTACK: 60                                MAGIC POWER: 30
ATT. MULT: 20                             MAGIC MULT: 11
EVADE%: 0                                 MAGIC EVADE%: 0
DEFENSE: 0                                MAGIC DEFENSE: 1
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Dead, Stone, Toad, Mini, Float, Poison, Zombie, Darkness,
Aging, Sleep, Paralyze, Charm, Berserk, Mute, Image(2), Image(1), Stop, Slow
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Human, Heavy
IMMUNITY: HP Scan, Control, Catch
INITIAL STATUS: None
SPECIALTY: Vacuum Wave
SPECIALTY EFFECT: 100% Hit + Pierce Defense, HP Leak
SPELLS:
CONTROL: Can't
BLUE MAGIC: None
CATCH: Can't
DROP (ALWAYS): Nothing                    STEAL (COMMON): Nothing
DROP (RARE): Nothing                      STEAL (RARE): Nothing
AI SCRIPT:
Condition:HP < 1{
     Terminate
     }
Condition:V01=01{
     Fight
     }
Condition:HP < 43000{
     Display Text: Exdeath:  Take this!!
     Specialty
     No Interrupt{
          Display Text: 'You've made me mad!
          Display Text: 'To the world of Death with you!!
          Flare
          Holy
          Meteo
          }
     No Interrupt{
          Display Text: Exdeath:  Wh-, why won't you die!?
          Display Text: Galuf:  Not yet...
          Display Text: 'I can't die yet!
          Display Text: Galuf:  Even if my life
          Display Text: 'burns out...I will defeat you!!
          Set V00=01
          Set V01=01
          Nothing
          }
     }
{Ice 3,Fire3,Bolt3}
{Fight,Fight,Qrter}
Fight
Condition:V00=03 & React:HP Damage{
     No Interrupt{
          Display Text: Exdeath:  Then what is it...?
          Change Target:Self
          No Clue
          }
     }
Condition:V00=02 & React:HP Damage{
     Display Text: Galuf:  This isn't anger...
     Display Text: '... nor is it hatred...!!
     Set V00=03
     Nothing
     }
Condition:V00=01 & React:HP Damage{
```

```
Condition:V00 & Reacts:M Damage{
    Display Text: Exdeath:  I cannot be defeated by
    Display Text: 'anger or hatred...
    Set V00=02
    Nothing
    }
```

NAME: Carbunkle (1st form)
LEVEL: 44	EXP: 0
HP: 15000	GIL: 0
MP: 10000	SPEED: 50
ATTACK: 50	MAGIC POWER: 50
ATT. MULT: 10	MAGIC MULT: 12
EVADE%: 70	MAGIC EVADE%: 50
DEFENSE: 50	MAGIC DEFENSE: 50

ELEMENTAL IMMUNITY: Earth
STATUS IMMUNITY: Dead, Stone, Toad, Mini, Poison, Aging, Sleep, Paralyze,
Charm, Berserk, Image(2), Image(1), Stop
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Heavy, Creature
IMMUNITY: Control, Catch
INITIAL STATUS: (Always) Float, Wall
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS: Break, XZone, Doom, Bio, Stop, Charm, Ice 2, Fire2, Bolt2
CONTROL: Can't
BLUE MAGIC: None
CATCH: Can't

DROP (ALWAYS): Nothing	STEAL (COMMON): Wall Ring
DROP (RARE): Turtle Shell	STEAL (RARE): Giant Drink

AI SCRIPT:
```
Condition:HP < 3000{
    Change Target:Self
    {Break,XZone,Doom}
    Change Target:Self
    {Break,XZone,Doom}
    Change Target:Self
    {Break,XZone,Doom}
    Unhide Monster: Carbunkle (2nd form)
    }
Condition:HP < 10000{
    Change Target:Self
    {Bio,Stop,Charm}
    Change Target:Self
    {Bio,Stop,Charm}
    Change Target:Self
    {Bio,Stop,Charm}
    Unhide Monster: Carbunkle (2nd form)
    }
Change Target:Self
{Ice 2,Fire2,Bolt2}
Change Target:Self
{Ice 2,Fire2,Bolt2}
Change Target:Self
{Ice 2,Fire2,Bolt2}
Unhide Monster: Carbunkle (2nd form)
```

NAME: Carbunkle (2nd form)
LEVEL: 1	EXP: 0
HP: 15000	GIL: 0
MP: 1000	SPEED: 25
ATTACK: 7	MAGIC POWER: 10
ATT. MULT: 2	MAGIC MULT: 4
EVADE%: 10	MAGIC EVADE%: 0
DEFENSE: 10	MAGIC DEFENSE: 0

ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Dead, Berserk, Image(2), Image(1)
ELEMENTAL ABSORB: None
CAN'T EVADE: None

```
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Water, Air, Earth, Holy, Poison, Lightning, Ice, Fire
CREATURE TYPE: None
IMMUNITY: Control, Catch
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS: Cure2
CONTROL: Can't
BLUE MAGIC: None
CATCH: Can't
DROP (ALWAYS): Nothing              STEAL (COMMON): Wall Ring
DROP (RARE): Turtle Shell           STEAL (RARE): Giant Drink
AI SCRIPT:
Cure2
Unhide Monster: Carbunkle (1st form)


NAME: Merugene
LEVEL: 41                           EXP: 0
HP: 15000                           GIL: 0
MP: 10000                           SPEED: 50
ATTACK: 75                          MAGIC POWER: 50
ATT. MULT: 15                       MAGIC MULT: 12
EVADE%: 20                          MAGIC EVADE%: 15
DEFENSE: 50                         MAGIC DEFENSE: 50
ELEMENTAL IMMUNITY: Earth
STATUS IMMUNITY: Dead, Stone, Toad, Mini, Float, Poison, Zombie, Darkness,
Sleep, Paralyze, Charm, Berserk, Mute, Image(2), Image(1), Stop
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Lightning, Ice, Fire
CREATURE TYPE: Heavy
IMMUNITY: Control, Catch
INITIAL STATUS: (Always) Float
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS: Fire3, Bolt3, Ice 3, Allure
CONTROL: Can't
BLUE MAGIC: None
CATCH: Can't
DROP (ALWAYS): Nothing              STEAL (COMMON): Wall Ring
DROP (RARE): Turtle Shell           STEAL (RARE): Giant Drink
AI SCRIPT:
{Fire3,Fight,Allure}
{Bolt3,Fight,Specialty}
{Ice 3,Allure,Specialty}
React:Death{
    Display Text: Ramuh:  Oh!?  Ifrit...
    Escape
    }

NAME: Gilgamesh (ExDeath Castle)
LEVEL: 53                           EXP: 0
HP: 55000                           GIL: 0
MP: 2000                            SPEED: 65
ATTACK: 60                          MAGIC POWER: 1
ATT. MULT: 12                       MAGIC MULT: 4
EVADE%: 0                           MAGIC EVADE%: 30
DEFENSE: 10                         MAGIC DEFENSE: 15
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Dead, Stone, Toad, Mini, Poison, Zombie, Darkness, Aging,
Sleep, Paralyze, Charm, Berserk, Mute, Stop
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Human, Heavy
IMMUNITY: HP Scan, Control, Catch
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS: Hurricane, FrogSong, Time Slip, Sonic Wave, TinySong, Strange Dance,
```

```
SPELLS: Hurricane, Frogsong, Time Slip, Sonic Wave, Tinysong, Strange Dance,
Flash, Rocket Punch, Flash
CONTROL: Can't
BLUE MAGIC: FrogSong, Time Slip, TinySong, Flash
CATCH: Can't
DROP (ALWAYS): Nothing                    STEAL (COMMON): Hi-Potion
DROP (RARE): Nothing                      STEAL (RARE): Gauntlet
AI SCRIPT:
Condition:V00=01{
     Display Text: 'Makes me kinda happy...
     {Hurricane,Fight,FrogSong}
     Display Text: Gilgamesh:  By the way...
     Display Text: 'Where's that jolly old man?
     Display Text: Cara:  Exdeath...
     Display Text: Gilgamesh:  ... I see...
     {Time Slip,Fight,Specialty}
     Display Text: Gilgamesh:  ...........
     {Sonic Wave,Fight,TinySong}
     Display Text: Gilgamesh:  OK, this is
     Display Text: 'the end of my warm-up!
     Display Text: 'Gilgamesh Change!!
     Unhide Monster: Gilgamesh (Morphed)
     }
{Sonic Wave,Fight,TinySong}
{Strange Dance,Fight,Specialty}
{Flash,Fight,Specialty}
{Hurricane,Fight,FrogSong}
{Time Slip,Fight,Specialty}
{Rocket Punch,Fight,FrogSong}
Condition:HP < 42000 & V00=00 & HP Damage{
     No Interrupt{
          Display Text: Gilgamesh:  So...
          Display Text: 'Let's see...
          Display Text: 'This is our fourth time, huh...
          Set V00=01
          {Flash,Fight,Specialty}
          }
     }


NAME: Gilgamesh (Morphed)
LEVEL: 67                              EXP: 0
HP: 60000                             GIL: 0
MP: 9000                              SPEED: 75
ATTACK: 50                           MAGIC POWER: 0
ATT. MULT: 1                         MAGIC MULT: 4
EVADE%: 0                            MAGIC EVADE%: 0
DEFENSE: 20                          MAGIC DEFENSE: 10
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Dead, Stone, Toad, Mini, Poison, Aging, Sleep, Paralyze,
Charm, Berserk, Mute, Stop
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Human, Heavy
IMMUNITY: HP Scan, Control, Catch
INITIAL STATUS: Regen
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS:
CONTROL: Can't
BLUE MAGIC: None
CATCH: Can't
DROP (ALWAYS): Excailber                STEAL (COMMON): Genji Helmet
DROP (RARE): Nothing                    STEAL (RARE): Nothing
AI SCRIPT:
Condition:V00=02{
     Display Text: Exdeath:  You worthless...
     Display Text: 'To the Cleft of Dimension!!
     Display Text: Gilgamesh:  D..don't!
     Display Text: 'Forgive me!
     Display Text: Exdeath:  Silence!
```

```
          X-Zone
          }
No Interrupt{
     Display Text: 'Excalibur...
     Display Text: 'Let me see your strength!
     Fight
     }
No Interrupt{
     Fight
     Display Text: 'Huh?
     Nothing
     }
No Interrupt{
     Fight
     Display Text: 'What the...?
     Nothing
     }
No Interrupt{
     Fight
     Display Text: 'Isn't it the strongest sword!?
     Nothing
     }
Change Music
Display Text: Exdeath:  Gilgamesh!
Display Text: Gilgamesh:  ...
Set V00=02
Nothing
React:Death & Magic:X-Zone{
     Display Text: Gilgamesh:  Aaahh!!
     Nothing
     }
```

```
NAME: Exdeath (Exdeath Castle)
LEVEL: 66                              EXP: 0
HP: 32768                              GIL: 0
MP: 32768                              SPEED: 50
ATTACK: 58                             MAGIC POWER: 0
ATT. MULT: 20                          MAGIC MULT: 4
EVADE%: 10                             MAGIC EVADE%: 85
DEFENSE: 25                            MAGIC DEFENSE: 25
ELEMENTAL IMMUNITY: Poison
STATUS IMMUNITY: Dead, Stone, Toad, Mini, Float, Poison, Zombie, Darkness,
Aging, Sleep, Paralyze, Charm, Berserk, Mute, Stop
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Holy
CREATURE TYPE: Heavy
IMMUNITY: Control, Catch
INITIAL STATUS: (Always) Regen
SPECIALTY: Vacuum Wave
SPECIALTY EFFECT: HP Leak, 1.5 * Damage
SPELLS: Fire3, Bolt3, Ice 3, Dispel, Slow, Slow2, Haste, Meteo, Condemn,
Dynamo, Earth Shaker, Hurricane, Zombie Breath, L3 Flare, Gravity 100, Demi,
Flame, Bio
CONTROL: Can't
BLUE MAGIC: Condemn, L3 Flare
CATCH: Can't
DROP (ALWAYS): Nothing              STEAL (COMMON): Elixir
DROP (RARE): Nothing               STEAL (RARE): Staff of Judgement
AI SCRIPT:
Condition:HP < 16000{
     No Interrupt{
          {Fight,Specialty,Nothing}
          {Fire3,Bolt3,Fight}
          }
     No Interrupt{
          {Fire3,Fight,Specialty}
          {Ice 3,Fight,Nothing}
          }
     No Interrupt{
```

```
                    {Ice 3,Fight,Nothing}
                    {Bolt3,Fight,Specialty}
                    }
            }
    Condition:HP < 7000{
            {Meteo,Meteo,Fight}
            {Fire3,Ice 3,Bolt3}
            {Fight,Fight,Specialty}
            }
    {Fight,Condemn,Condemn}
    {Dynamo,Dynamo,Specialty}
    {Gravity 100,Demi,Fight}
    {Fight,Fight,Specialty}
    {Earth Shaker,Earth Shaker,Fight}
    {Flame,Fight,Specialty}
    {Hurricane,Hurricane,Fight}
    {Zombie Breath,Zombie Breath,Specialty}
    {Fight,Bio,Fight}
    {L3 Flare,L3 Flare,Specialty}
    React:Physical{
            Change Target:?
            {Dispel,Nothing,Nothing}
            }
    React:Magic:Slow{
            Haste
            }
    React:Magic:Slow2{
            Haste
            }
```

```
NAME: Antlion
LEVEL: 34                             EXP: 0
HP: 8100                             GIL: 3000
MP: 1000                             SPEED: 50
ATTACK: 48                           MAGIC POWER: 0
ATT. MULT: 13                        MAGIC MULT: 4
EVADE%: 10                           MAGIC EVADE%: 10
DEFENSE: 20                          MAGIC DEFENSE: 20
ELEMENTAL IMMUNITY: Earth
STATUS IMMUNITY: Dead, Stone, Toad, Mini, Poison, Paralyze, Charm, Stop
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Water
CREATURE TYPE: Heavy
IMMUNITY: Control, Catch
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS: Sonic Wave, Stomach Acid
CONTROL: Can't
BLUE MAGIC: None
CATCH: Can't
DROP (ALWAYS): Cabin              STEAL (COMMON): Hi-Potion
DROP (RARE): Nothing              STEAL (RARE): Nothing
AI SCRIPT:
{Fight,Sonic Wave,Specialty}
{Fight,Sonic Wave,Specialty}
{Fight,Sonic Wave,Specialty}
{Fight,Sonic Wave,Specialty}
Stomach Acid
React:Death{
        Escape
        }
```

```
NAME: Mummy
LEVEL: 27                             EXP: 0
HP: 2900                             GIL: 500
MP: 50                               SPEED: 50
ATTACK: 48                           MAGIC POWER: 0
ATT. MULT: 13                        MAGIC MULT: 4
```

```
                                         MAGIC MULT: 4
EVADE%: 10                               MAGIC EVADE%: 10
DEFENSE: 25                              MAGIC DEFENSE: 20
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Toad, Poison, Sleep, Paralyze, Charm
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Fire
CREATURE TYPE: Human, Undead
IMMUNITY: Catch
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS: Dance of the Dead
CONTROL: Fight, Cure3
BLUE MAGIC: None
CATCH: Can't
DROP (ALWAYS): Nothing            STEAL (COMMON): Potion
DROP (RARE): Revivify             STEAL (RARE): Hi-Potion
AI SCRIPT:
Condition:Alone{
     {Fight,Dance of the Dead,Specialty}
     }
{Fight,Fight,Specialty}


NAME: Aspis
LEVEL: 35                          EXP: 800
HP: 1280                          GIL: 0
MP: 50                           SPEED: 42
ATTACK: 57                       MAGIC POWER: 0
ATT. MULT: 11                    MAGIC MULT: 4
EVADE%: 10                       MAGIC EVADE%: 10
DEFENSE: 20                      MAGIC DEFENSE: 20
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Mini, Poison, Sleep, Paralyze, Charm
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Ice
CREATURE TYPE: Undead
IMMUNITY: Catch
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS: Entangle, Psych
CONTROL: Fight, Entangle
BLUE MAGIC: None
CATCH: Can't
DROP (ALWAYS): Nothing            STEAL (COMMON): Antidote
DROP (RARE): Antidote             STEAL (RARE): Hi-Potion
AI SCRIPT:
{Fight,Entangle,Specialty}
{Psych,Entangle,Specialty}


NAME: GrandMummy
LEVEL: 0                          EXP: 0
HP: 6000                         GIL: 0
MP: 300                          SPEED: 34
ATTACK: 55                       MAGIC POWER: 5
ATT. MULT: 16                    MAGIC MULT: 4
EVADE%: 10                       MAGIC EVADE%: 10
DEFENSE: 30                      MAGIC DEFENSE: 10
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Stone, Toad, Mini, Poison, Aging, Sleep, Paralyze, Charm,
Stop
ELEMENTAL ABSORB: Poison
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Fire
CREATURE TYPE: Human, Undead
IMMUNITY: Control, Catch
INITIAL STATUS: None
SPECIALTY: Critical
```

```
SPECIALTY EFFECT: None
SPELLS: Strange Dance
CONTROL: Can't
BLUE MAGIC: None
CATCH: Can't
DROP (ALWAYS): Hi-Potion            STEAL (COMMON): Hi-Potion
DROP (RARE): Nothing                STEAL (RARE): Revivify
AI SCRIPT:
{Fight,Strange Dance,Specialty}
{Fight,Strange Dance,Specialty}


NAME: MachinHead
LEVEL: 37                           EXP: 0
HP: 7210                            GIL: 0
MP: 5000                            SPEED: 37
ATTACK: 59                          MAGIC POWER: 0
ATT. MULT: 13                       MAGIC MULT: 4
EVADE%: 10                          MAGIC EVADE%: 36
DEFENSE: 28                         MAGIC DEFENSE: 18
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Dead, Stone, Toad, Mini, Poison, Aging, Sleep, Paralyze,
Mute, Image(2), Image(1)
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Water, Lightning
CREATURE TYPE: Creature
IMMUNITY: Catch
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS: Missile, Emission, Mustard Bomb, Surge Beam, Dynamo
CONTROL: Fight, ????
BLUE MAGIC: Missile, Emission, ????
CATCH: Can't
DROP (ALWAYS): Nothing              STEAL (COMMON): Ether
DROP (RARE): Speed Drink            STEAL (RARE): Gauntlet
AI SCRIPT:
Condition:Status:Butz:Jumping{
    Change Target:Butz
    Interceptor Rocket
    }
Condition:Status:Lenna:Jumping{
    Change Target:Lenna
    Interceptor Rocket
    }
Condition:Status:Galuf:Jumping{
    Change Target:Galuf
    Interceptor Rocket
    }
Condition:Status:Faris:Jumping{
    Change Target:Faris
    Interceptor Rocket
    }
Condition:Status:Cara:Jumping{
    Change Target:Cara
    Interceptor Rocket
    }
{Missile,Emission,Nothing}
{Mustard Bomb,Surge Beam,Nothing}
{Missile,Emission,Nothing}
{Mustard Bomb,Dynamo,Nothing}
Fight

NAME: Merugene (1st form)
LEVEL: 29                           EXP: 0
HP: 20000                           GIL: 0
MP: 500                             SPEED: 50
ATTACK: 49                          MAGIC POWER: 5
ATT. MULT: 13                       MAGIC MULT: 4
EVADE%: 10                          MAGIC EVADE%: 10
```

```
EVADE%: 10                               MAGIC EVADE%: 10
DEFENSE: 90                              MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: Water, Air, Earth, Holy, Poison
STATUS IMMUNITY: Dead, Stone, Toad, Mini, Poison, Aging, Berserk
ELEMENTAL ABSORB: Lightning, Ice
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Fire
CREATURE TYPE: Heavy
IMMUNITY: Control, Catch
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS: Bolt3, Ice 3, Barrier Change
CONTROL: Can't
BLUE MAGIC: None
CATCH: Can't
DROP (ALWAYS): Nothing              STEAL (COMMON): Leather Clothes
DROP (RARE): Maiden's Kiss          STEAL (RARE): Nothing
AI SCRIPT:
{Fight,Fight,Nothing}
{Bolt3,Fight,Nothing}
{Ice 3,Fight,Nothing}
{Fight,No-Damage Magic,Nothing}
{Bolt3,No-Damage Magic,Nothing}
{Ice 3,No-Damage Magic,Nothing}
{Fight,No-Damage Magic,No-Damage Magic}
{Bolt3,No-Damage Magic,No-Damage Magic}
{Ice 3,No-Damage Magic,No-Damage Magic}
React:Magic:No-Damage Magic{
     Change Target:Whole party
     Ice 3
     Barrier Change
     Unhide Monster: Merugene (Random form)
     }


NAME: Merugene (2nd form)
LEVEL: 29                                EXP: 0
HP: 20000                                GIL: 0
MP: 500                                  SPEED: 50
ATTACK: 49                               MAGIC POWER: 5
ATT. MULT: 13                            MAGIC MULT: 4
EVADE%: 10                               MAGIC EVADE%: 10
DEFENSE: 90                              MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: Water, Air, Earth, Holy, Poison
STATUS IMMUNITY: Dead, Stone, Toad, Mini, Poison, Aging, Berserk
ELEMENTAL ABSORB: Lightning, Fire
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Ice
CREATURE TYPE: Heavy
IMMUNITY: Control, Catch
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS: Bolt3, Fire3, Barrier Change
CONTROL: Can't
BLUE MAGIC: None
CATCH: Can't
DROP (ALWAYS): Nothing              STEAL (COMMON): Leather Helmet
DROP (RARE): Maiden's Kiss          STEAL (RARE): Nothing
AI SCRIPT:
{Fight,Nothing,Nothing}
{Bolt3,Nothing,Nothing}
{Fire3,Nothing,Nothing}
{Fight,No-Damage Magic,Nothing}
{Bolt3,No-Damage Magic,Nothing}
{Fire3,No-Damage Magic,Nothing}
{Fight,No-Damage Magic,No-Damage Magic}
{Bolt3,No-Damage Magic,No-Damage Magic}
{Fire3,No-Damage Magic,No-Damage Magic}
React:Magic:No-Damage Magic{
     Change Target:Whole party
```

```
     Change Target:Whole party
     Bolt3
     Barrier Change
     Unhide Monster: Merugene (Random form)
     }


NAME: Merugene (3rd form)
LEVEL: 29                              EXP: 0
HP: 20000                             GIL: 0
MP: 500                              SPEED: 50
ATTACK: 49                        MAGIC POWER: 5
ATT. MULT: 13                      MAGIC MULT: 4
EVADE%: 10                         MAGIC EVADE%: 10
DEFENSE: 90                        MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: Water, Air, Earth, Holy, Poison
STATUS IMMUNITY: Dead, Stone, Toad, Mini, Poison, Aging, Berserk
ELEMENTAL ABSORB: Ice, Fire
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Lightning
CREATURE TYPE: Heavy
IMMUNITY: Control, Catch
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS: Ice 3, Fire3, Barrier Change
CONTROL: Can't
BLUE MAGIC: None
CATCH: Can't
DROP (ALWAYS): Nothing              STEAL (COMMON): Leather Shoes
DROP (RARE): Maiden's Kiss          STEAL (RARE): Nothing
AI SCRIPT:
{Fight,Nothing,Nothing}
{Ice 3,Nothing,Nothing}
{Fire3,Nothing,Nothing}
{Fight,No-Damage Magic,Nothing}
{Ice 3,No-Damage Magic,Nothing}
{Fire3,No-Damage Magic,Nothing}
{Fight,No-Damage Magic,No-Damage Magic}
{Ice 3,No-Damage Magic,No-Damage Magic}
{Fire3,No-Damage Magic,No-Damage Magic}
React:Magic:No-Damage Magic{
     Change Target:Whole party
     Fire3
     Barrier Change
     Unhide Monster: Merugene (Random form)
     }


NAME: Merugene (4th form)
LEVEL: 33                              EXP: 0
HP: 20000                             GIL: 0
MP: 500                              SPEED: 50
ATTACK: 65                        MAGIC POWER: 0
ATT. MULT: 13                      MAGIC MULT: 4
EVADE%: 0                         MAGIC EVADE%: 90
DEFENSE: 0                        MAGIC DEFENSE: 90
ELEMENTAL IMMUNITY: Water, Air, Earth, Holy, Poison
STATUS IMMUNITY: Dead, Stone, Toad, Mini, Poison, Aging, Berserk
ELEMENTAL ABSORB: Lightning, Ice, Fire
CAN'T EVADE: Aerial
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Heavy
IMMUNITY: Control, Catch
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS: Fire3, Ice 3, Bolt3, Allure, Barrier Change
CONTROL: Can't
BLUE MAGIC: None
CATCH: Can't
DROP (ALWAYS): Nothing              STEAL (COMMON): Leather Shield
DROP (RARE): Maiden's Kiss          STEAL (RARE): Nothing
```

DROP (RARE): Random 3 Kiss   STEAL (RARE): Nothing
AI SCRIPT:
{Fire3,Nothing,Nothing}
{Ice 3,Nothing,Nothing}
{Bolt3,Nothing,Nothing}
{Fire3,No-Damage Magic,Nothing}
{Ice 3,No-Damage Magic,Nothing}
{Bolt3,No-Damage Magic,Nothing}
{Fire3,No-Damage Magic,No-Damage Magic}
{Ice 3,No-Damage Magic,No-Damage Magic}
{Bolt3,No-Damage Magic,No-Damage Magic}
React:Magic:No-Damage Magic{
      Allure
      Barrier Change
      Unhide Monster: Merugene (Random form)
      }

NAME: Odin
LEVEL: 2   EXP: 0
HP: 17000   GIL: 0
MP: 500   SPEED: 50
ATTACK: 60   MAGIC POWER: 50
ATT. MULT: 10   MAGIC MULT: 4
EVADE%: 10   MAGIC EVADE%: 80
DEFENSE: 20   MAGIC DEFENSE: 20
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Dead, Toad, Mini, Poison, Charm
ELEMENTAL ABSORB: Holy
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Human, Heavy
IMMUNITY: Control, Catch
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS: True Edge
CONTROL: Can't
BLUE MAGIC: None
CATCH: Can't
DROP (ALWAYS): Nothing   STEAL (COMMON): Nothing
DROP (RARE): Flame Shield   STEAL (RARE): Guard Ring
AI SCRIPT:
Nothing
True Edge
{Fight,Fight,Specialty}
React:Death{
      Display Text: Odin: This is it!
      Terminate
      }

NAME: Gargoyle
LEVEL: 33   EXP: 0
HP: 5000   GIL: 0
MP: 300   SPEED: 34
ATTACK: 58   MAGIC POWER: 50
ATT. MULT: 9   MAGIC MULT: 10
EVADE%: 10   MAGIC EVADE%: 35
DEFENSE: 13   MAGIC DEFENSE: 12
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Toad, Mini, Charm
ELEMENTAL ABSORB: Holy
CAN'T EVADE: Aerial
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Human, Heavy
IMMUNITY: Control, Catch
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS: Fusion
CONTROL: Can't
BLUE MAGIC: None

```
BLUE MAGIC: None
CATCH: Can't
DROP (ALWAYS): Nothing            STEAL (COMMON): Potion
DROP (RARE): Hi-Potion            STEAL (RARE): Phoenix Down
AI SCRIPT:
Condition:Alone{
     Unhide Monster: Gargoyle
     }
{Fight,Fight,Specialty}
{Fight,Fight,Specialty}
{Fight,Fight,Specialty}
{Fight,Fight,Specialty}
{Fusion,Fight,Specialty}


NAME: Pantera
LEVEL: 42                         EXP: 0
HP: 18000                         GIL: 0
MP: 1000                          SPEED: 30
ATTACK: 61                        MAGIC POWER: 0
ATT. MULT: 16                     MAGIC MULT: 4
EVADE%: 10                        MAGIC EVADE%: 0
DEFENSE: 5                        MAGIC DEFENSE: 15
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Toad, Mini, Berserk
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Fire
CREATURE TYPE: Heavy, Creature
IMMUNITY: Control, Catch
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS: Blaster
CONTROL: Can't
BLUE MAGIC: None
CATCH: Can't
DROP (ALWAYS): Nothing            STEAL (COMMON): Phoenix Down
DROP (RARE): Nothing              STEAL (RARE): Elixir
AI SCRIPT:
{
     Condition:Status:All Allies:??{
     Escape
     }
Condition:V00=01{
     {Fight,Specialty,Blaster}
     }
{Fight,Blaster,Specialty}
No Interrupt{
        Display Text: 'Image!!
        Unhide Monster: Pantera (1st, 2nd, 3rd positions)
        Stalker Attack
        Set V00=01
        }
     }


NAME: Triton
LEVEL: 37                         EXP: 0
HP: 13333                         GIL: 0
MP: 10000                         SPEED: 35
ATTACK: 55                        MAGIC POWER: 20
ATT. MULT: 11                     MAGIC MULT: 6
EVADE%: 0                         MAGIC EVADE%: 60
DEFENSE: 0                        MAGIC DEFENSE: 25
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Toad, Mini, Berserk, Slow
ELEMENTAL ABSORB: Fire
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Ice
CREATURE TYPE: Undead
IMMUNITY: Control, Catch
INITIAL STATUS: None
```

```
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS: Delta Attack, Fire3, Emission
CONTROL: Can't
BLUE MAGIC: Emission
CATCH: Can't
DROP (ALWAYS): Nothing           STEAL (COMMON): Soft
DROP (RARE): Protect Drink       STEAL (RARE): Elixir
AI SCRIPT:
Condition:Status:Enemy:Dead{
    Unhide Monster:
    Delta Attack
    }
{Fight,Fight,Nothing}
Change Target:Whole party
{Fire3,Fire3,Nothing}
{Fight,Fight,Emission}
{Fight,Fire3,Fight}

NAME: Neregeid
LEVEL: 20                        EXP: 0
HP: 13333                        GIL: 0
MP: 10000                        SPEED: 40
ATTACK: 54                       MAGIC POWER: 20
ATT. MULT: 11                    MAGIC MULT: 5
EVADE%: 0                        MAGIC EVADE%: 60
DEFENSE: 0                       MAGIC DEFENSE: 25
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Toad, Mini, Berserk, Slow
ELEMENTAL ABSORB: Ice
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Fire
CREATURE TYPE: Undead
IMMUNITY: Control, Catch
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS: Delta Attack, Snowstorm, Blaze, Ice 3
CONTROL: Can't
BLUE MAGIC: None
CATCH: Can't
DROP (ALWAYS): Nothing           STEAL (COMMON): Soft
DROP (RARE): Power Drink         STEAL (RARE): Elixir
AI SCRIPT:
Condition:Status:Enemy:Dead{
    Unhide Monster:
    Delta Attack
    }
{Fight,Fight,Nothing}
{Snowstorm,Snowstorm,Nothing}
{Fight,Fight,Blaze}
{Fight,Ice 3,Fight}

NAME: Phobos
LEVEL: 39                        EXP: 0
HP: 13333                        GIL: 0
MP: 10000                        SPEED: 45
ATTACK: 55                       MAGIC POWER: 20
ATT. MULT: 11                    MAGIC MULT: 7
EVADE%: 0                        MAGIC EVADE%: 60
DEFENSE: 0                       MAGIC DEFENSE: 25
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Toad, Mini, Berserk, Slow
ELEMENTAL ABSORB: Poison
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Earth
CREATURE TYPE: Undead
IMMUNITY: Control, Catch
INITIAL STATUS: None
SPECIALTY: Critical
```

```
SPECIALTY EFFECT: None
SPELLS: Delta Attack, Bio, Rainbow Wind
CONTROL: Can't
BLUE MAGIC: None
CATCH: Can't
DROP (ALWAYS): Nothing            STEAL (COMMON): Soft
DROP (RARE): Giant Drink          STEAL (RARE): Elixir
AI SCRIPT:
Condition:Status:Enemy:Dead{
     Unhide Monster:
     Delta Attack
     }
{Fight,Fight,Nothing}
Change Target:Whole party
{Bio,Bio,Nothing}
{Fight,Fight,Rainbow Wind}
{Fight,Bio,Fight}


NAME: Omniscient
LEVEL: 53                         EXP: 0
HP: 16999                         GIL: 0
MP: 30000                         SPEED: 26
ATTACK: 100                       MAGIC POWER: 20
ATT. MULT: 20                     MAGIC MULT: 8
EVADE%: 0                         MAGIC EVADE%: 0
DEFENSE: 0                        MAGIC DEFENSE: 8
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Dead, Stone, Toad, Mini, Poison, Sleep, Charm
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Air
CREATURE TYPE: Heavy
IMMUNITY: Control, Catch
INITIAL STATUS: Armor, Shell, Regen
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS: Bolt3, Fire3, Ice 3, Reset, Flare, Cure, Fire, Slow, Scan, Ice, Regen,
Mute, Venom, Haste, Size, Float, Cure2, Toad, Demi, Charm, Fire2, Stop, Bolt2,
Ice 2, Qrter, Wall, Drain, Bio
CONTROL: Can't
BLUE MAGIC: None
CATCH: Can't
DROP (ALWAYS): Nothing            STEAL (COMMON): Potion
DROP (RARE): Nothing              STEAL (RARE): Corna Jar
AI SCRIPT:
Condition:HP < 4000{
     {Bolt3,Fire3,Ice 3}
     }
{Cure,Fire,Slow}
{Scan,Ice,Regen}
{Mute,Venom,Haste}
{Size,Float,Nothing}
{Cure2,Toad,Demi}
{Charm,Fire2,Stop}
{Bolt2,Ice 2,Qrter}
{Wall,Drain,Bio}
React:Death{
     Flare
     }
React:Physical (exception:Steal) {
     Reset
     }

NAME: Minotauros
LEVEL: 37                         EXP: 0
HP: 19850                         GIL: 0
MP: 0                             SPEED: 35
ATTACK: 99                        MAGIC POWER: 0
ATT. MULT: 9                      MAGIC MULT: 4
EVADE%: 0                         MAGIC EVADE%: 0
```

```
DEFENSE: 0                              MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: Water, Earth, Holy, Poison
STATUS IMMUNITY: Dead, Stone, Toad, Mini, Float, Poison, Zombie, Darkness,
Aging, Sleep, Paralyze, Charm, Berserk, Mute, Image(2), Image(1), Wall, Armor,
Shell, Stop, Haste, Slow, Invul, Regen
ELEMENTAL ABSORB: Water, Earth, Holy, Poison
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Human, Heavy
IMMUNITY: Control, Catch
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS: Holy
CONTROL: Can't
BLUE MAGIC: None
CATCH: Can't
DROP (ALWAYS): Nothing                 STEAL (COMMON): Leather Shoes
DROP (RARE): Nothing                   STEAL (RARE): Pinwheel
AI SCRIPT:
{Fight,Fight,Specialty}
React:Death{
    Display Text: Minotaur:  Holy...the magic
    Display Text: 'of strength...See its power!
    Holy
    }
React:Item:Assassin Dagger{
    No Clue
    }
React:Physical{
    {Specialty,Nothing,Nothing}
    }


NAME: Leviathan
LEVEL: 37                              EXP: 0
HP: 40000                             GIL: 0
MP: 2000                              SPEED: 49
ATTACK: 85                            MAGIC POWER: 1
ATT. MULT: 16                         MAGIC MULT: 4
EVADE%: 10                            MAGIC EVADE%: 70
DEFENSE: 25                           MAGIC DEFENSE: 15
ELEMENTAL IMMUNITY: Earth, Fire
STATUS IMMUNITY: Dead, Stone, Toad, Mini, Poison, Aging, Sleep, Paralyze,
Charm, Berserk, Stop
ELEMENTAL ABSORB: Water
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Lightning
CREATURE TYPE: Heavy, Dragon
IMMUNITY: Control, Catch
INITIAL STATUS: None
SPECIALTY: Tail
ENEMY SPECIALTY EFFECT
HP Leak
SPELLS: Tidal Wave, AquaRake, Entangle
CONTROL: Can't
BLUE MAGIC: AquaRake
CATCH: Can't
DROP (ALWAYS): Wall Ring               STEAL (COMMON): Elixir
DROP (RARE): Nothing                   STEAL (RARE): Nothing
AI SCRIPT:
{Fight,Fight,Specialty}
{Fight,Fight,Specialty}
No Interrupt{
    {Fight,Specialty,Tidal Wave}
    {Fight,Tidal Wave,Tidal Wave}
    }
{Fight,Fight,Specialty}
{Fight,Tidal Wave,Specialty}
{Fight,AquaRake,AquaRake}
No Interrupt{
```

```
No Interrupt{
    {Tidal Wave,Tidal Wave,Specialty}
    {Specialty,Fight,Tidal Wave}
    }
{Fight,Tidal Wave,Specialty}
{Fight,Fight,Specialty}
No Interrupt{
    {Fight,Specialty,Tidal Wave}
    {Fight,Specialty,Tidal Wave}
    }
React:Magic{
    {Tidal Wave,Nothing,Nothing}
    }
React:Physical{
    {Entangle,Nothing,Nothing}
    }
```

```
NAME: Stalker
LEVEL: 7                          EXP: 0
HP: 20000                         GIL: 0
MP: 8192                          SPEED: 40
ATTACK: 65                        MAGIC POWER: 10
ATT. MULT: 10                     MAGIC MULT: 4
EVADE%: 0                         MAGIC EVADE%: 10
DEFENSE: 10                       MAGIC DEFENSE: 20
ELEMENTAL IMMUNITY: Earth
STATUS IMMUNITY: Dead, Stone, Toad, Mini, Poison, Aging, Paralyze, Charm,
Berserk, Mute, Stop
ELEMENTAL ABSORB: Water
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Heavy
IMMUNITY: Control, Catch
INITIAL STATUS: (Always) Float
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS: MindBlst, Hurricane, Charm, Blaze
CONTROL: Can't
BLUE MAGIC: MindBlst
CATCH: Can't
DROP (ALWAYS): Nothing            STEAL (COMMON): Dark Matter
DROP (RARE): Nothing              STEAL (RARE): Nothing
AI SCRIPT:
Condition:Status:All Enemies:??{
    No Clue
    }
{MindBlst,Nothing,Nothing}
{Fight,Nothing,Nothing}
{Hurricane,Nothing,Nothing}
{Fight,Nothing,Nothing}
{Charm,Nothing,Nothing}
{Fight,Nothing,Nothing}
Stalker Attack
Condition:?? & Status:Self:?? & React:Magic??{
    Blaze
    }
React:HP Damage{
    Stalker Attack
    }
```

```
NAME: Gogo
LEVEL: 77                         EXP: 0
HP: 47714                         GIL: 0
MP: 60000                         SPEED: 50
ATTACK: 120                       MAGIC POWER: 35
ATT. MULT: 25                     MAGIC MULT: 14
EVADE%: 30                        MAGIC EVADE%: 99
DEFENSE: 30                       MAGIC DEFENSE: 20
ELEMENTAL IMMUNITY: Water
STATUS IMMUNITY: Dead, Stone, Toad, Mini, Poison, Darkness, Aging, Sleep,
Paralyze, Charm, Berserk, Stop
```

```
Paralyze, Charm, Berserk, Stop
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Human, Heavy
IMMUNITY: HP Scan, Control, Catch
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS: Meteo, Maelstrom, Snowstorm, AquaRake, Blaze, Holy, Flare
CONTROL: Can't
BLUE MAGIC: AquaRake
CATCH: Can't
DROP (ALWAYS): Nothing              STEAL (COMMON): Leather Clothes
DROP (RARE): Tiger Mask             STEAL (RARE): Gold Hairpin
AI SCRIPT:
Condition:V01=02{
    No Interrupt{
        Meteo
        Meteo
        Meteo
        }
    No Interrupt{
        Maelstrom
        Snowstorm
        AquaRake
        }
    No Interrupt{
        Blaze
        Snowstorm
        AquaRake
        }
    }
Condition:V00=02{
    Display Text: Gogo:  I give up!
    Display Text: 'That's the way!
    Display Text: 'I'm not doing anything...
    Display Text: 'So you did nothing!
    Display Text: 'You copied me!
    Display Text: 'Good job!
    Display Text: 'That is the art of the mimic!
    Display Text: 'You're graduates now!
    Display Text: 'Goodbye!!
    Change Target: Self
    X-Zone
    }
Condition:V00=01{
    Nothing
    Nothing
    Nothing
    Nothing
    Nothing
    Nothing
    Nothing
    Nothing
    Nothing
    Nothing
    Nothing
    Nothing
    Nothing
    Nothing
    Nothing
    Nothing
    Nothing
    Nothing
    Nothing
    Nothing
    Nothing
    Nothing
    Nothing
```

```
          Nothing
          Set V00=02
          Nothing
          }
Display Text: Gogo:  My name is Gogo!
Display Text: 'The famous mimic...
Display Text: 'The trick to mimicking...
Display Text: 'Is to imitate...
Display Text: 'So I'll watch you and
Display Text: 'Do what you do...
Display Text: 'If you fight, I fight...
Display Text: 'If you use magic, so will I!
Display Text: 'If you do what I do,
Display Text: 'You'll surely win!
Set V00=01
Nothing
Condition:HP < 33000 & HP Damage{
      Display Text: Gogo:  You guys...
      Display Text: 'You didn't get the point!
      Display Text: 'No more imitation...
      Change Music
      Display Text: 'Let's do it some other time!
      Set V01=02
      Meteo
      }
React:Magic{
      Set V01=01
      {Holy,Flare,Meteo}
      }
React:Physical{
      Set V01=01
      {Fight,Specialty,Strong Fight}
      }
React:HP Damage{
      Set V01=01
      Remedy
      }


NAME: Bahamut
LEVEL: 99                              EXP: 0
HP: 40000                             GIL: 0
MP: 10000                             SPEED: 40
ATTACK: 69                           MAGIC POWER: 20
ATT. MULT: 16                        MAGIC MULT: 11
EVADE%: 5                            MAGIC EVADE%: 33
DEFENSE: 10                          MAGIC DEFENSE: 20
ELEMENTAL IMMUNITY: Earth
STATUS IMMUNITY: Dead, Stone, Toad, Mini, Poison, Aging, Sleep, Paralyze,
Charm, Berserk
ELEMENTAL ABSORB: None
CAN'T EVADE: Aerial, Song
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Heavy
IMMUNITY: Control, Catch
INITIAL STATUS: (Always) Float
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS: Mega Flare, Poison Breath, Zombie Breath, Maelstrom, Snowstorm,
AquaRake, Thunder, Flame, Earth Shaker, Atomic Ray, Blaze
CONTROL: Can't
BLUE MAGIC: AquaRake
CATCH: Can't
DROP (ALWAYS): Nothing                STEAL (COMMON): Dragon Fang
DROP (RARE): Dragon Fang              STEAL (RARE): Dragon Fang
AI SCRIPT:
Condition:HP < 10000{
      {Mega Flare,Mega Flare,Fight}
      }
Condition:HP < 15000{
      {Poison Breath,Poison Breath,Fight}
      {Zombie Breath,Zombie Breath,Fight}
```

```
            }
Condition:HP < 20000{
    {Maelstrom,Maelstrom,Fight}
    {Snowstorm,Snowstorm,Fight}
    }
Condition:HP < 25000{
    {AquaRake,AquaRake,Fight}
    {Thunder,Thunder,Fight}
    }
Condition:HP < 30000{
    {Flame,Flame,Fight}
    {Earth Shaker,Earth Shaker,Fight}
    }
Condition:HP < 35000{
    {Atomic Ray,Atomic Ray,Fight}
    {Blaze,Blaze,Fight}
    }
{Nothing,Nothing,Mega Flare}
Condition:HP < 10000 & Magic:Mega Flare{
    Mega Flare
    }
```

```
NAME: Calotisteri
LEVEL: 68                          EXP: 0
HP: 18000                          GIL: 0
MP: 1000                           SPEED: 45
ATTACK: 66                         MAGIC POWER: 20
ATT. MULT: 16                      MAGIC MULT: 9
EVADE%: 10                         MAGIC EVADE%: 10
DEFENSE: 50                        MAGIC DEFENSE: 30
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Dead, Stone, Toad, Mini, Sleep, Paralyze, Charm, Berserk,
Stop
ELEMENTAL ABSORB: None
CAN'T EVADE: Song
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Human, Heavy, Creature
IMMUNITY: Control, Catch
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS: Haste, Armor, Regen, Cure2, Shell, Heal, Drain, Bio, Venom, Old, Stop,
Wall
CONTROL: Can't
BLUE MAGIC: None
CATCH: Can't
DROP (ALWAYS): Nothing              STEAL (COMMON): Plumed Hat
DROP (RARE): Diamond Plate          STEAL (RARE): Wall Ring
AI SCRIPT:
Condition:Status:Party Member:Wall{
    Change Target:Single party member
    {Haste,Armor,Regen}
    }
Condition:Self:Wall{
    Change Target:Self
    {Wall,Bio,Venom}
    Change Target:Self
    {Wall,Old,Stop}
    }
{Wall,Old,Stop}
React:HP Damage{
    Drain
    }
```

```
NAME: Omega
LEVEL: 119                         EXP: 0
HP: 55530                          GIL: 50000
MP: 60700                          SPEED: 76
ATTACK: 115                        MAGIC POWER: 199
ATT. MULT: 25                      MAGIC MULT: 96
```

```
ATT. MULT: 20                              MAGIC MULT: 90
EVADE%: 95                                 MAGIC EVADE%: 90
DEFENSE: 190                               MAGIC DEFENSE: 150
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Dead, Stone, Toad, Mini, Poison, Darkness, Aging, Sleep,
Paralyze, Charm, Berserk, Mute
ELEMENTAL ABSORB: Water, Air, Earth, Holy, Poison, Ice, Fire
CAN'T EVADE: Song
ELEMENTAL WEAKNESS: Lightning
CREATURE TYPE: Heavy
IMMUNITY: HP Scan, Control, Catch
INITIAL STATUS: (Always) Wall, Shell, Stop
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS: Atomic Ray, Rainbow Wind, Delta Attack, Blaster, Emission, Surge Beam,
Maelstrom, Quake, Targeting, Rocket Punch, Circle
CONTROL: Can't
BLUE MAGIC: Emission
CATCH: Can't
DROP (ALWAYS): Omega Medal          STEAL (COMMON): Nothing
DROP (RARE): Nothing                STEAL (RARE): Nothing
AI SCRIPT:
{Atomic Ray,Delta Attack,Blaster}
Surge Beam
{Rainbow Wind,Emission,Atomic Ray}
Surge Beam
No Interrupt{
    {Delta Attack,Blaster,Surge Beam}
    {Maelstrom,Quake,Rainbow Wind}
    }
Targeting
{Rainbow Wind,Emission,Atomic Ray}
Surge Beam
React:HP Damage{
    No Interrupt{
        {Rocket Punch,Rocket Punch,Mustard Bomb}
        {Rocket Punch,Rocket Punch,Circle}
        }
    }


NAME: Apanda
LEVEL: 59                                   EXP: 0
HP: 22200                                   GIL: 0
MP: 1000                                    SPEED: 51
ATTACK: 73                                  MAGIC POWER: 50
ATT. MULT: 18                               MAGIC MULT: 15
EVADE%: 20                                  MAGIC EVADE%: 30
DEFENSE: 23                                 MAGIC DEFENSE: 10
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Dead, Stone, Toad, Mini, Poison, Aging, Sleep, Paralyze,
Charm, Stop
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Fire
CREATURE TYPE: Heavy, Creature
IMMUNITY: Control, Catch
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS: Thread, Hammer, Wind Slash, Charm, Sonic Wave, Medicine, Armor, Drain,
Toad
CONTROL: Can't
BLUE MAGIC: Hammer
CATCH: Can't
DROP (ALWAYS): Soot                  STEAL (COMMON): Soot
DROP (RARE): Nothing                 STEAL (RARE): Soot
AI SCRIPT:
Condition:V00=01{
    No Interrupt{
        Display Text: Apanda:  -shiver- -tremble-
        Change Target:Self
```

```
                   Medicine
                   Reverse Polarity
                   Set V00=00
                   }
              }
     {Thread,Hammer,Fight}
     {Fight,Charm,Wind Slash}
     {Hammer,Fight,Thread}
     {Sonic Wave,Wind Slash,Fight}
     React:Magic:Ifrit{
          No Interrupt{
               Reverse Polarity
               Display Text: Apanda:  Eek eek it's Ifrit
               Set V00=01
               Nothing
               }
          }
     Condition:V00=00 & React:Physical{
          {Armor,Drain,Nothing}
          }
     Condition:V00=00 & React:Magic{
          {Toad,Drain,Nothing}
          }
```

```
NAME: Alte Roite
LEVEL: 58                          EXP: 0
HP: 6000                           GIL: 0
MP: 1000                           SPEED: 45
ATTACK: 45                         MAGIC POWER: 5
ATT. MULT: 20                      MAGIC MULT: 5
EVADE%: 70                         MAGIC EVADE%: 60
DEFENSE: 45                        MAGIC DEFENSE: 60
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Dead, Stone, Toad, Mini, Aging, Sleep, Paralyze, Charm, Stop
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Human, Heavy
IMMUNITY: Control, Catch
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS: Circle, Remedy
CONTROL: Can't
BLUE MAGIC: None
CATCH: Can't
DROP (ALWAYS): Nothing             STEAL (COMMON): Potion
DROP (RARE): Healing Staff         STEAL (RARE): Revivify
AI SCRIPT:
{Fight,Circle,Specialty}
React:Death{
     Display Text: Alte Roite shows its true form!
     Unhide Monster: Jura Avis
     }
React:Item:Soft{
     Display Text: Arute Roite:  Aahh!
     Display Text: 'Really works...
     Remedy
     }
```

```
NAME: Jura Avis
LEVEL: 61                          EXP: 0
HP: 15000                          GIL: 0
MP: 1000                           SPEED: 40
ATTACK: 65                         MAGIC POWER: 45
ATT. MULT: 10                      MAGIC MULT: 14
EVADE%: 20                         MAGIC EVADE%: 10
DEFENSE: 35                        MAGIC DEFENSE: 30
ELEMENTAL IMMUNITY: Earth
STATUS IMMUNITY: Dead, Stone, Toad, Mini, Float, Sleep, Charm, Berserk, Stop
```

```
                                       ELEMENTAL ABSORB: Air, Lightning, Ice, Fire
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Avis
IMMUNITY: Control, Catch
INITIAL STATUS: (Always) Float
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS: Breath Wing, Flame, Thunder, Blaze, Maelstrom, Entangle
CONTROL: Can't
BLUE MAGIC: None
CATCH: Can't
DROP (ALWAYS): Dragon Fang          STEAL (COMMON): Turtle Shell
DROP (RARE): Nothing                STEAL (RARE): Dragoon Spear
AI SCRIPT:
{Breath Wing,Maelstrom,Specialty}
{Entangle,Fight,Specialty}
{Flame,Maelstrom,Specialty}
{Entangle,Fight,Specialty}
{Thunder,Maelstrom,Specialty}
{Entangle,Fight,Specialty}
{Blaze,Maelstrom,Specialty}
{Entangle,Fight,Specialty}


NAME: Halicarnaso
LEVEL: 97                           EXP: 0
HP: 33333                           GIL: 0
MP: 5000                            SPEED: 40
ATTACK: 65                          MAGIC POWER: 250
ATT. MULT: 12                       MAGIC MULT: 99
EVADE%: 0                           MAGIC EVADE%: 66
DEFENSE: 10                         MAGIC DEFENSE: 20
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Dead, Stone, Toad, Poison, Sleep, Paralyze, Charm, Berserk,
Stop
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Heavy
IMMUNITY: Control, Catch
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS: Dynamo, Dispel, Haste, Shell, Holy, Kurururu!
CONTROL: Can't
BLUE MAGIC: None
CATCH: Can't
DROP (ALWAYS): Nothing              STEAL (COMMON): Light Staff
DROP (RARE): Elf Cape               STEAL (RARE): Aegis Shield
AI SCRIPT:
Condition:V00=01{
     {Fight,Dynamo,Specialty}
     {Fight,Fight,Dispel}
     {Fight,Dynamo,Specialty}
     {Fight,Fight,Haste}
     {Fight,Dynamo,Specialty}
     {Fight,Fight,Shell}
     Set V00=00
     Holy
     }
Set V00=01
Change Target:Whole party
Kurururu!
React:Summon Magic{
     Display Text:   focusing power!
     Change Music??
     Strong Fight
     }

NAME: NeoExdeath
```

```
NAME: NeoExdeath
LEVEL: 97                              EXP: 0
HP: 55500                             GIL: 0
MP: 55500                             SPEED: 1
ATTACK: 1                             MAGIC POWER: 0
ATT. MULT: 1                          MAGIC MULT: 4
EVADE%: 0                             MAGIC EVADE%: 10
DEFENSE: 0                            MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: Water, Air, Earth, Holy, Poison, Lightning, Ice, Fire
STATUS IMMUNITY: Dead, Stone, Toad, Mini, Float, Poison, Zombie, Darkness,
Aging, Sleep, Paralyze, Charm, Berserk, Mute, Image(2), Image(1), Stop
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Heavy
IMMUNITY: HP Scan, Control, Catch
INITIAL STATUS: (Always) Zombie, Invul
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS:
CONTROL: Can't
BLUE MAGIC: None
CATCH: Can't
DROP (ALWAYS): Nothing               STEAL (COMMON): Nothing
DROP (RARE): Nothing                 STEAL (RARE): Nothing
AI SCRIPT:
Nothing


NAME: NeoExdeath
LEVEL: 97                              EXP: 0
HP: 55500                             GIL: 0
MP: 55500                             SPEED: 1
ATTACK: 1                             MAGIC POWER: 0
ATT. MULT: 1                          MAGIC MULT: 4
EVADE%: 0                             MAGIC EVADE%: 10
DEFENSE: 0                            MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: Water, Air, Earth, Holy, Poison, Lightning, Ice, Fire
STATUS IMMUNITY: Dead, Stone, Toad, Mini, Float, Poison, Zombie, Darkness,
Aging, Sleep, Paralyze, Charm, Berserk, Mute, Image(2), Image(1), Stop
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Heavy
IMMUNITY: HP Scan, Control, Catch
INITIAL STATUS: (Always) Zombie, Sleep, Invul
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS:
CONTROL: Can't
BLUE MAGIC: None
CATCH: Can't
DROP (ALWAYS): Nothing               STEAL (COMMON): Nothing
DROP (RARE): Nothing                 STEAL (RARE): Nothing
AI SCRIPT:
Nothing


NAME: NeoGoblin
LEVEL: 0                               EXP: 40
HP: 100                               GIL: 100
MP: 25                                SPEED: 40
ATTACK: 15                            MAGIC POWER: 1
ATT. MULT: 2                          MAGIC MULT: 4
EVADE%: 0                             MAGIC EVADE%: 10
DEFENSE: 0                            MAGIC DEFENSE: 10
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: None
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: None
IMMUNITY: Control, Catch
```

```
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS:
CONTROL: Can't
BLUE MAGIC: None
CATCH: Can't
DROP (ALWAYS): Nothing            STEAL (COMMON): Nothing
DROP (RARE): Nothing              STEAL (RARE): Nothing
AI SCRIPT:
{Fight,Fight,Specialty}


NAME: Apocalypse
LEVEL: 57                          EXP: 0
HP: 27900                         GIL: 0
MP: 50000                         SPEED: 45
ATTACK: 65                        MAGIC POWER: 50
ATT. MULT: 21                     MAGIC MULT: 15
EVADE%: 10                        MAGIC EVADE%: 33
DEFENSE: 30                       MAGIC DEFENSE: 70
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Dead, Stone, Toad, Mini, Poison, Aging, Sleep, Paralyze,
Charm, Berserk, Mute, Stop, Slow
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Poison
CREATURE TYPE: Heavy
IMMUNITY: Control, Catch
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS: Toad, L3 Flare, DrkShock, GuardOff, GblinPnch, MindBlst, Aero 3,
Condemn, Roulette, Aero, L2 Old, Blowfish, L5 Doom, L4 Qrter, MghtyGrd,
Vampire, TinySong, Flash, ????, AquaRake, Aero 2, Emission, FrogSong, Missile,
Hammer, Time Slip, DeathClaw, WhiteWind, Exploder
CONTROL: Can't
BLUE MAGIC: L3 Flare, DrkShock, GuardOff, GblinPnch, MindBlst, Aero 3,
Condemn, Roulette, Aero, L2 Old, Blowfish, L5 Doom, L4 Qrter, MghtyGrd,
Vampire, TinySong, Flash, ????, AquaRake, Aero 2, Emission, FrogSong, Missile,
Hammer, Time Slip, DeathClaw, WhiteWind, Exploder
CATCH: Can't
DROP (ALWAYS): Nothing            STEAL (COMMON): Elixir
DROP (RARE): Dark Hood            STEAL (RARE): Giant's Glove
AI SCRIPT:
Condition:V00=01 & Status:Self:Toad{
    Change Target:Self
    Toad
    }
Condition:V00=01{
    {L3 Flare,L3 Flare,DrkShock}
    {L3 Flare,L3 Flare,GuardOff}
    {L3 Flare,L3 Flare,GblinPnch}
    Set V00=00
    {L3 Flare,L3 Flare,MindBlst}
    }
Condition:V00=02{
    {Aero 3,Aero 3,Condemn}
    {Aero 3,Aero 3,Roulette}
    {Aero 3,Aero 3,Aero}
    Set V00=00
    {Aero 3,Aero 3,L2 Old}
    }
Condition:V00=03{
    {Blowfish,Blowfish,L5 Doom}
    {Blowfish,Blowfish,L4 Qrter}
    Set V00=00
    {Blowfish,Blowfish,MghtyGrd}
    }
Condition:V00=04{
    {Vampire,Vampire,TinySong}
```

```
        {Vampire,Vampire,TinySong}
        {Vampire,Vampire,Flash}
        Set V00=00
        {Vampire,Vampire,????}
        }
Condition:V00=05{
        {AquaRake,AquaRake,Aero 2}
        {AquaRake,AquaRake,Emission}
        {AquaRake,AquaRake,FrogSong}
        Set V00=00
        {AquaRake,AquaRake,Missile}
        }
Condition:V00=06{
        {Hammer,Hammer,Time Slip}
        {Hammer,Hammer,DeathClaw}
        Set V00=00
        {Hammer,Hammer,WhiteWind}
        }
Condition:V00=07{
        Exploder
        }
{DrkShock,GuardOff,MindBlst}
{Condemn,Roulette,L2 Old}
{L5 Doom,L4 Qrter,MghtyGrd}
{TinySong,Flash,????}
{Aero 2,Emission,Missile}
{Time Slip,DeathClaw,WhiteWind}
React:Magic:L3 Flare{
        Display Text: Learned L.3 Flare!
        Set V00=01
        Nothing
        }
React:Magic:Aero 3{
        Display Text: Learned Aero 3!
        Set V00=02
        Nothing
        }
React:Magic:Blowfish{
        Display Text: Learned Blowfish!
        Set V00=03
        Nothing
        }
React:Magic:Vampire{
        Display Text: Learned Vampire!
        Set V00=04
        Nothing
        }
React:Magic:AquaRake{
        Display Text: Learned Aqua Rake!
        Set V00=05
        Nothing
        }
React:Magic:Hammer{
        Display Text: Learned Magic Hammer!
        Set V00=06
        Nothing
        }
React:Magic:Exploder{
        Display Text: Learned Exploder!
        Set V00=07
        Nothing
        }

NAME: Catastroph
LEVEL: 71                               EXP: 0
HP: 19997                               GIL: 0
MP: 19997                               SPEED: 45
ATTACK: 67                              MAGIC POWER: 20
ATT. MULT: 18                           MAGIC MULT: 9
EVADE%: 15                              MAGIC EVADE%: 33
DEFENSE: 40                             MAGIC DEFENSE: 20
```

DEFENSE: 40   MAGIC DEFENSE: 20
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Dead, Stone, Toad, Mini, Poison, Sleep, Charm, Berserk, Mute,
Stop
ELEMENTAL ABSORB: Earth
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Heavy
IMMUNITY: Control, Catch
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS: Gravity 100, Earth Shaker, Demon's Eye
CONTROL: Can't
BLUE MAGIC: None
CATCH: Can't
DROP (ALWAYS): Soft   STEAL (COMMON): Elixir
DROP (RARE): Nothing   STEAL (RARE): Cabin
AI SCRIPT:
Condition:Status:Party Member:Float{
     Gravity 100
     }
{Earth Shaker,Earth Shaker,Demon's Eye}
{Fight,Earth Shaker,Specialty}

NAME: Twin Tania (1st form)
LEVEL: 39   EXP: 0
HP: 50000   GIL: 0
MP: 10000   SPEED: 35
ATTACK: 90   MAGIC POWER: 7
ATT. MULT: 14   MAGIC MULT: 5
EVADE%: 0   MAGIC EVADE%: 10
DEFENSE: 30   MAGIC DEFENSE: 16
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Dead, Stone, Toad, Mini, Poison, Aging, Sleep, Paralyze,
Charm, Berserk, Stop
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Water, Holy
CREATURE TYPE: Heavy, Creature
IMMUNITY: Control, Catch
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS: Atomic Ray, Snowstorm, MindBlst, Wind Slash, Tidal Wave, Mega Flare
CONTROL: Can't
BLUE MAGIC: MindBlst
CATCH: Can't
DROP (ALWAYS): Nothing   STEAL (COMMON): Phoenix Down
DROP (RARE): Tinker Bell   STEAL (RARE): Flame Shield
AI SCRIPT:
{Atomic Ray,Snowstorm,Fight}
{Atomic Ray,Snowstorm,Fight}
Change Target:Whole party
{MindBlst,Wind Slash,Wind Slash}
Unhide Monster: Twin Tania (2nd form)
React:Physical{
     {Tidal Wave,Nothing,Nothing}
     }
React:Magic{
     {Mega Flare,Nothing,Nothing}
     }

NAME: Twin Tania (2nd form)
LEVEL: 30   EXP: 0
HP: 50000   GIL: 0
MP: 10000   SPEED: 81
ATTACK: 90   MAGIC POWER: 72
ATT. MULT: 13   MAGIC MULT: 12
EVADE%: 0   MAGIC EVADE%: 0
DEFENSE: 0   MAGIC DEFENSE: 0

DEFENSE: 0   MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Mini, Poison, Aging, Sleep, Paralyze, Charm, Berserk
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Water, Holy
CREATURE TYPE: Creature
IMMUNITY: Control, Catch
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS: Giga Flare
CONTROL: Can't
BLUE MAGIC: None
CATCH: Can't
DROP (ALWAYS): Nothing   STEAL (COMMON): Giant's Axe
DROP (RARE): Murasame   STEAL (RARE): Nothing
AI SCRIPT:
Display Text: Charging up for Giga Flare!
Nothing
Giga Flare
Unhide Monster: Twin Tania (1st form)

NAME: Invisible
LEVEL: 52   EXP: 0
HP: 7000   GIL: 0
MP: 1000   SPEED: 47
ATTACK: 90   MAGIC POWER: 0
ATT. MULT: 11   MAGIC MULT: 4
EVADE%: 25   MAGIC EVADE%: 60
DEFENSE: 10   MAGIC DEFENSE: 10
ELEMENTAL IMMUNITY: Earth
STATUS IMMUNITY: Stone, Toad, Mini, Poison, Aging, Sleep, Charm, Mute
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Human, Heavy
IMMUNITY: Control, Catch
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS: Wind Slash, Flame
CONTROL: Can't
BLUE MAGIC: None
CATCH: Can't
DROP (ALWAYS): Nothing   STEAL (COMMON): Stealth Robe
DROP (RARE): Nothing   STEAL (RARE): Dark Hood
AI SCRIPT:
{Fight,Wind Slash,Nothing}
{Fight,Flame,Specialty}
React:Death & Condition:Alone & V00=01{
    Display Text: 'This is the end!!
    Nothing
    }
React:Death & V00=01{
    Nothing
    }
React:Death{
    No Interrupt{
        Display Text: 'Image!!
        Set V00=01
        Unhide Monster: Invisible (2nd & 3rd position)
        }
    }

NAME: Abductor (ExDeath Castle)
LEVEL: 5   EXP: 500
HP: 5000   GIL: 0
MP: 100   SPEED: 50
ATTACK: 80   MAGIC POWER: 0
ATT. MULT: 10   MAGIC MULT: 4

EVADE%: 0   MAGIC EVADE%: 10
DEFENSE: 5   MAGIC DEFENSE: 5
ELEMENTAL IMMUNITY: Earth
STATUS IMMUNITY: Toad, Mini
ELEMENTAL ABSORB: None
CAN'T EVADE: Aerial
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Human, Creature
IMMUNITY: Control, Catch
INITIAL STATUS: (Always) Float
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS: Aero 2, Hurricane
CONTROL: Can't
BLUE MAGIC: Aero 2
CATCH: Can't
DROP (ALWAYS): Nothing   STEAL (COMMON): Hi-Potion
DROP (RARE): Gale Bow   STEAL (RARE): Shuriken
AI SCRIPT:
{Aero 2,Fight,Specialty}
{Hurricane,Fight,Specialty}

NAME: BandelKuar
LEVEL: 63   EXP: 2500
HP: 8000   GIL: 0
MP: 1000   SPEED: 30
ATTACK: 80   MAGIC POWER: 0
ATT. MULT: 11   MAGIC MULT: 4
EVADE%: 10   MAGIC EVADE%: 10
DEFENSE: 0   MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Dead, Stone, Toad, Mini, Poison, Sleep, Paralyze, Charm, Stop
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Fire
CREATURE TYPE: Heavy, Creature
IMMUNITY: Control, Catch
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS: Blaster
CONTROL: Can't
BLUE MAGIC: None
CATCH: Can't
DROP (ALWAYS): Nothing   STEAL (COMMON): Soft
DROP (RARE): Elixir   STEAL (RARE): Nothing
AI SCRIPT:
{Fight,Blaster,Specialty}

NAME: LiquiFlame (Phoenix Tower)
LEVEL: 63   EXP: 2500
HP: 9000   GIL: 0
MP: 1000   SPEED: 30
ATTACK: 81   MAGIC POWER: 20
ATT. MULT: 11   MAGIC MULT: 8
EVADE%: 0   MAGIC EVADE%: 0
DEFENSE: 10   MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Dead, Stone, Toad, Mini, Poison, Aging, Sleep, Paralyze,
Charm, Stop
ELEMENTAL ABSORB: Fire
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Water, Ice
CREATURE TYPE: Heavy
IMMUNITY: Control, Catch
INITIAL STATUS: None
SPECIALTY: Fingertips
SPECIALTY EFFECT: Adds Paralyze
SPELLS: Fire2, Flame, Fire3
CONTROL: Can't

```
BLUE MAGIC: None
CATCH: Can't
DROP (ALWAYS): Nothing              STEAL (COMMON): Luck Mallet
DROP (RARE): Flame Scroll           STEAL (RARE): Nothing
AI SCRIPT:
{Fire2,Flame,Specialty}
Change Target:Self
Fire3
{Fire2,Flame,Specialty}
{Fire2,Flame,Specialty}


NAME: Kuzar (Phoenix Tower)
LEVEL: 63                           EXP: 2500
HP: 10000                           GIL: 0
MP: 1000                            SPEED: 30
ATTACK: 75                          MAGIC POWER: 0
ATT. MULT: 15                       MAGIC MULT: 4
EVADE%: 0                           MAGIC EVADE%: 33
DEFENSE: 30                         MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Dead, Stone, Toad, Mini, Poison, Sleep, Paralyze, Charm, Stop
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Heavy, Creature
IMMUNITY: Control, Catch
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS: ????
CONTROL: Can't
BLUE MAGIC: ????
CATCH: Can't
DROP (ALWAYS): Nothing              STEAL (COMMON): Hi-Potion
DROP (RARE): Phoenix Down           STEAL (RARE): Nothing
AI SCRIPT:
{Fight,????,Specialty}


NAME: Sol Cannon (Phoenix Tower)
LEVEL: 61                           EXP: 2500
HP: 10000                           GIL: 0
MP: 60000                           SPEED: 30
ATTACK: 1                           MAGIC POWER: 25
ATT. MULT: 1                        MAGIC MULT: 9
EVADE%: 0                           MAGIC EVADE%: 0
DEFENSE: 40                         MAGIC DEFENSE: 0
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Dead, Stone, Toad, Mini, Float, Poison, Zombie, Darkness,
Aging, Sleep, Paralyze, Charm, Berserk, Mute, Image(2), Image(1), Stop
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Lightning
CREATURE TYPE: Heavy
IMMUNITY: Control, Catch
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS: Missile, Surge Beam, Electromagnetic Field
CONTROL: Can't
BLUE MAGIC: Missile
CATCH: Can't
DROP (ALWAYS): Nothing              STEAL (COMMON): Ether
DROP (RARE): Hi-Potion              STEAL (RARE): Guard Ring
AI SCRIPT:
{Missile,Surge Beam,Electromagnetic Field}


NAME: Gilgamesh (X-Zone)
LEVEL: 59                           EXP: 0
HP: 37000                           GIL: 15
MP: 0                               SPEED: 47
```

```
...:  .                                       ....:  ..
ATTACK: 109                                  MAGIC POWER: 0
ATT. MULT: 13                                MAGIC MULT: 4
EVADE%: 5                                     MAGIC EVADE%: 0
DEFENSE: 0                                    MAGIC DEFENSE: 35
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Dead, Stone, Toad, Mini, Float, Poison, Zombie, Darkness,
Aging, Sleep, Paralyze, Charm, Berserk, Mute, Image(2), Image(1), Stop
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Human, Heavy
IMMUNITY: HP Scan, Control, Catch
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: 1.5 * Damage
SPELLS:
CONTROL: Can't
BLUE MAGIC: None
CATCH: Can't
DROP (ALWAYS): Nothing                    STEAL (COMMON): Genji Shield
DROP (RARE): Anti-Magic Bow               STEAL (RARE): Nothing
AI SCRIPT:
Condition:HP < 30000{
     Display Text: '...Butz...?
     Display Text: 'It's you isn't it!!
     Display Text: 'Why didn't you say so?
     Display Text: 'The monsters here are scary,
     Display Text: 'And I can't find my way out...
     Display Text: 'I'm about to cry...
     Display Text: 'By the way, how'd you get here?
     Display Text: Butz explains what happened
     Display Text: 'I see...now I can get home!
     Change Target:Self,No-Damage Magic
     }
Condition:V00=01{
     No Interrupt{
          Display Text: Gilgamesh:  Hah!
          {Fight,Fight,Nothing}
          {Fight,Fight,Nothing}
          }
     No Interrupt{
          Display Text: Gilgamesh:  Hah!
          {Fight,Fight,Nothing}
          {Fight,Fight,Nothing}
          }
     }
Display Text: Gilgamesh:  Another monster!
Set V00=01
Fight
React:Magic:No-Danage Magic{
     Display Text: 'How'd you like to escape?
     Display Text: '...
     Display Text: 'Oh..yeah...that's right...
     Display Text: 'Well if we live, let's meet again...
     Display Text: 'I know we will...
     Display Text: 'At that time we'll be friends...
     Display Text: 'N... never mind!
     Display Text: 'Later!
     }


NAME: Shinryuu
LEVEL: 97                                     EXP: 0
HP: 55500                                     GIL: 0
MP: 51000                                     SPEED: 87
ATTACK: 175                                   MAGIC POWER: 128
ATT. MULT: 38                                 MAGIC MULT: 52
EVADE%: 20                                    MAGIC EVADE%: 95
DEFENSE: 60                                   MAGIC DEFENSE: 60
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Dead, Stone, Toad, Mini, Poison, Aging, Sleep, Paralyze,
```

                                Toad, ... Toad, Mini, Poison, Aging, Sleep, Paralyze,
Charm, Stop
ELEMENTAL ABSORB: Holy
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Heavy, Dragon
IMMUNITY: HP Scan, Control, Catch
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS: Maelstrom, Roulette, Snowstorm, Atomic Ray, Thunder, Bolt2, MghtyGrd,
L2 Old, L3 Flare, Demon's Eye, Poison Breath, Tidal Wave, Zombie Breath
CONTROL: Can't
BLUE MAGIC: Roulette, MghtyGrd, L2 Old, L3 Flare
CATCH: Can't
DROP (ALWAYS): Dragon Crest   STEAL (COMMON): Dragon Fang
DROP (RARE): Nothing   STEAL (RARE): Dragon Whip
AI SCRIPT:
Condition:V00=01{
     {Maelstrom,Fight,Roulette}
     {Snowstorm,Atomic Ray,Thunder}
     No Interrupt{
          {Maelstrom,Fight,Roulette}
          {MghtyGrd,L2 Old,L3 Flare}
          }
     No Interrupt{
          {Fight,Fight,Demon's Eye}
          {Fight,Fight,Poison Breath}
          }
     }
Nothing
No Interrupt{
     Set V00=01
     Tidal Wave
     }
React:Magic:No-Damage Magic{
     Set V00=00
     Zombie Breath
     }
Condition:HP < 20000 & HP Damage{
     {No-Damage Magic,Nothing,Nothing}
     }

NAME: Barrier
LEVEL: 44   EXP: 0
HP: 8800   GIL: 0
MP: 300   SPEED: 1
ATTACK: 100   MAGIC POWER: 5
ATT. MULT: 10   MAGIC MULT: 4
EVADE%: 0   MAGIC EVADE%: 10
DEFENSE: 30   MAGIC DEFENSE: 10
ELEMENTAL IMMUNITY: Earth
STATUS IMMUNITY: Toad, Mini, Float, Poison, Zombie, Darkness, Aging, Sleep,
Paralyze, Charm, Berserk, Image(2), Image(1)
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Heavy
IMMUNITY: HP Scan, Control, Catch
INITIAL STATUS: (Always) Wall
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS: Flare, Holy, Fire3, Bolt3, Ice 3
CONTROL: Can't
BLUE MAGIC: None
CATCH: Can't
DROP (ALWAYS): Nothing   STEAL (COMMON): Hi-Potion
DROP (RARE): Nothing   STEAL (RARE): Wall Ring
AI SCRIPT:
Change Target:Single Enemy with Wall
{Flare,Holy,Flare}

{Flare,Holy,Flare}
Change Target:All Allies
{Fire3,Bolt3,Ice 3}
Change Target:Single Enemy with Wall
{Holy,Flare,Holy}
Change Target:All Allies
{Fire3,Bolt3,Ice 3}

NAME: Necrofobia
LEVEL: 66   EXP: 0
HP: 44044   GIL: 0
MP: 10000   SPEED: 47
ATTACK: 99   MAGIC POWER: 50
ATT. MULT: 16   MAGIC MULT: 16
EVADE%: 10   MAGIC EVADE%: 75
DEFENSE: 50   MAGIC DEFENSE: 50
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Dead, Stone, Toad, Mini, Poison, Aging, Sleep, Paralyze,
Charm, Berserk, Stop
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: Water, Air, Earth, Holy, Poison, Lightning, Ice, Fire
CREATURE TYPE: Heavy
IMMUNITY: Control, Catch
INITIAL STATUS: Invul
SPECIALTY: Vacuum Wave
SPECIALTY EFFECT: HP Leak, 1.5 * Damage
SPELLS: Hurricane, Doom, Flash
CONTROL: Can't
BLUE MAGIC: Flash
CATCH: Can't
DROP (ALWAYS): Nothing   STEAL (COMMON): Elixir
DROP (RARE): Lumina Suit   STEAL (RARE): Thief Glove
AI SCRIPT:
Condition:V02=01{
    No Interrupt{
        Display Text: Necrofobia: Die!!
        Change Target: Gilgamesh
        Flare
        Change Target: Gilgamesh
        No-Damage Magic
        }
    }
Condition:V01=01 & Alone{
    Terminate
    }
Condition:V01=01{
    Change Target: Gilgamesh
    {Specialty,Fire3,Bolt3}
    Change Target: Gilgamesh
    {Specialty,Ice 3,Strong Fight}
    }
Condition:V00=02{
    No Interrupt{
        {Fight,Fight,Hurricane}
        {Fight,Fight,Specialty}
        }
    No Interrupt{
        {Fight,Fight,Specialty}
        {Fight,Fight,Specialty}
        }
    No Interrupt{
        {Fight,Fight,Hurricane}
        {Fight,Fight,Specialty}   }
    No Interrupt{
        {Fight,Fight,Specialty}
        {Fight,Fight,Doom}
        }
    }
Condition:Alone{
    Display Text: 'M___ my invincible barrier

```
              Display Text:  '..... My invincible barrier...
              Display Text: 'Then I have no choice...
              Display Text: 'Have a taste of...
              Display Text: 'My real power!!
              Set V00=02
              Flash
              }
     Condition:V00=01{
              Nothing
              }
     Display Text: 'With these four barriers...
     Display Text: 'I am now invincible!
     Display Text: 'Can you defeat me?
     Set V00=01
     Nothing
     React:Death & Condition:Alone{
              Display Text: 'E...  Ex... !!!
              Nothing       }
     Condition:HP < 9999 & V01=00 & HP Damage & React:??{
              No Interrupt{
                       Change Music
                       Unhide Monster: Gilgamesh (Necrofobia)
                       Display Text: 'Gil... Gilgamesh!!
                       Display Text: Gilgamesh:  Phew!  I made it!
                       Display Text: 'If I go home right now,
                       Display Text: 'I'll remain in history
                       Display Text: 'as a weakling!
                       Display Text: Necrofobia:  Heh...
                       Display Text: 'Blabbermouth...
                       Display Text: 'I'll get rid of you first!
                       Set V01=01
                       Nothing
                       }
              }


     NAME: Gilgamesh (Necrofobia)
     LEVEL: 93                          EXP: 0
     HP: 55000                          GIL: 0
     MP: 60000                          SPEED: 88
     ATTACK: 115                        MAGIC POWER: 0
     ATT. MULT: 25                      MAGIC MULT: 4
     EVADE%: 30                         MAGIC EVADE%: 0
     DEFENSE: 35                        MAGIC DEFENSE: 0
     ELEMENTAL IMMUNITY: None
     STATUS IMMUNITY: Dead, Stone, Toad, Mini, Float, Poison, Zombie, Darkness,
     Aging, Sleep, Paralyze, Charm, Berserk, Mute, Image(2), Image(1), Wall, Armor,
     Shell, Stop, Haste, Slow, Invul, Regen
     ELEMENTAL ABSORB: None
     CAN'T EVADE: None
     ELEMENTAL WEAKNESS: None
     CREATURE TYPE: Human, Heavy
     IMMUNITY: HP Scan, Control, Catch
     INITIAL STATUS: None
     SPECIALTY: Critical
     SPECIALTY EFFECT: None
     SPELLS:
     CONTROL: Can't
     BLUE MAGIC: None
     CATCH: Can't
     DROP (ALWAYS): Nothing               STEAL (COMMON): Genji Armor
     DROP (RARE): Nothing                 STEAL (RARE): Nothing
     AI SCRIPT:
     Condition:V02=01{
              Nothing
              }
     Condition:V03=01{
              Display Text: Gilgamesh:  Lenna!
              Display Text: 'Never forget your
              Display Text: 'love for animals...
              Display Text: Lenna:  ...
              Display Text: Gilgamesh:  Butz!
```

```
        Display Text: Gilgamesh:  Duel.
        Display Text: 'I would've liked to have a
        Display Text: 'one on one battle with you!
        Display Text: 'You were such good friends...
        Display Text: '... Gilgamesh....
        Change Target:Self
        Remedy
        Set V02=01      Change Target:Self
        Remedy
        }
Display Text: Gilgamesh:  You're pretty good!
Display Text: 'You can even defeat...
Display Text: 'The great Gilgamesh?!
Reverse Polarity
Display Text: Gilgamesh:  Cara!
Display Text: 'Your grandfather...
Display Text: 'He was a strong man!
Display Text: Cara:  ... Grandpa....
Display Text: Gilgamesh:  Faris!
Display Text: 'Go fall in love...
Display Text: 'Then you'd be more feminine!
Display Text: Faris:  ...
Set V03=01
Change Target:Self
Remedy
React:Magic:No-Damage Magic{
    No Interrupt{
        Display Text: Gilgamesh:  That's...!
        Display Text: 'my line!!
        Change Target:Single Enemy Back Row
        Exploder
        Terminate
        }
    }


NAME: Exdeath (Final)
LEVEL: 77                            EXP: 0
HP: 49001                           GIL: 0
MP: 30000                           SPEED: 44
ATTACK: 111                         MAGIC POWER: 25
ATT. MULT: 17                       MAGIC MULT: 11
EVADE%: 10                          MAGIC EVADE%: 15
DEFENSE: 35                         MAGIC DEFENSE: 25
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Dead, Stone, Toad, Mini, Float, Poison, Zombie, Darkness,
Aging, Sleep, Paralyze, Charm, Berserk, Mute, Image(2), Image(1), Stop
ELEMENTAL ABSORB: None
CAN'T EVADE: Aerial
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Human, Heavy
IMMUNITY: Control, Catch
INITIAL STATUS: None
SPECIALTY: Critical
SPECIALTY EFFECT: None
SPELLS: Meteo, Flare, Holy, Condemn, White Hole
CONTROL: Can't
BLUE MAGIC: None
CATCH: Can't
DROP (ALWAYS): Nothing              STEAL (COMMON): Phoenix Down
DROP (RARE): Nothing                STEAL (RARE): Wonder Rod
AI SCRIPT:
Condition:HP < 10000{
    {Meteo,Fight,Nothing}
    }
Condition:HP < 30000{
    {Flare,Holy,Fight}
    {Fight,Fight,White Hole}
    {Fight,White Hole,Nothing}
    {Fight,Condemn,White Hole}
    }
{Fight,White Hole,Nothing}
```

```
{Fight,White Hole,Nothing}
{Fight,White Hole,Fight}
React:Death{
    No Interrupt{
        Change Music
        Display Text:  The Void begins to
        Display Text:  devour Exdeath!!
        Display Text: Exdeath:  W  H  Y?
        Display Text: 'I had the power of 'Void'!
        Display Text: 'What IS 'Void'...?  Arrrgh!!
        Unhide Monster: NeoExdeath (All 5 parts)
        }
    }


NAME: Neo X-Death (part1)
LEVEL: 83                              EXP: 0
HP: 55000                             GIL: 0
MP: 65000                            SPEED: 27
ATTACK: 99                       MAGIC POWER: 10
ATT. MULT: 19                     MAGIC MULT: 7
EVADE%: 10                       MAGIC EVADE%: 75
DEFENSE: 30                     MAGIC DEFENSE: 20
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Dead, Stone, Toad, Mini, Poison, Aging, Sleep, Charm,
Berserk, Slow
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Heavy, Dragon
IMMUNITY: Control, Catch
INITIAL STATUS: None
SPECIALTY: Vacuum Wave
SPECIALTY EFFECT: 1.5 * Damage
SPELLS: Meteo, Comet, Almagest, Grand Cross, Dispel
CONTROL: Can't
BLUE MAGIC: None
CATCH: Can't
DROP (ALWAYS): Nothing                STEAL (COMMON): Nothing
DROP (RARE): Nothing                  STEAL (RARE): Dragoon Spear
AI SCRIPT:
Condition:??{
    No Interrupt{
        {Meteo,Almagest,Specialty}
        {Comet,Specialty,Specialty}
        }
    No Interrupt{
        {Meteo,Almagest,Specialty}
        {Maelstrom,Almagest,Specialty}
        }
    No Interrupt{
        {Meteo,Fight,Specialty}
        {Comet,Almagest,Specialty}
        }
    Grand Cross
    }
Condition:V00=01{
    Fight
    {Meteo,Fight,Nothing}
    Nothing
    }
Condition:HP < 15000{
    Display Text:  The laws of physics are broken!
    Change Music??
    Nothing
    Change Music??
    Grand Cross
    Set V00=01
    Nothing
    }
Condition:HP < 30000{
    Display Text:  The laws of physics are broken!
```

```
                 Display Text:  The laws of physics are broken!
        Nothing
        Grand Cross
        Nothing
        Nothing
        Fight
        Dispel
        Nothing
        Nothing
        }
Nothing
Display Text:  The laws of physics are broken!
Nothing
Grand Cross
Nothing
Nothing
Dispel
Nothing


NAME: Neo X-Death (part2)
LEVEL: 67                                EXP: 0
HP: 55000                                GIL: 0
MP: 65000                                SPEED: 35
ATTACK: 99                               MAGIC POWER: 21
ATT. MULT: 19                            MAGIC MULT: 9
EVADE%: 10                               MAGIC EVADE%: 80
DEFENSE: 30                              MAGIC DEFENSE: 19
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Dead, Toad, Mini, Poison, Sleep, Paralyze, Charm, Berserk,
Slow
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Heavy, Creature
IMMUNITY: Control, Catch
INITIAL STATUS: None
SPECIALTY: Vacuum Wave
SPECIALTY EFFECT: 1.5 * Damage
SPELLS: Meteo, Comet, Almagest
CONTROL: Can't
BLUE MAGIC: None
CATCH: Can't
DROP (ALWAYS): Nothing                   STEAL (COMMON): Pinwheel
DROP (RARE): Nothing                     STEAL (RARE): Nothing
AI SCRIPT:
Condition:??{
        No Interrupt{
             {Meteo,Almagest,Specialty}
             {Comet,Specialty,Specialty}
             }
        No Interrupt{
             {Meteo,Almagest,Specialty}
             {Maelstrom,Almagest,Specialty}
             }
        No Interrupt{
             {Meteo,Fight,Specialty}
             {Comet,Almagest,Specialty}
             }
        }
Nothing
Almagest
Nothing
Nothing


NAME: Neo X-Death (part3)
LEVEL: 81                                EXP: 0
HP: 50000                                GIL: 0
MP: 65000                                SPEED: 55
ATTACK: 99                               MAGIC POWER: 10
ATT. MULT: 19                            MAGIC MULT: 7
EVADE%: 10                               MAGIC EVADE%: 76
```

```
DEFENSE: 30                              MAGIC DEFENSE: 25
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Dead, Stone, Toad, Mini, Poison, Aging, Sleep, Paralyze,
Charm, Berserk
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Heavy
IMMUNITY: Control, Catch
INITIAL STATUS: None
SPECIALTY: Vacuum Wave
SPECIALTY EFFECT: 1.5 * Damage
SPELLS: Meteo, Comet, Maelstrom, Almagest, Dispel
CONTROL: Can't
BLUE MAGIC: None
CATCH: Can't
DROP (ALWAYS): Nothing                   STEAL (COMMON): Nothing
DROP (RARE): Nothing                     STEAL (RARE): Tempest Sword
AI SCRIPT:
Condition:??{
     No Interrupt{
          {Meteo,Meteo,Specialty}
          {Comet,Specialty,Specialty}
          }
     No Interrupt{
          {Meteo,Meteo,Specialty}
          {Maelstrom,Maelstrom,Specialty}
          }
     No Interrupt{
          {Meteo,Fight,Specialty}
          {Comet,Almagest,Specialty}
          }
     }
{Fight,Specialty,Nothing}
{Fight,Fight,Specialty}
{Fight,Specialty,Dispel}

NAME: Neo X-Death (part4)
LEVEL: 86                                EXP: 0
HP: 60000                                GIL: 0
MP: 65000                                SPEED: 35
ATTACK: 99                               MAGIC POWER: 15
ATT. MULT: 19                            MAGIC MULT: 9
EVADE%: 10                               MAGIC EVADE%: 66
DEFENSE: 30                              MAGIC DEFENSE: 20
ELEMENTAL IMMUNITY: None
STATUS IMMUNITY: Dead, Stone, Toad, Mini, Aging, Sleep, Paralyze, Charm,
Berserk
ELEMENTAL ABSORB: None
CAN'T EVADE: None
ELEMENTAL WEAKNESS: None
CREATURE TYPE: Human
IMMUNITY: Control, Catch
INITIAL STATUS: None
SPECIALTY: Vacuum Wave
SPECIALTY EFFECT: 1.5 * Damage
SPELLS: Meteo, Comet, Maelstrom, Almagest  Aero 3, Delta Attack, Ice 3,
Dispel, Flare, Fire3, Holy, Bolt3
CONTROL: Can't
BLUE MAGIC: None
CATCH: Can't
DROP (ALWAYS): Nothing                   STEAL (COMMON): Nothing
DROP (RARE): Nothing                     STEAL (RARE): Ragnarok
AI SCRIPT:
Condition:??{
     No Interrupt{
          {Meteo,Meteo,Specialty}
          {Comet,Specialty,Specialty}
          }
     No Interrupt{
```

```
            {Meteo,Meteo,Specialty}
            {Maelstrom,Maelstrom,Specialty}
            }
      No Interrupt{
            {Meteo,Fight,Specialty}
            {Comet,Almagest,Specialty}
            }
      }
{Aero 3,Delta Attack,Fight}
{Ice 3,Fight,Dispel}
{Flare,Fire3,Fight}
{Holy,Bolt3,Nothing}
```

```
************************
11.5) MONSTER FORMATIONS
************************
```

Here is a list of all possible Monster formations that can be encountered in
the game.

Glossary:

INDEX: Formation number, cross reference to section 11.6, monster encounter
        groups
AP: AP earned if victorious in battle
ESC: % chance to escape from battle by holding down L and R. This chance is
     checked every few seconds. N/A indicates that you cannot run from this
     battle
V?: Whether Void can be successfully cast in battle or not
BP?: Whether it is possible to have a Back Attack or Pre-emptive Attack for
     this battle. It also indicates whether or not the !Analyze command will
     work as well.
Notes: Formation F434 (Byblos): Back Attack is possible, but not
                                  Pre-emptive
        Formation F496 (Garkimasra): Will always be a Back Attack unless a
                                      party member has Caution
MONSTERS: (B) Indicates the monster is in the Back Row
          (H) Indicates the monster is initially Hidden and will only Unhide
               under certain conditions in a monster's AI script
          (HB) Indicates hidden and Back Row
          [B] Indicates the monster is Front Row but will become Back Row if
               another monster Unhides

INDEX AP ESC V? BP? MONSTERS
F0   1 100 Y   Y Goblin
F1   1 100 Y   Y Killer Bee, Killer Bee (B)
F2   1 100 Y   Y Goblin, Goblin (B), Goblin (B)
F3   1 100 Y   Y Killer Bee, Killer Bee (B), Goblin
F4   2 100 Y   Y Nut Eater, Nut Eater (B), Nut Eater (B)
F5   1 100 Y   Y Stray Cat, Stray Cat, Stray Cat (B), Stray Cat (B)
F6   1 100 Y   Y Stray Cat (B), Killer Bee (B), Nut Eater
F7   1   70 Y   Y Steel Bat, Steel Bat (B)
F8   1   70 Y   Y Steel Bat, Steel Bat (B), Dearo
F9   1   70 Y   Y Dearo, Dearo
F10   1   70 Y   Y Steel Bat, Steel Bat (B), Steel Bat
F11   1   70 Y   Y Stroper, Stroper (B)
F12   1   70 Y   Y Stroper, Stroper (B), Steel Bat
F13   1   70 Y   Y Black Goblin, Black Goblin (B)
F14   1   70 Y   Y White Snake
F15   1   70 Y   Y White Snake (B), Black Goblin
F16   1   70 Y   Y Mold Wind, Black Goblin, White Snake (B)
F17   1   70 Y   Y Mold Wind, Mold Wind (B), Mold Wind
F18   1   70 Y   Y ManiWizard (B), Mold Wind (B), Black Goblin
F19   1   70 Y   Y ManiWizard (B), White Snake
F20   2   70 Y   Y ManiWizard (B), ManiWizard, ManiWizard
F21   1   70 Y   Y Octoraken, Octoraken (B)
F22   1   70 Y   Y Sucker, Sucker (B)
F23   2   70 Y   Y Sucker, Sucker, Octoraken (B)
F24   2   70 Y   Y Octoraken, Octoraken, Sucker (B)
F25   1 100 Y   Y Gatlings
```

```
      ...  ...  ...  Y  Y  .........
      F26   1  100   Y  Y  Gatlings, Gatlings, Bighorn (B)
      F27   1  100   Y  Y  Tatu, Tatu (B)
      F28   1  100   Y  Y  Bighorn, Gatlings, Tatu (B)
      F29   2  100   Y  Y  Tatu, Tatu, Gatlings (B)
      F30   1  100   Y  Y  Bighorn, Bighorn (B)
      F31   1  100   Y  Y  Bander S.
      F32   1  100   Y  Y  Bander S., Bighorn (B)
      F33   3  100   Y  Y  Bander S., Bander S. (B), Bander S. (B)
      F34   1  100   Y  Y  Galura
      F35   1   70   Y  Y  Skeleton
      F36   1   70   Y  Y  Skeleton, Skeleton, Skeleton (B)
      F37   2   70   Y  Y  Carcurser (B), Carcurser (B), Skeleton (B), Skeleton
      F38   1   70   Y  Y  UndeadRusk
      F39   1   70   Y  Y  UndeadRusk (B), Skeleton, Carcurser
      F40   1   70   Y  Y  UndeadRusk (B), PsychoHead
      F41   1   70   Y  Y  Skeleton, Skeleton (B), Skeleton, PsychoHead (B)
      F42   1   70   Y  Y  PsychoHead (B), PsychoHead, UndeadRusk
      F43   2   70   Y  Y  PsychoHead, Carcurser, Skeleton (B)
      F44   3   70   Y  Y  UndeadRusk (B), UndeadRusk
      F45   1   70   Y  Y  RockGarter, RockGarter (B)
      F46   1   70   Y  Y  Gala Cat
      F47   1   70   Y  Y  RockGarter, RockGarter (B), Gala Cat (B)
      F48   2   70   Y  Y  Gala Cat, Gala Cat, Gala Cat (B)
      F49   1   70   Y  Y  Cockatrice
      F50   1   70   Y  Y  Cockatrice (B), RockGarter, RockGarter
      F51   1   70   Y  Y  Cockatrice (B), Cockatrice
      F52   2   70   Y  Y  Blocks, Blocks, Blocks, Blocks (B), Blocks (B)
      F53   1   70   Y  Y  Blocks (B), Blocks, RockGarter, RockGarter
      F54   1   70   Y  Y  Elf Toad (B), Elf Toad, Elf Toad (B)
      F55   1   70   Y  Y  IceSoldier, IceSoldier (B)
      F56   1   70   Y  Y  Elf Toad, Elf Toad, IceSoldier (B)
      F57   2   70   Y  Y  RikaldMage (B), IceSoldier, IceSoldier
      F58   3   70   Y  Y  RikaldMage, RikaldMage, RikaldMage (B)
      F59   1   70   Y  Y  Wyvern
      F60   1   70   Y  Y  Wyvern, Padosule (B)
      F61   1   70   Y  Y  Padosule
      F62   1   70   Y  Y  Padosule, RikaldMage (B), IceSoldier
      F63   1   70   Y  Y  Padosule (B), Padosule
      F64   2   70   Y  Y  Wyvern, Wyvern (B)
      F65   1  100   Y  Y  Aegil, Aegil (B), Aegil (B)
      F66   1  100   Y  Y  Zuu
      F67   1  100   Y  Y  Zuu (B), Aegil, Aegil (B)
      F68   1  100   Y  Y  Wild Nack, Wild Nack, Wild Nack, Wild Nack (B),
                           Wild Nack (B)
      F69   1  100   Y  Y  GrassTurtle, GrassTurtle (B)
      F70   1  100   Y  Y  Aegil, Aegil (B), GrassTurtle (B)
      F71   1  100   Y  Y  Zuu (B), GrassTurtle, Aegil (B)
      F72   1  100   Y  Y  Silent Bee, Silent Bee, Silent Bee, Silent Bee (B)
      F73   2  100   Y  Y  Mithril Drgn (B), Silent Bee, GrassTurtle
      F74   1  100   Y  Y  Mithril Drgn
      F75   2  100   Y  Y  Mithril Drgn, Mithril Drgn, Mithril Drgn (B)
      F76   3  100   Y  Y  Ramuh
      F77   1   70   Y  Y  Crew Dust, Crew Dust (B)
      F78   2   70   Y  Y  Crew Dust, Crew Dust (B), Crew Dust, Crew Dust (B)
      F79   1   70   Y  Y  Crew Dust, Crew Dust (B), Defeater, Motor Trap (H),
                           Motor Trap (HB)
      F80   1   70   Y  Y  Poltergeist (B), Defeater, Motor Trap (HB),
                           Motor Trap (H)
      F81   1   70   Y  Y  Crew Dust, Crew Dust (B), Poltergeist
      F82   2   70   Y  Y  Poltergeist, Poltergeist (B)
      F83   2   70   Y  Y  Crew Dust, Crew Dust (B), Defeater, Defeater (B),
                           Motor Trap (H), Motor Trap (HB)
      F84   1   70   Y  Y  Defeater, Motor Trap (HB), Motor Trap (H)
      F85   2   70   Y  Y  Crew Dust, Defeater, Defeater (B), Defeater (B),
                           Motor Trap (H), Motor Trap (HB)
      F86   3    1   Y  Y  Sergeant (B), Karnak, Karnak, Karnak
      F87   3    5   Y  Y  Sorcerer (B), Sorcerer
      F88   3    5   Y  Y  Sorcerer (B), Karnak, Karnak
      F89   2    5   Y  Y  Karnak
      F90   3    5   Y  Y  Gigas
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F90     3    5   Y   Y   Gigas
F91     3    5   Y   Y   Gigas, Sorcerer (B), Karnak (B)
F92     1   80   Y   Y   Page 32, Page 64 (H)
F93     1   80   Y   Y   Page 64, Page 32 (H), Page 64 (H)
F94     1   80   Y   Y   Page 64, Page 64 (H), Page 64 (H)
F95     1   80   Y   Y   Page 32, Page 32 (H), Page 128 (H), Page 128 (H)
F96     1   80   Y   Y   Page 64, Page 128 (H), Page 128 (H), Page 32 (H)
F97     1   80   Y   Y   Page 32, Page 64 (H), Page 128 (H)
F98     2   80   Y   Y   Page 64, Page 256 (H), Page 32 (H)
F99     2   80   Y   Y   Page 128, Page 128 (H), Page 256 (H)
F100    2   80   Y   Y   Page 128, Page 64 (H), Page 256 (H), Page 128 (H)
F101    4   80   Y   Y   Page 32, Page 64 (H), Page 128 (H), Page 256 (H),
                         Page 128 (H), Page 64 (H), Page 32 (H)
F102    1  100   Y   Y   Bomb (B), Bomb
F103    1  100   Y   Y   Bomb, Bomb, TwinLizard (B)
F104    1  100   Y   Y   TwinLizard (B), TwinLizard (B), TwinLizard
F105    2  100   Y   Y   Bomb (B), Bomb, Bomb, Bomb (B)
F106    2  100   Y   Y   BioSoldier, BioSoldier (B)
F107    1  100   Y   Y   BioSoldier (B), TwinLizard, Crescent
F108    1  100   Y   Y   Crescent, Crescent, TwinLizard (B)
F109    1  100   Y   Y   Crescent, Crescent (B), BlackFlame (B), BlackFlame
F110    3  100   Y   Y   BlackFlame, BlackFlame (B), BlackFlame, BlackFlame,
                         BlackFlame (B)
F111    2  100   Y   Y   StoneGolem, BlackFlame (B), BlackFlame
F112    3  100   Y   Y   MiniDragon (B), MiniDragon (B), MiniDragon, MiniDragon,
                         MiniDragon
F113    4   50   Y   Y   Prototype
F114    3  100   Y   Y   D.Chimera
F115    1   10   Y   Y   Sand Porky, Sand Porky, Sand Porky (B)
F116    2   10   Y   Y   Sand Porky, Sand Porky, Sand Porky (B), Sand Porky (B),
                         Sand Porky (B)
F117    1   10   Y   Y   Sand Killer (B), Sand Killer
F118    2   10   Y   Y   Sand Killer (B), Sand Porky, Sand Porky
F119    1   10   Y   Y   Sand Bear
F120    2   10   Y   Y   Sand Bear (B), Sand Killer, Sand Porky
F121    1   60   Y   Y   Ra Mage (B), LonkaKnght
F122    2   60   Y   Y   LonkaKnght, LonkaKnght (B), LonkaKnght (B)
F123    1   60   Y   Y   Ra Mage, Ra Mage (B), StonedMask (B), StonedMask,
                         StonedMask (B)
F124    1   60   Y   Y   LonkaKnght, LonkaKnght, StonedMask (B), StonedMask (B)
F125    1   60   Y   Y   Whirl Demon
F126    2   60   Y   Y   Whirl Demon, Whirl Demon (B)
F127    3   60   Y   Y   Whirl Demon (B), LonkaKnght, LonkaKnght
F128    1   60   Y   Y   Lamia
F129    1   60   Y   Y   Lamia (B), StonedMask, StonedMask, StonedMask (B)
F130    2   60   Y   Y   ArchaeToad, ArchaeToad (B), ArchaeToad (B)
F131    2   60   Y   Y   ArchaeToad (B), Whirl Demon, Lamia (B)
F132    2   60   Y   Y   Hyudora
F133    3   60   Y   Y   Hyudora (B), Ra Mage, LonkaKnght
F134    4    5   Y   Y   Hydra
F135    1   90   Y   Y   Water Buzz (B), Water Buzz, Water Buzz (B)
F136    1   90   Y   Y   Torrent, Torrent, Torrent (B)
F137    1   90   Y   Y   Rock Brain, Rock Brain, Rock Brain (B)
F138    1   90   Y   Y   Rock Brain (B), Torrent, Water Buzz
F139    2   90   Y   Y   Rock Brain, Rock Brain (B), Torrent (B), Torrent
F140    1  100   Y   Y   Tarantula (B), Tarantula
F141    1  100   Y   Y   Tarantula (B), Tarantula (B), Tarantula, Tarantula
F142    1  100   Y   Y   Jail Bear
F143    1  100   Y   Y   Jail Bear (B), Tarantula, Tarantula
F144    1   80   Y   Y   Lunenta, Lunenta (B)
F145    1   80   Y   Y   Lunenta (B), Dilure, Dilure
F146    1   80   Y   Y   Dilure, Dilure, Dilure (B), Dilure (B), Dilure
F147    2   80   Y   Y   Faerie Orc, Faerie Orc (B), Faerie Orc
F148    1   80   Y   Y   Faerie Orc, Lunenta, Dilure (B)
F149    2   80   Y   Y   Devourer, Faerie Orc, Faerie Orc (B)
F150    1   80   Y   Y   Mandrake (B), Devourer, Devourer
F151    1   80   Y   Y   Mandrake (B), Lunenta, Dilure (B)
F152    1   80   Y   Y   Devourer, Lunenta (B), Lunenta (B)
F153    3   30   Y   Y   Kuzar
F154    1  N/A   Y   Y   Cactus (B), Cactus, Cactus (B)
F155    2  N/A   Y   Y   Sand Crawl
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F155   2   N/A   Y   Y   Sand Crawl
F156   4   N/A   Y   Y   Sand Crawl (B), Cactus, Cactus
F157   5    1    Y   Y   ShieldDrgn
F158   1   60    Y   Y   Blood Slime, Blood Slime (B), Blood Slime
F159   2   60    Y   Y   Blood Slime, Blood Slime, Blood Slime (B), Blood Slime,
                         Blood Slime, Blood Slime (B)
F160   1   60    Y   Y   Acrophese (B), Acrophese, Acrophese, Acrophese (B)
F161   1   60    Y   Y   MooglEater, MooglEater (B)
F162   2   60    Y   Y   MooglEater (B), Acrophese, Blood Slime
F163   1   60    Y   Y   Lopros
F164   2   60    Y   Y   Lopros, Lopros (B)
F165   3  100    Y   Y   Shoat
F166   5   70    Y   Y   Skull Eater, Skull Eater (H), Skull Eater (H),
                         Skull Eater (H), Skull Eater (HB), Skull Eater (HB)
F167   1  100    Y   Y   Pao
F168   1   80    Y   Y   Aquathone
F169   1   80    Y   Y   Weresnake (B), Weresnake
F170   1   80    Y   Y   Conago (B), Conago, Conago (B)
F171   2   80    Y   Y   Conago, Weresnake, Aquathone (B)
F172   1   80    Y   Y   Ridicule (B), Aquathone
F173   1   80    Y   Y   Ridicule (B), Conago, Conago
F174   2   80    Y   Y   Ridicule (B), Ridicule, Weresnake (B), Conago
F175   1   10    Y   Y   Andagranda
F176   3   10    Y   Y   Andagranda (B), Andagranda (B), Andagranda, Andagranda
F177   1   70    Y   Y   Drippy (B), Drippy
F178   1   70    Y   Y   Likaon
F179   2   70    Y   Y   Likaon (B), Likaon (B), Likaon, Likaon, Likaon
F180   2   70    Y   Y   BoneDragon (B), Drippy, Drippy
F181   1   70    Y   Y   Sting Eagle, Sting Eagle (B)
F182   1   70    Y   Y   Sting Eagle, Drippy (B), Drippy (H)
F183   2   70    Y   Y   BoneDragon (B), Sting Eagle, Likaon, Likaon
F184   2   70    Y   Y   BoneDragon (B), BoneDragon
F185   2   70    Y   Y   ZombieDrgn
F186   3   70    Y   Y   ZombieDrgn (B), Sting Eagle, Drippy
F187   3  100    Y   Y   Golem (1st Form) (B), BoneDragon (Golem Battle),
                         ZombieDrgn (Golem Battle), Golem (2nd Form) (HB)
F188   1   60    Y   Y   Neon
F189   2   60    Y   Y   Neon, Neon (B), Neon (B)
F190   2   60    Y   Y   Traveler (B), Neon, Neon
F191   2   60    Y   Y   Magnetes (B), Magnetes, Wall Knight, Wall Knight (B)
F192   1   60    Y   Y   Wall Knight
F193   2   60    Y   Y   Traveler (B), Gravido
F194   2   60    Y   Y   Traveler (B), Wall Knight, Magnetes (B)
F195   2   60    Y   Y   Tricker, Tricker (B), Tricker
F196   2   60    Y   Y   Tricker, Tricker, Traveler (B)
F197   2   60    Y   Y   Gravido (B), Wall Knight, Magnetes (B)
F198   2   60    Y   Y   Gravido, Wall Knight (B), Tricker (B)
F199   2   50    Y   Y   Ziggurat
F200   3   50    Y   Y   Ziggurat (B), Magnetes, Magnetes
F201   4   50    Y   Y   Ziggurat (B), Ziggurat, Magnetes (B)
F202   1   80    Y   Y   Cure Beast (B), Cure Beast (B), Cure Beast, Cure Beast
F203   1   80    Y   Y   Land Turtle
F204   1   80    Y   Y   Cure Beast (B), Land Turtle, Land Turtle
F205   2   80    Y   Y   Land Turtle (B), Land Turtle, Land Turtle
F206   1   80    Y   Y   Bold Mani, Bold Mani (B), Cure Beast, Cure Beast (B)
F207   3   80    Y   Y   Bold Mani (B), Bold Mani (B), Bold Mani, Bold Mani,
                         Bold Mani
F208   2   80    Y   Y   Bold Mani (B), Land Turtle, Cure Beast, Cure Beast (B)
F209   3   70    Y   Y   MiniMage (B), MiniMage, MiniMage, MiniMage,
                         MiniMage (B), MiniMage (B)
F210   2   70    Y   Y   GajraGajri (B), GajraGajri, GajraGajri
F211   3   70    Y   Y   GajraGajri, GajraGajri, MiniMage (B), MiniMage (B)
F212   2   70    Y   Y   Mammon, Mammon, Mammon (B), MiniMage (B), MiniMage
F213   3   70    Y   Y   Mammon, Mammon, GajraGajri (B), GajraGajri, MiniMage (B)
F214   3   70    Y   Y   Imp (B), Imp
F215   4   70    Y   Y   Imp, Mammon, Mammon (B), GajraGajri (B)
F216   4   70    Y   Y   Imp (B), Imp (B), GajraGajri, MiniMage
F217   2   70    Y   Y   Wyrm
F218   3   70    Y   Y   Wyrm (B), MiniMage (B), MiniMage
F219   3   30    Y   Y   TwinLizard (B), TwinLizard
F220   4   50    Y   Y   Blind Wolf, Blind Wolf, Blind Wolf, Blind Wolf (B),
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F220    4   50  Y   Y   Blind Wolf, Blind Wolf, Blind Wolf, Blind Wolf (B),
                        Blind Wolf (B)
F221    3   20  Y   Y   TwinLizard (B), TwinLizard, Blind Wolf, Arage (B)
F222    4   20  Y   Y   Wall Mage (B), Blind Wolf, Blind Wolf, TwinLizard
F223    4   20  Y   Y   Wall Mage, Wall Mage (B), Wall Mage
F224    3   20  Y   Y   Magic Drgn
F225    4    5  Y   Y   Magic Drgn, TwinLizard (B), Wall Mage (B)
F226    6   20  Y   Y   Magic Drgn, Magic Drgn, Magic Drgn (B), Arage (B),
                        Blind Wolf
F227    4   30  Y   Y   DarkWizard, DarkWizard (B)
F228    4   20  Y   Y   DarkWizard, DarkWizard, Wall Mage (B)
F229    4   20  Y   Y   AdamaGolem, Arage, Arage (B), Arage (B)
F230    4   20  Y   Y   AdamaGolem, AdamaGolem (B)
F231    4    5  Y   Y   AdamaGolem, DarkWizard (B), Wall Mage (B)
F232    7   50  Y   Y   BandelKuar, BandelKuar, DarkWizard (B)
F233    4   30  Y   Y   BandelKuar (B), Blind Wolf, Blind Wolf
F234    4   30  Y   Y   Motordrive (B), Motordrive
F235    5   20  Y   Y   Motordrive, Motordrive (B), DarkWizard
F236    6    5  Y   Y   Red Dragon
F237    6    5  Y   Y   Yellow Drgn
F238   15   20  Y   Y   BlueDragon, BlueDragon (B), BlueDragon (B)
F239   13   20  Y   Y   Red Dragon, BlueDragon (B)
F240    9    5  Y   Y   Yellow Drgn (B), Yellow Drgn
F241    5   80  Y   Y   Sleepy, Sleepy (B), Sleepy (B), Sleepy (B)
F242    3   80  Y   Y   Treeman, Treeman, Treeman (B)
F243    3   80  Y   Y   Treeman, Sleepy, Shadow (B)
F244    3   80  Y   Y   Hedgehog (B), Shadow (B), Shadow, Shadow
F245    3   80  Y   Y   Hedgehog, Sleepy (B), Treeman, Treeman (B)
F246    3   80  Y   Y   Python, Hedgehog, Treeman (B)
F247    4   80  Y   Y   Python, Python (B), Treeman (B), Treeman
F248    3   80  Y   Y   Shadow, Shadow, Treeman (B)
F249    3   80  Y   Y   Shadow, Shadow (B), Python (B), Hedgehog (B)
F250    3   80  Y   Y   Elm Gigas
F251    4   80  Y   Y   Elm Gigas (B), Shadow, Python
F252    4   80  Y   Y   Elm Gigas (B), Hedgehog, Sleepy
F253    1  100  Y   Y   Pao
F254    2   80  Y   Y   Radiator (B), Radiator
F255    3   80  Y   Y   Radiator (B), Radiator (B), Radiator, Radiator
F256    3   30  Y   Y   Metamorpha, Shiva (Metamorpha) (H), Ifrit (Metamorpha)
                        (H), Ramuh (Metamorpha) (H)
F257    3   30  Y   Y   Metamorpha, Shiva (Metamorpha) (H), Gala Cat
                        (Metamorpha) (H), Elf Toad (Metamorpha) (H)
F258    3   30  Y   Y   Metamorpha, Ifrit (Metamorpha) (H), Wyvern (Metamorpha)
                        (H), Whirl Demon (Metamorpha) (H)
F259    3   30  Y   Y   Metamorpha, Ramuh (Metamorpha) (H), Crew Dust
                        (Metamorpha) (H), ZombieDrgn (Metamorpha) (H)
F260    4   50  Y   Y   Desertpede, Desertpede (B), Desertpede (B), Desertpede
F261    4   50  Y   Y   Barette (B), Desertpede, Desertpede
F262    3   50  Y   Y   Barette
F263    4   50  Y   Y   Barette (B), Barette
F264    7   10  Y   Y   Sekmet
F265    3   60  Y   Y   BlandLamia
F266    4   60  Y   Y   BlandLamia, BlandLamia (B)
F267    4   60  Y   Y   BlandLamia (B), Pyra Layer
F268    4   60  Y   Y   Pyra Layer (B), Nile, BlandLamia
F269    3   60  Y   Y   Nile, Nile, Nile (B)
F270    4   60  Y   Y   Nile, Nile, Nile, Nile, Nile (B), Nile (B)
F271    4   60  Y   Y   Nile, Nile, Nile, BlandLamia (B)
F272    4   60  Y   Y   Archaesaur
F273    5   60  Y   Y   Archaesaur, Nile (B), Nile (B)
F274    4   60  Y   Y   BlandLamia (B), BlandLamia, Nile, Nile (B)
F275    4    1  Y   Y   ZephyrZone [B], D.Chimera (ZephyrZone) (H), LonkaKnght
                        (ZephyrZone) (H)
F276    4    1  Y   Y   ZephyrZone [B], AdamaGolem (ZephyrZone) (H), BioSoldier
                        (ZephyrZone) (H)
F277    4    1  Y   Y   ZephyrZone [B], Ziggurat (ZephyrZone) (H), Lunenta
                        (ZephyrZone) (H)
F278    7   50  Y   Y   ExdethSoul
F279    3   90  Y   Y   Slug, Slug, Slug (B), Slug (B)
F280    3   90  Y   Y   Slug, Slug (B), GloomWidow, GloomWidow (B)
F281    3   90  Y   Y   GloomWidow, GloomWidow (B), GloomWidow (B)
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F281    5   90   Y   Y   GloomWidow, GloomWidow (B), GloomWidow (B)
F282    3   90   Y   Y   Mukare, Mukare (B)
F283    4   90   Y   Y   Mukare (B), GloomWidow, Slug
F284    4   90   Y   Y   Mukare (B), Slug, Slug, Slug
F285    3   20   Y   Y   Ixecrator
F286    5   20   Y   Y   Ixecrator, Ixecrator, Ixecrator (B)
F287    3   20   Y   Y   Owazoral, Owazoral (B)
F288    8   20   Y   Y   Owazoral, Owazoral, Owazoral (B), Owazoral (B), Owazoral
F289    5   20   Y   Y   Ixecrator, Ixecrator, Ixecrator (B), Owazoral
F290    3   20   Y   Y   ShdwDancer
F291    5   20   Y   Y   ShdwDancer (B), Ixecrator, Owazoral
F292    3   20   Y   Y   Cursed One (B), Owazoral
F293    5   20   Y   Y   Cursed One, Cursed One, Cursed One (B), Cursed One (B)
F294    5   20   Y   Y   Cursed One, Ixecrator (B), ShdwDancer (B)
F295    3   20   Y   Y   Slownin
F296    5   20   Y   Y   Slownin, Slownin (B)
F297    4    5   Y   Y   TinyMage, TinyMage
F298    4    5   Y   Y   TinyMage, TinyMage, TinyMage (B), TinyMage (B)
F299    4    5   Y   Y   Dim Master
F300    4    5   Y   Y   Dim Master, Dim Master, TinyMage (B)
F301    4    5   Y   Y   Flare
F302    4    5   Y   Y   Flare (B), Flare
F303    4    5   Y   Y   Flare, Dim Master (B), TinyMage
F304    4    5   Y   Y   DuelKnight
F305    4    5   Y   Y   DuelKnight, DuelKnight (B)
F306    4    5   Y   Y   Ion
F307    4    5   Y   Y   Ion, DuelKnight (B)
F308    4    5   Y   Y   Berserker
F309    4    5   Y   Y   Berserker, Ion (B), DuelKnight
F310    4    5   Y   Y   Berserker, Berserker, Berserker (B)
F311    5   80   Y   Y   Druid (B), Druid (B), Druid
F312    4   80   Y   Y   Druid (B), Iron Dress
F313    4   80   Y   Y   Iron Dress, Iron Dress, Iron Dress (B)
F314    4   50   Y   Y   Statue, Statue (B)
F315    8   50   Y   Y   Statue, Statue, Statue (B), Statue, Statue
F316    3   90   Y   Y   Blizzard
F317    3   90   Y   Y   Blizzard (B), Blizzard
F318    4   90   Y   Y   Isteritos
F319    9   90   Y   Y   Isteritos, Isteritos (B), Isteritos (B), Isteritos,
                         Isteritos
F320    4   90   Y   Y   Spizner (B), Spizner
F321    4   90   Y   Y   Spizner, Spizner, Spizner (B)
F322    4   90   Y   Y   Spizner (B), Blizzard, Blizzard
F323    4   10   Y   Y   Unknown (Spore, 2nd form) (B), Unknown (Spore, 2nd form)
                         (B), Unknown (Spore, 2nd form)
F324    4   10   Y   Y   Unknown (Spore, 1st form) (B), Unknown (Spore, 1st form)
                         (B), Unknown (Spore, 1st form), Unknown (Spore, 1st
                         form) (H)
F325    4   10   Y   Y   Unknown (Blob) (B), Unknown (Blob)
F326    4   10   Y   Y   Unknown (Blob) (B), Unknown (Worm), Unknown (Worm) (B)
F327    4   10   Y   Y   Unknown (Worm), Unknown (Worm), Unknown (Worm) (B),
                         Unknown (Worm)
F328    4   10   Y   Y   Unknown (Blob), Unknown (Blob), Unknown (Spore, 1st
                         form) (B)
F329    4   10   Y   Y   Unknown (Spore, 1st form) (B), Unknown (Spore, 1st form)
                         (B), Unknown (Worm), Unknown (Blob)
F330    5   10   Y   Y   Unknown (Blob), Unknown (Worm) (B), Unknown (Skeleton)
                         (B), Unknown (Skeleton)
F331    5   10   Y   Y   Unknown (Spore, 1st form) (B), Unknown (Blob), Unknown
                         (Skeleton) (B)
F332    6   10   Y   Y   Unknown (Skeleton) (B), Unknown (Skeleton), Unknown
                         (Skeleton)
F333    5   20   Y   Y   MercuryBat, MercuryBat, MercuryBat (B)
F334    6   20   Y   Y   MercuryBat, MercuryBat, MercuryBat, MercuryBat,
                         MercuryBat (B)
F335    5   20   Y   Y   Coral, MercuryBat, MercuryBat (B)
F336    6   20   Y   Y   Coral, Coral (B), Coral (B), Coral
F337   15   40   Y   Y   Tonberi, Tonberi (H), Tonberi (H), Tonberi (H),
                         Tonberi (H)
F338    5   20   Y   Y   Gel Water
F339    6   20   Y   Y   Gel Water, Gel Water, Gel Water (B)
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F339   0   20   Y   Y   Gel Water, Gel Water, Gel Water (B)
F340   6   20   Y   Y   Gel Water, Gel Water, Coral (B), Coral (B)
F341   5   20   Y   Y   Fall Guard
F342   6   20   Y   Y   Fall Guard, MercuryBat, MercuryBat, MercuryBat (B)
F343   7   20   Y   Y   Fall Guard (B), Fall Guard, Fall Guard
F344   6   15   Y   Y   Alcumia (B), Red Dragon (Alcumia)
F345   6   15   Y   Y   Alcumia (B), Hydra (Alcumia)
F346   6   15   Y   Y   Alcumia (B), BoneDragon (Alcumia)
F347   3  100   Y   Y   LevelCheck (B), Prototype
F348   3  100   Y   Y   D.Chimera (B), Drippy, Torrent
F349   3  100   Y   Y   Elf Toad, MiniMage (B), Crew Dust (B)
F350   3  100   Y   Y   Traveler (B), Garkimasra, Mold Wind
F351   3  100   Y   Y   Whirl Demon (B), Goblin, BlackFlame
F352   3  100   Y   Y   Dilure (B), Magic Drgn (B), Blood Slime
F353   3  100   Y   Y   Bomb (B), Wild Nack, BlandLamia
F354   4   50   Y   Y   Anku Heggu (B), Ammona, Ammona, Ammona
F355   4   50   Y   Y   Ammona, Ammona, Ammona, Ammona (B), Ammona (B)
F356   4   50   Y   Y   Anku Heggu, Anku Heggu, Anku Heggu (B)
F357   7    1   Y   Y   Land Crawl
F358   3  N/A   Y   Y   Chamcubia, Bella Donna (B)
F359   3  N/A   Y   Y   Bella Donna, Cherie (B)
F360   3  N/A   Y   Y   Cherie, Chamcubia (B)
F361   4  N/A   Y   Y   Chamcubia (B), Chamcubia, Chamcubia
F362   4  N/A   Y   Y   Bella Donna, Bella Donna (B), Bella Donna (B)
F363   4  N/A   Y   Y   Cherie, Cherie (B), Cherie
F364   5  N/A   Y   Y   Chamcubia (B), Bella Donna, Cherie
F365   3   15   Y   Y   Grenade, Grenade (B), DoomDealer
F366   3   15   Y   Y   LevelCheck (B), LevelCheck, LevelCheck, LevelCheck (B)
F367   3   15   Y   Y   LevelCheck, LevelCheck, Grenade (B)
F368   4   15   Y   Y   Bardandels
F369   4   15   Y   Y   Bardandels, LevelCheck (B)
F370   4   15   Y   Y   Bardandels (B), Bardandels, Grenade
F371   4   15   Y   Y   DoomDealer (B), DoomDealer, LevelCheck (B), Bardandels
F372   6   15   Y   Y   DoomDealer, DoomDealer (B), DoomDealer (B), DoomDealer
F373   4   20   Y   Y   White Flame, White Flame (B), MossFungus, Farfarerro (B)
F374   4   20   Y   Y   MossFungus, MossFungus, MossFungus (B)
F375   4   20   Y   Y   MossFungus, White Flame (B), White Flame, White Flame,
                         White Flame (B)
F376   7   20   Y   Y   Farfarerro, Farfarerro (B), Farfarerro, Farfarerro,
                         Farfarerro
F377   4   16   Y   Y   Orcat, Orcat (B), Orcat (B), Orcat
F378   4   16   Y   Y   Orcat, Orcat, Achelone (B)
F379   4   16   Y   Y   Great Drgn
F380   5   16   Y   Y   Achelone, Achelone (B), Achelone (B)
F381   6   16   Y   Y   Great Drgn (B), Achelone (B), Orcat
F382   4    7   Y   Y   AvisDragon
F383   5    7   Y   Y   AvisDragon, AvisDragon (B)
F384   5    7   Y   Y   AvisDragon, Ninja (B)
F385   5    7   Y   Y   Ninja (B), Ninja
F386   4   10   Y   Y   Iron Giant
F387   5   10   Y   Y   Iron Giant (B), Death Claw, Death Claw, Death Claw
F388   5   10   Y   Y   Death Claw, Death Claw (B), SwrdDancer, SwrdDancer (B)
F389   5   10   Y   Y   SwrdDancer (B), Fury, Fury
F390   6   10   Y   Y   Iron Giant, Iron Giant (B)
F391   5   10   Y   Y   SwrdDancer, SwrdDancer (B)
F392   5   10   Y   Y   Fury, Fury (B), Death Claw
F393   5   10   Y   Y   Bodyguard (B), Ninja
F394   6   10   Y   Y   Bodyguard (B), Bodyguard
F395   5   10   Y   Y   Death Claw, Fury, SwrdDancer (B)
F396  20    7   Y   Y   K.Behemoth
F397  33    7   Y   Y   K.Behemoth, K.Behemoth (B)
F398  26    7   Y   Y   Necromancr, Gorchimera (B)
F399  22    7   Y   Y   Gorchimera, Gorchimera (B)
F400  29    7   Y   Y   Mind Mage (B), Thing, Thing
F401  35    7   Y   Y   Mind Mage, Mind Mage (B), Mind Mage, Mind Mage (B)
F402  30    7   Y   Y   Thing, Necromancr, Mind Mage (B)
F403  29    7   Y   Y   Gorchimera, K.Behemoth (B)
F404  32    7   Y   Y   CrysDragon
F405   0  N/A   Y   Y   Gilgamesh (X-Zone)
F406   1  100   Y   Y   Sahagin (B), Sahagin, Sahagin
F407   1  100   Y   Y   Th.Anemone, Th.Anemone, Sahagin (B)
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       F407    1   100   Y   Y   Th.Anemone, Th.Anemone, Sahagin (B)
       F408    1   100   Y   Y   Sea Avis, Sahagin, Sahagin (B)
       F409    2   100   Y   Y   Sea Avis, Sea Avis, Sea Avis (B)
       F410    1   100   Y   Y   Sea Avis, Th.Anemone, Th.Anemone (B)
       F411    2   100   Y   Y   Sahagin, Th.Anemone (B), Corvette (B)
       F412    3   100   Y   Y   Corvette, Corvette (B)
       F413    3   100   Y   Y   Armon, Armon (B)
       F414    7   100   Y   Y   Armon (B), SeaScorpio, SeaScorpio, SeaScorpio
       F415    4   100   Y   Y   SeaScorpio, SeaScorpio (B)
       F416   25   100   Y   Y   Silvune
       F417    8   100   Y   Y   Gel Fish, Gel Fish, Gel Fish (B), Gel Fish (B)
       F418    8   100   Y   Y   Giant Bird
       F419   13   100   Y   Y   Giant Bird (B), Sea Devil (B), Sea Devil
       F420    6   100   Y   Y   Sea Devil, Sea Devil (B), Sea Devil
       F421   20   100   Y   Y   Stingray
       F422    7    10   Y   Y   Tote Avis
       F423    1   N/A   Y   Y   Imp (Exdeath Castle)
       F424    2   N/A   Y   Y   Owazoral (Exdeath Castle)
       F425    2   N/A   Y   Y   Garkimasra (Exdeath Castle)
       F426    2   N/A   Y   N   Abductor (Exdeath Castle)
       F427    5   100   Y   N   Pantera, Pantera (H), Pantera (HB)
       F428    5   100   Y   N   Invisible, Invisible (HB), Invisible (HB)
       F429    3   N/A   Y   Y   Gil Turtle
       F430   21     7   Y   Y   Belfegor, Belfegor (B)
       F431   28     7   Y   Y   Belfegor, Thing, Thing (B), Mind Mage (B)
       F432  199   100   Y   Y   Mover (B), Mover, Mover (B), Mover (H), Mover (H),
                                 Mover (HB)
       F433    0   100   Y   N   Exdeath (Exdeath Castle)
       F434    0   100   Y   Y   Byblos
       F435    0   100   Y   N   Gilgamesh (Bridge)
       F436    0   100   Y   N   Merugene (1st form)
       F437  100   100   Y   N   Shinryuu
       F438    0   N/A   Y   N   Goblin (Butz Solo Battles), Goblin (Butz Solo Battles)
                                 (B)
       F439    5   N/A   Y   N   WingRaptor (1st form), WingRaptor (2nd form) (H)
       F440    5   N/A   Y   N   Karlabos
       F441    5   N/A   Y   N   Siren (1st form), Siren (2nd form) (H)
       F442    6   N/A   Y   N   Forza (H), Magisa [B]
       F443    5   N/A   Y   N   Galura (Waltz Tower)
       F444    6   N/A   N   N   LiquiFlame (Human Form), LiquiFlame (Hand form) (H),
                                 LiquiFlame (Whirlwind Form) (H)
       F445    3   N/A   Y   N   Sergeant (Iron Claw Battle) (B), Karnak (Iron Claw
                                 Battle), Karnak (Iron Claw Battle), Karnak (Iron Claw
                                 Battle), Iron Claw (HB)
       F446    7   N/A   N   Y   Byblos
       F447    5   N/A   N   N   Hole (B), Hole, Hole, Sandworm (HB), Sandworm (H),
                                 Sandworm (H),
       F448    5   N/A   Y   N   AdamanTiMi
       F449    2   N/A   Y   N   Flamegun, Flamegun (B)
       F450    3   N/A   Y   N   Rocket, Rocket (B)
       F451    7   N/A   Y   N   Sol Cannon, Launcher (B), Launcher (B)
       F452   10   N/A   N   N   ArchaeAvis, ArchaeAvis (H), ArchaeAvis (H),
                                 ArchaeAvis (H), ArchaeAvis (H)
       F453    6   N/A   Y   N   Chim.Brain
       F454    5   N/A   Y   N   Titan
       F455    5   N/A   N   N   Puroboros, Puroboros, Puroboros (B), Puroboros (B),
                                 Puroboros, Puroboros
       F456    1   N/A   Y   N   Abductor (Butz Solo Battle)
       F457    0   N/A   Y   N   Gilgamesh (Dungeon)
       F458    1   N/A   Y   N   Fishman, Fishman, Fishman (B)
       F459    1   N/A   Y   N   Lil'Chariot, Lil'Chariot (B), Lil'Chariot (B)
       F460    1   N/A   Y   N   NeoGalura
       F461    1   N/A   Y   N   FlyingKillr, FlyingKillr (B), FlyingKillr
       F462    1   N/A   Y   N   Lil'Chariot (B), Lil'Chariot, FlyingKillr, FlyingKillr (B)
       F463    1   N/A   Y   N   NeoGalura (B), Fishman, Fishman
       F464    0   N/A   Y   N   Gilgamesh (Bridge)
       F465    9   N/A   N   N   Tyrasaurus
       F466    2   N/A   Y   N   Abductor (Val Castle)
       F467   10   N/A   Y   N   HiryuuPlant (B), HiryuuFlowr (1) (H), HiryuuFlowr (2)
                                 (H), HiryuuFlowr (3) (H), HiryuuFlowr (4) (HB),
                                 HiryuuFlowr (5) (HB)
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                       ...................... (.) (..)
F468     0  N/A  N  N  Gilgamesh (Ship), Enkidou (HB)
F469    12  N/A  N  N  Atmos
F470    15  N/A  N  N  Seal Guardian (Fire), Seal Guardian (Earth), Seal
                       Guardian (Water), Seal Guardian (Air) (B)
F471    11  N/A  N  N  Carbunkle (1st form), Carbunkle (2nd form) (H)
F472     0  N/A  N  N  Gilgamesh (Exdeath Castle), Gilgamesh (Morphed) (H)
F473     0  N/A  N  N  Exdeath (Exdeath Castle)
F474     5  N/A  Y  N  Antlion
F475     2  N/A  Y  N  Mummy, Mummy, Mummy (B)
F476     5  N/A  Y  N  GrandMummy
F477     1  N/A  Y  N  Aspis
F478    20  N/A  N  N  Halicarnaso
F479     4  N/A  Y  N  MachinHead
F480    20  N/A  N  N  Merugene (1st form), Merugene (2nd form) (H), Merugene
                       (3rd form) (H), Merugene (4th form) (H)
F481    20  N/A  N  N  Odin
F482    10  N/A  Y  N  Gargoyle, Gargoyle (B)
F483    20  N/A  N  N  Triton (B), Neregeid (B), Phobos
F484    20  N/A  N  N  Omniscient
F485    20  N/A  N  N  Minotauros
F486    20  N/A  Y  N  Leviathan
F487    20  N/A  N  N  Stalker (B), Stalker, Stalker (B), Stalker
F488    50  N/A  N  N  Gogo
F489    25  N/A  N  N  Bahamut
F490     5  N/A  Y  N  BandelKuar
F491     5  N/A  Y  N  LiquiFlame (Phoenix Tower)
F492     5  N/A  Y  N  Kuzar (Phoenix Tower)
F493     5  N/A  Y  N  Sol Cannon (Phoenix Tower)
F494     5  N/A  N  Y  Ifrit
F495     0  N/A  N  N  NeoExdeath (H), NeoExdeath (HB), Exdeath (Final),
                       Neo X-Death (part1) (H), Neo X-Death (part2) (H), Neo
                       X-Death (part3) (H), Neo X-Death (part4) (HB)
F496     0    5  Y  Y  Garkimasra
F497     5  N/A  N  N  Shiva (B), Commander, Commander, Commander
F498    20  N/A  N  N  Calotisteri
F499    22  N/A  N  N  Apocalypse
F500    21  N/A  N  N  Catastroph
F501    27  N/A  N  N  Necrofobia (B), Barrier (B), Barrier, Barrier (B),
                       Barrier, Gilgamesh (Necrofobia) (H)
F502    24  N/A  N  N  Twin Tania (1st form), Twin Tania (2nd form) (H)
F503     0  N/A  N  N  Exdeath (Solo battle vs Galuf)
F504    16  N/A  N  N  Apanda
F505     0  100  Y  Y  ????
F506     5  N/A  Y  N  Crayclaw
F507    11  N/A  N  N  Alte Roite, Jura Avis (H)
F508     2  N/A  Y  Y  Gabbldegak
F509   100  N/A  N  Y  Omega
F510     0  100  Y  Y  Big Boss
F511   100  100  Y  Y  Magic Pot
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***********************
11.6) MONSTER ENCOUNTERS
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These are the various monster encounter groups that you may randomly fight in
different areas of the game. At this time I have not specifically identified
where exactly each group can be found.

Notation: Encounter # (n/256): [F?]
n = chance out of 256 to encounter a particular monster formation
[F?] = Formation number of the formation you will encounter (look in Section
       11.5 for more information for each formation)

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GROUP 0
ENCOUNTER 1 (90/256):  [F0] Goblin
ENCOUNTER 2 (90/256):  [F1] Killer Bee (2)
ENCOUNTER 3 (60/256):  [F2] Goblin (3)
ENCOUNTER 4 (16/256):  [F3] Killer Bee (2), Goblin

GROUP 1
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GROUP 1
ENCOUNTER 1 (90/256):   [F2] Goblin (3)
ENCOUNTER 2 (90/256):   [F3] Killer Bee (2), Goblin
ENCOUNTER 3 (60/256):   [F4] Nut Eater (3)
ENCOUNTER 4 (16/256):   [F5] Stray Cat (4)


GROUP 2
ENCOUNTER 1 (90/256):   [F4] Nut Eater (3)
ENCOUNTER 2 (90/256):   [F5] Stray Cat (4)
ENCOUNTER 3 (60/256):   [F6] Stray Cat, Killer Bee, Nut Eater
ENCOUNTER 4 (16/256):   [F3] Killer Bee (2), Goblin


GROUP 3
ENCOUNTER 1 (90/256):   [F0] Goblin
ENCOUNTER 2 (90/256):   [F0] Goblin
ENCOUNTER 3 (60/256):   [F0] Goblin
ENCOUNTER 4 (16/256):   [F0] Goblin


GROUP 4
ENCOUNTER 1 (90/256):   [F25] Gatlings
ENCOUNTER 2 (90/256):   [F26] Gatlings (2), Bighorn
ENCOUNTER 3 (60/256):   [F27] Tatu (2)
ENCOUNTER 4 (16/256):   [F28] Bighorn, Gatlings, Tatu


GROUP 5
ENCOUNTER 1 (90/256):   [F27] Tatu (2)
ENCOUNTER 2 (90/256):   [F28] Bighorn, Gatlings, Tatu
ENCOUNTER 3 (60/256):   [F29] Tatu (2), Gatlings
ENCOUNTER 4 (16/256):   [F30] Bighorn (2)


GROUP 6
ENCOUNTER 1 (90/256):   [F29] Tatu (2), Gatlings
ENCOUNTER 2 (90/256):   [F30] Bighorn (2)
ENCOUNTER 3 (60/256):   [F25] Gatlings
ENCOUNTER 4 (16/256):   [F31] Bander S.


GROUP 7
ENCOUNTER 1 (90/256):   [F32] Bander S., Bighorn
ENCOUNTER 2 (90/256):   [F33] Bander S. (3)
ENCOUNTER 3 (60/256):   [F31] Bander S.
ENCOUNTER 4 (16/256):   [F25] Gatlings


GROUP 8
ENCOUNTER 1 (90/256):   [F34] Galura
ENCOUNTER 2 (90/256):   [F34] Galura
ENCOUNTER 3 (60/256):   [F34] Galura
ENCOUNTER 4 (16/256):   [F34] Galura


GROUP 9
ENCOUNTER 1 (90/256):   [F0] Goblin
ENCOUNTER 2 (90/256):   [F0] Goblin
ENCOUNTER 3 (60/256):   [F0] Goblin
ENCOUNTER 4 (16/256):   [F0] Goblin


GROUP 10
ENCOUNTER 1 (90/256):   [F68] Wild Nack (5)
ENCOUNTER 2 (90/256):   [F68] Wild Nack (5)
ENCOUNTER 3 (60/256):   [F68] Wild Nack (5)
ENCOUNTER 4 (16/256):   [F68] Wild Nack (5)


GROUP 11
ENCOUNTER 1 (90/256):   [F65] Aegil (3)
ENCOUNTER 2 (90/256):   [F66] Zuu
ENCOUNTER 3 (60/256):   [F67] Zuu, Aegil (2)
ENCOUNTER 4 (16/256):   [F69] GrassTurtle (2)


GROUP 12
ENCOUNTER 1 (90/256):   [F69] GrassTurtle (2)
ENCOUNTER 2 (90/256):   [F67] Zuu, Aegil (2)
ENCOUNTER 3 (60/256):   [F70] Aegil (2), GrassTurtle
ENCOUNTER 4 (16/256):   [F71] Zuu, GrassTurtle, Aegil
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ENCOUNTER 1 (16/256):   [F71] Zuu, GrassTurtle, Aegil

GROUP 13
ENCOUNTER 1 (90/256):   [F72] Silent Bee (4)
ENCOUNTER 2 (90/256):   [F71] Zuu, GrassTurtle, Aegil
ENCOUNTER 3 (60/256):   [F70] Aegil (2), GrassTurtle
ENCOUNTER 4 (16/256):   [F66] Zuu

GROUP 14
ENCOUNTER 1 (90/256):   [F73] Mithril Drgn, Silent Bee, GrassTurtle
ENCOUNTER 2 (90/256):   [F74] Mithril Drgn
ENCOUNTER 3 (60/256):   [F75] Mithril Drgn (3)
ENCOUNTER 4 (16/256):   [F75] Mithril Drgn (3)

GROUP 15
ENCOUNTER 1 (90/256):   [F114] D.Chimera
ENCOUNTER 2 (90/256):   [F114] D.Chimera
ENCOUNTER 3 (60/256):   [F114] D.Chimera
ENCOUNTER 4 (16/256):   [F114] D.Chimera

GROUP 16
ENCOUNTER 1 (90/256):   [F102] Bomb (2)
ENCOUNTER 2 (90/256):   [F103] Bomb (2), TwinLizard
ENCOUNTER 3 (60/256):   [F104] TwinLizard (3)
ENCOUNTER 4 (16/256):   [F105] Bomb (4)

GROUP 17
ENCOUNTER 1 (90/256):   [F103] Bomb (2), TwinLizard
ENCOUNTER 2 (90/256):   [F106] BioSoldier (2)
ENCOUNTER 3 (60/256):   [F102] Bomb (2)
ENCOUNTER 4 (16/256):   [F105] Bomb (4)

GROUP 18
ENCOUNTER 1 (90/256):   [F106] BioSoldier (2)
ENCOUNTER 2 (90/256):   [F105] Bomb (4)
ENCOUNTER 3 (60/256):   [F102] Bomb (2)
ENCOUNTER 4 (16/256):   [F102] Bomb (2)

GROUP 19
ENCOUNTER 1 (90/256):   [F107] BioSoldier, TwinLizard, Crescent
ENCOUNTER 2 (90/256):   [F108] Crescent (2), TwinLizard
ENCOUNTER 3 (60/256):   [F109] Crescent (2), BlackFlame (2)
ENCOUNTER 4 (16/256):   [F109] Crescent (2), BlackFlame (2)

GROUP 20
ENCOUNTER 1 (90/256):   [F108] Crescent (2), TwinLizard
ENCOUNTER 2 (90/256):   [F109] Crescent (2), BlackFlame (2)
ENCOUNTER 3 (60/256):   [F107] BioSoldier, TwinLizard, Crescent
ENCOUNTER 4 (16/256):   [F107] BioSoldier, TwinLizard, Crescent

GROUP 21
ENCOUNTER 1 (90/256):   [F110] BlackFlame (5)
ENCOUNTER 2 (90/256):   [F110] BlackFlame (5)
ENCOUNTER 3 (60/256):   [F110] BlackFlame (5)
ENCOUNTER 4 (16/256):   [F110] BlackFlame (5)

GROUP 22
ENCOUNTER 1 (90/256):   [F111] StoneGolem, BlackFlame (2)
ENCOUNTER 2 (90/256):   [F110] BlackFlame (5)
ENCOUNTER 3 (60/256):   [F111] StoneGolem, BlackFlame (2)
ENCOUNTER 4 (16/256):   [F110] BlackFlame (5)

GROUP 23
ENCOUNTER 1 (90/256):   [F76] Ramuh
ENCOUNTER 2 (90/256):   [F76] Ramuh
ENCOUNTER 3 (60/256):   [F112] MiniDragon (5)
ENCOUNTER 4 (16/256):   [F111] StoneGolem, BlackFlame (2)

GROUP 24
ENCOUNTER 1 (90/256):   [F113] Prototype
ENCOUNTER 2 (90/256):   [F113] Prototype

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ENCOUNTER 2 (90/256):  [F113] Prototype
ENCOUNTER 3 (60/256):  [F113] Prototype
ENCOUNTER 4 (16/256):  [F113] Prototype


GROUP 25
ENCOUNTER 1 (90/256):  [F325] Unknown (Blob) (2)
ENCOUNTER 2 (90/256):  [F326] Unknown (Blob), Unknown (Worm) (2)
ENCOUNTER 3 (60/256):  [F327] Unknown (Worm) (4)
ENCOUNTER 4 (16/256):  [F323] Unknown (Spore, 2nd form) (3)


GROUP 26
ENCOUNTER 1 (90/256):  [F327] Unknown (Worm) (4)
ENCOUNTER 2 (90/256):  [F328] Unknown (Blob) (2), Unknown (Spore, 1st form)
ENCOUNTER 3 (60/256):  [F329] Unknown (Spore, 1st form) (2), Unknown (Worm),
                              Unknown (Blob)
ENCOUNTER 4 (16/256):  [F323] Unknown (Spore, 2nd form) (3)


GROUP 27
ENCOUNTER 1 (90/256):  [F329] Unknown (Spore, 1st form) (2), Unknown (Worm),
                              Unknown (Blob)
ENCOUNTER 2 (90/256):  [F324] Unknown (Spore, 1st form) (3)
ENCOUNTER 3 (60/256):  [F323] Unknown (Spore, 2nd form) (3)
ENCOUNTER 4 (16/256):  [F323] Unknown (Spore, 2nd form) (3)


GROUP 28
ENCOUNTER 1 (90/256):  [F330] Unknown (Blob), Unknown (Worm), Unknown
                              (Skeleton) (2)
ENCOUNTER 2 (90/256):  [F331] Unknown (Spore, 1st form), Unknown (Blob),
                              Unknown (Skeleton)
ENCOUNTER 3 (60/256):  [F324] Unknown (Spore, 1st form) (3)
ENCOUNTER 4 (16/256):  [F323] Unknown (Spore, 2nd form) (3)


GROUP 29
ENCOUNTER 1 (90/256):  [F332] Unknown (Skeleton) (3)
ENCOUNTER 2 (90/256):  [F331] Unknown (Spore, 1st form), Unknown (Blob),
                              Unknown (Skeleton)
ENCOUNTER 3 (60/256):  [F332] Unknown (Skeleton) (3)
ENCOUNTER 4 (16/256):  [F323] Unknown (Spore, 2nd form) (3)


GROUP 30
ENCOUNTER 1 (90/256):  [F325] Unknown (Blob) (2)
ENCOUNTER 2 (90/256):  [F328] Unknown (Blob) (2), Unknown (Spore, 1st form)
ENCOUNTER 3 (60/256):  [F324] Unknown (Spore, 1st form) (3)
ENCOUNTER 4 (16/256):  [F323] Unknown (Spore, 2nd form) (3)


GROUP 31
ENCOUNTER 1 (90/256):  [F0] Goblin
ENCOUNTER 2 (90/256):  [F0] Goblin
ENCOUNTER 3 (60/256):  [F0] Goblin
ENCOUNTER 4 (16/256):  [F0] Goblin


GROUP 32
ENCOUNTER 1 (90/256):  [F137] Rock Brain (3)
ENCOUNTER 2 (90/256):  [F138] Rock Brain, Torrent, Water Buzz
ENCOUNTER 3 (60/256):  [F139] Rock Brain (2), Torrent (2)
ENCOUNTER 4 (16/256):  [F139] Rock Brain (2), Torrent (2)


GROUP 33
ENCOUNTER 1 (90/256):  [F136] Torrent (3)
ENCOUNTER 2 (90/256):  [F136] Torrent (3)
ENCOUNTER 3 (60/256):  [F136] Torrent (3)
ENCOUNTER 4 (16/256):  [F136] Torrent (3)


GROUP 34
ENCOUNTER 1 (90/256):  [F135] Water Buzz (3)
ENCOUNTER 2 (90/256):  [F135] Water Buzz (3)
ENCOUNTER 3 (60/256):  [F135] Water Buzz (3)
ENCOUNTER 4 (16/256):  [F135] Water Buzz (3)


GROUP 35
ENCOUNTER 1 (90/256):  [F144] Lunenta (2)
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ENCOUNTER 1 (90/256):   [F144] Lunenta (2)
ENCOUNTER 2 (90/256):   [F145] Lunenta, Dilure (2)
ENCOUNTER 3 (60/256):   [F144] Lunenta (2)
ENCOUNTER 4 (16/256):   [F145] Lunenta, Dilure (2)


GROUP 36
ENCOUNTER 1 (90/256):   [F147] Faerie Orc (3)
ENCOUNTER 2 (90/256):   [F148] Faerie Orc, Lunenta, Dilure
ENCOUNTER 3 (60/256):   [F146] Dilure (5)
ENCOUNTER 4 (16/256):   [F144] Lunenta (2)


GROUP 37
ENCOUNTER 1 (90/256):   [F151] Mandrake, Lunenta, Dilure
ENCOUNTER 2 (90/256):   [F148] Faerie Orc, Lunenta, Dilure
ENCOUNTER 3 (60/256):   [F153] Kuzar
ENCOUNTER 4 (16/256):   [F153] Kuzar


GROUP 38
ENCOUNTER 1 (90/256):   [F147] Faerie Orc (3)
ENCOUNTER 2 (90/256):   [F151] Mandrake, Lunenta, Dilure
ENCOUNTER 3 (60/256):   [F153] Kuzar
ENCOUNTER 4 (16/256):   [F153] Kuzar


GROUP 39
ENCOUNTER 1 (90/256):   [F146] Dilure (5)
ENCOUNTER 2 (90/256):   [F144] Lunenta (2)
ENCOUNTER 3 (60/256):   [F153] Kuzar
ENCOUNTER 4 (16/256):   [F153] Kuzar


GROUP 40
ENCOUNTER 1 (90/256):   [F149] Devourer, Faerie Orc (2)
ENCOUNTER 2 (90/256):   [F152] Devourer, Lunenta (2)
ENCOUNTER 3 (60/256):   [F150] Mandrake, Devourer (2)
ENCOUNTER 4 (16/256):   [F150] Mandrake, Devourer (2)


GROUP 41
ENCOUNTER 1 (90/256):   [F146] Dilure (5)
ENCOUNTER 2 (90/256):   [F146] Dilure (5)
ENCOUNTER 3 (60/256):   [F144] Lunenta (2)
ENCOUNTER 4 (16/256):   [F144] Lunenta (2)


GROUP 42
ENCOUNTER 1 (90/256):   [F154] Cactus (3)
ENCOUNTER 2 (90/256):   [F155] Sand Crawl
ENCOUNTER 3 (60/256):   [F156] Sand Crawl, Cactus (2)
ENCOUNTER 4 (16/256):   [F156] Sand Crawl, Cactus (2)


GROUP 43
ENCOUNTER 1 (90/256):   [F0] Goblin
ENCOUNTER 2 (90/256):   [F0] Goblin
ENCOUNTER 3 (60/256):   [F0] Goblin
ENCOUNTER 4 (16/256):   [F0] Goblin


GROUP 44
ENCOUNTER 1 (90/256):   [F173] Ridicule, Conago (2)
ENCOUNTER 2 (90/256):   [F169] Weresnake (2)
ENCOUNTER 3 (60/256):   [F173] Ridicule, Conago (2)
ENCOUNTER 4 (16/256):   [F174] Ridicule (2), Weresnake, Conago


GROUP 45
ENCOUNTER 1 (90/256):   [F174] Ridicule (2), Weresnake, Conago
ENCOUNTER 2 (90/256):   [F170] Conago (3)
ENCOUNTER 3 (60/256):   [F173] Ridicule, Conago (2)
ENCOUNTER 4 (16/256):   [F174] Ridicule (2), Weresnake, Conago


GROUP 46
ENCOUNTER 1 (90/256):   [F172] Ridicule, Aquathone
ENCOUNTER 2 (90/256):   [F170] Conago (3)
ENCOUNTER 3 (60/256):   [F169] Weresnake (2)
ENCOUNTER 4 (16/256):   [F169] Weresnake (2)
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GROUP 47
ENCOUNTER 1 (90/256):  [F168] Aquathone
ENCOUNTER 2 (90/256):  [F171] Conago, Weresnake, Aquathone
ENCOUNTER 3 (60/256):  [F172] Ridicule, Aquathone
ENCOUNTER 4 (16/256):  [F172] Ridicule, Aquathone


GROUP 48
ENCOUNTER 1 (90/256):  [F0] Goblin
ENCOUNTER 2 (90/256):  [F0] Goblin
ENCOUNTER 3 (60/256):  [F0] Goblin
ENCOUNTER 4 (16/256):  [F0] Goblin


GROUP 49
ENCOUNTER 1 (90/256):  [F203] Land Turtle
ENCOUNTER 2 (90/256):  [F204] Cure Beast, Land Turtle (2)
ENCOUNTER 3 (60/256):  [F202] Cure Beast (4)
ENCOUNTER 4 (16/256):  [F202] Cure Beast (4)


GROUP 50
ENCOUNTER 1 (90/256):  [F205] Land Turtle (3)
ENCOUNTER 2 (90/256):  [F205] Land Turtle (3)
ENCOUNTER 3 (60/256):  [F202] Cure Beast (4)
ENCOUNTER 4 (16/256):  [F203] Land Turtle


GROUP 51
ENCOUNTER 1 (90/256):  [F208] Bold Mani, Land Turtle, Cure Beast (2)
ENCOUNTER 2 (90/256):  [F206] Bold Mani (2), Cure Beast (2)
ENCOUNTER 3 (60/256):  [F207] Bold Mani (5)
ENCOUNTER 4 (16/256):  [F203] Land Turtle


GROUP 52
ENCOUNTER 1 (90/256):  [F207] Bold Mani (5)
ENCOUNTER 2 (90/256):  [F207] Bold Mani (5)
ENCOUNTER 3 (60/256):  [F202] Cure Beast (4)
ENCOUNTER 4 (16/256):  [F205] Land Turtle (3)


GROUP 53
ENCOUNTER 1 (90/256):  [F165] Shoat
ENCOUNTER 2 (90/256):  [F208] Bold Mani, Land Turtle, Cure Beast (2)
ENCOUNTER 3 (60/256):  [F207] Bold Mani (5)
ENCOUNTER 4 (16/256):  [F207] Bold Mani (5)


GROUP 54
ENCOUNTER 1 (90/256):  [F253] Pao
ENCOUNTER 2 (90/256):  [F253] Pao
ENCOUNTER 3 (60/256):  [F253] Pao
ENCOUNTER 4 (16/256):  [F253] Pao


GROUP 55
ENCOUNTER 1 (90/256):  [F333] MercuryBat (3)
ENCOUNTER 2 (90/256):  [F339] Gel Water (3)
ENCOUNTER 3 (60/256):  [F344] Alcumia, Red Dragon
ENCOUNTER 4 (16/256):  [F337] Tonberi


GROUP 56
ENCOUNTER 1 (90/256):  [F334] MercuryBat (5)
ENCOUNTER 2 (90/256):  [F340] Gel Water (2), Coral (2)
ENCOUNTER 3 (60/256):  [F345] Alcumia, Hydra
ENCOUNTER 4 (16/256):  [F337] Tonberi


GROUP 57
ENCOUNTER 1 (90/256):  [F335] Coral, MercuryBat (2)
ENCOUNTER 2 (90/256):  [F341] Fall Guard
ENCOUNTER 3 (60/256):  [F343] Fall Guard (3)
ENCOUNTER 4 (16/256):  [F337] Tonberi


GROUP 58
ENCOUNTER 1 (90/256):  [F336] Coral (4)
ENCOUNTER 2 (90/256):  [F342] Fall Guard, MercuryBat (3)
ENCOUNTER 3 (60/256):  [F345] Alcumia, Hydra
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ENCOUNTER 3 (60/256):  [F336] Alcumia, Hydra
ENCOUNTER 4 (16/256):  [F337] Tonberi


GROUP 59
ENCOUNTER 1 (90/256):  [F338] Gel Water
ENCOUNTER 2 (90/256):  [F343] Fall Guard (3)
ENCOUNTER 3 (60/256):  [F344] Alcumia, Red Dragon
ENCOUNTER 4 (16/256):  [F337] Tonberi


GROUP 60
ENCOUNTER 1 (90/256):  [F0] Goblin
ENCOUNTER 2 (90/256):  [F0] Goblin
ENCOUNTER 3 (60/256):  [F0] Goblin
ENCOUNTER 4 (16/256):  [F0] Goblin


GROUP 61
ENCOUNTER 1 (90/256):  [F311] Druid (3)
ENCOUNTER 2 (90/256):  [F312] Druid, Iron Dress
ENCOUNTER 3 (60/256):  [F313] Iron Dress (3)
ENCOUNTER 4 (16/256):  [F313] Iron Dress (3)


GROUP 62
ENCOUNTER 1 (90/256):  [F278] ExdethSoul
ENCOUNTER 2 (90/256):  [F157] ShieldDrgn
ENCOUNTER 3 (60/256):  [F278] ExdethSoul
ENCOUNTER 4 (16/256):  [F157] ShieldDrgn


GROUP 63
ENCOUNTER 1 (90/256):  [F314] Statue (2)
ENCOUNTER 2 (90/256):  [F314] Statue (2)
ENCOUNTER 3 (60/256):  [F315] Statue (5)
ENCOUNTER 4 (16/256):  [F315] Statue (5)


GROUP 64
ENCOUNTER 1 (90/256):  [F241] Sleepy (4)
ENCOUNTER 2 (90/256):  [F242] Treeman (3)
ENCOUNTER 3 (60/256):  [F243] Treeman, Sleepy, Shadow
ENCOUNTER 4 (16/256):  [F244] Hedgehog, Shadow (3)


GROUP 65
ENCOUNTER 1 (90/256):  [F242] Treeman (3)
ENCOUNTER 2 (90/256):  [F243] Treeman, Sleepy, Shadow
ENCOUNTER 3 (60/256):  [F244] Hedgehog, Shadow (3)
ENCOUNTER 4 (16/256):  [F245] Hedgehog, Sleepy, Treeman (2)


GROUP 66
ENCOUNTER 1 (90/256):  [F243] Treeman, Sleepy, Shadow
ENCOUNTER 2 (90/256):  [F244] Hedgehog, Shadow (3)
ENCOUNTER 3 (60/256):  [F245] Hedgehog, Sleepy, Treeman (2)
ENCOUNTER 4 (16/256):  [F241] Sleepy (4)


GROUP 67
ENCOUNTER 1 (90/256):  [F244] Hedgehog, Shadow (3)
ENCOUNTER 2 (90/256):  [F245] Hedgehog, Sleepy, Treeman (2)
ENCOUNTER 3 (60/256):  [F241] Sleepy (4)
ENCOUNTER 4 (16/256):  [F242] Treeman (3)


GROUP 68
ENCOUNTER 1 (90/256):  [F245] Hedgehog, Sleepy, Treeman (2)
ENCOUNTER 2 (90/256):  [F241] Sleepy (4)
ENCOUNTER 3 (60/256):  [F242] Treeman (3)
ENCOUNTER 4 (16/256):  [F243] Treeman, Sleepy, Shadow


GROUP 69
ENCOUNTER 1 (90/256):  [F246] Python, Hedgehog, Treeman
ENCOUNTER 2 (90/256):  [F247] Python (2), Treeman (2)
ENCOUNTER 3 (60/256):  [F248] Shadow (2), Treeman
ENCOUNTER 4 (16/256):  [F249] Shadow (2), Python, Hedgehog


GROUP 70
ENCOUNTER 1 (90/256):  [F247] Python (2), Treeman (2)
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ENCOUNTER 1 (90/256): [F247] Python (2), Treeman (2)
ENCOUNTER 2 (90/256): [F248] Shadow (2), Treeman
ENCOUNTER 3 (60/256): [F249] Shadow (2), Python, Hedgehog
ENCOUNTER 4 (16/256): [F246] Python, Hedgehog, Treeman


GROUP 71
ENCOUNTER 1 (90/256): [F248] Shadow (2), Treeman
ENCOUNTER 2 (90/256): [F249] Shadow (2), Python, Hedgehog
ENCOUNTER 3 (60/256): [F246] Python, Hedgehog, Treeman
ENCOUNTER 4 (16/256): [F247] Python (2), Treeman (2)


GROUP 72
ENCOUNTER 1 (90/256): [F249] Shadow (2), Python, Hedgehog
ENCOUNTER 2 (90/256): [F246] Python, Hedgehog, Treeman
ENCOUNTER 3 (60/256): [F247] Python (2), Treeman (2)
ENCOUNTER 4 (16/256): [F248] Shadow (2), Treeman


GROUP 73
ENCOUNTER 1 (90/256): [F250] Elm Gigas
ENCOUNTER 2 (90/256): [F251] Elm Gigas, Shadow, Python
ENCOUNTER 3 (60/256): [F246] Python, Hedgehog, Treeman
ENCOUNTER 4 (16/256): [F247] Python (2), Treeman (2)


GROUP 74
ENCOUNTER 1 (90/256): [F251] Elm Gigas, Shadow, Python
ENCOUNTER 2 (90/256): [F252] Elm Gigas, Hedgehog, Sleepy
ENCOUNTER 3 (60/256): [F247] Python (2), Treeman (2)
ENCOUNTER 4 (16/256): [F248] Shadow (2), Treeman


GROUP 75
ENCOUNTER 1 (90/256): [F252] Elm Gigas, Hedgehog, Sleepy
ENCOUNTER 2 (90/256): [F250] Elm Gigas
ENCOUNTER 3 (60/256): [F248] Shadow (2), Treeman
ENCOUNTER 4 (16/256): [F246] Python, Hedgehog, Treeman


GROUP 76
ENCOUNTER 1 (90/256): [F252] Elm Gigas, Hedgehog, Sleepy
ENCOUNTER 2 (90/256): [F251] Elm Gigas, Shadow, Python
ENCOUNTER 3 (60/256): [F250] Elm Gigas
ENCOUNTER 4 (16/256): [F250] Elm Gigas


GROUP 77
ENCOUNTER 1 (90/256): [F260] Desertpede (4)
ENCOUNTER 2 (90/256): [F262] Barette
ENCOUNTER 3 (60/256): [F261] Barette, Desertpede (2)
ENCOUNTER 4 (16/256): [F263] Barette (2)


GROUP 78
ENCOUNTER 1 (90/256): [F261] Barette, Desertpede (2)
ENCOUNTER 2 (90/256): [F260] Desertpede (4)
ENCOUNTER 3 (60/256): [F263] Barette (2)
ENCOUNTER 4 (16/256): [F262] Barette


GROUP 79
ENCOUNTER 1 (90/256): [F0] Goblin
ENCOUNTER 2 (90/256): [F0] Goblin
ENCOUNTER 3 (60/256): [F0] Goblin
ENCOUNTER 4 (16/256): [F0] Goblin


GROUP 80
ENCOUNTER 1 (90/256): [F279] Slug (4)
ENCOUNTER 2 (90/256): [F280] Slug (2), GloomWidow (2)
ENCOUNTER 3 (60/256): [F281] GloomWidow (3)
ENCOUNTER 4 (16/256): [F282] Mukare (2)


GROUP 81
ENCOUNTER 1 (90/256): [F280] Slug (2), GloomWidow (2)
ENCOUNTER 2 (90/256): [F281] GloomWidow (3)
ENCOUNTER 3 (60/256): [F282] Mukare (2)
ENCOUNTER 4 (16/256): [F279] Slug (4)
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        GROUP 82
        ENCOUNTER 1 (90/256):  [F281] GloomWidow (3)
        ENCOUNTER 2 (90/256):  [F282] Mukare (2)
        ENCOUNTER 3 (60/256):  [F279] Slug (4)
        ENCOUNTER 4 (16/256):  [F280] Slug (2), GloomWidow (2)


        GROUP 83
        ENCOUNTER 1 (90/256):  [F282] Mukare (2)
        ENCOUNTER 2 (90/256):  [F279] Slug (4)
        ENCOUNTER 3 (60/256):  [F280] Slug (2), GloomWidow (2)
        ENCOUNTER 4 (16/256):  [F281] GloomWidow (3)


        GROUP 84
        ENCOUNTER 1 (90/256):  [F283] Mukare, GloomWidow, Slug
        ENCOUNTER 2 (90/256):  [F279] Slug (4)
        ENCOUNTER 3 (60/256):  [F281] GloomWidow (3)
        ENCOUNTER 4 (16/256):  [F283] Mukare, GloomWidow, Slug


        GROUP 85
        ENCOUNTER 1 (90/256):  [F284] Mukare, Slug (3)
        ENCOUNTER 2 (90/256):  [F280] Slug (2), GloomWidow (2)
        ENCOUNTER 3 (60/256):  [F282] Mukare (2)
        ENCOUNTER 4 (16/256):  [F284] Mukare, Slug (3)


        GROUP 86
        ENCOUNTER 1 (90/256):  [F284] Mukare, Slug (3)
        ENCOUNTER 2 (90/256):  [F283] Mukare, GloomWidow, Slug
        ENCOUNTER 3 (60/256):  [F282] Mukare (2)
        ENCOUNTER 4 (16/256):  [F282] Mukare (2)


        GROUP 87
        ENCOUNTER 1 (90/256):  [F282] Mukare (2)
        ENCOUNTER 2 (90/256):  [F283] Mukare, GloomWidow, Slug
        ENCOUNTER 3 (60/256):  [F284] Mukare, Slug (3)
        ENCOUNTER 4 (16/256):  [F284] Mukare, Slug (3)


        GROUP 88
        ENCOUNTER 1 (90/256):  [F0] Goblin
        ENCOUNTER 2 (90/256):  [F0] Goblin
        ENCOUNTER 3 (60/256):  [F0] Goblin
        ENCOUNTER 4 (16/256):  [F0] Goblin


        GROUP 89
        ENCOUNTER 1 (90/256):  [F316] Blizzard
        ENCOUNTER 2 (90/256):  [F317] Blizzard (2)
        ENCOUNTER 3 (60/256):  [F320] Spizner (2)
        ENCOUNTER 4 (16/256):  [F319] Isteritos (5)


        GROUP 90
        ENCOUNTER 1 (90/256):  [F318] Isteritos
        ENCOUNTER 2 (90/256):  [F317] Blizzard (2)
        ENCOUNTER 3 (60/256):  [F320] Spizner (2)
        ENCOUNTER 4 (16/256):  [F318] Isteritos


        GROUP 91
        ENCOUNTER 1 (90/256):  [F320] Spizner (2)
        ENCOUNTER 2 (90/256):  [F321] Spizner (3)
        ENCOUNTER 3 (60/256):  [F322] Spizner, Blizzard (2)
        ENCOUNTER 4 (16/256):  [F318] Isteritos


        GROUP 92
        ENCOUNTER 1 (90/256):  [F322] Spizner, Blizzard (2)
        ENCOUNTER 2 (90/256):  [F321] Spizner (3)
        ENCOUNTER 3 (60/256):  [F320] Spizner (2)
        ENCOUNTER 4 (16/256):  [F318] Isteritos


        GROUP 93
        ENCOUNTER 1 (90/256):  [F0] Goblin
        ENCOUNTER 2 (90/256):  [F0] Goblin
        ENCOUNTER 3 (60/256):  [F0] Goblin
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ENCOUNTER 4 (16/256):  [F0] Goblin


GROUP 94
ENCOUNTER 1 (90/256):  [F354] Anku Heggu, Ammona (3)
ENCOUNTER 2 (90/256):  [F355] Ammona (5)
ENCOUNTER 3 (60/256):  [F354] Anku Heggu, Ammona (3)
ENCOUNTER 4 (16/256):  [F355] Ammona (5)


GROUP 95
ENCOUNTER 1 (90/256):  [F357] Land Crawl
ENCOUNTER 2 (90/256):  [F355] Ammona (5)
ENCOUNTER 3 (60/256):  [F356] Anku Heggu (3)
ENCOUNTER 4 (16/256):  [F355] Ammona (5)


GROUP 96
ENCOUNTER 1 (90/256):  [F354] Anku Heggu, Ammona (3)
ENCOUNTER 2 (90/256):  [F355] Ammona (5)
ENCOUNTER 3 (60/256):  [F356] Anku Heggu (3)
ENCOUNTER 4 (16/256):  [F355] Ammona (5)


GROUP 97
ENCOUNTER 1 (90/256):  [F357] Land Crawl
ENCOUNTER 2 (90/256):  [F354] Anku Heggu, Ammona (3)
ENCOUNTER 3 (60/256):  [F357] Land Crawl
ENCOUNTER 4 (16/256):  [F357] Land Crawl


GROUP 98
ENCOUNTER 1 (90/256):  [F354] Anku Heggu, Ammona (3)
ENCOUNTER 2 (90/256):  [F356] Anku Heggu (3)
ENCOUNTER 3 (60/256):  [F356] Anku Heggu (3)
ENCOUNTER 4 (16/256):  [F355] Ammona (5)


GROUP 99
ENCOUNTER 1 (90/256):  [F355] Ammona (5)
ENCOUNTER 2 (90/256):  [F356] Anku Heggu (3)
ENCOUNTER 3 (60/256):  [F357] Land Crawl
ENCOUNTER 4 (16/256):  [F114] D.Chimera


GROUP 100
ENCOUNTER 1 (90/256):  [F406] Sahagin (3)
ENCOUNTER 2 (90/256):  [F407] Th.Anemone (2), Sahagin
ENCOUNTER 3 (60/256):  [F406] Sahagin (3)
ENCOUNTER 4 (16/256):  [F407] Th.Anemone (2), Sahagin


GROUP 101
ENCOUNTER 1 (90/256):  [F408] Sea Avis, Sahagin (2)
ENCOUNTER 2 (90/256):  [F409] Sea Avis (3)
ENCOUNTER 3 (60/256):  [F406] Sahagin (3)
ENCOUNTER 4 (16/256):  [F407] Th.Anemone (2), Sahagin


GROUP 102
ENCOUNTER 1 (90/256):  [F410] Sea Avis, Th.Anemone (2)
ENCOUNTER 2 (90/256):  [F407] Th.Anemone (2), Sahagin
ENCOUNTER 3 (60/256):  [F411] Sahagin, Th.Anemone, Corvette
ENCOUNTER 4 (16/256):  [F412] Corvette (2)


GROUP 103
ENCOUNTER 1 (90/256):  [F406] Sahagin (3)
ENCOUNTER 2 (90/256):  [F410] Sea Avis, Th.Anemone (2)
ENCOUNTER 3 (60/256):  [F412] Corvette (2)
ENCOUNTER 4 (16/256):  [F411] Sahagin, Th.Anemone, Corvette


GROUP 104
ENCOUNTER 1 (90/256):  [F412] Corvette (2)
ENCOUNTER 2 (90/256):  [F413] Armon (2)
ENCOUNTER 3 (60/256):  [F412] Corvette (2)
ENCOUNTER 4 (16/256):  [F413] Armon (2)


GROUP 105
ENCOUNTER 1 (90/256):  [F413] Armon (2)
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        ENCOUNTER 1 (90/256):  [F413] Armon (2)
        ENCOUNTER 2 (90/256):  [F414] Armon, SeaScorpio (3)
        ENCOUNTER 3 (60/256):  [F413] Armon (2)
        ENCOUNTER 4 (16/256):  [F414] Armon, SeaScorpio (3)


        GROUP 106
        ENCOUNTER 1 (90/256):  [F415] SeaScorpio (2)
        ENCOUNTER 2 (90/256):  [F412] Corvette (2)
        ENCOUNTER 3 (60/256):  [F415] SeaScorpio (2)
        ENCOUNTER 4 (16/256):  [F415] SeaScorpio (2)


        GROUP 107
        ENCOUNTER 1 (90/256):  [F417] Gel Fish (4)
        ENCOUNTER 2 (90/256):  [F413] Armon (2)
        ENCOUNTER 3 (60/256):  [F416] Silvune
        ENCOUNTER 4 (16/256):  [F413] Armon (2)


        GROUP 108
        ENCOUNTER 1 (90/256):  [F418] Giant Bird
        ENCOUNTER 2 (90/256):  [F418] Giant Bird
        ENCOUNTER 3 (60/256):  [F418] Giant Bird
        ENCOUNTER 4 (16/256):  [F419] Giant Bird, Sea Devil (2)


        GROUP 109
        ENCOUNTER 1 (90/256):  [F419] Giant Bird, Sea Devil (2)
        ENCOUNTER 2 (90/256):  [F420] Sea Devil (3)
        ENCOUNTER 3 (60/256):  [F418] Giant Bird
        ENCOUNTER 4 (16/256):  [F418] Giant Bird


        GROUP 110
        ENCOUNTER 1 (90/256):  [F406] Sahagin (3)
        ENCOUNTER 2 (90/256):  [F407] Th.Anemone (2), Sahagin
        ENCOUNTER 3 (60/256):  [F408] Sea Avis, Sahagin (2)
        ENCOUNTER 4 (16/256):  [F421] Stingray


        GROUP 111
        ENCOUNTER 1 (90/256):  [F365] Grenade (2), DoomDealer
        ENCOUNTER 2 (90/256):  [F369] Bardandels, LevelCheck
        ENCOUNTER 3 (60/256):  [F365] Grenade (2), DoomDealer
        ENCOUNTER 4 (16/256):  [F134] Hydra


        GROUP 112
        ENCOUNTER 1 (90/256):  [F366] LevelCheck (4)
        ENCOUNTER 2 (90/256):  [F370] Bardandels (2), Grenade
        ENCOUNTER 3 (60/256):  [F369] Bardandels, LevelCheck
        ENCOUNTER 4 (16/256):  [F127] Whirl Demon, LonkaKnght (2)


        GROUP 113
        ENCOUNTER 1 (90/256):  [F367] LevelCheck (2), Grenade
        ENCOUNTER 2 (90/256):  [F371] DoomDealer (2), LevelCheck, Bardandels
        ENCOUNTER 3 (60/256):  [F366] LevelCheck (4)
        ENCOUNTER 4 (16/256):  [F130] ArchaeToad (3)


        GROUP 114
        ENCOUNTER 1 (90/256):  [F368] Bardandels
        ENCOUNTER 2 (90/256):  [F372] DoomDealer (4)
        ENCOUNTER 3 (60/256):  [F370] Bardandels (2), Grenade
        ENCOUNTER 4 (16/256):  [F129] Lamia, StonedMask (3)


        GROUP 115
        ENCOUNTER 1 (90/256):  [F373] White Flame (2), MossFungus, Farfarerro
        ENCOUNTER 2 (90/256):  [F374] MossFungus (3)
        ENCOUNTER 3 (60/256):  [F375] MossFungus, White Flame (4)
        ENCOUNTER 4 (16/256):  [F376] Farfarerro (5)


        GROUP 116
        ENCOUNTER 1 (90/256):  [F377] Orcat (4)
        ENCOUNTER 2 (90/256):  [F380] Achelone (3)
        ENCOUNTER 3 (60/256):  [F379] Great Drgn
        ENCOUNTER 4 (16/256):  [F186] ZombieDrgn, Sting Eagle, Drippy
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GROUP 117
ENCOUNTER 1 (90/256):  [F378] Orcat (2), Achelone
ENCOUNTER 2 (90/256):  [F381] Great Drgn, Achelone, Orcat
ENCOUNTER 3 (60/256):  [F380] Achelone (3)
ENCOUNTER 4 (16/256):  [F187] Golem, BoneDragon, ZombieDrgn


GROUP 118
ENCOUNTER 1 (90/256):  [F379] Great Drgn
ENCOUNTER 2 (90/256):  [F377] Orcat (4)
ENCOUNTER 3 (60/256):  [F380] Achelone (3)
ENCOUNTER 4 (16/256):  [F259] Metamorpha, [Ramuh, Crew Dust, ZombieDrgn]


GROUP 119
ENCOUNTER 1 (90/256):  [F383] AvisDragon (2)
ENCOUNTER 2 (90/256):  [F385] Ninja (2)
ENCOUNTER 3 (60/256):  [F382] AvisDragon
ENCOUNTER 4 (16/256):  [F384] AvisDragon, Ninja


GROUP 120
ENCOUNTER 1 (90/256):  [F388] Death Claw (2), SwrdDancer (2)
ENCOUNTER 2 (90/256):  [F392] Fury (2), Death Claw
ENCOUNTER 3 (60/256):  [F393] Bodyguard, Ninja
ENCOUNTER 4 (16/256):  [F76] Ramuh


GROUP 121
ENCOUNTER 1 (90/256):  [F389] SwrdDancer, Fury (2)
ENCOUNTER 2 (90/256):  [F395] Death Claw, Fury, SwrdDancer
ENCOUNTER 3 (60/256):  [F394] Bodyguard (2)
ENCOUNTER 4 (16/256):  [F213] Mammon (2), GajraGajri (2), MiniMage


GROUP 122
ENCOUNTER 1 (90/256):  [F391] SwrdDancer (2)
ENCOUNTER 2 (90/256):  [F388] Death Claw (2), SwrdDancer (2)
ENCOUNTER 3 (60/256):  [F386] Iron Giant
ENCOUNTER 4 (16/256):  [F226] Magic Drgn (3), Arage, Blind Wolf


GROUP 123
ENCOUNTER 1 (90/256):  [F392] Fury (2), Death Claw
ENCOUNTER 2 (90/256):  [F389] SwrdDancer, Fury (2)
ENCOUNTER 3 (60/256):  [F391] SwrdDancer (2)
ENCOUNTER 4 (16/256):  [F238] BlueDragon (3)


GROUP 124
ENCOUNTER 1 (90/256):  [F393] Bodyguard, Ninja
ENCOUNTER 2 (90/256):  [F394] Bodyguard (2)
ENCOUNTER 3 (60/256):  [F394] Bodyguard (2)
ENCOUNTER 4 (16/256):  [F17] Mold Wind (3)


GROUP 125
ENCOUNTER 1 (90/256):  [F387] Iron Giant, Death Claw (3)
ENCOUNTER 2 (90/256):  [F388] Death Claw (2), SwrdDancer (2)
ENCOUNTER 3 (60/256):  [F387] Iron Giant, Death Claw (3)
ENCOUNTER 4 (16/256):  [F240] Yellow Drgn (2)


GROUP 126
ENCOUNTER 1 (90/256):  [F386] Iron Giant
ENCOUNTER 2 (90/256):  [F395] Death Claw, Fury, SwrdDancer
ENCOUNTER 3 (60/256):  [F390] Iron Giant (2)
ENCOUNTER 4 (16/256):  [F236] Red Dragon


GROUP 127
ENCOUNTER 1 (90/256):  [F396] K.Behemoth
ENCOUNTER 2 (90/256):  [F397] K.Behemoth (2)
ENCOUNTER 3 (60/256):  [F404] CrysDragon
ENCOUNTER 4 (16/256):  [F430] Belfegor (2)


GROUP 128
ENCOUNTER 1 (90/256):  [F398] Necromancr, Gorchimera
ENCOUNTER 2 (90/256):  [F399] Gorchimera (2)
ENCOUNTER 3 (60/256):  [F430] Belfegor (2)
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ENCOUNTER 4 (16/256):  [F432] Mover (3)


GROUP 129
ENCOUNTER 1 (90/256):  [F400] Mind Mage, Thing (2)
ENCOUNTER 2 (90/256):  [F401] Mind Mage (4)
ENCOUNTER 3 (60/256):  [F404] CrysDragon
ENCOUNTER 4 (16/256):  [F431] Belfegor, Thing (2), Mind Mage


GROUP 130
ENCOUNTER 1 (90/256):  [F402] Thing, Necromancr, Mind Mage
ENCOUNTER 2 (90/256):  [F403] Gorchimera, K.Behemoth
ENCOUNTER 3 (60/256):  [F431] Belfegor, Thing (2), Mind Mage
ENCOUNTER 4 (16/256):  [F432] Mover (3)


GROUP 131
ENCOUNTER 1 (90/256):  [F13] Black Goblin (2)
ENCOUNTER 2 (90/256):  [F14] White Snake
ENCOUNTER 3 (60/256):  [F15] White Snake, Black Goblin
ENCOUNTER 4 (16/256):  [F16] Mold Wind, Black Goblin, White Snake


GROUP 132
ENCOUNTER 1 (90/256):  [F15] White Snake, Black Goblin
ENCOUNTER 2 (90/256):  [F16] Mold Wind, Black Goblin, White Snake
ENCOUNTER 3 (60/256):  [F17] Mold Wind (3)
ENCOUNTER 4 (16/256):  [F18] ManiWizard, Mold Wind, Black Goblin


GROUP 133
ENCOUNTER 1 (90/256):  [F19] ManiWizard, White Snake
ENCOUNTER 2 (90/256):  [F15] White Snake, Black Goblin
ENCOUNTER 3 (60/256):  [F20] ManiWizard (3)
ENCOUNTER 4 (16/256):  [F17] Mold Wind (3)


GROUP 134
ENCOUNTER 1 (90/256):  [F21] Octoraken (2)
ENCOUNTER 2 (90/256):  [F22] Sucker (2)
ENCOUNTER 3 (60/256):  [F23] Sucker (2), Octoraken
ENCOUNTER 4 (16/256):  [F24] Octoraken (2), Sucker


GROUP 135
ENCOUNTER 1 (90/256):  [F7] Steel Bat (2)
ENCOUNTER 2 (90/256):  [F8] Steel Bat (2), Dearo
ENCOUNTER 3 (60/256):  [F9] Dearo (2)
ENCOUNTER 4 (16/256):  [F10] Steel Bat (3)


GROUP 136
ENCOUNTER 1 (90/256):  [F11] Stroper (2)
ENCOUNTER 2 (90/256):  [F12] Stroper (2), Steel Bat
ENCOUNTER 3 (60/256):  [F10] Steel Bat (3)
ENCOUNTER 4 (16/256):  [F7] Steel Bat (2)


GROUP 137
ENCOUNTER 1 (90/256):  [F35] Skeleton
ENCOUNTER 2 (90/256):  [F36] Skeleton (3)
ENCOUNTER 3 (60/256):  [F37] Carcurser (2), Skeleton (2)
ENCOUNTER 4 (16/256):  [F37] Carcurser (2), Skeleton (2)


GROUP 138
ENCOUNTER 1 (90/256):  [F37] Carcurser (2), Skeleton (2)
ENCOUNTER 2 (90/256):  [F36] Skeleton (3)
ENCOUNTER 3 (60/256):  [F35] Skeleton
ENCOUNTER 4 (16/256):  [F35] Skeleton


GROUP 139
ENCOUNTER 1 (90/256):  [F38] UndeadRusk
ENCOUNTER 2 (90/256):  [F35] Skeleton
ENCOUNTER 3 (60/256):  [F39] UndeadRusk, Skeleton, Carcurser
ENCOUNTER 4 (16/256):  [F39] UndeadRusk, Skeleton, Carcurser


GROUP 140
ENCOUNTER 1 (90/256):  [F39] UndeadRusk, Skeleton, Carcurser
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ENCOUNTER 1 (90/256):  [F39] UndeadRusk, Skeleton, Carcurser
ENCOUNTER 2 (90/256):  [F36] Skeleton (3)
ENCOUNTER 3 (60/256):  [F35] Skeleton
ENCOUNTER 4 (16/256):  [F38] UndeadRusk


GROUP 141
ENCOUNTER 1 (90/256):  [F40] UndeadRusk, PsychoHead
ENCOUNTER 2 (90/256):  [F41] Skeleton (3), PsychoHead
ENCOUNTER 3 (60/256):  [F38] UndeadRusk
ENCOUNTER 4 (16/256):  [F42] PsychoHead (2), UndeadRusk


GROUP 142
ENCOUNTER 1 (90/256):  [F42] PsychoHead (2), UndeadRusk
ENCOUNTER 2 (90/256):  [F43] PsychoHead, Carcurser, Skeleton
ENCOUNTER 3 (60/256):  [F44] UndeadRusk (2)
ENCOUNTER 4 (16/256):  [F44] UndeadRusk (2)


GROUP 143
ENCOUNTER 1 (90/256):  [F86] Sergeant, Karnak (3)
ENCOUNTER 2 (90/256):  [F86] Sergeant, Karnak (3)
ENCOUNTER 3 (60/256):  [F89] Karnak
ENCOUNTER 4 (16/256):  [F89] Karnak


GROUP 144
ENCOUNTER 1 (90/256):  [F45] RockGarter (2)
ENCOUNTER 2 (90/256):  [F46] Gala Cat
ENCOUNTER 3 (60/256):  [F47] RockGarter (2), Gala Cat
ENCOUNTER 4 (16/256):  [F48] Gala Cat (3)


GROUP 145
ENCOUNTER 1 (90/256):  [F47] RockGarter (2), Gala Cat
ENCOUNTER 2 (90/256):  [F48] Gala Cat (3)
ENCOUNTER 3 (60/256):  [F53] Blocks (2), RockGarter (2)
ENCOUNTER 4 (16/256):  [F45] RockGarter (2)


GROUP 146
ENCOUNTER 1 (90/256):  [F49] Cockatrice
ENCOUNTER 2 (90/256):  [F48] Gala Cat (3)
ENCOUNTER 3 (60/256):  [F46] Gala Cat
ENCOUNTER 4 (16/256):  [F46] Gala Cat


GROUP 147
ENCOUNTER 1 (90/256):  [F49] Cockatrice
ENCOUNTER 2 (90/256):  [F51] Cockatrice (2)
ENCOUNTER 3 (60/256):  [F52] Blocks (5)
ENCOUNTER 4 (16/256):  [F53] Blocks (2), RockGarter (2)


GROUP 148
ENCOUNTER 1 (90/256):  [F50] Cockatrice, RockGarter (2)
ENCOUNTER 2 (90/256):  [F53] Blocks (2), RockGarter (2)
ENCOUNTER 3 (60/256):  [F49] Cockatrice
ENCOUNTER 4 (16/256):  [F51] Cockatrice (2)


GROUP 149
ENCOUNTER 1 (90/256):  [F166] Skull Eater, [Skull Eater (5)]
ENCOUNTER 2 (90/256):  [F4] Nut Eater (3)
ENCOUNTER 3 (60/256):  [F4] Nut Eater (3)
ENCOUNTER 4 (16/256):  [F4] Nut Eater (3)


GROUP 150
ENCOUNTER 1 (90/256):  [F54] Elf Toad (3)
ENCOUNTER 2 (90/256):  [F55] IceSoldier (2)
ENCOUNTER 3 (60/256):  [F54] Elf Toad (3)
ENCOUNTER 4 (16/256):  [F55] IceSoldier (2)


GROUP 151
ENCOUNTER 1 (90/256):  [F56] Elf Toad (2), IceSoldier
ENCOUNTER 2 (90/256):  [F57] RikaldMage, IceSoldier (2)
ENCOUNTER 3 (60/256):  [F56] Elf Toad (2), IceSoldier
ENCOUNTER 4 (16/256):  [F57] RikaldMage, IceSoldier (2)
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GROUP 152
ENCOUNTER 1 (90/256):  [F57] RikaldMage, IceSoldier (2)
ENCOUNTER 2 (90/256):  [F58] RikaldMage (3)
ENCOUNTER 3 (60/256):  [F56] Elf Toad (2), IceSoldier
ENCOUNTER 4 (16/256):  [F56] Elf Toad (2), IceSoldier


GROUP 153
ENCOUNTER 1 (90/256):  [F59] Wyvern
ENCOUNTER 2 (90/256):  [F57] RikaldMage, IceSoldier (2)
ENCOUNTER 3 (60/256):  [F60] Wyvern, Padosule
ENCOUNTER 4 (16/256):  [F60] Wyvern, Padosule


GROUP 154
ENCOUNTER 1 (90/256):  [F60] Wyvern, Padosule
ENCOUNTER 2 (90/256):  [F61] Padosule
ENCOUNTER 3 (60/256):  [F60] Wyvern, Padosule
ENCOUNTER 4 (16/256):  [F61] Padosule


GROUP 155
ENCOUNTER 1 (90/256):  [F62] Padosule, RikaldMage, IceSoldier
ENCOUNTER 2 (90/256):  [F60] Wyvern, Padosule
ENCOUNTER 3 (60/256):  [F61] Padosule
ENCOUNTER 4 (16/256):  [F63] Padosule (2)


GROUP 156
ENCOUNTER 1 (90/256):  [F63] Padosule (2)
ENCOUNTER 2 (90/256):  [F57] RikaldMage, IceSoldier (2)
ENCOUNTER 3 (60/256):  [F58] RikaldMage (3)
ENCOUNTER 4 (16/256):  [F58] RikaldMage (3)


GROUP 157
ENCOUNTER 1 (90/256):  [F64] Wyvern (2)
ENCOUNTER 2 (90/256):  [F64] Wyvern (2)
ENCOUNTER 3 (60/256):  [F54] Elf Toad (3)
ENCOUNTER 4 (16/256):  [F54] Elf Toad (3)


GROUP 158
ENCOUNTER 1 (90/256):  [F64] Wyvern (2)
ENCOUNTER 2 (90/256):  [F58] RikaldMage (3)
ENCOUNTER 3 (60/256):  [F55] IceSoldier (2)
ENCOUNTER 4 (16/256):  [F59] Wyvern


GROUP 159
ENCOUNTER 1 (90/256):  [F117] Sand Killer (2)
ENCOUNTER 2 (90/256):  [F118] Sand Killer, Sand Porky (2)
ENCOUNTER 3 (60/256):  [F119] Sand Bear
ENCOUNTER 4 (16/256):  [F120] Sand Bear, Sand Killer, Sand Porky


GROUP 160
ENCOUNTER 1 (90/256):  [F54] Elf Toad (3)
ENCOUNTER 2 (90/256):  [F55] IceSoldier (2)
ENCOUNTER 3 (60/256):  [F56] Elf Toad (2), IceSoldier
ENCOUNTER 4 (16/256):  [F56] Elf Toad (2), IceSoldier


GROUP 161
ENCOUNTER 1 (90/256):  [F496] Garkimasra
ENCOUNTER 2 (90/256):  [F496] Garkimasra
ENCOUNTER 3 (60/256):  [F496] Garkimasra
ENCOUNTER 4 (16/256):  [F496] Garkimasra


GROUP 162
ENCOUNTER 1 (90/256):  [F77] Crew Dust (2)
ENCOUNTER 2 (90/256):  [F78] Crew Dust (4)
ENCOUNTER 3 (60/256):  [F84] Defeater, [Motor Trap (2)]
ENCOUNTER 4 (16/256):  [F85] Crew Dust, Defeater (3), [Motor Trap (2)]


GROUP 163
ENCOUNTER 1 (90/256):  [F79] Crew Dust (2), Defeater, [Motor Trap (2)]
ENCOUNTER 2 (90/256):  [F80] Poltergeist, Defeater, [Motor Trap (2)]
ENCOUNTER 3 (60/256):  [F85] Crew Dust, Defeater (3), [Motor Trap (2)]
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ENCOUNTER 3 (60/256): [F83] Crew Dust, Defeater (3), [Motor Trap (2)]
ENCOUNTER 4 (16/256): [F84] Defeater, [Motor Trap (2)]


GROUP 164
ENCOUNTER 1 (90/256): [F80] Poltergeist, Defeater, [Motor Trap (2)]
ENCOUNTER 2 (90/256): [F81] Crew Dust (2), Poltergeist
ENCOUNTER 3 (60/256): [F80] Poltergeist, Defeater, [Motor Trap (2)]
ENCOUNTER 4 (16/256): [F81] Crew Dust (2), Poltergeist


GROUP 165
ENCOUNTER 1 (90/256): [F82] Poltergeist (2)
ENCOUNTER 2 (90/256): [F83] Crew Dust (2), Defeater (2), [Motor Trap (2)]
ENCOUNTER 3 (60/256): [F84] Defeater, [Motor Trap (2)]
ENCOUNTER 4 (16/256): [F85] Crew Dust, Defeater (3), [Motor Trap (2)]


GROUP 166
ENCOUNTER 1 (90/256): [F92] Page 32, Page 64
ENCOUNTER 2 (90/256): [F93] Page 64 (2), Page 32
ENCOUNTER 3 (60/256): [F98] Page 64, Page 256, Page 32
ENCOUNTER 4 (16/256): [F101] Page 32 (2), Page 64 (2), Page 128 (2), Page 256
GROUP 167
ENCOUNTER 1 (90/256): [F94] Page 64 (3)
ENCOUNTER 2 (90/256): [F95] Page 32 (2), Page 128 (2)
ENCOUNTER 3 (60/256): [F99] Page 128 (2), Page 256
ENCOUNTER 4 (16/256): [F101] Page 32 (2), Page 64 (2), Page 128 (2), Page 256


GROUP 168
ENCOUNTER 1 (90/256): [F96] Page 64, Page 128 (2), Page 32
ENCOUNTER 2 (90/256): [F97] Page 32, Page 64, Page 128
ENCOUNTER 3 (60/256): [F100] Page 128 (2), Page 64, Page 256
ENCOUNTER 4 (16/256): [F101] Page 32 (2), Page 64 (2), Page 128 (2), Page 256


GROUP 169
ENCOUNTER 1 (90/256): [F297] TinyMage, TinyMage
ENCOUNTER 2 (90/256): [F299] Dim Master
ENCOUNTER 3 (60/256): [F298] TinyMage (4)
ENCOUNTER 4 (16/256): [F20] ManiWizard (3)


GROUP 170
ENCOUNTER 1 (90/256): [F298] TinyMage (4)
ENCOUNTER 2 (90/256): [F300] Dim Master (2), TinyMage
ENCOUNTER 3 (60/256): [F301] Flare
ENCOUNTER 4 (16/256): [F20] ManiWizard (3)


GROUP 171
ENCOUNTER 1 (90/256): [F301] Flare
ENCOUNTER 2 (90/256): [F302] Flare (2)
ENCOUNTER 3 (60/256): [F303] Flare, Dim Master, TinyMage
ENCOUNTER 4 (16/256): [F58] RikaldMage (3)


GROUP 172
ENCOUNTER 1 (90/256): [F303] Flare, Dim Master, TinyMage
ENCOUNTER 2 (90/256): [F297] TinyMage, TinyMage
ENCOUNTER 3 (60/256): [F299] Dim Master
ENCOUNTER 4 (16/256): [F58] RikaldMage (3)


GROUP 173
ENCOUNTER 1 (90/256): [F304] DuelKnight
ENCOUNTER 2 (90/256): [F306] Ion
ENCOUNTER 3 (60/256): [F305] DuelKnight (2)
ENCOUNTER 4 (16/256): [F2] Goblin (3)


GROUP 174
ENCOUNTER 1 (90/256): [F305] DuelKnight (2)
ENCOUNTER 2 (90/256): [F307] Ion, DuelKnight
ENCOUNTER 3 (60/256): [F308] Berserker
ENCOUNTER 4 (16/256): [F2] Goblin (3)


GROUP 175
ENCOUNTER 1 (90/256): [F308] Berserker
ENCOUNTER 2 (90/256): [F309] Berserker, Ion, DuelKnight
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ENCOUNTER 3 (60/256):  [F310] Berserker (3)
ENCOUNTER 4 (16/256):  [F33] Bander S. (3)


GROUP 176
ENCOUNTER 1 (90/256):  [F310] Berserker (3)
ENCOUNTER 2 (90/256):  [F306] Ion
ENCOUNTER 3 (60/256):  [F308] Berserker
ENCOUNTER 4 (16/256):  [F33] Bander S. (3)


GROUP 177
ENCOUNTER 1 (90/256):  [F347] LevelCheck, Prototype
ENCOUNTER 2 (90/256):  [F350] Traveler, Garkimasra, Mold Wind
ENCOUNTER 3 (60/256):  [F353] Bomb, Wild Nack, BlandLamia
ENCOUNTER 4 (16/256):  [F350] Traveler, Garkimasra, Mold Wind


GROUP 178
ENCOUNTER 1 (90/256):  [F348] D.Chimera, Drippy, Torrent
ENCOUNTER 2 (90/256):  [F351] Whirl Demon, Goblin, BlackFlame
ENCOUNTER 3 (60/256):  [F349] Elf Toad, MiniMage, Crew Dust
ENCOUNTER 4 (16/256):  [F351] Whirl Demon, Goblin, BlackFlame


GROUP 179
ENCOUNTER 1 (90/256):  [F349] Elf Toad, MiniMage, Crew Dust
ENCOUNTER 2 (90/256):  [F352] Dilure, Magic Drgn, Blood Slime
ENCOUNTER 3 (60/256):  [F350] Traveler, Garkimasra, Mold Wind
ENCOUNTER 4 (16/256):  [F352] Dilure, Magic Drgn, Blood Slime


GROUP 180
ENCOUNTER 1 (90/256):  [F350] Traveler, Garkimasra, Mold Wind
ENCOUNTER 2 (90/256):  [F353] Bomb, Wild Nack, BlandLamia
ENCOUNTER 3 (60/256):  [F351] Whirl Demon, Goblin, BlackFlame
ENCOUNTER 4 (16/256):  [F353] Bomb, Wild Nack, BlandLamia


GROUP 181
ENCOUNTER 1 (90/256):  [F351] Whirl Demon, Goblin, BlackFlame
ENCOUNTER 2 (90/256):  [F347] LevelCheck, Prototype
ENCOUNTER 3 (60/256):  [F352] Dilure, Magic Drgn, Blood Slime
ENCOUNTER 4 (16/256):  [F352] Dilure, Magic Drgn, Blood Slime


GROUP 182
ENCOUNTER 1 (90/256):  [F352] Dilure, Magic Drgn, Blood Slime
ENCOUNTER 2 (90/256):  [F348] D.Chimera, Drippy, Torrent
ENCOUNTER 3 (60/256):  [F353] Bomb, Wild Nack, BlandLamia
ENCOUNTER 4 (16/256):  [F351] Whirl Demon, Goblin, BlackFlame


GROUP 183
ENCOUNTER 1 (90/256):  [F353] Bomb, Wild Nack, BlandLamia
ENCOUNTER 2 (90/256):  [F349] Elf Toad, MiniMage, Crew Dust
ENCOUNTER 3 (60/256):  [F347] LevelCheck, Prototype
ENCOUNTER 4 (16/256):  [F350] Traveler, Garkimasra, Mold Wind


GROUP 184
ENCOUNTER 1 (90/256):  [F347] LevelCheck, Prototype
ENCOUNTER 2 (90/256):  [F350] Traveler, Garkimasra, Mold Wind
ENCOUNTER 3 (60/256):  [F348] D.Chimera, Drippy, Torrent
ENCOUNTER 4 (16/256):  [F349] Elf Toad, MiniMage, Crew Dust


GROUP 185
ENCOUNTER 1 (90/256):  [F348] D.Chimera, Drippy, Torrent
ENCOUNTER 2 (90/256):  [F351] Whirl Demon, Goblin, BlackFlame
ENCOUNTER 3 (60/256):  [F349] Elf Toad, MiniMage, Crew Dust
ENCOUNTER 4 (16/256):  [F348] D.Chimera, Drippy, Torrent


GROUP 186
ENCOUNTER 1 (90/256):  [F349] Elf Toad, MiniMage, Crew Dust
ENCOUNTER 2 (90/256):  [F352] Dilure, Magic Drgn, Blood Slime
ENCOUNTER 3 (60/256):  [F348] D.Chimera, Drippy, Torrent
ENCOUNTER 4 (16/256):  [F347] LevelCheck, Prototype


GROUP 187
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GROUP 187
ENCOUNTER 1 (90/256):  [F0] Goblin
ENCOUNTER 2 (90/256):  [F0] Goblin
ENCOUNTER 3 (60/256):  [F0] Goblin
ENCOUNTER 4 (16/256):  [F0] Goblin


GROUP 188
ENCOUNTER 1 (90/256):  [F0] Goblin
ENCOUNTER 2 (90/256):  [F0] Goblin
ENCOUNTER 3 (60/256):  [F0] Goblin
ENCOUNTER 4 (16/256):  [F0] Goblin


GROUP 189
ENCOUNTER 1 (90/256):  [F121] Ra Mage, LonkaKnght
ENCOUNTER 2 (90/256):  [F122] LonkaKnght (3)
ENCOUNTER 3 (60/256):  [F123] Ra Mage (2), StonedMask (3)
ENCOUNTER 4 (16/256):  [F124] LonkaKnght (2), StonedMask (2)


GROUP 190
ENCOUNTER 1 (90/256):  [F123] Ra Mage (2), StonedMask (3)
ENCOUNTER 2 (90/256):  [F124] LonkaKnght (2), StonedMask (2)
ENCOUNTER 3 (60/256):  [F125] Whirl Demon
ENCOUNTER 4 (16/256):  [F126] Whirl Demon (2)


GROUP 191
ENCOUNTER 1 (90/256):  [F125] Whirl Demon
ENCOUNTER 2 (90/256):  [F126] Whirl Demon (2)
ENCOUNTER 3 (60/256):  [F127] Whirl Demon, LonkaKnght (2)
ENCOUNTER 4 (16/256):  [F128] Lamia


GROUP 192
ENCOUNTER 1 (90/256):  [F127] Whirl Demon, LonkaKnght (2)
ENCOUNTER 2 (90/256):  [F128] Lamia
ENCOUNTER 3 (60/256):  [F129] Lamia, StonedMask (3)
ENCOUNTER 4 (16/256):  [F130] ArchaeToad (3)


GROUP 193
ENCOUNTER 1 (90/256):  [F129] Lamia, StonedMask (3)
ENCOUNTER 2 (90/256):  [F130] ArchaeToad (3)
ENCOUNTER 3 (60/256):  [F131] ArchaeToad, Whirl Demon, Lamia
ENCOUNTER 4 (16/256):  [F132] Hyudora


GROUP 194
ENCOUNTER 1 (90/256):  [F131] ArchaeToad, Whirl Demon, Lamia
ENCOUNTER 2 (90/256):  [F132] Hyudora
ENCOUNTER 3 (60/256):  [F133] Hyudora, Ra Mage, LonkaKnght
ENCOUNTER 4 (16/256):  [F134] Hydra


GROUP 195
ENCOUNTER 1 (90/256):  [F133] Hyudora, Ra Mage, LonkaKnght
ENCOUNTER 2 (90/256):  [F134] Hydra
ENCOUNTER 3 (60/256):  [F121] Ra Mage, LonkaKnght
ENCOUNTER 4 (16/256):  [F122] LonkaKnght (3)


GROUP 196
ENCOUNTER 1 (90/256):  [F285] Ixecrator
ENCOUNTER 2 (90/256):  [F286] Ixecrator (3)
ENCOUNTER 3 (60/256):  [F287] Owazoral (2)
ENCOUNTER 4 (16/256):  [F422] Tote Avis


GROUP 197
ENCOUNTER 1 (90/256):  [F287] Owazoral (2)
ENCOUNTER 2 (90/256):  [F289] Ixecrator (3), Owazoral
ENCOUNTER 3 (60/256):  [F285] Ixecrator
ENCOUNTER 4 (16/256):  [F422] Tote Avis


GROUP 198
ENCOUNTER 1 (90/256):  [F290] ShdwDancer
ENCOUNTER 2 (90/256):  [F285] Ixecrator
ENCOUNTER 3 (60/256):  [F422] Tote Avis
ENCOUNTER 4 (16/256):  [F288] Owazoral (5)
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ENCOUNTER 1 (16/256):   [F288] Owazoral (5)


  GROUP 199
  ENCOUNTER 1 (90/256):   [F291] ShdwDancer, Ixecrator, Owazoral
  ENCOUNTER 2 (90/256):   [F292] Cursed One, Owazoral
  ENCOUNTER 3 (60/256):   [F288] Owazoral (5)
  ENCOUNTER 4 (16/256):   [F422] Tote Avis


  GROUP 200
  ENCOUNTER 1 (90/256):   [F293] Cursed One (4)
  ENCOUNTER 2 (90/256):   [F295] Slownin
  ENCOUNTER 3 (60/256):   [F422] Tote Avis
  ENCOUNTER 4 (16/256):   [F288] Owazoral (5)


  GROUP 201
  ENCOUNTER 1 (90/256):   [F296] Slownin, Slownin
  ENCOUNTER 2 (90/256):   [F294] Cursed One, Ixecrator, ShdwDancer
  ENCOUNTER 3 (60/256):   [F422] Tote Avis
  ENCOUNTER 4 (16/256):   [F288] Owazoral (5)


  GROUP 202
  ENCOUNTER 1 (90/256):   [F265] BlandLamia
  ENCOUNTER 2 (90/256):   [F268] Pyra Layer, Nile, BlandLamia
  ENCOUNTER 3 (60/256):   [F266] BlandLamia (2)
  ENCOUNTER 4 (16/256):   [F267] BlandLamia, Pyra Layer


  GROUP 203
  ENCOUNTER 1 (90/256):   [F266] BlandLamia (2)
  ENCOUNTER 2 (90/256):   [F265] BlandLamia
  ENCOUNTER 3 (60/256):   [F270] Nile (6)
  ENCOUNTER 4 (16/256):   [F270] Nile (6)


  GROUP 204
  ENCOUNTER 1 (90/256):   [F267] BlandLamia, Pyra Layer
  ENCOUNTER 2 (90/256):   [F275] ZephyrZone, [D.Chimera, LonkaKnght]
  ENCOUNTER 3 (60/256):   [F275] ZephyrZone, [D.Chimera, LonkaKnght]
  ENCOUNTER 4 (16/256):   [F276] ZephyrZone, [AdamaGolem, BioSoldier]


  GROUP 205
  ENCOUNTER 1 (90/256):   [F264] Sekmet
  ENCOUNTER 2 (90/256):   [F265] BlandLamia
  ENCOUNTER 3 (60/256):   [F277] ZephyrZone, [Ziggurat, Lunenta]
  ENCOUNTER 4 (16/256):   [F277] ZephyrZone, [Ziggurat, Lunenta]


  GROUP 206
  ENCOUNTER 1 (90/256):   [F268] Pyra Layer, Nile, BlandLamia
  ENCOUNTER 2 (90/256):   [F267] BlandLamia, Pyra Layer
  ENCOUNTER 3 (60/256):   [F276] ZephyrZone, [AdamaGolem, BioSoldier]
  ENCOUNTER 4 (16/256):   [F275] ZephyrZone, [D.Chimera, LonkaKnght]


  GROUP 207
  ENCOUNTER 1 (90/256):   [F269] Nile (3)
  ENCOUNTER 2 (90/256):   [F275] ZephyrZone, [D.Chimera, LonkaKnght]
  ENCOUNTER 3 (60/256):   [F270] Nile (6)
  ENCOUNTER 4 (16/256):   [F268] Pyra Layer, Nile, BlandLamia


  GROUP 208
  ENCOUNTER 1 (90/256):   [F271] Nile (3), BlandLamia
  ENCOUNTER 2 (90/256):   [F276] ZephyrZone, [AdamaGolem, BioSoldier]
  ENCOUNTER 3 (60/256):   [F265] BlandLamia
  ENCOUNTER 4 (16/256):   [F270] Nile (6)


  GROUP 209
  ENCOUNTER 1 (90/256):   [F274] BlandLamia (2), Nile (2)
  ENCOUNTER 2 (90/256):   [F277] ZephyrZone, [Ziggurat, Lunenta]
  ENCOUNTER 3 (60/256):   [F266] BlandLamia (2)
  ENCOUNTER 4 (16/256):   [F270] Nile (6)


  GROUP 210
  ENCOUNTER 1 (90/256):   [F358] Chamcubia, Bella Donna
  ENCOUNTER 2 (90/256):   [F358] Chamcubia, Bella Donna
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                 ENCOUNTER 2 (90/256):  [F358] Chamcubia, Bella Donna
ENCOUNTER 3 (60/256):  [F358] Chamcubia, Bella Donna
ENCOUNTER 4 (16/256):  [F359] Bella Donna, Cherie


GROUP 211
ENCOUNTER 1 (90/256):  [F359] Bella Donna, Cherie
ENCOUNTER 2 (90/256):  [F359] Bella Donna, Cherie
ENCOUNTER 3 (60/256):  [F359] Bella Donna, Cherie
ENCOUNTER 4 (16/256):  [F360] Cherie, Chamcubia


GROUP 212
ENCOUNTER 1 (90/256):  [F177] Drippy (2)
ENCOUNTER 2 (90/256):  [F178] Likaon
ENCOUNTER 3 (60/256):  [F505] ????
ENCOUNTER 4 (16/256):  [F179] Likaon (5)


GROUP 213
ENCOUNTER 1 (90/256):  [F180] BoneDragon, Drippy (2)
ENCOUNTER 2 (90/256):  [F181] Sting Eagle (2)
ENCOUNTER 3 (60/256):  [F505] ????
ENCOUNTER 4 (16/256):  [F179] Likaon (5)


GROUP 214
ENCOUNTER 1 (90/256):  [F187] Golem, BoneDragon, ZombieDrgn
ENCOUNTER 2 (90/256):  [F182] Sting Eagle, Drippy
ENCOUNTER 3 (60/256):  [F505] ????
ENCOUNTER 4 (16/256):  [F178] Likaon


GROUP 215
ENCOUNTER 1 (90/256):  [F187] Golem, BoneDragon, ZombieDrgn
ENCOUNTER 2 (90/256):  [F183] BoneDragon, Sting Eagle, Likaon (2)
ENCOUNTER 3 (60/256):  [F184] BoneDragon (2)
ENCOUNTER 4 (16/256):  [F178] Likaon


GROUP 216
ENCOUNTER 1 (90/256):  [F185] ZombieDrgn
ENCOUNTER 2 (90/256):  [F186] ZombieDrgn, Sting Eagle, Drippy
ENCOUNTER 3 (60/256):  [F184] BoneDragon (2)
ENCOUNTER 4 (16/256):  [F186] ZombieDrgn, Sting Eagle, Drippy


GROUP 217
ENCOUNTER 1 (90/256):  [F185] ZombieDrgn
ENCOUNTER 2 (90/256):  [F179] Likaon (5)
ENCOUNTER 3 (60/256):  [F186] ZombieDrgn, Sting Eagle, Drippy
ENCOUNTER 4 (16/256):  [F186] ZombieDrgn, Sting Eagle, Drippy


GROUP 218
ENCOUNTER 1 (90/256):  [F158] Blood Slime (3)
ENCOUNTER 2 (90/256):  [F162] MooglEater, Acrophese, Blood Slime
ENCOUNTER 3 (60/256):  [F163] Lopros
ENCOUNTER 4 (16/256):  [F159] Blood Slime (6)


GROUP 219
ENCOUNTER 1 (90/256):  [F160] Acrophese (4)
ENCOUNTER 2 (90/256):  [F161] MooglEater (2)
ENCOUNTER 3 (60/256):  [F164] Lopros (2)
ENCOUNTER 4 (16/256):  [F163] Lopros


GROUP 220
ENCOUNTER 1 (90/256):  [F188] Neon
ENCOUNTER 2 (90/256):  [F190] Traveler, Neon (2)
ENCOUNTER 3 (60/256):  [F192] Wall Knight
ENCOUNTER 4 (16/256):  [F194] Traveler, Wall Knight, Magnetes


GROUP 221
ENCOUNTER 1 (90/256):  [F189] Neon (3)
ENCOUNTER 2 (90/256):  [F191] Magnetes (2), Wall Knight (2)
ENCOUNTER 3 (60/256):  [F193] Traveler, Gravido
ENCOUNTER 4 (16/256):  [F195] Tricker (3)


GROUP 222
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GROUP 222
ENCOUNTER 1 (90/256):  [F190] Traveler, Neon (2)
ENCOUNTER 2 (90/256):  [F192] Wall Knight
ENCOUNTER 3 (60/256):  [F194] Traveler, Wall Knight, Magnetes
ENCOUNTER 4 (16/256):  [F196] Tricker (2), Traveler


GROUP 223
ENCOUNTER 1 (90/256):  [F191] Magnetes (2), Wall Knight (2)
ENCOUNTER 2 (90/256):  [F193] Traveler, Gravido
ENCOUNTER 3 (60/256):  [F195] Tricker (3)
ENCOUNTER 4 (16/256):  [F197] Gravido, Wall Knight, Magnetes


GROUP 224
ENCOUNTER 1 (90/256):  [F192] Wall Knight
ENCOUNTER 2 (90/256):  [F194] Traveler, Wall Knight, Magnetes
ENCOUNTER 3 (60/256):  [F196] Tricker (2), Traveler
ENCOUNTER 4 (16/256):  [F198] Gravido, Wall Knight, Tricker


GROUP 225
ENCOUNTER 1 (90/256):  [F193] Traveler, Gravido
ENCOUNTER 2 (90/256):  [F195] Tricker (3)
ENCOUNTER 3 (60/256):  [F197] Gravido, Wall Knight, Magnetes
ENCOUNTER 4 (16/256):  [F199] Ziggurat


GROUP 226
ENCOUNTER 1 (90/256):  [F194] Traveler, Wall Knight, Magnetes
ENCOUNTER 2 (90/256):  [F196] Tricker (2), Traveler
ENCOUNTER 3 (60/256):  [F198] Gravido, Wall Knight, Tricker
ENCOUNTER 4 (16/256):  [F200] Ziggurat, Magnetes (2)


GROUP 227
ENCOUNTER 1 (90/256):  [F195] Tricker (3)
ENCOUNTER 2 (90/256):  [F197] Gravido, Wall Knight, Magnetes
ENCOUNTER 3 (60/256):  [F199] Ziggurat
ENCOUNTER 4 (16/256):  [F201] Ziggurat (2), Magnetes


GROUP 228
ENCOUNTER 1 (90/256):  [F196] Tricker (2), Traveler
ENCOUNTER 2 (90/256):  [F198] Gravido, Wall Knight, Tricker
ENCOUNTER 3 (60/256):  [F200] Ziggurat, Magnetes (2)
ENCOUNTER 4 (16/256):  [F188] Neon


GROUP 229
ENCOUNTER 1 (90/256):  [F197] Gravido, Wall Knight, Magnetes
ENCOUNTER 2 (90/256):  [F199] Ziggurat
ENCOUNTER 3 (60/256):  [F201] Ziggurat (2), Magnetes
ENCOUNTER 4 (16/256):  [F189] Neon (3)


GROUP 230
ENCOUNTER 1 (90/256):  [F157] ShieldDrgn
ENCOUNTER 2 (90/256):  [F157] ShieldDrgn
ENCOUNTER 3 (60/256):  [F157] ShieldDrgn
ENCOUNTER 4 (16/256):  [F157] ShieldDrgn


GROUP 231
ENCOUNTER 1 (90/256):  [F175] Andagranda
ENCOUNTER 2 (90/256):  [F175] Andagranda
ENCOUNTER 3 (60/256):  [F176] Andagranda (4)
ENCOUNTER 4 (16/256):  [F176] Andagranda (4)


GROUP 232
ENCOUNTER 1 (90/256):  [F210] GajraGajri (3)
ENCOUNTER 2 (90/256):  [F211] GajraGajri (2), MiniMage (2)
ENCOUNTER 3 (60/256):  [F212] Mammon (3), MiniMage (2)
ENCOUNTER 4 (16/256):  [F213] Mammon (2), GajraGajri (2), MiniMage


GROUP 233
ENCOUNTER 1 (90/256):  [F212] Mammon (3), MiniMage (2)
ENCOUNTER 2 (90/256):  [F213] Mammon (2), GajraGajri (2), MiniMage
ENCOUNTER 3 (60/256):  [F214] Imp (2)
ENCOUNTER 4 (16/256):  [F215] Imp, Mammon (2), GajraGajri
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ENCOUNTER 1 (90/256):  [F215] Imp, Mammon (2), GajraGajri

GROUP 234
ENCOUNTER 1 (90/256):  [F217] Wyrm
ENCOUNTER 2 (90/256):  [F218] Wyrm, MiniMage (2)
ENCOUNTER 3 (60/256):  [F209] MiniMage (6)
ENCOUNTER 4 (16/256):  [F209] MiniMage (6)

GROUP 235
ENCOUNTER 1 (90/256):  [F215] Imp, Mammon (2), GajraGajri
ENCOUNTER 2 (90/256):  [F216] Imp (2), GajraGajri, MiniMage
ENCOUNTER 3 (60/256):  [F217] Wyrm
ENCOUNTER 4 (16/256):  [F218] Wyrm, MiniMage (2)

GROUP 236
ENCOUNTER 1 (90/256):  [F360] Cherie, Chamcubia
ENCOUNTER 2 (90/256):  [F360] Cherie, Chamcubia
ENCOUNTER 3 (60/256):  [F360] Cherie, Chamcubia
ENCOUNTER 4 (16/256):  [F359] Bella Donna, Cherie

GROUP 237
ENCOUNTER 1 (90/256):  [F219] TwinLizard (2)
ENCOUNTER 2 (90/256):  [F220] Blind Wolf (5)
ENCOUNTER 3 (60/256):  [F222] Wall Mage, Blind Wolf (2), TwinLizard
ENCOUNTER 4 (16/256):  [F223] Wall Mage (3)

GROUP 238
ENCOUNTER 1 (90/256):  [F220] Blind Wolf (5)
ENCOUNTER 2 (90/256):  [F221] TwinLizard (2), Blind Wolf, Arage
ENCOUNTER 3 (60/256):  [F222] Wall Mage, Blind Wolf (2), TwinLizard
ENCOUNTER 4 (16/256):  [F223] Wall Mage (3)

GROUP 239
ENCOUNTER 1 (90/256):  [F221] TwinLizard (2), Blind Wolf, Arage
ENCOUNTER 2 (90/256):  [F219] TwinLizard (2)
ENCOUNTER 3 (60/256):  [F223] Wall Mage (3)
ENCOUNTER 4 (16/256):  [F223] Wall Mage (3)

GROUP 240
ENCOUNTER 1 (90/256):  [F224] Magic Drgn
ENCOUNTER 2 (90/256):  [F225] Magic Drgn, TwinLizard, Wall Mage
ENCOUNTER 3 (60/256):  [F226] Magic Drgn (3), Arage, Blind Wolf
ENCOUNTER 4 (16/256):  [F227] DarkWizard (2)

GROUP 241
ENCOUNTER 1 (90/256):  [F227] DarkWizard (2)
ENCOUNTER 2 (90/256):  [F228] DarkWizard (2), Wall Mage
ENCOUNTER 3 (60/256):  [F229] AdamaGolem, Arage (3)
ENCOUNTER 4 (16/256):  [F230] AdamaGolem (2)

GROUP 242
ENCOUNTER 1 (90/256):  [F230] AdamaGolem (2)
ENCOUNTER 2 (90/256):  [F231] AdamaGolem, DarkWizard, Wall Mage
ENCOUNTER 3 (60/256):  [F232] BandelKuar (2), DarkWizard
ENCOUNTER 4 (16/256):  [F233] BandelKuar, Blind Wolf (2)

GROUP 243
ENCOUNTER 1 (90/256):  [F233] BandelKuar, Blind Wolf (2)
ENCOUNTER 2 (90/256):  [F234] Motordrive (2)
ENCOUNTER 3 (60/256):  [F239] Red Dragon, BlueDragon
ENCOUNTER 4 (16/256):  [F236] Red Dragon

GROUP 244
ENCOUNTER 1 (90/256):  [F231] AdamaGolem, DarkWizard, Wall Mage
ENCOUNTER 2 (90/256):  [F237] Yellow Drgn
ENCOUNTER 3 (60/256):  [F236] Red Dragon
ENCOUNTER 4 (16/256):  [F239] Red Dragon, BlueDragon

GROUP 245
ENCOUNTER 1 (90/256):  [F235] Motordrive (2), DarkWizard
ENCOUNTER 2 (90/256):  [F240] Yellow Drgn (2)
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ENCOUNTER 2 (90/256):   [F230] Yellow Drgn (2)
ENCOUNTER 3 (60/256):   [F238] BlueDragon (3)
ENCOUNTER 4 (16/256):   [F229] AdamaGolem, Arage (3)


GROUP 246
ENCOUNTER 1 (90/256):   [F140] Tarantula (2)
ENCOUNTER 2 (90/256):   [F141] Tarantula (4)
ENCOUNTER 3 (60/256):   [F142] Jail Bear
ENCOUNTER 4 (16/256):   [F143] Jail Bear, Tarantula (2)


GROUP 247
ENCOUNTER 1 (90/256):   [F142] Jail Bear
ENCOUNTER 2 (90/256):   [F140] Tarantula (2)
ENCOUNTER 3 (60/256):   [F143] Jail Bear, Tarantula (2)
ENCOUNTER 4 (16/256):   [F141] Tarantula (4)


GROUP 248
ENCOUNTER 1 (90/256):   [F254] Radiator (2)
ENCOUNTER 2 (90/256):   [F254] Radiator (2)
ENCOUNTER 3 (60/256):   [F255] Radiator (4)
ENCOUNTER 4 (16/256):   [F255] Radiator (4)


GROUP 249
ENCOUNTER 1 (90/256):   [F257] Metamorpha, [Shiva, Gala Cat, Elf Toad]
ENCOUNTER 2 (90/256):   [F254] Radiator (2)
ENCOUNTER 3 (60/256):   [F258] Metamorpha, [Ifrit, Wyvern, Whirl Demon]
ENCOUNTER 4 (16/256):   [F255] Radiator (4)


GROUP 250
ENCOUNTER 1 (90/256):   [F258] Metamorpha, [Ifrit, Wyvern, Whirl Demon]
ENCOUNTER 2 (90/256):   [F257] Metamorpha, [Shiva, Gala Cat, Elf Toad]
ENCOUNTER 3 (60/256):   [F254] Radiator (2)
ENCOUNTER 4 (16/256):   [F255] Radiator (4)


GROUP 251
ENCOUNTER 1 (90/256):   [F256] Metamorpha, [Shiva, Ifrit, Ramuh]
ENCOUNTER 2 (90/256):   [F259] Metamorpha, [Ramuh, Crew Dust, ZombieDrgn]
ENCOUNTER 3 (60/256):   [F259] Metamorpha, [Ramuh, Crew Dust, ZombieDrgn]
ENCOUNTER 4 (16/256):   [F255] Radiator (4)


GROUP 252
ENCOUNTER 1 (90/256):   [F361] Chamcubia (3)
ENCOUNTER 2 (90/256):   [F361] Chamcubia (3)
ENCOUNTER 3 (60/256):   [F361] Chamcubia (3)
ENCOUNTER 4 (16/256):   [F358] Chamcubia, Bella Donna


GROUP 253
ENCOUNTER 1 (90/256):   [F362] Bella Donna (3)
ENCOUNTER 2 (90/256):   [F362] Bella Donna (3)
ENCOUNTER 3 (60/256):   [F362] Bella Donna (3)
ENCOUNTER 4 (16/256):   [F360] Cherie, Chamcubia


GROUP 254
ENCOUNTER 1 (90/256):   [F363] Cherie (3)
ENCOUNTER 2 (90/256):   [F363] Cherie (3)
ENCOUNTER 3 (60/256):   [F363] Cherie (3)
ENCOUNTER 4 (16/256):   [F359] Bella Donna, Cherie


GROUP 255
ENCOUNTER 1 (90/256):   [F364] Chamcubia, Bella Donna, Cherie
ENCOUNTER 2 (90/256):   [F364] Chamcubia, Bella Donna, Cherie
ENCOUNTER 3 (60/256):   [F364] Chamcubia, Bella Donna, Cherie
ENCOUNTER 4 (16/256):   [F358] Chamcubia, Bella Donna

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12) BUGS

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```

12.1) KNIVES M PARAMETER BUG
****

In the assembly code, it does appear that the formula for M for Knives was
meant to be:

M = (Level*Strength)/128 + (Level*Agility)/128 + 2

However, due to two lines being in the wrong order, only the first byte of
(Level*Agility) is used, instead of the whole 16-bit value.

As an example, let's say your Level is 32 and your Agility is 4.

Level * Agility = 4 * 32 = 128 = 0080h as a 16-bit number.

The first byte of 0080h is 80h = 128.

Divide by 128 = 1

Thus, Level 32 and Agility 4 gives you + 1 M

Now, use Level 32 and Agility 96:

Level * Agility = 32 * 96 = 3072 = 0C00h as a 16-bit number.

The first byte of 0C00h = 00h = 0
Divide by 128 = 0

Thus, Level 32 and Agility 96 gives you 0 bonus to M

So, since the maximum value the first byte of any 16-bit number can be
is FFh = 255, the maximum bonus to M is 255/128 = 1 (round down all fractions).

If you're interested in fixing this bug, use a Hex Editor to edit the FFV ROM
and make the following changes:

The original data at offsets:

$28313: A5
$28314: 26
$28315: C2
$28316: 20

Change these values to:

$28313: C2
$28314: 20
$28315: A5
$28316: 26

(Make a backup of your ROM, first, of course!!!!)

This will make the formula for M be:

M = (Level*Strength)/128 + (Level*Agility)/128 + 2

This change will affect any Attack type that uses the Knives Damage Parameters.
This includes Knives, Bows, Whips, Rising Sun and Full Moon, but not Maneater
or AntiMagic Bow.

Also note, that this gives a noticeable boost in power to any job that uses
those weapons. Usernamehere from the FFV SNES Message Board has observed that
this fix makes them too powerful for his tastes. For an alternate but more
complicated fix, you can try the following:

Original values:

$282FD-$28304: 18 69 02 00 85 0E 7B E2
$28305-$2830C: 20 AD E2 7B 85 24 AD E5
$2830D-$28314: 7B 85 25 20 F1 00 A5 26

```
$28315-$2831C: C2 20 20 BB 01 18 65 0E

$10308A-$103091: 00 00 00 00 00 00 00 00
$103092-$103099: 00 00 00 00 00 00 00 00
```

Change to:

```
$282FD-$28304: 85 0E 7B E2 20 AD E2 7B
$28305-$2830C: 85 24 AD E5 7B 85 25 20
$2830D-$28314: F1 00 C2 20 A5 26 20 BB
$28315-$2831C: 01 22 8A 2E D0 69 02 00

$10308A-$103091: 18 C5 12 B0 03 4A 80 04
$103092-$103099: 46 0F 66 0E 65 0E 18 6B
```

This will make the formula for M be:

If Agility > Strength, M = (Strength*Level)/256 + (Agility*Level)/128 + 2
Otherwise, M = (Strength*Level)/128 + (Agility*Level)/256 + 2

NOTES:

1) Given the extensive changes required, you REEEAAAALLY should make sure you
have a backup of your original ROM.

2) Addresses $10308A-$103099 should be all 00. Essentially, I put extra lines
of code that were required into what should be empty space in the ROM. However,
it is definitely possible that different translations or other hacks/patches
have used this space for their own purposes. For the record, I'm using
translation patch 1.10 by RPGE. If you notice that this space is NOT all 00,
please let me know what translation, hacks, or patches you are using. Addresses
$10308A-$103099 is located right after the Monster Stats Data in the ROM, so
most likely and hacks that adds monsters to the game would use this section.

3) It doesn't matter whether or not you've applied the first fix. This one will
overwrite it.

4) I hope this is obvious, but just in case: if you want to go back to
the original fix, you MUST undo these changes first. Easiest way, of
course, is to just go back to your original ROM and re-apply the original,
simple fix.

5) This fix is a bit different from the one I posted in the FFV SNES Message
board. There, I used addresses $28014A-$280159 to store the extra lines.
However, it was found that this would not work on the original FFV ROM, since
it only goes to $200000, and the extra space was added with the RPGe
translation patch. The fix listed above should be more compatible with the
original ROM, as well as those that use emulators with auto IPS patchers.

6) I've made an .ips for this and it should be available at
http://www.tenchinohoukai.greatnow.com
Thanks to Djibriel for agreeing to host this patch at his website.

```
*********************
12.2) POWER DRINK BUG
*********************
```

The intention for Power Drink seems to be to increase your Weapon Attack Power
by 20. Unfortunately, due to the way the game was programmed, it will just
use the original, unmodified Weapon Attack Power when using virtually all
Fighting commands. The only exception is Goblin Punch, which will benefit
from the Power Drink bonus.

If you're interested in fixing this bug, here are the following changes that
are required:

Address changes:

Original Addresses:

```
$281FE-$28201: AA BD 03 7A

$28240-$28243: AA BD 03 7A

$282D6-$282D9: AA BD 03 7A

$2832D-$28330: AA BD 03 7A

$284B0-$284B3: BF 07 00 D1

$28784-$28787: AA 86 50 AD
$28788-$28789: E5 7B

$287AF-$287B6: 18 BD 44 20 7D 45 20 85
$287B7-$287BC: 50 7B 69 00 85 51

$28826-$28829: AD 75 7C 4A

$2939B: 44

$293A4: 44

$293A6: 18

$10309A-$1030A1: 00 00 00 00 00 00 00 00
$1030A2-$1030A9: 00 00 00 00 00 00 00 00
$1030AA-$1030B1: 00 00 00 00 00 00 00 00
$1030B2-$1030B9: 00 00 00 00 00 00 00 00
$1030BA-$1030C1: 00 00 00 00 00 00 00 00
$1030C2-$1030C9: 00 00 00 00 00 00 00 00
$1030CA-$1030D1: 00 00 00 00 00 00 00 00
$1030D2-$1030D9: 00 00 00 00 00 00 00 00
$1030DA-$1030E1: 00 00 00 00 00 00 00 00
$1030E2: 00

Change to:

$281FE-$28201: 22 AB 2E D0

$28240-$28243: 22 AB 2E D0

$282D6-$282D9: 22 AB 2E D0

$2832D-$28330: 22 AB 2E D0

$284B0-$284B3: 22 B9 2E D0

$28784-$28787: 22 AF 2E D0
$28788-$28789: EA EA

$287AF-$287B6: 22 C9 2E D0 80 08 00 00
$287B7-$287BC: 00 00 00 00 00 00

$28826-$28829: 22 C1 2E D0

$2939B: 76

$293A4: 76

$293A6: 60

$10309A-$1030A1: AA BD 03 7A DA A6 32 18
$1030A2-$1030A9: 7D 76 20 90 02 A9 FF FA
$1030AA-$1030B1: 60 20 9A 2E 6B 20 9E 2E
$1030B2-$1030B9: AA 86 50 AD E5 7B 6B BF
$1030BA-$1030C1: 07 00 D1 20 9E 2E 6B AD
$1030C2-$1030C9: 75 7C 4A 20 9E 2E 6B BD
$1030CA-$1030D1: 44 20 20 9E 2E 85 0E 7B
$1030D2-$1030D9: BD 45 20 20 9E 2E 64 0F
$1030DA-$1030E1: C2 20 65 0E 85 50 E2 20
```

```
$1030DA-$1030E1: C2 20 05 02 05 05 E2 20
$1030E2: 6B
```

This will make Power Drink work as follows:

Power Drink will boost the Attack Power for each hand by 20. Drinking
multiple Power Drinks will be cumulative. The maximum Attack Power each hand
can have is 255. You should also be able to switch weapons during battle and
retain the Power Drink bonus. The conditions on keeping the Power Drink bonus
should be the same as the bonuses due to Hero Song, Power Song etc. Therefore
you should keep the bonus if you die and then are revived, but you'll lose it
if you cast Reset (as it should be).

Note that Power Drink will only work on weapons that depend on Strength. You
will not receive the Power Drink bonus when you use Rods or Harps for
example.

NOTES:

1) Always make a backup of your original ROM.

2) Addresses $10309A-$1030E2 should be all 00. Essentially, I put extra lines
of code that were required into what should be empty space in the ROM.
However, it is definitely possible that different translations or other
hacks/patches have used this space for their own purposes. If you notice that
this space is NOT all 00, please let me know what translation, hacks, or
patches you are using. Addresses $10309A-$1030E2 is located right after the
Monster Stats Data in the ROM, so if anything, only hacks that add monsters
to the game would use this section and would therefore not be compatible with
this patch.

3) This fix is compatible with either my Knife fixes in Section 12.1. It does
not matter if you apply this fix before or after applying either of those
fixes, or even if you don't apply either.

4) I'd like to thank Alex Jackson from the FFV SNES Message boards at GameFAQs
who pointed out this bug to me the first place, and gave some good pointers on
how to implement the changes. I'd also like to thank Silktail who also
provided some input on this patch as well.

5) I've made an .ips for this and it should be available at
http://www.tenchinohoukai.greatnow.com
Thanks to Djibriel for agreeing to host this patch at his website.

****
12.3) SWDSLAP
****

The Samurai's SwdSlap ability's description indicates that it should Paralyze
the enemy. However, from what I can tell, it only seems to issue a regular
Fight command. The only difference, however, is that it does not dispel
Charm, Sleep or Controlled Status.

****
12.4) WEAPON ODDITIES
****

Here are some things:

1) Staff can be Doubled Gripped (no indication of this in the Item Menu
Description)
2) Maneater is a essentially a spear and receives the Jumping damage bonus,
even though there is no "'Jump' to double attack power" in the Item Menu
Description.
3) AntiMagic Bow's Item Menu Description indicates "Double Grip Only", when
in fact can ONLY be equipped with a single hand.
4) Icebrand is Magic Sword OK and Double Grip OK, even though it is not
indicated on the Item Menu Description.
5) Excailbur is Double Grip OK even though it is not indicated on the Item
Menu Description. However, Excailbur will only do 1 damage whether you use
Double Grip or not. In fact, since it will always do 1 damage, you could

Double Grip or not. In fact, since it will always do 1 damage, you could
technically say it is also Back Row OK as well.
6) Rune Bell is not Back Row OK, contrary to its Item Menu Description.
7) Earth Hammer is Back Row OK, even though it is not indicated on the Item
Menu Description.

****
12.5) OBSERVE
****

There appears to be a bug with the Scan Monster (Attack Type 1D) subroutine.
This bug ends up affecting the !Observe command which is supposed to scan for
HP and Weaknesses, but only scans HP.

In the Scan Monster routine, the 6th byte of the Magic Data (or Command data
if using !Observe or !Analyze) is read and its bits determine which properties
to scan for:

Bit 6 = Level Scan
Bit 5 = HP Scan
Bit 4 = Weakness Scan
Bit 3 = Current Status Effects Scan

However, due to a typo, Bit 4 does nothing and Bit 3 controls both the
Weakness Scan and the Current Status Effects Scan.

This is what causes !Observe to only scan for HP -> it has Bit 5 and Bit 4 set
which should be correct, but the bug renders Bit 4 useless.

The good news:
This is a really simple one byte fix:

Original Value:

$26E94: 08

Change to:

$26E94: 10

(Addresses assume you have a 512k header)

More details:

For those that are interested, the assembly code for the Monster Scan routine
looks something like this:

C2/6C2A: A5 57 LDA $57 (Load Parameter 1)
C2/6C2C: 29 40 AND #$40 (Check Bit 6)
C2/6C2E: F0 16 BEQ $6C46
(Level Scan Algorithm).

C2/6C46: A5 57 LDA $57 (Load Parameter 1)
C2/6C48: 29 20 AND #$20 (Check Bit 5)
C2/6C4A: F0 45 BEQ $6C91
(HP Scan Algorithm).

C2/6C91: A5 57 LDA $57 (Load Parameter 1)
C2/6C93: 29 08 AND #$08 (Check Bit 3)
C2/6C95: F0 1E BEQ $6CB5
(Weakness Scan Algorithm).

C2/6CB5: A5 57 LDA $57 (Load Parameter 1)
C2/6CB7: 29 08 AND #$08 (Check Bit 3)
C2/6CB9: F0 25 BEQ $6CE0
(Status Effect Scan Algorithm)

Bit 3 is checked twice for both the Weakness Scan and Status Effect Scan.
Given the layout of the code, it is pretty obvious that it should be Bit 4
that is checked for the Weakness Scan, not Bit 3.

NOTES:

1) Always make a backup of your original ROM.

2) This fix is definitely compatible with either the original FFV Japanese ROM
or with the ROM patched with the RPGE 1.10 English translation. It's
extremely unlikely that any type of translation patch will be incompatible
with this fix. If you have any compatibility problems, e-mail me and let me
know which patches you are using.

3) This fix IS compatible with any of the above fixes in sections 12.1 or
12.2. It does not matter if you apply this fix before or after applying any
of those fixes. This fix will even work if you don't apply any of those
fixes, as well. You can also freely apply those fixes after you have used
this fix on the FFV ROM as well.

4) I've made an .ips for this and it should be available at
http://www.tenchinohoukai.greatnow.com
Thanks to Djibriel for agreeing to host this patch at his website.

****
12.6) RELEASING MOSS FUNGUS OR GEL FISH
****

If you Catch and Release a Moss Fungus or Gel Fish, they will cast X-Zone.
However, it is the monster spell X-Zone, not the Dimen spell X-Zone that is
cast. The monster spell X-Zone is self targetting only and therefore ends up
only killing the released monster, not the original party member who released
it (even though the graphic animation doesn't really indicate this). In
effect, Releasing Moss Fungus or Gel Fish end up doing nothing.

If you're not satisfied with having "dud" Releases, a simple fix can be made
so that Releasing Moss Fungus or Gel Fish will cast the Dimen spell X-Zone:

Original Addresses:

$1088C5: E9

$1088E0: E9

Change To:

$1088C5: 47

$1088E0: 47

CREDITS
I'd like to thank Djibriel who found this phenomena with Releasing Moss
Fungus in the first place.

****
12.8) KISS OF BLESSING
****

Kiss of Blessing has a very infamous bug. In the original game:

i) Kiss of Blessing ignores Berserk status immunity. Big time cheese tactic
that prevents monsters from using their normal AI scripts. This also can lead
to things like preventing Tree Ex-death to turn to Neo-Exdeath or preventing
recording that you've already killed Ramuh so you can encounter him again.

ii) Using Kiss of Blessing on a target that is already Berserked, Charmed or
Controlled will look like a miss (no spell animation is shown), but Haste is
still inflicted on the target. Image and Berserk are not.

I've made a fix so that:

i) On monsters, Kiss of Blessing will not ignore Berserk status immunity. It
will still inflict Haste and Image statuses, though, regardless of immunities.
On characters, it will still ignore Berserk status immunity. So you will still

on characters, it will still ignore Berserk Status Immunity. So you will still
Berserk your party member even if they are wearing a Ribbon or Bone Mail.
This, I believe, might have been the original intention of Kiss of Blessing:
to be able to work on your party member regardless of what they are wearing.
Kind of like how Dragon Armor will still grant Regen status, even if you're
wearing Bone Mail.

ii) If the target is Berserked, Charmed or Controlled, the spell will still
hit (you will see the spell animation) and you will still grant Image and
Haste statuses on the target. You will not grant Berserk status, though.
Charmed, Controlled and Berserk are basically mutually exclusive statuses and
it would be too complicated for me to try to override Charm or Control with
Berserk if anyone was thinking of that.

Here are the changes required:

Original Addresses:

$29247-$2924A: BD 1B 20 1D
$2924B-$2924E: 71 20 29 18
$2924F-$29252: D0 78 BD 1D
$29253-$29256: 20 29 20 D0
$29257-$29259: 71 80 11

$1030E3-$1030E6: 00 00 00 00

$1030EF-$1030F2: 00 00 00 00
$1030F3-$1030F6: 00 00 00 00
$1030F7-$1030FA: 00 00 00 00
$1030FB-$1030FE: 00 00 00 00
$1030FF-$103102: 00 00 00 00
$103103-$103104: 00 00

Change to:

$29247-$2924A: 5C E3 2E D0
$2924B-$2924E: 29 20 D0 02
$2924F-$29252: 80 1A A5 59
$29253-$29256: 49 08 85 59
$29257-$29259: 80 62 00

$1030E3-$1030E6: A5 48 C9 04
$1030E7-$1030EA: 90 07 BD 36
$1030EB-$1030EE: 20 29 08 D0
$1030EF-$1030F2: 11 BD 1B 20
$1030F3-$1030F6: 1D 71 20 29
$1030F7-$1030FA: 18 D0 07 BD
$1030FB-$1030FE: 1D 20 5C 4B
$1030FF-$103102: 90 C2 5C 51
$103103-$103104: 90 C2

1) Always make a backup of your original ROM.

2) Addresses $1030E3-$103104 should be all 00. Essentially, I put extra lines
of code that were required into what should be empty space in the ROM.
However, it is definitely possible that different translations or other
hacks/patches have used this space for their own purposes. If you notice that
this space is NOT all 00, please let me know what translation, hacks, or
patches you are using. Addresses $1030E3-$103104 is located right after the
Monster Stats Data in the ROM, so if anything, only hacks that add monsters
to the game would use this section and would therefore not be compatible with
this patch.

3) This fix IS compatible with any of the above fixes in sections 12.1 or
12.2. It does not matter if you apply this fix before or after applying any
of those fixes. This fix will even work if you don't apply any of those
fixes, as well. You can also freely apply those fixes after you have used
this fix on the FFV ROM as well.

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