

- **Air Pirate**

- Pre-Rescue: 10
- Post-Rescue: 47
- Common Drop: Power Gem (4%)
- Rare Drops: Hi-Potion (2%), Mega-Potion (1%)
- First encountered in: Neverland
- Best Pre-Rescue area: Pirate Ship (6)
- Best Post-Rescue area: Chamber 6 if NL set (12) / Pirate Ship (5)

- **Air Soldier**

- Pre-Rescue: 99
- Post-Rescue: 140
- Common Drop: Spirit Gem (4%)
- Rare Drops: Potion (2%), Hi-Potion (1%)
- First encountered in: Traverse Town (2nd visit)
- Best Pre-Rescue area: Third District (19)
- Best Post-Rescue area: High Tower (12)

- **Angel Star**

- Post-Rescue: 20
- Common Drop: Gale (6%)
- Rare Drop: Ether (2%)
- First encountered in: End of the World
- Best area: Giant Crevasse (3)

- **Aquatank**

- Pre-Rescue: 7
- Post-Rescue: 6
- Common Drop: Thunder Gem (8%)
- Rare Drops: Mega-Potion (4%), Thundaga Ring (1%)
- First encountered in: Atlantica
- Best Pre-Rescue area: Undersea Gorge (3)
- Best Post-Rescue area: Undersea Gorge (2)

- **Bandit**

- Pre-Rescue: 53
- Post-Rescue: 78
- Common Drop: Blaze Gem (4%)
- Rare Drops: Potion (2%), Protera Chain (0.5%)
- First encountered in: Agrabah
- Best Pre-Rescue area: Desert: Cave (12)
- Best Post-Rescue area: Lamp Chamber (16)

- **Barrel Spider**

- Pre-Rescue: 33
- Post-Rescue: 40
- Common Drop: Mythril Shard, Camping Set (1%)
- Rare Drop: Cottage (0.5%)
- First encountered in: Monstro
- Best area: Chamber 6 (8)
- **Battleship**
 - Pre-Rescue: 4
 - Post-Rescue: 7
 - Common Drop: Power Gem (8%)
 - Rare Drop: Elixir (1%)
 - First encountered in: Neverland
 - Best Pre-Rescue area: Pirate Ship (1)
 - Best Post-Rescue area: Pirate Ship (3)
- **(Arch) Behemoth**
 - Post-Rescue: 1
 - Common Drop: Mythril Shard (20%)
 - Rare Drop: Omega Arts (5%)
 - First encountered in: Hollow Bastion/End of the World
 - Only area: Final Dimension (no drops for Hades Cup/Linked Worlds Behemoths)
- **Bit Sniper**
 - Post-Rescue: ∞
 - Drop: N/A
 - First encountered in: End of the World
 - Only area: World of Chaos
- **Black Ballade**
 - Pre-Rescue: 1
 - Post-Rescue: 1
 - Common Drop: Lightning Stone (10-100%)
 - First encountered in: Deep Jungle
 - Only area: Bamboo Thicket (1)
- **Black Fungus**
 - Pre-Rescue: 13
 - Post-Rescue: 13
 - Drops (critical hit): Mystery Goo/Mold (100% chance if critical hit kill)
 - Drops (if sent flying/combo finisher): Mystery Mold/Goo (10%/100%)
 - First encountered in: Agrabah
 - Best area: Bazaar (4)

- **Blue Rhapsody**

- Pre-Rescue: 30
- Post-Rescue: 100
- Common Drop: Frost Shard (12%)
- Rare Drops: Ether (4%), Blizzara Ring (1%)
- First encountered in: Olympus Coliseum
- Best Pre-Rescue area: Second District (8)
- Best Post-Rescue area: Entrance Hall (18)

- **Bouncywild**

- Pre-Rescue: 22
- Post-Rescue: 40
- Common Drop: Power Shard (12%)
- Rare Drops: Hi-Potion (8%), Protera Chain (2%)
- Banana Drops: Ether (50%), Power Shard (20%), Mega-Ether (4%)
- First encountered in: Deep Jungle
- Best Pre-Rescue area: Tree House (11)
- Best Post-Rescue area: Tree House (13)

- **Chimera**

- Pre-Rescue: 1
- Post-Rescue: 1
- Common Drop: Blazing Stone (35%)
- Knock back 6 heads +1 Blazing Stone (20%)
- Knock back 9 heads +1 Blazing Stone (40%)
- First encountered in: Halloween Town
- Only area: Manor Ruins (1)

- **Darkball**

- Pre-Rescue: 37
- Post-Rescue: 385
- Drops: Lucid Crystal (1%), Hi-Potion (1%)
- First encountered in: Hollow Bastion
- Best Pre-Rescue area: Entrance Hall (11)
- Best Post-Rescue area: Undersea Valley/"Atlantica" (26)

- **Defender**

- Pre-Rescue: 15
- Post-Rescue: 50
- Common Drop: Bright Crystal (2%)
- Rare Drops: Elixir (1%), Defender (0.2%)
- First encountered in: Hollow Bastion
- Best Pre-Rescue area: Lift Stop (4) / Entrance Hall (2)
- Best Post-Rescue area: Grand Hall (6)

- **Fat Bandit**

- Pre-Rescue: 19
- Post-Rescue: 46
- Common Drop: Blaze Gem (8%)
- Rare Drops: Hi-Potion (4%), Firaga Ring (1%)
- Drops when killed by hitting belly while inhaling: Elixir (4%), Blaze Gem (8%), Firaga Ring (2%)
- First encountered in: Agrabah
- Best Pre-Rescue area: Lamp Chamber (3)
- Best Post-Rescue area: Stomach if AG set (7) / Desert: Cave (3)

- **Gargoyle**

- Pre-Rescue: 27
- Post-Rescue: 38
- Common Drop: Lucid Gem (4%)
- Rare Drops: Ether (2%), Mega-Ether (0.5%)
- First encountered in: Halloween Town
- Best Pre-Rescue area: Moonlight Hill (10) / Manor Ruins (∞ if Chimera is active)
- Best Post-Rescue area: Manor Ruins (7, ∞ if Chimera is active)

- **Gigas Shadow**

- Pre-Rescue: 7
- Post-Rescue: 7
- Common Drop: Fury Stones and Lucid Shards, fuckin complicated
- First encountered in: Wonderland
- Only area: Bizarre Room (Basic) (7)

- **Grand Ghost**

- Pre-Rescue: 1
- Post-Rescue: 1
- Common Drop: Frost Stone
- First encountered in: Monstro
- Only area: Stomach (1)

- **Green Requiem**

- Pre-Rescue: 50
- Post-Rescue: 43
- Common Drop: Bright Shard (10%)
- Rare Drops: Ether (4%), Protera Chain (0.5%)
- First encountered in: Traverse Town (2nd visit)
- Best Pre-Rescue area: Chamber 6 (11)
- Best Post-Rescue area: High Tower (10)

- **Invisible**
 - Post-Rescue: 23
 - Drop: Gale (6%)
 - First encountered in: End of the World
 - Best area: Linked Worlds (3)
- **Jet Balloon**
 - Pre-Rescue: 1
 - Post-Rescue: 1
 - Common Drop: Dazzling Stone (20%/100%)
 - First encountered in: Neverland
 - Only area: Pirate Ship (1)
- **Large Body**
 - Pre-Rescue: 35
 - Post-Rescue: 58
 - Common Drop: Spirit Shard (10%)
 - Rare Drops: Hi-Potion (4%), Protera Chain (1%)
 - First encountered in: Wonderland
 - Best Pre-Rescue area: Second District/Stomach (7)
 - Best Post-Rescue area: Entrance Hall (6)
- **Missile Diver**
 - Pre-Rescue: ∞
 - Post-Rescue: ∞
 - First encountered in: Neverland
 - Only area: Pirate Ship (∞)
- **Neoshadow**
 - Post-Rescue: 7
 - Common Drop: Stormy Stone
 - First encountered in: End of the World
 - Only area: Linked Worlds (6)
- **Pink Agaricus**
 - Pre-Rescue: 2
 - Post-Rescue: 2
 - 100 hits drops: Prime Cap, Serenity Power, Mystery Goo (100%)
 - 70/80/90 hits drops: Ether (100%), Serenity Power (20%)
 - 40/50/60 hits drops: Hi-Potion (100%), Serenity Power (10%)
 - 10/20/30 hits drop: Potion (100%)
 - First encountered in: Deep Jungle
 - Best area: Tree House (1)

- **Pirate**
 - Pre-Rescue: 37
 - Post-Rescue: 72
 - Common Drop: Power Gem (4%)
 - Rare Drops: Hi-Potion (2%), Mega-Potion (1%)
 - First encountered in: Neverland
 - Best Pre-Rescue area: Freezer (13)
 - Best Post-Rescue area: Chamber 5 if NL set (15) / Captain's Cabin (8)
- **Pot Scorpion**
 - Pre-Rescue: 1
 - Post-Rescue: 1
 - Drop: Mythril Stone (20%)
 - 11th pot: Mythril Stone (10%)
 - Broke 11th pot +
 - First encountered in: Agrabah
 - Only area: Palace Gates (1)
- **Pot Spider**
 - Pre-Rescue: 48
 - Post-Rescue: 68
 - Common Drops: Mythril Shard (1%), Tent (1%)
 - Rare Drop: Camping Set (0.5%)
 - First encountered in: Agrabah
 - Best Pre-Rescue area: Bazaar (17)
 - Best Post-Rescue area: Bazaar (11)
- **Powerwild**
 - Pre-Rescue: ∞ (63)
 - Post-Rescue: 86
 - Common Drop: Power Shard (4%)
 - Rare Drops: Potion (2%), Protera Chain (0.5%)
 - Banana Drops: Ether (20%), Mega-Ether (4%), Power Shard (4%)
 - First encountered in: Deep Jungle
 - Best Pre-Rescue area: Climbing Trees (∞)
 - Best Post-Rescue area: Chamber 5 if DJ set (15) / Camp (9)
- **Rare Truffle**
 - Pre-Rescue: 12
 - Post-Rescue: 12
 - 100 hits drops: Matsutake Rank, Megalixir, Mystery Goo (100%)
 - 50 hits drops: Shiitake Rank (100%), Elixir (100%), Mystery Goo (40%)
 - 10 hits drops: Mystery Goo (20%)
 - First encountered in: Monstro

- Best area: Pirate Ship (4)
- **Red Nocturne**
 - Pre-Rescue: 118
 - Post-Rescue: 97
 - Common Drop: Blaze Shard (8%)
 - Rare Drops: Ether (4%), Fira Ring (1%)
 - First encountered in: Wonderland
 - Best Pre-Rescue area: Bizarre Room (Basic) (19)
 - Best Post-Rescue area: Chamber 3 (15)
- **Screwdiver**
 - Pre-Rescue: 26
 - Post-Rescue: 27
 - Common Drop: Thunder Gem (6%)
 - Rare Drops: Hi-Potion (4%), Thundaga Ring (0.5%)
 - First encountered in: Atlantica
 - Best Pre-Rescue area: Undersea Gorge (9)
 - Best Post-Rescue area: Undersea Gorge (11)
- **Sea Neon**
 - Pre-Rescue: 28
 - Post-Rescue: 6
 - Common Drop: Frost Gem (2%)
 - Rare Drops: Ether (0.5%), Blizzaga Ring (0.1%)
 - First encountered in: Atlantica
 - Best Pre-Rescue area: Undersea Valley/"Atlantica" (14)
 - Only Post-Rescue area: Undersea Garden (6)
- **Search Ghost**
 - Pre-Rescue: 70
 - Post-Rescue: 59
 - Common Drop: Bright Gem (4%)
 - Rare Drops: Hi-Potion (2%) Mega-Potion (1%)
 - First encountered in: Monstro
 - Best Pre-Rescue area: Sunken Ship (17)
 - Best Post-Rescue area: Second District (16)
- **Shadow**
 - Pre-Rescue: 267
 - Post-Rescue: 125
 - Common Drop: Lucid Shard (3%)
 - Rare Drop: Potion (1%)
 - First encountered in: Dive to the Heart

- Best Pre-Rescue area: Manor Ruins (22) / Bizarre Room (30)
- Best Post-Rescue area: Graveyard (15) / Bizarre Room (30)

- **Shadow Sora**
 - Pre-Rescue: 4
 - Post-Rescue: 0
 - Common drop: N/A
 - First encountered in: Neverland
 - Only areas: Ship Hold, Cabin, Freezer

- **Sheltering Zone**
 - Pre-Rescue: 14
 - Post-Rescue: 14
 - Common Drop: Frost Gem (8%)
 - Rare Drops: Ether (4%), Blizzaga Ring (1%)
 - First encountered in: Atlantica
 - Best Pre-Rescue area: Undersea Valley/"Atlantica" (4)
 - Best Post-Rescue area: Triton's Palace (4)

- **Sniperwild**
 - Pre-Rescue: ∞ (6)
 - Post-Rescue: ∞ (6)
 - 30 killed:
 - First encountered in: Traverse Town
 - Only area: Second District (∞)

- **Soldier**
 - Pre-Rescue: 37
 - Post-Rescue: 82
 - Common Drop: Spirit Shard (6%)
 - Rare Drops: Potion (2%), Protect Chain (1%)
 - First encountered in: Traverse Town
 - Best Pre-Rescue area: Lotus Forest (9)
 - Best Post-Rescue area: Chamber 5 if AG set (15) / Main Street (11)

- **Stealth Soldier**
 - Pre-Rescue: 2
 - Post-Rescue: 6
 - Drop: Energy Stone (35%)
 - First encountered in: Hollow Bastion
 - Best Pre-Rescue area: Entrance Hall (2)
 - Best Post-Rescue area: Entrance/Grand Hall (3)

- **White Mushroom**

- Pre-Rescue: 29/25
- Post-Rescue: 29
- 3rd spell drops: x Shard (100%), Mystery Goo (10%)
- 3 same spells: x Arts (100%), Mystery Goo (20%), x Gem (10%)
- First encountered in: Traverse Town
- Best area (all charades): Linked Worlds (4)
- Best area (highest count): Graveyard (5)

- **Wight Knight**
 - Pre-Rescue: 68
 - Post-Rescue: 91
 - Common Drop: Lucid Gem (2%)
 - Rare Drops: Hi-Potion (1%), Mega-Potion (0.5%)
 - First encountered in: Halloween Town
 - Best Pre-Rescue area: Moonlight Hill (24)
 - Best Post-Rescue area: Manor Ruins (24)

- **Wizard**
 - Pre-Rescue: 23
 - Post-Rescue: 125
 - Common Drops: Shiny Crystal (2%), Ether (2%)
 - Rare Drop: Wizard Relic (0.2%)
 - First encountered in: Hollow Bastion
 - Best Pre-Rescue area: Entrance Hall (5)
 - Best Post-Rescue area: Bamboo Thicket (11)

- **Wyvern**
 - Pre-Rescue: 22
 - Post-Rescue: 93
 - Common Drops: Power Crystal (2%), Hi-Potion (2%)
 - Rare Drop: Elixir (0.5%)
 - First encountered in: Hollow Bastion
 - Best Pre-Rescue area: Entrance Hall (7)
 - Best Post-Rescue area: Second District (20)

- **Yellow Opera**
 - Pre-Rescue: 100
 - Post-Rescue: 82
 - Common Drop: Thunder Shard (6%)
 - Rare Drops: Ether (1%), Thundara Ring (0.5%)
 - First encountered in: Traverse Town (2nd visit)
 - Best Pre-Rescue area: Second District (18)
 - Best Post-Rescue area: Lotus Forest (10)