

Location of Monster	Name of Monster	Strength	Skills	Damage Type & Hits	Skill Effect	# of Summons
Road to Morlock's Manse	Armor Eater	710	Restorative Posture	N/A	Physical Counter (1 turn +1 per BP and Boosts Phys. Def (for 2 turns) (Random Ally)	3-5
Danger Level 17	Great Condor	510	Thousand Scythes	Wind x1	Damage (Single Target)	3-5
	Lurks	410	Mighty Slash	Swords x1	Damage (All)	5-7
	Two-Headed Hatchling	510	Restore Great Health	N/A	Heals 1000 HP (+1000 HP per BP) (Random Ally)	5-7
Morlock's Manse	Sentinel	110	Chop	Axe x1	Damage (Single Target)	5-7
Danger Level 18	Thunder Sentinel	410	Electrocute	Lightning x1	Damage (Single Target)	5-7
	Morlock's Mercenary I	N/A	N/A	N/A	N/A	N/A
	Morlock's Mercenary II	N/A	N/A	N/A	N/A	N/A
Murkwood Trail	War Dog	410	Slash	Swords x1	Damage (Single Target)	5-7
	Tempest Falcon	410	Wind Slash	Wind x1	Damage (Single Target)	5-7
	River Frog	410	Befuddling Claw	Swords x1	Damage + Chance to Confuse (Single Target)	5-7
Danger Level 20	Salamander	510	Blinding Charge	Spears x2	Damage + Chance to Blind (Single Target)	5-7
	River Bug	610	Mighty Slash	Swords x1	Damage (All)	5-7
	Reptilian	710	Great Sweep (All)	Swords x1	Damage + Chance to Lower Critical (All)	3-5
Twin Falls	Shadow Bat	410	Enshadow	Dark x1	Damage (Single Target)	5-7
	River Froggen IV	410	Double Strike	Daggers x2	Damage (Single Target)	5-7
	River Froggen V	410	Double Attack All	Daggers x2	Damage (All)	5-7
Whistling Cavern	Blood Viper	410	Incinerate	Fire x1	Damage (Single Target)	5-7
	Warrior Wasp	210	Poison Shot	Bows x1	Damage + Chance to Poison (Single Target)	5-7
	Salamander	510	Blinding Charge	Spears x2	Damage + Chance to Blind (Single Target)	3-5
	River Fly	410	Befuddling Claw	Swords x1	Damage + Chance to Confuse (Single Target)	5-7
	Monarch (Boss)	1010	Butterfly Effect (All)	Wind x1	Damage + Chance to Sleep (All)	1-3
	Killer Bug	410	Lunge	Spears x1	Damage (Single Target)	5-7
	Antagonistic Ant	410	Lunge	Spears x1	Damage (Single Target)	5-7
	Cat	510	Luck of the Cat	N/A	Ally/Enemy Stat Change (All)	x3
	Giant Scorpion	410	Venomous Claw (All)	Swords x1	Damage + Chance to Poison (All)	5-7
	River Fly	410	Befuddling Claw	Swords x1	Damage + Chance to Confuse (Single Target)	5-7
Carrion Caves	Horse Fly	510	Befuddling Claw	Swords x1	Damage + Chance to Confuse (Single Target)	5-7
	Slayer Bug	410	Lunge	Spears x1	Damage (Single Target)	5-7
	Dark Roller	410	Poison Strike	Spears x1	Damage + Chance to Poison (Single Target)	5-7
	Skull Roller	410	Poison Strike	Spears x1	Damage + Chance to Poison (Single Target)	5-7
	Tempest Falcon	410	Wind Slash	Wind x1	Damage (Single Target)	5-7
	Dead Falcon	410	Wind Slash	Wind x1	Damage (Single Target)	5-7
	Cat	510	Luck of the Cat	N/A	Ally/Enemy Stat Change (All)	x3
	Crawly Fledgling	310	Poison Shot	Bows x1	Damage + Chance to Poison (Single Target)	5-7
	Great Condor	510	Thousand Scythes	Wind x1	Damage (Single Target)	3-5
	King Condor	610	Thousand Scythes	Wind x1	Damage (Single Target)	3-5
Road to the Obsidian Parlor	Night Raven	410	Slash	Swords x1	Damage (Single Target)	5-7
	Dirge Night Raven	410	Slash	Swords x1	Damage (Single Target)	5-7
	Ash Raven	410	Enshadow	Dark x1	Damage (Single Target)	5-7
	Dirge Ash Raven	510	Enshadow	Dark x1	Damage (Single Target)	5-7
	Heavenwing (Boss)	1010	Crimson Flame (All)	Fire x1	Damage + Chance to Lower Phys. Atk., Phys. Def. or Both (All)	1-3
	Frost Bear	510	Enraged Bash (All)	Swords x2	Damage (All)	3-5
	Majestic Snow Mammoth	410	Mighty Slash	Swords x1	Damage (Single Target)	5-7
	White Howler	410	Mighty Stab	Daggers x1	Damage (All)	5-7
	Light Sentinel	410	Luminescence	Light x1	Damage (Single Target)	5-7
	Secret Path	Light Guardian	710	Light Stream	Light x2	Damage (Single Target)
Light Curator		410	Luminescence	Light x1	Damage (Single Target)	3-5
Ash Raven		410	Enshadow	Dark x1	Damage (Single Target)	5-7
Wind Sentinel		410	Wind Slash	Wind x1	Damage (Single Target)	5-7
Wind Guardian		410	Wind Slash (All)	Wind x1	Damage (Single Target)	3-5
Wind Curator		410	Wind Slash	Wind x1	Damage (Single Target)	3-5

Location of Monster	Name of Monster	Strength	Skills	Damage Type & Hits	Skill Effect	# of Summons	
Orlick's Manse	Guardian	410	Chop	Axe x1	Damage (Single Target)	3-5	
Danger Level 22	Ice Guardian	410	Freeze (All)	Ice x1	Damage (All)	3-5	
	Dark Guardian	710	Shadow Stream	Dark x2	Damage (Single Target)	3-5	
	Curator	410	Mental Boost	N/A	Boosts Elem. Atk & Def (Random Ally)	3-5	
The Markwood	Dark Sentinel	410	Enshadow	Dark x1	Damage (Single Target)	5-7	
	Bodyguard I	N/A	N/A	N/A	N/A	N/A	
	Bodyguard II	N/A	N/A	N/A	N/A	N/A	
Danger Level 23	Howler	410	Wind Slash	Wind x1	Damage (Single Target)	5-7	
	Wanderweed	610	Befuddling Shot (All)	Bows x1	Damage + Chance to Confuse (All)	3-5	
	Shambling Weed	410	Mighty Lunge	Spears x1	Damage (All)	5-7	
Road to the Caves of Azure	Creeching Treat	610	Blinding Shot (All)	Saws x1	Damage + Chance to Blind (All)	3-5	
	Rock Tortoise	510	Warding Thunder	Lightning x1	Damage + Boosts Phys. Def (Random Ally)	3-5	
	Scissor Crab	410	Freeze	Ice x1	Damage (Single Target)	5-7	
Danger Level 23	Sea Birdling VI	510	Triple Attack	Bows x3	Damage (Single Target)	5-7	
	Sea Birdling I	510	Triple Attack	Swords x3	Damage (Single Target)	3-5	
	Barnacle Bat	410	Slumber Wave (All)	N/A	Chance to Sleep (All)	5-7	
Caves of Azure	Barnacle Crab	610	Toxic Mist (All)	N/A	Chance to Poison (All)	5-7	
	Barnacle Tortoise	510	Befuddling Spark (All)	Lightning x1	Damage + Chance to Confuse (All)	3-5	
	Buccaneer III	N/A	N/A	N/A	N/A	N/A	
The Sowers	Buccaneer IV	N/A	N/A	N/A	N/A	N/A	
	Sea Slug	410	Blinding Mist (All)	N/A	Chance to Blind (All)	5-7	
	Marionette Bones	410	Slash	Swords x1	Damage (Single Target)	3-5	
Danger Level 24	Puppet Bones	610	Mighty Slash	Swords x1	Damage (All)	3-5	
	Wind Wisp	410	Wind Slash	Wind x1	Damage (Single Target)	5-7	
	Thunder Wisp	410	Electrocute	Lightning x1	Damage (Single Target)	5-7	
	Salamander	510	Blinding Charge	Spears x2	Damage + Chance to Blind (Single Target)	3-5	
	Shadow Bat	410	Enshadow	Dark x1	Damage (Single Target)	5-7	
	Sticky Slug	410	Red Bile	N/A	Chance to Lower Elem. Def. Elem. Atk. or Both, for 4 turns (Single Target)	3-5	
Tomb of Kings	Theft I	N/A	N/A	N/A	N/A	N/A	
	Theft II	N/A	N/A	N/A	N/A	N/A	
	Wind Sentinel	410	Wind Slash	Wind x1	Damage (Single Target)	5-7	
Danger Level 25	Wind Guardian	410	Wind Slash (All)	Wind x1	Damage (Single Target)	3-5	
	Wind Remnant	710	Wind Slash	Wind x1	Damage (Single Target)	3-5	
	Light Sentinel	410	Luminescence	Light x1	Damage (Single Target)	5-7	
	Light Guardian	710	Light Stream	Light x2	Damage (Single Target)	3-5	
	Light Remnant	710	Luminescence	Light x1	Damage (Single Target)	3-5	
	Cat	610	Luck of the Cat	N/A	Ally/Enemy Stat Change (All)	x3	
	Cultured Calt	710	Deftest Luck of the Calt	N/A	Restoration (All Allies)	x3	
	The Hollow Throne	Marionette Bones	410	Slash	Swords x1	Damage (Single Target)	3-5
		Puppet Bones	610	Mighty Slash	Swords x1	Damage (All)	3-5
		Bandit Bones	710	Mighty Slash	Swords x1	Damage (All)	3-5
Chubby Calt		1010	Supreme Luck of the Calt	N/A	Unique Effects (All Allies)	x3	
Lightning Elemental		610	Electrocute (All)	Lightning x1	Damage (All)	3-5	
Remnant		710	Bite	Daggers x1	Damage (Single Target)	3-5	
Hoarfrost Grotto	Thunder Remnant	710	Electrocute	Lightning x1	Damage (Single Target)	3-5	
	Throne Guardian (Boss)	N/A	N/A	N/A	N/A	N/A	
	Ice Guardian	410	Freeze (All)	Ice x1	Damage (All)	3-5	
Danger Level 25	Light Elemental	710	Luminescence (All)	Light x1	Damage (All)	3-5	
	Ice Curator	410	Freeze	Ice x1	Damage (Single Target)	3-5	
	Ice Elemental	610	Freeze (All)	Ice x1	Damage (All)	3-5	
	Ice Remnant	710	Freeze	Ice x1	Damage (Single Target)	3-5	
	Calt	610	Luck of the Calt	N/A	Ally/Enemy Stat Change (All)	x3	

Revenant	10/10	Impact Clock	N/A	Boosts Phys. Atk, Phys. Def, Elem. Atk, Elem. Def, and Speed (Random Ally) (Lasts 2 turns + 1 turn per BP)	1-3
Stone Bug	7/10	Blinding Claw	Swords x1	Damage + Chance to Blind (Single Target)	5-7
Stone Sergeant	7/10	Double Stab	Daggers x2	Damage (Single Target)	3-5
Stone Lizard	5/10	Hurricane Lunge (All)	Spears x1	Damage + Boosts Speed (All / All Allies)	3-5

Etin Ophidian	8/10	Double Stab	Daggers x2	Damage (Single Target)	3-5
Menacing Manticores	7/10	Blinding Claw	Swords x1	Damage + Chance to Blind (Single Target)	3-5
Raging Treant	7/10	Blinding Shot	Bows x1	Damage + Chance to Blind (Single Target)	3-5
Dead Deer	6/10	Mighty Lunge	Spears x1	Damage (All)	3-5
Revenant	10/10	Impact Clock	N/A	Boosts Phys. Atk, Phys. Def, Elem. Atk, Elem. Def, and Speed (Random Ally) (Lasts 2 turns + 1 turn per BP)	1-3
Remnant Mk. II	6/10	Bite	Daggers x1	Damage (Single Target)	3-5
Chubby Cat	10/10	Supreme Luck of the Cat	N/A	Unique Effects (All Allies)	x3

Flame Remnant Mk. II	6/10	Incinerate	Shrine of the Archmagus / Shrine of the Warbringer		Mountain Goat	6/10	Mighty Charge (All)	Specterwood Path / North Stonegard Pass / West Stonegard Pass	U	N/A	N/A	N/A	N/A
Flame Revenant	10/10	Inferno Clock (All)	Shrine of the Archmagus / Shrine of the Warbringer		Mutant Mushroom	7/10	Millennial Frond	Path to the Forgotten Grotto / The Specterwood / Derelict Mine / East Victors Hollow Trail	V	Vampire Bat	4/10	Sophoric Fang	Lizardman's Den / The Forgotten Grotto / Seaside Grotto / Ivara's Birthplace / Ivara's Cellar / Ruins of Eld / Lord's Manse / Hidden Path / Grandport Sewers / Ebony Grotto / Eastern Maralin Sands / Grimand Road / Grimand Ruins
Flame Sentinel Mk. II	5/10	Incinerate	Seaside Grotto	N	Night Raven	4/10	Slash	Carrión Caves		Venomous Scorpion	8/10	Venomous Claw (All)	Path of Beasts / The Marwood / Western Noblecourt Flats
Flatlands Froggen I	1/10	Attack	East Atlasdam Flats / North Atlasdam Flats	O	Obsidian Executive I	N/A	N/A	Amphitheatre: Arena / Grandport Sewers	W	Wanderweed	6/10	Befuddling Shot (All)	Path of Beasts / The Marwood / Western Noblecourt Flats
Flatlands Froggen II	2/10	Attack All	East Atlasdam Flats / North Atlasdam Flats		Obsidian Executive II	N/A	N/A	Amphitheatre: Arena / Grandport Sewers		War Dog	4/10	Slash	Morlock's Manse
Flatlands Froggen III	3/10	Double Strike	East Atlasdam Flats / North Atlasdam Flats / The Whistlewood	P	Peek-a-Boo	9/10	Endanger Life (All)	East Duskbarrow Trail / Forest of No Return / Forest of Purgation		Warrior Bones	4/10	Slash	Farshore / Black Market / Marsalim Catacombs
Flatlands Froggen IV	4/10	Double Strike	The Whistlewood / Western Noblecourt Flats		Pirate I	N/A	N/A	Caves of Malya		Warrior Wasp	2/10	Poison Shot	Path of Rhyo / West Clearbrook Taveres / South Clearbrook Taveres / Twin Falls
Flatlands Froggen V	4/10	Double Strike All	The Whistlewood / Western Noblecourt Flats		Pirate II	N/A	N/A	Caves of Malya		War Wolf	8/10	Double Stab	Southern Northreach Wilds / Maw of the Ice Dragon
Flatlands Froggen VI	5/10	Triple Attack	The Whistlewood / Western Noblecourt Flats		Pirate III	N/A	N/A	Caves of Malya		Werner's Man I	N/A	N/A	Lord's Manse
Flatlands Frogging I	5/10	Triple Attack	Western Noblecourt Flats / Western Wispermill Flats		Plains Drake	9/10	Crushing Wing (All)	Western Wispermill Flats		Werner's Man II	N/A	N/A	Lord's Manse
Flatlands Frogging II	6/10	Triple Attack All	Western Wispermill Flats		Purly Penguin	7/10	Double Body Press	Western Snowesti Wilds		Werner's Man III	N/A	N/A	Lord's Manse
Flatlands Frogging III	7/10	Double Guard Break	Western Wispermill Flats		Puppet Bones	5/10	Mighty Slash	Untouched Sanctum / The Sewers / The Hollow Throne / Derelict Mine / Farshore		White Bat	2/10	Stab	Cave of Origin
Forest Fox	2/10	Blinding Claw	The Whisperewood	Q	N/A	N/A	N/A	N/A		White Howler	4/10	Mighty Stab	Road to the Oblivian Parlor
Forest Ratkin I	1/10	Attack	Path to the Whisperewood / The Whisperewood / North S'warkil Trail / West S'warkil Trail							Wild Wesset	7/10	Convincing Blow	Specterwood Path / North Stonegard Pass / West Stonegard Pass
Forest Ratkin II	2/10	Attack All	Path to the Whisperewood / The Whisperewood / North S'warkil Trail / West S'warkil Trail							Wind Curator	4/10	Wind Slash	Secret Path
Forest Ratkin III	3/10	Double Strike	Path to the Whisperewood / The Whisperewood / North S'warkil Trail / West S'warkil Trail							Wind Curator Mk. II	7/10	Wind Slash	Ruins of Eld
Forest Ratkin IV	4/10	Double Strike	East Victors Hollow Trail							Wind Elemental	6/10	Wind Slash (All)	Captains' Bane / Farshore / Undertow Cove / Forest of Rubeh
Forest Ratkin V	4/10	Double Attack All	East Victors Hollow Trail							Wind Guardian	4/10	Wind Slash (All)	Secret Path / Tomb of Kings
Forest Ratkin VI	5/10	Triple Attack	East Victors Hollow Trail							Wind Guardian Mk. II	9/10	Wind Slash (All)	Ruins of Eld
Forest Ralking I	5/10	Triple Attack	East Victors Hollow Trail / East Duskbarrow Trail							Wind Remnant	7/10	Wind Slash	Tomb of Kings
Forest Ralking II	6/10	Triple Attack All	East Duskbarrow Trail							Wind Remnant Mk. II	6/10	Wind Slash	Shrine of the Starseer / Shrine of the Runeblade / Dragonson's Fate
Forest Ralking III	7/10	Double Blessed Spear	East Duskbarrow Trail							Wind Revenant	10/10	Tempest Clock (All)	Shrine of the Runeblade / Shrine of the Starseer
Flying Fish	2/10	Lunge	Path to the Caves of Malya / North Rippletide Coast / East Rippletide Coast							Wind Sentinel	4/10	Wind Slash	Secret Path / Tomb of Kings
Frost Bear	5/10	Enraged Bash (All)	Path to the Cave of Origin / Northern Flamesgrace Wilds / Western Flamesgrace Wilds / Road to the Oblivian Parlor							Wind Sentinel Mk. II	6/10	Wind Slash	Ruins of Eld
Frost Fox	4/10	Freeze	Path to the Cave of Origin / Northern Flamesgrace Wilds / Western Flamesgrace Wilds							Wind Wisp	4/10	Wind Slash	Untouched Sanctum / The Sewers
Frostwing Serpent	4/10	Wind Slash	The Whistlewood							Winged Serpent	6/10	Toxic Wind	West Everhold Pass
Furious Fungoid	8/10	Continual Light (HP)	Western Wispermill Flats / Loch of the Lost King / Forest of No Return							Winter Wanderweed	4/10	Shoat	The Whitewood
										Withered Wanderweed	6/10	Sophoric Shot (All)	Northern Wellspring Sands / Southern Wellspring Sands / Eastern Wellspring Sands
										Wolf	2/10	Stab	Cave of Origin
										Woolly Spider	6/10	Sophoric Claw	Trail to the Forest of Rubeh / South Drewell Pass
									X	N/A	N/A	N/A	N/A
									Y	N/A	N/A	N/A	N/A
									Z	Zealot I	N/A	N/A	Ebony Grotto
										Zealot II	N/A	N/A	Ebony Grotto

				Wind Remnant Mk. II	Shrine of the Starseer / Shrine of the Runeblade / Dragonsong Fane	Untameable	Believer I	Seaside Grotto
				Wind Sentinel Mk. II	Ruins of Eld		Believer II	Seaside Grotto
				Winged Serpent	West Everhold Pass		Brigand I	Brigands' Den
				Woolly Spider	Trail to the Forest of Rubeh / South Creweil Pass		Brigand II	Brigands' Den
							Brigand III	Brigands' Den
							Brigand Leader I	Lorn Cathedral: Cellars
							Brigand Leader II	Lorn Cathedral: Cellars
							Brigand Leader III	Lorn Cathedral: Cellars
							Buccaneer I	Moonstruck Coast / West Goldshore Coast
							Buccaneer II	Caves of Azure
							Buccaneer III	Caves of Azure
							Buccaneer IV	Caves of Azure
							Constituent I	Obsidian Manse
							Constituent II	Obsidian Manse
							Master Thief I	Moldering Ruins / Dragonsong Fane
							Master Thief II	Moldering Ruins / Dragonsong Fane
							Morlock's Mercenary I	Morlock's Manse
							Morlock's Mercenary II	Morlock's Manse
							Obsidian Executive I	Amphitheatre: Arena / Grandport Sewers
							Obsidian Executive II	Amphitheatre: Arena / Grandport Sewers
							Pirate I	Caves of Malya
							Pirate II	Caves of Malya
							Pirate III	Caves of Malya
							Ravus Guard I	Ravus Manor
							Ravus Guard II	Ravus Manor
							Ravus Soldier III	Ravus Manor
							Researcher I	Yvon's Birthplace / Yvon's Cellar
							Researcher II	Yvon's Birthplace / Yvon's Cellar
							Researcher III	Yvon's Birthplace / Yvon's Cellar
							Thief I	Tomb of Kings
							Thief II	Tomb of Kings
							Throne Guardian (Boss)	The Hollow Throne
							Werner's Man I	Lord's Manse
							Werner's Man II	Lord's Manse
							Werner's Man III	Lord's Manse
							Zealot I	Ebony Grotto
							Zealot II	Ebony Grotto

Starting Letter	Ability Name	Damage Type & # of Hits	Additional Effect	Starting Letter	Ability Name	Damage Type & # of Hits	Additional Effect	Starting Letter	Ability Name	Damage Type & # of Hits	Additional Effect
A	Acid Bite	N/A	Lowers Elem Phys Atk/Def	F	Fell Swoop (All)	Spears	Boosts Phys. Atk, Elem. Atk, or Both on All Allies	T	Tanest Clock (All)	Wind	Random Buff on User, x2 on Allies
	Armor Break (All)	Swords	Lower Phys. Def		Freeze	Ice	None		Thousand Scyllas	Wind	None
	Attack	Varies	None		Freeze (All)	Ice	None		Toxic Ice	Ice	Poison
	Attack All	Varies	None	G	Great Healing Mist	N/A	Heals 1000 HP (+1000 HP per BP) to All Allies		Toxic Mist (All)	N/A	Poison
B	Befuddling Claw	Swords	Blindness		Great Sweep (All)	Swords	Lowers Critical		Triple Attack	Varies x3	None
	Befuddling Fang (All)	Daggers	Confusion		Grooming (All)	N/A	Heals 500 HP (+500 HP per BP) to All Allies		Triple Attack (All)	Varies x3	None
	Befuddling Shot (All)	Bows	Confusion		Guardian Axe	Axes x1	Boosts Elem. Def	U	N/A	N/A	N/A
	Bite	Daggers	None	H	Horrible Breath (All)	N/A	Sleep, Poison, or Both	V	Venomous Claw (All)	Swords	Poison
	Black Bite	N/A	Lowers Phys. Atk		Hurricane Lung (All)	Spears	Boosts Speed on All Allies		Venomous Fang	Daggers	Lowers Elem. Atk, Phys. Def, Speed, or a combination of those three
	Blinding Charge	Spears x2	Blindness	I	Ice Flite	Ice x2	None		Vicious Bite	N/A	Instant Kill
	Blinding Claw	Swords	Blindness		Ice Flite (All)	Ice x1	Chance to Lower Speed		Vortex Claw (All)	N/A	Boosts Elem. Def or Phys. Def on All Allies
	Blinding Mist (All)	N/A	Blindness		Icy Breath (All)	Ice	Lowers Elem. Def	W	Warding Thunder	Lightning	Boosts Phys. Def
	Blinding Shot	Bows	Blindness		Incorrate	Fire	None		Wind Scratch (All)	Swords x3-6	Hits an additional time for each BP used
	Blinding Shot (All)	Bows	Blindness		Incorrate (All)	Fire	None	X	Wind Slash	Wind	None
	Blizzard Breath (All)	Ice	Lowers Elem. Atk		Incredibly Heal (All)	N/A	Heals 2000 HP (+2000 per BP) to All Allies & Grants HP Regen	Y	Weak Havoc (All)	Daggers	Boosts Phys. Atk on All Allies
	Butterfly Effect (All)	Wind	Sleep	K	Impact Clock	N/A	Boosts 2-5 Random Stats on User	Z	N/A	N/A	N/A
C	Clop	Axes	None	L	Infrno Clock (All)	Fire	Boosts Elem. Def or Phys. Def on All Allies		N/A	N/A	N/A
	Continual Light (HP)	N/A	Healing + HP Regen		Invincible Claw	Swords	Invincibility		N/A	N/A	N/A
	Continual Light (SP) (All)	N/A	SP + SP Regen		Invincible Claw	N/A	N/A		N/A	N/A	N/A
	Convincing Blow	Staves	Boots Critical		Light Stream	Light x2	None		N/A	N/A	N/A
	Crimson Flame (All)	Fire	Lowers Phys. Atk, Phys. Def, or Both		Lack of the Cat	N/A	Boosts/Lowers Stats on Allies/Enemies		N/A	N/A	N/A
	Crimson Powder (All)	N/A	Sleep, Poison, or Both		Luminescence	Light	None		N/A	N/A	N/A
	Crushing Wing (All)	Wind	Lowers Phys. Def		Luminescence (All)	Light	None		N/A	N/A	N/A
D	Debase Luck of the Cat	N/A	Restoring HP, SP, BP, or All Three		Lunge	Spears	None		N/A	N/A	N/A
	Diamond Clock (All)	Ice	Boosts Elem. Def or Phys. Def on All Allies	M	Mental Boost	N/A	Boosts Elem. Atk & Def		N/A	N/A	N/A
	Double Armor Crush	Axes x2	Lowers Phys. Def		Mental Boost (All)	N/A	Boosts Elem. Atk & Def on All Allies		N/A	N/A	N/A
	Double Attack All	Varies	None		Mighty Charge (All)	Spears	None		N/A	N/A	N/A
	Double Blessed Spear	Spears x2	Boosts Elem. Def		Mighty Chop	Axes	None		N/A	N/A	N/A
	Double-Blind Attack (All)	Spears x2	Blindness		Mighty Double Stab	Daggers x2	None		N/A	N/A	N/A
	Double Body Press	Staves x2	Confusion		Mighty Lunge	Spears	None		N/A	N/A	N/A
	Double Elemental Arrow Dance	Bows x2	Boots Attack		Mighty Slash	Swords	None		N/A	N/A	N/A
	Double Guard Break	Axes x2	Lowers Elem. Def		Mighty Stab	Daggers	None		N/A	N/A	N/A
	Double Rapid Staff Dance	Staves x2	Boots Speed		Millennial Frond	N/A	Heals Random Ally for 1000 HP (+1000 HP per BP) & Boosts Elem. Atk, Phys. Atk, or Both		N/A	N/A	N/A
	Double Sophoric Claw	Swords x2	Sleep	N	N/A	N/A	N/A		N/A	N/A	N/A
	Double Strike	Varies x2	None	O	Offensive Claw	Swords	Lowers Phys. Atk		N/A	N/A	N/A
	Double Strike All	Varies	None	P	Physical Boost	N/A	Boosts Phys. Atk & Def		N/A	N/A	N/A
	Double Stab	Daggers x2	None		Poison Shot	Bows	Poison		N/A	N/A	N/A
E	Eclipse Clock (All)	Dark	Boosts Elem. Def or Phys. Def on All Allies		Poison Strike	Spears	Poison		N/A	N/A	N/A
	Electrocute	Lightning	None	Q	N/A	N/A	N/A		N/A	N/A	N/A
	Electrocute (All)	Lightning	None	R	Rainbow Flash (All)	N/A	Blindness		N/A	N/A	N/A
	Endanger Life (All)	Bows	Lowers Speed		Repeated Thrust	Spears x2	None		N/A	N/A	N/A
	Enfolding Slash (All)	Swords	Lowers Speed		Restores Health	N/A	Heals 500 HP (+500 per BP)		N/A	N/A	N/A
	Enraged Bash (All)	Staves x2	None		Restore Great Health	N/A	Heals 1000 HP (+1000 HP per BP)		N/A	N/A	N/A
	Enshadow	Dark	None		Retaliative Axe	Axes	Physical Counter		N/A	N/A	N/A
	Enshadow (All)	Dark	None		Retaliative Posture	N/A	Grants Physical Counter and Boosts Phys. Def		N/A	N/A	N/A
				S	Sand Strike (All)	Staves	Blindness		N/A	N/A	N/A
					Sandstorm Strike (All)	Staves	Lowers Phys. Def, Elem. Def, or Both		N/A	N/A	N/A
					Shadow Stream	Dark x2	None		N/A	N/A	N/A
					Sharp Scratch (All)	Swords	Lowers Critical		N/A	N/A	N/A
					Shock Stream	Lightning x2	None		N/A	N/A	N/A
					Shoot	Bows	None		N/A	N/A	N/A
					Slash	Swords	None		N/A	N/A	N/A
					Slurp Wave (All)	N/A	Sleep		N/A	N/A	N/A
					Solar Clock (All)	Light	Boosts Elem. Def or Phys. Def on All Allies		N/A	N/A	N/A
					Sophoric Claw	Swords	Sleep		N/A	N/A	N/A
					Sophoric Fang	Daggers	Sleep		N/A	N/A	N/A
					Sophoric Fang (All)	Daggers	Sleep		N/A	N/A	N/A
					Sophoric Mist (All)	N/A	Sleep		N/A	N/A	N/A
					Sophoric Shot (All)	Bows	Sleep		N/A	N/A	N/A
					Sophoric Strike (All)	Spears	Sleep		N/A	N/A	N/A
					Soporific Wind	Wind	Sleep		N/A	N/A	N/A
					Stab	Daggers	None		N/A	N/A	N/A
					Steel Defenses	N/A	Boosts Elem and Phys. Def		N/A	N/A	N/A
					Striking Sword Dance	Swords x2	Boosts Phys. Atk		N/A	N/A	N/A
					Supreme Luck of the Cat	N/A	Beneficial Effects to All Allies		N/A	N/A	N/A
					Swordwall Dance	Swords x2	Boosts Phys. Def		N/A	N/A	N/A

Monster Ability List (By Damage Type)

Ability Name	# of Hits	Additional Effect
Armor Break (All)	x1	Lowers Phys. Def
Befuddling Claw	x1	Blindness
Blinding Claw	x1	Blindness
Double Sophoric Claw	x2	Sleep
Enfettering Slash (All)	x1	Lowers Speed
Great Sweep (All)	x1	Lowers Critical
Invincible Cleave	x1	Invincibility
Mighty Slash	x1	None
Offensive Claw	x1	Lowers Phys. Atk
Sharp Scratch (All)	x1	Lowers Critical
Slash	x1	None
Sophoric Claw	x1	Sleep
Striking Sword Dance	x2	Boosts Phys. Atk
Swordwall Dance	x2	Boosts Phys. Def
Triple Attack (Sea Birdling / Ice Lizardking)	x3	None
Triple Attack (All) (Sea Birdling / Ice Lizardking)	x3	None
Venomous Claw (All)	x1	Poison
Wild Scratch (All)	x3	Hits an additional time for each BP used

Ability Name	# of Hits	Additional Effect
Attack (Sea Birdling / Forest Ratkin)	x1	None
Attack All (Sea Birdling / Forest Ratkin)	x1	None
Befuddling Shot (All)	x1	Confusion
Blinding Shot	x1	Blindness
Blinding Shot (All)	x1	Blindness
Double Attack All (Sea Birdling / Forest Ratkin)	x2	None
Double Elemental Arrow Dance	x2	Boosts Attack
Double Strike (Sea Birdling / Forest Ratkin)	x2	None
Endangering Life (All)	x1	Lowers Speed
Poison Shot	x1	Poison
Shoot	x1	None
Sophoric Shot (All)	x1	Sleep
Triple Attack (Sea Birdling / Cliff Birdling)	x3	None
Triple Attack (All) (Cliff Birdling)	x3	None

Ability Name	# of Hits	Additional Effect
Electrocute	x1	None
Electrocute (All)	x1	None
Shock Stream	x2	None
Vortex Clock (All)	x1	Boosts Elem. Def or Phys. Def on All Allies
Warding Thunder	x1	Boosts Phys. Def

Ability Name	# of Hits	Additional Effect
Acid Blue	N/A	Lowers Elem. Def, Phys. Def, or Phys. Atk
Black Mist	N/A	Lowers Phys. Atk
Blinding Mist (All)	N/A	Blindness
Continual Light (HP)	N/A	Healing + HP Regen
Continual Light (SP) (All)	N/A	SP + SP Regen
Crimson Powder (All)	N/A	Sleep, Poison, or Both
Deluxe Luck of the Calt	N/A	Restoring HP, SP, BP, or All Three
Great Healing Mist	N/A	Heals 1000 HP (+1000 HP per BP) to All Allies
Grooming (All)	N/A	Heals 500 HP (+500 HP per BP) to All Allies
Horrible Breath (All)	N/A	Sleep, Poison, or Both
Incredible Heal (All)	N/A	Heals 2000 HP (+2000 per BP) to All Allies & Grants HP Regen
Impact Clock	N/A	Boosts 2-5 Random Stats on User
Luck of the Calt	N/A	Boosts/Lowers Stats on Allies/Enemies
Mental Boost	N/A	Boosts Elem. Atk. & Def
Mentia Boost (All)	N/A	Boosts Elem. Atk & Def on All Allies
Milential Front	N/A	Heals Random Ally for 1000 HP (+1000 HP per BP) & Boosts Elem. Atk, Phys. Atk, or Both
Physical Boost	N/A	Boosts Phys. Atk & Def
Rainbow Flash (All)	N/A	Blindness
Restore Health	N/A	Heals 500 HP (+500 per BP)
Restores Great Health	N/A	Heals 1000 HP (+1000 HP per BP)
Retaliative Posture	N/A	Grants Physical Counter and Boosts Phys. Def
Slumber Weave (All)	N/A	Sleep
Sophoric Mist (All)	N/A	Sleep
Steel Defense	N/A	Boosts Elem and Phys. Def
Supreme Luck of the Calt	N/A	Beneficial Effects to All Allies
Toxic Mist (All)	N/A	Poison
Viscous Bite	N/A	Lowers Elem. Atk, Phys. Def, Speed, or a combination of those three
Vorpal Claw (All)	N/A	Instant Kill

Ability Name	# of Hits	Additional Effect
Attack (Flatlands Froggen / Ice Lizardman)	x1	None
Attack All (Flatlands Froggen / Ice Lizardman)	x1	None
Blinding Charge	x2	Blindness
Double Blessed Spear	x2	Boosts Elem. Def
Double-Blind Attack (All)	x2	Blindness
Double Strike (Flatlands Froggen / Ice Lizardman)	x2	None
Double Strike All (Flatlands Froggen)	x1	None
Fall Swoop (All)	x1	Boosts Phys. Atk, Elem. Atk, or Both on All Allies
Hurricane Lunge (All)	x1	Boosts Speed on All Allies
Lunge	x1	None
Mighty Charge (All)	x1	None
Mighty Lunge	x1	None
Poison Strike	x1	Poison
Repeated Thrust	x2	None
Sophoric Strike (All)	x1	Sleep
Triple Attack (Flatlands Froggen / Ice Lizardman / Forest Ratkin)	x3	None
Triple Attack (All) (Forest Ratkin)	x3	None

Ability Name	# of Hits	Additional Effect
Attack (Sand Lizardman)	x1	None
Attack All (Sand Lizardman)	x1	None
Convincing Blow	x1	Boosts Critical
Double Attack All (Sand Lizardman)	x2	None
Double Body Press	x2	Confusion
Double Rapid Staff Dance	x2	Boosts Speed
Double Strike (Sand Lizardman)	x2	None
Double Strike All	x1	None
Enraged Bash (All)	x2	None
Sand Strike (All)	x1	Blindness
Sandstorm Strike (All)	x1	Lowers Phys. Def, Elem. Def, or Both
Triple Attack (Sand Lizardman / Sand Lizardking)	x3	None
Triple Attack (All) (Sand Lizardking)	x3	None

Ability Name	# of Hits	Additional Effect
Butterfly Effect (All)	x1	Sleep
Crushing Wing (All)	x1	Lowers Phys. Def
Soporific Wind	x1	Sleep
Tempest Clock (All)	x1	Boosts Elem. Def or Phys. Def on All Allies
Thousand Scythes	x1	None
Wind Slash	x1	None
Wind Slash (All)	x1	None

Ability Name	# of Hits	Additional Effect
Attack (Highlands Ratkin / Cliff Birdling / River Froggen)	x1	None
Attack All (Highlands Ratkin / Cliff Birdling / River Froggen)	x1	None
Befuddling Fang (All)	x1	Confusion
Bite	x1	None
Double Attack All (Highlands Ratkin / Cliff Birdling / River Froggen)	x2	None
Double Stab	x2	None
Double Strike (Highlands Ratkin / Cliff Birdling / River Froggen)	x2	None
Mighty Double Stab	x2	None
Mighty Stab	x1	None
Sophoric Fang	x1	Sleep
Sophoric Fang (All)	x1	Sleep
Stab	x1	None
Triple Attack (Highlands Ratkin / Cliff Birdling / River Froggen)	x3	None
Venomous Fang	x1	Poison
Weak Havoc (All)	x1	Boosts Phys. Atk on All Allies

Ability Name	# of Hits	Additional Effect
Crimson Flame (All)	x1	Lowers Phys. Atk, Phys. Def, or Both
Incarcerate	x1	None
Incarcerate (All)	x1	None
Inferno Clock (All)	x1	Boosts Elem. Def or Phys. Def on All Allies

Ability Name	# of Hits	Additional Effect
Light Stream	x2	None
Luminescence	x1	None
Luminescence (All)	x1	None
Solar Clock (All)	x1	Boosts Elem. Def or Phys. Def on All Allies

Ability Name	# of Hits	Additional Effect
Chop	x1	None
Double Armor Crush	x2	Lowers Phys. Def
Double Guard Break	x2	Lowers Elem. Def
Double Strike	x2	None
Double Strike All	x2	None
Guardian Axe	x1	Boosts Elem. Def
Mighty Chop	x1	None
Retaliative Axe	x1	Physical Counter
Triple Attack (Highlands Ratkin / River Frogging / Flatlands Frogging)	x3	None
Triple Attack (All) (Highlands Ratkin / River Frogging / Flatlands Frogging)	x3	None

Ability Name	# of Hits	Additional Effect
Blizzard Breath (All)	x1	Lowers Elem. Atk
Diamond Clock (All)	x1	Boosts Elem. Def or Phys. Def on All Allies
Freeze	x1	None
Freeze (All)	x1	None
Ice Floe	x2	None
Ice Floe (All)	x1	Lowers Speed
Icy Breath (All)	x1	Lowers Elem. Def
Toxic Ice	x1	Poison

Ability Name	# of Hits	Additional Effect
Eclipse Clock (All)	x1	Boosts Elem. Def or Phys. Def on All Allies
Enshadow	x1	None
Enshadow (All)	x1	None
Shadow Stream	x2	None

Froze		Locations
Ice Wisp	Subterranean Study / Untouched Sanctum	
Ice Sentinel	Subterranean Study / Ravus Manor	
Snow Fox	Path to the Cave of Origin / Northern Flamesgrace Wilds / Western Flamesgrace Wilds	
Frost Fox	Path to the Cave of Origin / Northern Flamesgrace Wilds / Western Flamesgrace Wilds	
Scissor Crab	Road to the Caves of Azure	
Ice Curator	Hoarfrost Grotto	
Ice Remnant	Hoarfrost Grotto	
Scythe Crab	Road to the Seaside Grotto / Moonstruck Coast / West Goldshore Coast / Captains' Bane	
Ice Curator Mk. II	Moldering Ruins / Amphitheatre: Balcony / Amphitheatre: Arena	
Ice Sentinel Mk. II	Amphitheatre: Balcony / Amphitheatre: Arena	
Ice Remnant Mk. II	Shrine of the Archmagus / Shrine of the Runeblade	
Inclerate		Locations
Red Viper	Cave of Rhyo	
Blood Viper	Cave of Rhyo / Twin Falls / Quicksand Caves	
Fire Wisp	Subterranean Study / Untouched Sanctum	
Fire Sentinel	Subterranean Study	
Flame Curator	Road to the Seaside Grotto / Derelict Mine	
Flame Sentinel Mk. II	Seaside Grotto	
Flame Curator Mk. II	Moldering Ruins / Lord's Manse	
Blood Remnant	Yvon's Birthplace / Yvon's Cellar	
Flame Remnant Mk. II	Shrine of the Archmagus / Shrine of the Warbringer	
Lunge		Locations
Rockadillo	Mountain Pass / South Cobbleston Gap / North Cobbleston Gap	
Egging	South Bolderfall Pass / North Bolderfall Pass	
Hatchling	South Bolderfall Pass / North Bolderfall Pass	
Assassin Bug	Sunshade Catacombs	
Killer Bug	Sunshade Catacombs / Whistling Cavern	
Flying Fish	Path to the Caves of Maya / East Rippletide Coast / North Rippletide Coast	
Sailfish	Path to the Caves of Maya / East Rippletide Coast / North Rippletide Coast	
Hermit Conch	Path to the Caves of Maya / Caves of Maya / East Rippletide Coast / North Rippletide Coast	
Giant Bug	Path of Rhyo / West Clearbrook Traverse / South Clearbrook Traverse	
Shaggy Meep	East Atlasdam Flats / North Atlasdam Flats	
Aggressive Ant	East Atlasdam Flats / North Atlasdam Flats	
Gadonodillo	The Whitewood	
Spud Bug	Path of Beasts / The Whitewood	
Antagonistic Ant	Whistling Cavern / Western Noblecourt Flats	
Slayer Bug	Whistling Cavern / Lizardman's Den / Quicksand Caves	
Snow Yak	Western Snowstill Wilds	
Bloody Rhino	South Orwell Pass / Trail to the Forest of Rubeh	
Raging Rhino	Western Wispemill Flats	
Mighty Slash		Locations
Ambling Bones	Subterranean Study / Untouched Sanctum / Farshore	
Puppet Bones	Subterranean Study / The Sewers / The Hollow Throne / Derelict Mine / Farshore	
Licia	Road to Morlock's Manse	
River Bug	Murkwood Trail / East Saltsbridge Traverse	
Bandit Bones	The Hollow Throne / Moldering Ruins / Lorn Cathedral: Cellar / Loch of the Lost King / Everhold Tunnels	
Majestic Snow Marmot	Road to the Obsidian Parlor / Western Snowstill Wilds / Trail to the Whitewood	
Long Eared Loris	South Quarryroad Pass	
Brawler Bones	Derelict Mine / Marsalim Catacombs	
Slash		Locations
Marmot	Path to the Whitewood / North S'warkii Trail / West S'warkii Trail	
Majestic Marmot	Path to the Whitewood / North S'warkii Trail / West S'warkii Trail / Path of Beasts	
Snow Marmot	Path to the Cave of Origin / Northern Flamesgrace Wilds / Western Flamesgrace Wilds	
Mariowatts Bones	Untouched Sanctum / The Sewers / The Hollow Throne / Derelict Mine / Farshore	
Guard Dog	Ravus Manor	
War Dog	Morlock's Manse	
Night Raven	Carion Caves	
One Night Raven	Carion Caves / Western Noblecourt Flats	
Warrior Bones	Farshore / Black Market / Marsalim Catacombs	
Brigand Bones	Farshore / Everhold Tunnels / Grimsand Ruins	
Wind Slash		Locations
Giant Falcon	Mountain Pass / South Cobbleston Pass / North Cobbleston Pass	
Dread Falcon	Mountain Pass / South Cobbleston Pass / North Cobbleston Pass / Carion Caves / Spectrewood Path / North Stonegard Pass / West Stonegard Pass	
Howler	Path of Beasts / The Whitewood / The Murkwood	
Wind Wisp	Untouched Sanctum / The Sewers	
Tempest Falcon	Morlock's Manse / Carion Caves	
Wind Sentinel	Tomb of Kings / Secret Path	
Wind Remnant	Tomb of Kings	
Wind Curator	Secret Path	
Horned Howler	Rivra Woods / East Victors Hollow Trail	
Carmine Eagle	Black Market	
Frostwing Serpent	The Whitewood	
Wind Curator Mk. II	Ruins of Eld	
Wind Sentinel Mk. II	Ruins of Eld	
Giant Eagle	South Orwell Pass / Forest of Rubeh	
Wind Remnant Mk. II	Shrine of the Runeblade / Shrine of the Starseer / Dragonsong Fane	

Boosting Effects (Courtesy of Zhell's theorycrafting)

Boosting makes the effects of the Captured monsters better - that much is obvious. However, depending on how the ability itself functions, the Boost assists in a different manner:

Debuff (on Enemies)

- Boosting doesn't affect the duration, but instead increases the chance for the effect to be applied.

Buff (Allies)

- Boosting doesn't affect the chance to apply (as it's always 100%), but instead increases the duration.

Damage + Debuff (on Enemies)

- Boosting increases the damage dealt, and has an effect on the chance to apply, though the duration is unchanged.

Damage (on Enemies) / Healing (on Allies) + Buff (on Allies)

- Boosting increases the damage dealt or the healing received, but doesn't affect the duration of the buff granted.

Luck of the Cait - Notes

Luck of the Cait is unique in that it acts like Bewildering Grace, in that it can have different effects, but purely on a stat-based spectrum (and all of them good for you):

Offense/Defense Cross - All Allies: Phys. Atk, Phys. Def, Elem. Atk and Elem. Def Up for X Turns

Heterogeneous Cross - All Allies: Accuracy, Evasion, Critical and Speed Up for X Turns

Offense/Defense Break - All Enemies: Phys. Atk, Phys. Def, Elem. Atk and Elem. Def Down for X Turns

Heterogeneous Break - All Enemies: Accuracy, Evasion, Critical and Speed Down for X Turns

Any of these 4 effects can occur when Luck of the Cait is invoked normally. With BP, however, each BP casts it an additional time, so with 3 BP, there's a chance to cast all 4 with one Summon, or cast the same one 4 times, etc., while still adding the usual boost in Duration of the effects. The effects also stack, so casting the same one twice, for 3 Turns, would inflict/bestow the effect for a total of 6 Turns, etc.

Credit to adventlife for their research on the mechanics (Original reddit post about Luck of the Cait effects: https://www.reddit.com/r/OctopathTraveler/comments/8s2qm6/big_corrections_to_what_the_move_luck_of_the_cait/)

Deluxe Luck of the Cait - Notes

Similar to the Luck of the Cait, this skill from Cultured Cait provides bonuses not in the form of stats or stat debuffs on your foes, but in healing and restoration of your team:

Grape Harvest - Restores 7777 HP to all Allies

Plum Harvest - Restores 777 SP to all Allies

Pomegranate Harvest - Restores 5 BP to all Allies

Jam Factory - Fully restores HP, SP, and BP to all Allies

Supreme Luck of the Cait - Notes

A greater version of the previous two, Chubby Cait, instead of stat changes or restoration, provides unique effects to your entire team (or removes them from your enemies):

Opulent Olive - Restores 7776 Health to All Allies

Lap of Luxury - Grants Invincibility to All Allies

Opulent Restorative - Removes & Prevents Stat Buffs on All Enemies while Removing & Preventing Stat Debuffs on All Allies

Opulent Trio - Grants Physical Counter, Magical Reflect, and Auto-Revive to All Allies

Credit to NeilGoldmen for their research on Chubby Cait effects (Original reddit post about Lv10 Summons, including the Chubby Cait effects: https://www.reddit.com/r/octopathtraveler/comments/9253bd/level_10_beast_summons_ocotpath_traveler/)

Notes:

Human enemies (like Ravus Guards) are Untameable, as are some Bosses.

Some enemies don't have 100% Capture Chance, even with ideal conditions, unless your level is very high indeed.

Low Health (down to 1 HP via Mercy Strike), Capturing with BP, and Breaking Shields helps with Capture %.

Bosses that are Tameable (Bosses that aren't Chapter or Quest-specific) will have a chance to randomly (if rarely) re-appear as a random monster, so it's not the worst scenario if you kill the original.

The number of "Summons" can vary for each monster each time you Tame one, so it's random how many times you can call it to your side once captured.

Avoid weapons that Confuse or Poison your target - last thing you want is a weakened Capture target finished off by poison, or the attack of a confused enemy in that group (or from itself).

Scholar: Support Skills that would hamper the Capture process: Incidental Attack, Eye for an Eye, Evasive Maneuvers, etc.

Suggested Jobs:

- Hunter: Aside from needing H'aanit to Capture at all, it's good to have someone sub-classed as Hunter, so you have an additional person who can use "Mercy Strike".

- Starseer: Capturing will go a bit faster with Starseer's "BP Boost" used on H'aanit, and their "Ethereal Healing" will keep the party healthy while they wait for the capture, when trying to capture low capture-rate monsters like Bosses.

- Merchant: Donating BP can help speed up H'aanit's capturing immensely by keeping her stocked with at least a couple BP most of the time, and Hired Help serves the same function for weapon weaknesses that Alfyn's Concoct does for Elemental ones.

- Apothecary: Being able to use Rehabilitate to remove status effects is handy, as a Confused ally might accidentally attack and kill a weakened Capture-worthy monster, and Blindness makes landing Mercy Strikes difficult.

- Scholar: Discerning a foe's weaknesses prevents trial-and-error discovery of shields to break (which risks killing the intended Capture target), and Analyze also shows the current health, giving you a better idea of what attacks (besides Mercy Strike) you can risk using.

Suggested Characters:

- Alfyn: His Concoct can inflict very low damage while also helping Break their Shields to increase Capture chance, and with Soothing Dust + Curious Bloom, can remove pesky status effects from the whole party.

- Tressa: If you've got another character sub-classing as Merchant, having two characters who can Donate BP can really speed things up, as can having Hired Help on multiple characters to test for weapon-related weaknesses.

- Cyrus: Breaking shields raises the Capture rate, and with Cyrus's "Study Foe", you'll get a free weakness identified with every encounter.

Suggested Support Skills:

- Heightened Senses: Allows your party to get a shot in before the enemies, letting you get some BP and Mercy Strikes going early, or letting you pick off the monsters you don't want to capture in a group.

- Patience: H'aanit especially, but any character will benefit from it here, as it gives more BP/Mercy Strike chances, and a bonus chance for H'aanit to attempt to Capture a target.

- Boost-Start: Helps jump-start the Capture process with an extra BP to work with, both for making the Mercy Strikes count, and upping Capture rates.

- Divine Aura: Helps reduce damage taken during the course of a Capture-focused battle, so you don't have to skip a potential turn of Capturing/Donating BP/Mercy Striking in order to heal.

- Resist Ailments: Helpful on H'aanit, as Blindness and Confusion can either delay or even ruin a Capture attempt, if inflicted at the wrong moment.

Monster-Specific Notes:

Stat-Change / Status Effect Only Boosting vs Other Monsters with Effects

- Note that Boosting functions differently

Cait

- Hardest to capture by far (second on this list only to Chubby Cait and Cultured Cait, though this is, at times, less because of Capture % and more because of their tendency to Flee during the first turn.)

- Low health, despite the high capture rate, so avoid major "All enemies" kind of attacks.

- Alfyn's "Concoct", however, seems to never miss hitting them, though I've yet to see one inflicted with any status effect, so either they're immune or the resistance is high.

- They tend to Flee first turn, but sometimes they'll Groom (to heal) or Toss (throwing money to damage your team), which buys you an extra Capture attempt, but it's rare.

- From what I'm aware, Cait and Chubby Cait can, in theory, appear nearly anywhere in the game where there are monsters (Cait being for weaker areas, Chubby Cait for stronger ones); I just listed them in areas that I personally encountered them in.

- The "That Support Skill 'Fleethold' is good on H'aanit and others here, letting them act before the Cait if you're lucky, as is "Heightened Senses", which lets the entire party act before the Cait if it works.

- The Hunter Skill "Leghold Trap" can move a Cait to the back of the line, but not on the current turn, so unless you "Surprised your foe", it won't let the rest of your party act before the Cait that turn.

- For Cails and Cultured Cails, Concoct's Damage is enough to add to the Capture % if H'aanit's level is high enough.

- The Merchant Skill "Hired Help" can inflict low damage while testing for Cait Weapon weaknesses, the same way Concoct can test for Elemental ones.

- If you can't Capture the Cait before it gets a turn, try wounding one of the other monsters in the group - gives it a chance to use Groom/Grooming to heal itself or its ally instead of Fleeing.

Sentinel, Curator & Guardian Mk. II

- All of these monsters can use "Self-Destruct" at low health, which also damages your entire team, so capture them quickly once their health is in the red.

Manyaws

- Note: The damage from poison doesn't break the sleep status.

Shambling Weed

- Only appears when "Rampant Weed", "Mutant Mushroom", "Mortal Mushroom", or "Carnivorous Plant" uses the skill "Proliferate"

- Note that "Shambling Weed" can also use "Proliferate", thus creating more of itself (which can be stolen/dropped from)

Animated Armor

- As far as I know, the only monster (besides Chubby Cait) that grants invincibility as a buff, but be warned, even with a BP Boost, it can potentially only give that effect for two turns.

Spud Bug

- While it's 7/10, note that it doesn't hit quite as hard as other 7/10 Strength monsters.

Dreadwolf

- Possibly one of the best captures in the game - not only does it do great damage (even for a Boss monster), but it hits all foes 3 times without BP, and with Max BP, hits all enemies up to SIX times, gaining a bonus hit on each foe per BP.

Cetus Maximus

- The Slumber Mist is a nice effect, but it can be pesky to capture - it's Mass Slumberwave can Sleep your whole party, and it's Phantasmal Froth can Sleep, Confuse, or Both to your entire party. I recommend some stat-preventing Support Skills or Accessories if you're after this fellow.

Gigantes

- While the ability to strike the whole enemy team while buffing yours is a good ability, be warned that this guy hits like a runaway dumptruck (tends to use Offensive Augmentation, then Rampage).

Monarch

- If you're going after this guy, make sure you have Resist Ailments equipped, and preferably bring Alfyn - this guy can use Mass Slumberwave, and Numbing Wave (which knocks your whole party unconscious).

Dark Remnant / Blood Remnant

- Function the same as Shadow Remnants / Fire Remnants, but with a different sprite, and can only be found in that area.

Fire Guardian

- Unique to Yvon's Cellar.

Blood Revenant

- Only appears in the latter half of Ruins of Eld (the Danger Level 46 side).

Meep

- Only appears in North/East Atlasdam Flats in lower levels - once the Danger Level for those areas is 11, the Shaggy Meep is the only one you'll encounter.

Sea Birdian IV

- Only appears in Moonstruck Coast / West Goldshore Coast when the Danger Level is below 34 - once your level is too high, it stops appearing.

Dark Roller

- Only appears in Whistling Cavern when level isn't too high.

Giant Scorpion

- Only appears in Wellspring Sand areas when the party's level isn't too high.

Devourer of Dreams

- One of the single most useful captures in the game, as it's Vorpal Claw attack has an Insta-Kill effect, dealing damage to a target equal to it's maximum health.
- Be careful though - it knows this move itself while you fight it, and while you CAN capture it, it's very elusive, so be prepared to invest some time into hunting it down
- For those intent on giving it a taste of its own medicine - slaying it with its own Vorpal Claw - I must unfortunately report that it is, in fact, immune to it's own Insta-Kill effect.

Deep One

- Boss of Captains' Bane, but only appears as a random encounter after you complete the Quest "Scourge of the Seas"

Area-Specific Notes:

Path to the Cave of Origin / Northern Flamesgrace Wilds / Western Flamesgrace Wilds

- Note that all three of these areas have the exact same monsters, though the mix of monsters grouped with the Frost Bear can slightly vary.

North Atlasdam Flats / East Atlasdam Flats

- The monsters appearing in these two zones seem the same, though the Cait seems ever so slightly more common in North Atlasdam Flats

Path to the Caves of Malja / North Rippletide Coast

- Note that these two areas have the exact same monster appearances (though Flying Fish does seem a bit more rare in North Rippletide Coast).

Path to Rhiyo / West Clearbrook Traverse

- Both areas have the same monsters, (though Wasps have a slightly varying appearance rate in the West Clearbrook Traverse)

Mountain Pass / South Cobbleston Gap / North Cobbleston Gap

- Note that these three areas have the same monster encounters (save the Cait, but they can appear anywhere).

North Stonegard Pass / West Stonegard Pass / Spectrewood Path

- Same encounters in all three zones, though the Wild Weasel seems to have slightly different groupings in West Stonegard Pass.

Lizardman's Den / Western Wellspring Sands

- Note that none of the Lizardmen in here can be Captured (though the other, non-Lizardmen monsters are still viable targets.)

Caves of Azure

- Of the enemies here, you can get a Capture Beast that can inflict Poison, Sleep, or Blindness on all your foes, depending on which you capture (though note that Sea Slug is just slightly more uncommon than the other two.)

Grimsand Ruins

- Note that the "Stone" enemies only appear on the bottom level of the Ruins.

Maw of the Ice Dragon

- The appearance rate for Calts in here is a bit unusual - not only does it seem ever so slightly higher, but when they appear, you tend to get the triple combo - a Cait, Chubby Cait, and Cultured Cait
- If you use a Medium Soulstone (in this case, Ice, because the trio of Calts tends to be paired with an Ice Elemental), it should kill off the Cait and Cultured cait, while only wounding the Chubby Cait and Ice Elemental (giving the Chubby Cait a chance to heal it with Grooming instead of Fleeing.)

Moonstruck Coast / West Goldshore Coast

- Same encounters, though Kingfisher seems more uncommon in Moonstruck Coast.

Color-Coding

Regional Designation

- For those curious, the color-coding on the town names is in reference to the area of Orsterra that they're located:

Clifflands Woodlands Flatlands Frostlands Coastlands Sunlands Highlands Riverlands

Guide-Specific Notes

Soporific vs Soporific

- Note that one of the skills (Soporific Wind) uses a different form of the word for the ability, so if you're looking for the Wind effect that causes Sleep and can't find it, check which form of the word you're using.

(All) vs All

- You might notice that some abilities that hit all targets seem to vary which is used, but this is because the actual name of the ability is displayed like that when you attempt to capture it.