Location of Monster Mountain Pass	Name of Monster Giant Falcon	Strength 2/10	Skills Wind Slash	Damage Type & Hit Wind x1	Skill Effect : Damage (Single Target)	of Sumn
Mountain Pass Danger Level 11	Dread Falcon	4/10	Wind Slash Wind Slash	Wind x1 Wind x1	Damage (Single Target)	5-7
	Rockadillo	2/10	Lunge	Spears x1	Damage (Single Target)	5-7
	Highland Ratkin I	1/10	Attack Attack All	Daggers x1	Damage (Single Target) Damage (All)	5-7 5-7
	Highland Ratkin II Highland Ratkin III	3/10	Double Strike	Daggers x1 Daggers x2	Damage (All) Damage (Single Target)	5-7
	Highland Goat	5/10	Mighty Charge (All)	Spears x1	Damage (All)	3-5
Brigands' Den Danger Level 11	Highland Ratkin II Highland Ratkin III	2/10 3/10	Attack All Double Strike	Daggers x1 Daggers x2	Damage (All) Damage (Single Target)	5-7 5-7
Danger Level 11	Black Bat	2/10	Stab Stab	Daggers x1	Damage (Single Target)	5-7
	Shadow Bat	4/10	Enshadow	Dark x1	Damage (Single Target)	5-7
	Brigand I Brigand II	N/A N/A	N/A N/A	N/A N/A	N/A N/A	N/A N/A
	Brigand III	N/A	N/A	N/A	N/A	N/A
	Scaled Viper	2/10	Venomous Fang	Daggers x1	Damage + Chance to Poison (Single Target)	5-7
outh Cobbleston Gap	Dread Viper Giant Falcon	4/10 2/10	Venomous Fang Wind Slash	Daggers x1 Wind x1	Damage + Chance to Poison (Single Target)  Damage (Single Target)	5-7 5-7
Danger Level 11	Dread Falcon	4/10	Wind Slash	Wind x1	Damage (Single Target)	5-7
	Rockadillo	2/10	Lunge	Spears x1	Damage (Single Target)	5-7
	Highland Ratkin I Highland Ratkin II	1/10	Attack Attack All	Daggers x1 Daggers x1	Damage (Single Target) Damage (All)	5-7 5-7
	Highland Ratkin III	3/10	Double Strike	Daggers x2	Damage (All)  Damage (Single Target)	5-7
	Highland Goat	5/10	Mighty Charge (All)	Spears x1	Damage (All)	3-5
orth Cobbleston Gap	Cait Giant Falcon	5/10 2/10	Luck of the Calt Wind Slash	N/A Wind x1	Ally/Enemy Stat Change (All)  Damage (Single Target)	x3 5-7
Danger Level 11	Dread Falcon	4/10	Wind Slash	Wind x1	Damage (Single Target)	5-7
	Rockadillo	2/10	Lunge	Spears x1	Damage (Single Target)	5-7
	Highland Ratkin I	1/10	Attack	Daggers x1	Damage (Single Target)	5-7
	Highland Ratkin II	2/10	Attack All	Daggers x1	Damage (All)	5-7
	Highland Ratkin III Highland Goat	3/10 5/10	Double Strike Mighty Charge (All)	Daggers x2 Spears x1	Damage (Single Target) Damage (All)	5-7 3-5
Path of Rhiyo	River Froggen I	1/10	Attack	Daggers x1	Damage (Single Target)	5-7
Danger Level 11	River Froggen II	2/10 3/10	Attack All Double Strike	Daggers x1	Damage (All)	5-7 5-7
	River Froggen III Salamander	3/10 5/10	Double Strike Blinding Charge	Daggers x2 Spears x2	Damage (Single Target)  Damage + Chance to Blind (Single Target)	5-7 3-5
	River Wasp	1/10	Poison Shot	Bows x1	Damage + Chance to Poison (Single Target)	5-7
	Warrior Wasp Glant Slug	2/10	Poison Shot Lunge	Bows x1 Spears x1	Damage + Chance to Poison (Single Target)  Damage (Single Target)	5-7 5-7
Cave of Rhiyo	Glant Slug Black Bat	2/10	Lunge Stab	Spears x1 Daggers x1	Damage (Single Target)  Damage (Single Target)	5-7
Danger Level 11	Shadow Bat	4/10	Enshadow	Dark x1	Damage (Single Target)	5-7
	Red Viper Blood Viper	2/10 4/10	Incinerate	Fire x1	Damage (Single Target)  Damage (Single Target)	5-7 5-7
	Blood Viper Motley Slug	3/10	Restore Health	Fire x1 N/A	Damage (Single Target) Heals 500 HP (+500 per BP) (Random Ally)	5-7
st Clearbrook Traverse	River Froggen I	1/10	Attack	Daggers x1	Damage (Single Target)	5-7
Danger Level 11	River Froggen III	2/10	Attack All Double Strike	Daggers x1 Daggers x2	Damage (All) Damage (Single Target)	5-7 5-7
	River Wasp	1/10	Poison Shot	Bows x1	Damage + Chance to Poison (Single Target)	5-7
	Warrior Wasp	2/10	Poison Shot	Bows x1	Damage + Chance to Poison (Single Target)	5-7
	Giant Slug Salamander	1/10 5/10	Lunge Blinding Charge	Spears x1 Spears x2	Damage (Single Target) Damage + Chance to Blind (Single Target)	5-7 3-5
th Clearbrook Traverse	River Froggen I	1/10	Attack	Daggers x1	Damage (Single Target)	5-7
Danger Level 11	River Froggen II	2/10	Attack All	Daggers x1	Damage (All)	5-7
	River Froggen III Warrior Wasp	3/10 2/10	Double Strike Poison Shot	Daggers x2 Bows x1	Damage (Single Target)  Damage + Chance to Poison (Single Target)	5-7 5-7
	Giant Slug	1/10	Lunge	Spears x1	Damage (Single Target)	5-7
	Salamander	5/10	Blinding Charge	Spears x2	Damage + Chance to Blind (Single Target)	3-5
Subterranean Study	Cait Fire Wisp	5/10 3/10	Luck of the Calt Incinerate	N/A Fire x1	Ally/Enemy Stat Change (All)  Damage (Single Target)	x3
Danger Level 11	Ice Wisp	3/10	Freeze	Ice x1	Damage (Single Target)	5-7
	Sentinel	1/10	Chop	Axes x1	Damage (Single Target)	5-7
	Fire Sentinel	4/10	Incinerate Freeze	Fire x1	Damage (Single Target)  Damage (Single Target)	5-7 5-7
	Shadow Bat	4/10	Enshadow	Dark x1	Damage (Single Target)	5-7
East Atlasdam Flats	Ambling Bones Flatlands Froggen I	4/10 1/10	Mighty Slash Attack	Swords x1 Spears x1	Damage (All)  Damage (Single Target)	3-5 5-7
Danger Level 11	Flatiands Froggen II	2/10	Attack All	Spears x1	Damage (All)	5-7
	Flatlands Froggen III	3/10	Double Strike	Spears x2	Damage (Single Target)	5-7
	Shaggy Meep Aggressive Ant	4/10 1/10	Lunge	Spears x1 Spears x1	Damage (Single Target) Damage (Single Target)	5-7 5-7
	Giant Sheep	5/10	Grooming (All)	N/A	Heals 500 HP (+500 extra per BP) and Cures any Status Effects (All Allies)	3-5
lorth Atlasdam Flats	Flatlands Froggen I	1/10	Attack Attack All	Spears x1 Spears x1	Damage (Single Target)	5-7
Danger Level 11	Flatlands Froggen III	2/10 3/10	Attack All Double Strike	Spears x1 Spears x2	Damage (All) Damage (Single Target)	5-7 5-7
	Shaggy Meep	4/10	Lunge	Spears x1	Damage (Single Target)	5-7
	Aggressive Ant	1/10	Lunge	Spears x1	Damage (Single Target)	5-7
	Glant Sheep Cait	5/10	Grooming (All) Luck of the Calt	N/A N/A	Heals 500 HP (+500 extra per BP) and Cures any Status Effects (All Allies) AllylEnemy Stat Change (All)	3-5 x3
	Meep	2/10	Lunge	Spears x1	Damage (Single Target)	5-7
h to the Cave of Origin Danger Level 11	Ice Lizardman I	1/10	Attack Attack All	Spears x1 Spears x1	Damage (Single Target)	5-7 5-7
Daniger LeVel 11	Ice Lizardman III	3/10	Attack All Double Strike	Spears x1 Spears x2	Damage (All) Damage (Single Target)	5-7
	Snow Marmot	2/10	Slash	Swords x1	Damage (Single Target)	5-7
	Snow Fox Frost Fox	2/10	Freeze Freeze	ice x1	Damage (Single Target) Damage (Single Target)	5-7 5-7
	Frost Bear	5/10	Enraged Bash (All)	Staves x2	Damage (Single Target) Damage (All)	3-5
	High Wolf	4/10	Sophoric Claw	Swords x1	Damage + Chance to Sleep (Single Target)	5-7
Cave of Origin Danger Level 11	White Bat Albino Bat	2/10 4/10	Stab Sophoric Fang	Daggers x1 Daggers x1	Damage (Single Target) Damage + Chance to Sleep (Single Target)	5-7 5-7
	Wolf	2/10	Stab	Daggers x1	Damage (Single Target)	5-7
	High Wolf	4/10	Sophoric Claw	Swords x1	Damage + Chance to Sleep (Single Target)	5-7
hem Flamesorace Wilds	Shadow Wisp Ice Lizardman I	3/10	Enshadow Attack	Dark x1 Spears x1	Damage (Single Target) Damage (Single Target)	5-7 5-7
Danger Level 11	Ice Lizardman II	2/10	Attack All	Spears x1	Damage (All)	5-7
	Ice Lizardman III	3/10	Double Strike	Spears x2	Damage (Single Target)	5-7
	Snow Fox Frost Fox	2/10	Freeze	ice x1	Damage (Single Target)  Damage (Single Target)	5-7 5-7
	High Wolf	4/10	Sophoric Claw	Swords x1	Damage + Chance to Sleep (Single Target)	5-7
	Frost Bear Snow Marmot	5/10 2/10	Enraged Bash (All) Slash	Staves x2 Swords x1	Damage (All) Damage (Single Target)	3-5 5-7
tem Flamesorace Wilds	Snow Marmot Ice Lizardman I	1/10	Slash	Swords x1 Spears x1	Damage (Single Target)  Damage (Single Target)	5-7
Danger Level 11	Ice Lizardman II	2/10	Attack All	Spears x1	Damage (All)	5-7
	Ice Lizardman III Snow Marmot	3/10 2/10	Double Strike Slash	Spears x2 Swords x1	Damage (Single Target)	5-7 5-7
	Snow Marmot Snow Fox	2/10	Slash	Swords x1 Ice x1	Damage (Single Target) Damage (Single Target)	5-7 5-7
	Frost Fox	4/10	Freeze	Ice x1	Damage (Single Target)	5-7
	Frost Bear	5/10 4/10	Enraged Bash (All)	Staves x2	Damage (All)	3-5
Ravus Manor	High Wolf Guard Dog	3/10	Sophoric Claw Slash	Swords x1 Swords x1	Damage + Chance to Sleep (Single Target)  Damage (Single Target)	5-7 5-7
Danger Level 11	Sentinel	1/10	Chop	Axes x1	Damage (Single Target)	5-7
	Ice Sentinel Rayus Guard I	4/10 N/A	Freeze N/A	Ice x1 N/A	Damage (Single Target) N/Δ	5-7 N/A
	Ravus Guard II	N/A N/A	N/A N/A	N/A N/A	N/A N/A	N/A N/A
	Ravus Soldier III	N/A	N/A	N/A	N/A	N/A
lorth Bolderfall Pass	Eggling Hatchling	2/10 4/10	Lunge	Spears x1	Damage (Single Target)	5-7
Danger Level 11	Hatchling Laughing Hyaena	4/10	Lunge Venomous Fang	Spears x1 Daggers x1	Damage (Single Target) Damage + Chance to Poison (Single Target)	5-7 5-7
	Cliff Birdian I	1/10	Attack	Daggers x1	Damage (Single Target)	5-7
	Cliff Birdian II	2/10	Attack All	Daggers x1	Damage (All)	5-7
	Cliff Birdian III	3/10	Double Strike	Daggers x2	Damage (Single Target)	5-7

South Bolderfall Pass	Eggling	2/10 4/10	Lunge	Damage Type & Hits Spears x1 Spears x1	Damage (Single Target) Damage (Single Target)	# of Su
Danger Level 11	Hatchling Laughing Hyaena	4/10 4/10	Lunge Venomous Fang	Spears x1 Daggers x1	Damage (Single Target) Damage + Chance to Poison (Single Target)	5
	Cliff Birdian I	1/10	Attack	Daggers x1	Damage (Single Target)	
	Cliff Birdian II	2/10 3/10	Attack All Double Strike	Daggers x1	Damage (All)	5
	Cliff Birdian III Great Condor	3/10 5/10	Double Strike Thousand Scythes	Daggers x2 Wind x1	Damage (Single Target) Damage (Single Target)	3
	Cait	5/10	Luck of the Cait	N/A	Ally/Enemy Stat Change (All)	,
Sunshade Catacombs	Light Wisp Sand Lizardman I	3/10	Luminescence	Light x1	Damage (Single Target)	
Danger Level 11	Sand Lizardman I Sand Lizardman II	1/10 2/10	Attack Attack All	Staves x1 Staves x1	Damage (Single Target) Damage (All)	5
	Sand Lizardman III	3/10	Double Strike	Staves x2	Damage (Single Target)	
	Black Bat	2/10 4/10	Stab Enshadow	Daggers x1 Dark x1	Damage (Single Target)	5
	Shadow Bat Assassin Bug	4/10 2/10	Enshadow Lunge	Dark x1 Spears x1	Damage (Single Target) Damage (Single Target)	5
	Killer Bug	4/10	Lunge	Spears x1	Damage (Single Target)	
outhern Sunshade Sands	Sand Lizardman I	1/10	Attack	Staves x1	Damage (Single Target)	
Danger Level 11	Sand Lizardman II Sand Lizardman III	2/10 3/10	Attack All Double Strike	Staves x1 Staves x2	Damage (All) Damage (Single Target)	5
	Sandworm	5/10	Sand Strike (All)	Staves x1	Damage + Chance to Blind (All)	3
	Army Ant	1/10	Stab	Daggers x1 N/A	Damage (Single Target)	
	Dire Army Ant Skull Roller	4/10 4/10	Acid Blue Poison Strike	N/A Spears x1	Chance to lower Elem. Def, Elem. Atk, or Phys. Atk (Single Target)  Damage + Chance to Poison (Single Target)	3
	Cait	5/10	Luck of the Cait	N/A	Ally/Enemy Stat Change (All)	
astern Sunshade Sands	Sandworm Skull Roller	5/10 4/10	Sand Strike (All) Poison Strike	Staves x1	Damage + Chance to Blind (All)  Damage + Chance to Poison (Single Target)	
Danger Level 11	Army Ant	1/10	Stab	Spears x1 Daggers x1	Damage + Chance to Poison (Single Target)  Damage (Single Target)	
	Dire Army Ant	4/10	Acid Blue	N/A	Chance to lower Elem. Def, Elem. Atk, or Phys. Atk (Single Target)	
	Sand Lizardman I	1/10	Attack	Staves x1	Damage (Single Target)	
	Sand Lizardman II	2/10	Attack All	Staves x1	Damage (All)	
th to the Caves of Maiya	Sand Lizardman III Sea Birdian I	3/10	Double Strike Attack	Staves x2 Bows x1	Damage (Single Target)  Damage (Single Target)	
Danger Level 11	Sea Birdian II	2/10	Attack All	Bows x1	Damage (All)	
	Sea Birdian III	3/10	Double Strike	Bows x2	Damage (Single Target)	
	Flying Fish Sailfish	2/10 4/10	Lunge Lunge	Spears x1 Spears x1	Damage (Single Target)	5
	Sailfish Rock Tortoise	4/10 5/10	Warding Thunder	Spears x1 Lightning x1	Damage (Single Target) Damage + Chance to Boost Phys. Def (Random Ally)	
	Hermit Conch	2/10	Lunge	Spears x1	Damage (Single Target)	
Caves of Maiya Danger Level 11	Pirate II	N/A N/A	N/A N/A	N/A N/A	N/A N/A	
Janger Level 11	Pirate III	N/A	N/A N/A	N/A N/A	N/A N/A	,
	Hermit Conch	2/10	Lunge	Spears x1	Damage (Single Target)	
	Sea Snake Black Bat	4/10 2/10	Venomous Fang Stab	Daggers x1 Daggers x1	Damage + Chance to Poison (Single Target)  Damage (Single Target)	
	Shadow Bat	2/10 4/10	Stab Enshadow	Dark x1	Damage (Single Target) Damage (Single Target)	
East Rippletide Coast	Hermit Conch	2/10	Lunge	Spears x1	Damage (Single Target)	
Danger Level 11	Sea Birdian I Sea Birdian II	1/10	Attack Attack All	Bows x1 Bows x1	Damage (Single Target) Damage (All)	
	Sea Birdian III	3/10	Double Strike	Bows x2	Damage (All)  Damage (Single Target)	
	Flying Fish	2/10	Lunge	Spears x1	Damage (Single Target)	
North Rippletide Coast	Sailfish Sea Birdian I	4/10	Lunge	Spears x1 Bows x1	Damage (Single Target)  Damage (Single Target)	-
Danger Level 11	Sea Birdian II	2/10	Attack All	Bows x1	Damage (All)	
	Sea Birdian III	3/10	Double Strike	Bows x2	Damage (Single Target)	
	Hermit Conch Flying Fish	2/10	Lunge Lunge	Spears x1 Spears x1	Damage (Single Target) Damage (Single Target)	
	Sailfish	4/10	Lunge	Spears x1	Damage (Single Target)	
	Rock Tortoise	5/10	Warding Thunder	Lightning x1	Damage + Boosts Phys. Def (Random Ally)	
ath to the Whisperwood Danger Level 11	Giant Boar Marmot	5/10 2/10	Mighty Charge (All) Slash	Spears x1 Swords x1	Damage (All) Damage (Single Target)	
Danger Level 11	Majestic Marmot	4/10	Slash	Swords x1	Damage (Single Target)	
	Mossy Meep	2/10	Restore Health	N/A	Heals 500 Health (+500 HP per BP) (Random Ally)	
	Forest Ratkin I Forest Ratkin II	1/10	Attack Attack All	Bows x1 Bows x1	Damage (Single Target) Damage (All)	
	Forest Ratkin III	3/10	Double Strike	Bows x2	Damage (Single Target)	
The Whisperwood	Forest Fox Red Fox	2/10	Blinding Claw Blinding Claw	Swords x1	Damage + Chance to Blind (Single Target) Damage + Chance to Blind (Single Target)	
Danger Level 11	Gabbrodillo	4/10 2/10	Lunge	Swords x1 Spears x1	Damage + Chance to Blind (Single Target)  Damage (Single Target)	
	Forest Ratkin I	1/10	Attack	Bows x1	Damage (Single Target)	
	Forest Ratkin II Forest Ratkin III	2/10	Attack All Double Strike	Bows x1	Damage (All)	
	Manticore	3/10	Mighty Stab	Bows x2 Daggers x1	Damage (Single Target) Damage (All)	
North S'warkii Trail	Marmot	2/10	Slash	Swords x1	Damage (Single Target)	
Danger Level 11	Majestic Marmot Mossy Meep	4/10 2/10	Slash Restore Health	Swords x1 N/A	Damage (Single Target) Heals 500 Health (+500 HP per BP) (Random Ally)	
	Cait	5/10	Luck of the Cait	N/A	Ally/Enemy Stat Change (All)	
	Forest Ratkin I	1/10	Attack	Bows x1	Damage (Single Target)	
	Forest Ratkin II Forest Ratkin III	2/10	Attack All	Bows x1	Damage (All)	
	Forest Ratkin III Giant Boar	3/10 5/10	Double Strike Mighty Charge (All)	Bows x2 Spears x1	Damage (Single Target) Damage (All)	
West S'warkii Trail	Forest Ratkin I	1/10	Attack	Bows x1	Damage (Single Target)	
Danger Level 11	Forest Ratkin II	2/10	Attack All	Bows x1	Damage (All)	
	Forest Ratkin III Cait	3/10 5/10	Double Strike Luck of the Cait	Bows x2 N/A	Damage (Single Target) Ally/Enemy Stat Change (All)	
	Giant Boar	5/10	Mighty Charge (All)	Spears x1	Damage (All)	
	Marmot Majestic Marmot	2/10	Slash Slash	Swords x1 Swords x1	Damage (Single Target)	
	Majestic Marmot Mossy Meep	4/10 2/10	Slash Restore Health	Swords x1 N/A	Damage (Single Target)  Heals 500 Health (+500 HP per BP) (Random Ally)	
Path of Beasts	Giant Boar	5/10	Mighty Charge (All)	Spears x1	Damage (All)	- 1
Danger Level 15	Red Fox	4/10 7/10	Binding Claw	Swords x1	Damage + Chance to Blind (Single Target)	
	Spud Bug Wanderweed	7/10 6/10	Lunge Befuddling Shot (All)	Spears x1 Bows x1	Damage (Single Target)  Damage + Chance to Confuse (All)	
	Majestic Marmot	4/10	Slash	Swords x1	Damage (Single Target)	
	Howler	4/10	Wind Slash	Wind x1	Damage (Single Target)	
	Flatlands Froggen III Flatlands Froggen IV	3/10 4/10	Double Strike Double Strike	Spears x2 Spears x2	Damage (Single Target) Damage (Single Target)	
	Flatlands Froggen V	4/10	Double Strike All	Spears x2	Damage (All)	
	Flatlands Froggen VI Spud Bug	5/10 7/10	Triple Attack	Spears x3	Damage (Single Target) Damage (Single Target)	
	Spud Bug Howler	7/10 4/10	Lunge Wind Slash	Spears x1 Wind x1	Damage (Single Target)  Damage (Single Target)	
	Cait	5/10	Luck of the Cait	N/A	Ally/Enemy Stat Change (All)	
Untouched Sanctum	Marionette Bones	4/10	Slash	Swords x1	Damage (Single Target)	- 3
Danger Level 15	Ambling Bones Puppet Bones	4/10 6/10	Mighty Slash Mighty Slash	Swords x1 Swords x1	Damage (All) Damage (All)	
	Ice Wisp	3/10	Freeze	Ice x1	Damage (Single Target)	
	Shadow Wisp	3/10	Enshadow	Dark x1	Damage (Single Target)	
	Fire Wisp Light Wisp	3/10	Incinerate Luminescence	Fire x1 Light x1	Damage (Single Target)  Damage (Single Target)	
	Thunder Wisp	4/10	Electrocute	Lightning x1	Damage (Single Target)  Damage (Single Target)	
	Wind Wisp	4/10	Wind Slash	Wind x1	Damage (Single Target)	
	Highland Goat Cait	5/10	Mighty Charge (All) Luck of the Cait	Spears x1 N/A	Damage (All) Ally/Enemy Stat Change (All)	3
		4/10	Venomous Fang	Daggers x1	Damage + Chance to Poison (Single Target)	
	Dread Viper					
	Dread Viper Shadow Bat	4/10	Enshadow	Dark x1	Damage (Single Target)	
				Dark x1	Damage (Single Target)	-

Location of Monster	Name of Monster	Strength	Skills	Damage Type & Hits	Skill Effect	# of Summor
Road to Morlock's Manse	Armor Eater	7/10	Retaliative 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	5/10	Thousand Scythes	Wind x1	Damage (Single Target)	3-5
	Lioris	4/10	Mighty Slash	Swords x1	Damage (All)	5-7
	Two-handed Hatchling	5/10	Restore Great Health	N/A	Heals 1000 HP (+1000 HP per BP) (Random Ally)	5-7
Morlock's Manse	Sentinel	1/10	Chop	Axes x1	Damage (Single Target)	5-7
Danger Level 18	Thunder Sentinel	4/10	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
	War Dog	4/10	Slash	Swords x1	Damage (Single Target)	5-7
	Tempest Falcon	4/10	Wind Slash	Wind x1	Damage (Single Target)	5-7
Murkwood Trail	River Fly	4/10	Befuddling Claw	Swords x1	Damage + Chance to Confuse (Single Target)	5-7
Danger Level 20	River Bug	6/10	Mighty Slash	Swords x1	Damage (All)	5-7
	Salamander	5/10	Blinding Charge	Spears x2	Damage + Chance to Blind (Single Target)	3-5
	Reptation	7/10	Great Sweep (All)	Swords x1	Damage + Chance to Lower Critical (All)	3-5
Twin Falls	Shadow Bat	4/10	Enshadow	Dark x1	Damage (Single Target)	5-7
Danger Level 20	River Froggen IV	4/10	Double Strike	Daggers x2	Damage (Single Target)	5-7
	River Froggen V	4/10	Double Attack All	Daggers x2	Damage (All)	5-7
	Blood Viper	4/10	Incinerate	Fire x1	Damage (Single Target)	5-7
	Warrior Wasp	2/10	Poison Shot	Bows x1	Damage + Chance to Poison (Single Target)	5-7
	Salamander	5/10	Blinding Charge	Spears x2	Damage + Chance to Blind (Single Target)	3-5
	River Fly	4/10	Befuddling Claw	Swords x1	Damage + Chance to Confuse (Single Target)	5-7
	Monarch (Boss)	10/10	Butterfly Effect (All)	Wind x1	Damage + Chance to Sleep (All)	1-3
Whistling Cavern	Killer Bug	4/10	Lunge	Spears x1	Damage (Single Target)	5-7
Danger Level 20	Antagonistic Ant	4/10	Lunge	Spears x1	Damage (Single Target)	5-7
	Cait	5/10	Luck of the Calt	N/A	Ally/Enemy Stat Change (All)	x3
	Giant Scorpion	4/10	Venomous Claw (All)	Swords x1	Damage + Chance to Poison (All)	5-7
	River Fly	4/10	Befuddling Claw	Swords x1	Damage + Chance to Confuse (Single Target)	5-7
	Horse Fly	5/10	Befuddling Claw	Swords x1	Damage + Chance to Confuse (Single Target)	5-7
	Slayer Bug	4/10	Lunge	Spears x1	Damage (Single Target)	5-7
	Dark Roller	4/10	Poison Strike	Spears x1	Damage + Chance to Poison (Single Target)	5-7
	Skull Roller	4/10	Poison Strike	Spears x1	Damage + Chance to Poison (Single Target)	5-7
Carrion Caves	Tempest Falcon	4/10	Wind Slash	Wind x1	Damage (Single Target)	5-7
Danger Level 20	Dread Falcon	4/10	Wind Slash	Wind x1	Damage (Single Target)	5-7
	Cait	5/10	Luck of the Calt	N/A	Ally/Enemy Stat Change (All)	x3
	Crawly Fledgling	3/10	Poison Shot	Bows x1	Damage + Chance to Poison (Single Target)	5-7
	Great Condor	5/10	Thousand Scythes	Wind x1	Damage (Single Target)	3-5
	King Condor	6/10	Thousand Scythes	Wind x1	Damage (Single Target)	3-5
	Night Rayen	4/10	Slash	Swords x1	Damage (Single Target)	5-7
	Dire Night Raven	4/10	Slash	Swords x1	Damage (Single Target)	5-7
	Ash Raven	4/10	Enshadow	Dark x1	Damage (Single Target)	5-7
	Dire Ash Raven	5/10	Enshadow	Dark x1	Damage (Single Target)	5-7
	Heavenwing (Boss)	10/10	Crimson Flame (All)	Fire x1	Damage + Chance to Lower Phys. Atk., Phys. Def, or Both (All)	1-3
Road to the Obsidian Parlor	Frost Bear	5/10	Enraged Bash (All)	Staves x2	Damage (All)	3-5
Danger Level 20	Majestic Snow Marmot	4/10	Mighty Slash	Swords x1	Damage (All)	5-7
	White Howler	4/10	Mighty Stab	Daggers x1	Damage (All)	5-7
Secret Path	Light Sentinel	4/10	Luminescense	Light x1	Damage (Single Target)	5-7
Danger Level 21	Light Guardian	7/10	Light Stream	Light x2	Damage (Single Target)	3-5
	Light Curator	4/10	Luminescense	Light x1	Damage (Single Target)	3-5
	Ash Raven	4/10	Enshadow	Dark x1	Damage (Single Target)	5-7
	Wind Sentinel	4/10	Wind Slash	Wind x1	Damage (Single Target)	5-7
	Wind Guardian	4/10	Wind Slash (All)	Wind x1	Damage (Single Target)	3-5
	Wind Curator	4/10	Wind Slash	Wind x1	Damage (Single Target)	3-5

Location of Monster	Name of Monster	Strength	Skills	Damage Type & Hits	Skill Effect	# of Summo
Orlick's Manse	Guardian	4/10	Chop	Axes x1	Damage (Single Target)	3-5
Danger Level 22	Ice Guardian	4/10	Freeze (All)	Ice x1	Damage (All)	3-5
	Dark Guardian	7/10	Shadow Stream	Dark x2	Damage (Single Target)	3-5
	Curator	4/10	Mental Boost	N/A	Boosts Elem. Atk & Def (Random Ally)	3-5
	Dark Sentinel	4/10	Enshadow	Dark x1	Damage (Single Target)	5-7
	Bodyquard I	N/A	N/A	N/A	N/A	N/A
	Bodyguard II	N/A	N/A	N/A	N/A	N/A
The Murkwood	Howler	4/10	Wind Slash	Wind x1	Damage (Single Target)	5-7
Danger Level 23	Wanderweed	6/10	Befuddling Shot (All)	Bows x1	Damage + Chance to Confuse (All)	3-5
	Shambling Weed	4/10	Mighty Lunge	Spears x1	Damage (All)	5-7
	Creeping Treant	6/10	Blinding Shot (All)	Bows x1	Damage + Chance to Blind (All)	3.5
ad to the Caves of Azure	Rock Tortoise	5/10	Warding Thunder	Lightning x1	Damage + Boosts Phys. Def (Random Ally)	3-5
Danger Level 23	Scissor Crab	4/10	Freeze	Ice x1	Damage (Single Target)	5-7
Danger Level 25	Sea Birdian VI	5/10	Triple Attack	Rows x3	Damage (Single Target)	5-7
	Sea Birdking I	5/10	Triple Attack	Swords x3	Damage (Single Target)	3-5
Caves of Azure	Barnacle Bat	4/10	Slumber Wave (All)	N/A		5-7
Danger Level 24	Barnacie Bat Ramacie Crah	5/10	Toxic Mist (All)	N/A N/A	Chance to Sleep (All) Chance to Poison (All)	5-7
Danger Level 24		6/10				
	Barnacle Tortoise	6/10 N/A	Befuddling Spark (All)	Lightning x1	Damage + Chance to Confuse (All)	3-5 N/A
	Buccaneer III	N/A	N/A	N/A N/A	N/A N/A	
						N/A
	Sea Slug	4/10	Blinding Mist (All)	N/A	Chance to Blind (All)	5-7
The Sewers	Marionette Bones	4/10	Slash	Swords x1	Damage (Single Target)	3-5
Danger Level 24	Puppet Bones	6/10	Mighty Slash	Swords x1	Damage (All)	3-5
	Wind Wisp	4/10	Wind Slash	Wind x1	Damage (Single Target)	5-7
	Thunder Wisp	4/10	Electrocute	Lightning x1	Damage (Single Target)	5-7
	Salamander	5/10	Blinding Charge	Spears x2	Damage + Chance to Blind (Single Target)	3-5
	Shadow Bat	4/10	Enshadow	Dark x1	Damage (Single Target)	5-7
	Sticky Slug	4/10	Red Bile	N/A	Chance to Lower Elem. Def, Elem. Atk, or Both, for 4 turns (Single Target)	3-5
Tomb of Kings	Thief I	N/A	N/A	N/A	N/A	N/A
Danger Level 25	Thief II	N/A	N/A	N/A	N/A	N/A
	Wind Sentinel	4/10	Wind Slash	Wind x1	Damage (Single Target)	5-7
	Wind Guardian	4/10	Wind Slash (All)	Wind x1	Damage (Single Target)	3-5
	Wind Remnant	7/10	Wind Slash	Wind x1	Damage (Single Target)	3-5
	Light Sentinel	4/10	Luminescense	Light x1	Damage (Single Target)	5-7
	Light Guardian	7/10	Light Stream	Light x2	Damage (Single Target)	3-5
	Light Remnant	7/10	Luminescense	Light x1	Damage (Single Target)	3-5
	Calt	5/10	Luck of the Calt	N/A	Ally/Enemy Stat Change (All)	x3
	Cultured Calt	7/10	Deluxe Luck of the Calt	N/A	Restoration (All Allies)	x3
The Hollow Throne	Marionette Bones	4/10	Slash	Swords x1	Damage (Single Target)	3-5
Danger Level 25	Puppet Bones	6/10	Mighty Slash	Swords x1	Damage (All)	3-5
	Bandit Bones	7/10	Mighty Slash	Swords x1	Damage (All)	3-5
	Chubby Calt	10/10	Supreme Luck of the Calt	N/A	Unique Effects (All Allies)	x3
	Lightning Elemental	6/10	Electrocute (All)	Lightning x1	Damage (All)	3-5
	Remnant	7/10	Bite	Daggers x1	Damage (Single Target)	3-5
	Thunder Remnant	7/10	Electrocute	Lightning x1	Damage (Single Target)	3-5
	Throne Guardian (Boss)	N/A	N/A	N/A	N/A	N/A
Hoarfrost Grotto	Ice Guardian	4/10	Freeze (All)	Ice x1	Damage (All)	3.5
Danger Level 25	Light Elemental	7/10	Luminescense (All)	Light x1	Damage (All)	3-5
	Ice Curator	4/10	Freeze	Ice x1	Damage (Single Target)	3.5
	Ice Elemental	6110	Freeze (All)	lcoxt	Damage (All)	3.5
	Ice Elemental	7/10	Freeze (All)	Ice x1	Damage (All) Damage (Single Target)	3-5

Spectrewood Path	Name of Monster Highland Ratkin IV	Strength 4/10	Skills [	Damage Type & Hit	Skill Effect # Damage (Single Target)	of S
	Highland Ratkin IV Highland Ratkin V	4/10	Double Strike Double Attack All	Daggers x2 Daggers x2	Damage (Single Target) Damage (All)	
Danger Level 26	Highland Ratkin VI	5/10	Triple Attack	Daggers x2 Daggers x3	Damage (Alli) Damage (Single Target)	
	Highland Ratking I	5/10	Triple Attack	Axes x3	Damage (Single Target)	
	Shaggy Aurochs	4/10	Mighty Lunge	Spears x1	Damage (All)	
	Dread Falcon	4/10	Wind Slash	Wind x1	Damage (Single Target)	
	Highland Goat	5/10	Mighty Charge (All)	Spears x1	Damage (All)	
	Mountain Goat	6/10	Mighty Charge (All)	Spears x1	Damage (All)	
	Wild Weasel	7/10	Convincing Blow	Staves x1	Damage + Boosts Critical (Random Ally)	
stern Noblecourt Flats	Flatlands Froggen IV	4/10	Double Strike	Spears x2	Damage (Single Target)	
Danger Level 26	Flatlands Froggen V	4/10	Double Strike All	Spears x2	Damage (All)	
	Flatlands Froggen VI	5/10	Triple Attack	Spears x3	Damage (Single Target)	
	Flatlands Frogking I	5/10	Triple Attack	Axes x3	Damage (Single Target)	
	Mammoth Sheep	6/10	Great Healing Mist	N/A	Heals 1000 HP (+1000 extra per BP) (All Allies)	
	Antagonistic Ant	4/10	Lunge	Spears x1	Damage (Single Target)	
	Dire Night Raven	4/10	Slash	Swords x1	Damage (Single Target)	
	Bloody Bull	7/10	Repeated Thrust	Spears x2	Damage (Single Target)	
	Wanderweed	6/10	Befuddling Shot (All)	Bows x1	Damage + Chance to Confuse (Single Target)	
	Calt	5/10	Luck of the Calt	N/A	Ally/Enemy Stat Change (All)	
The Spectrewood Danger Level 27	Creeping Treant Rampant Weed	6/10	Blinding Shot (All) Great Healing Mist	Bows x1 N/A	Damage + Chance to Blind (All) Heals 1000 HP (+1000 HP per BP) (All Allies)	
Danger Level 27					Heats 1000 HP (*1000 HP per BP) (All Allies)	
	Mutant Mushroom	7/10	Millenial Frond	N/A	Heals 1000 HP (+1000 HP per BP) & Boosts Elem. Atk, Phys. Atk, or Both (Random Ally)	
	Skulking Fungoid	7/10	Continual Light (HP)	N/A	Heals 1000 HP (+1000 HP per BP) and Grants HP Regen (Random Ally)	
	Demon Deer	5/10	Mighty Lunge	Spears x1	Damage (All)	
	Shambling Weed	4/10	Mighty Lunge	Spears x1	Damage (All)	
outh Quarrycrest Pass	Two-handed Hatchling	5/10	Restore Great Health	N/A	Heals 1000 HP (+1000 extra per BP) (Random Ally)	
Danger Level 28	King Condor	6/10	Thousand Scythes	Wind x1	Damage (Single Target)	
	Long-eared Lloris	6/10	Mighty Slash	Swords x1	Damage (All)	
	Cliff Birdian IV	4/10	Double Strike	Daggers x2	Damage (Single Target)	
	Cliff Birdian V	4/10	Double Attack All	Daggers x2	Damage (All)	
	Cliff Birdian VI	5/10	Triple Attack	Daggers x3	Damage (Single Target)	
	Cliff Birdking I	5/10	Triple Attack	Bows x3	Damage (Single Target)	
t Saintsbridge Traverse	Reptation	7/10	Great Sweep (All)	Swords x1	Damage + Chance to Lower Critical (All)	
Danger Level 29	River Froggen V	4/10	Double Attack All	Daggers x2	Damage (All)	
	River Froggen VI	5/10	Triple Attack	Daggers x3	Damage (Single Target)	
	River Frogking I	5/10	Triple Attack	Axes x3	Damage (Single Target)	
	Collared Salamander	6/10	Blinding Charge	Spears x2	Damage + Chance to Blind (Single Target)	
	River Bug	6/10	Mighty Slash	Swords x1	Damage (All)	
	Horse Fly	5/10	Befuddling Claw	Swords x1	Damage + Chance to Confuse (Single Target)	_
stern Snowstill Wilds	Portly Penguin	7/10	Double Body Press	Staves x2	Damage + Chance to Confuse (Single Target)	
Danger Level 29	Hoary Howler Ice Lizardman V	6/10	Mighty Stab Double Attack All	Daggers x1	Damage (All)	
		4/10 5/10		Spears x2	Damage (All)	
	Ice Lizardman VI Ice Lizardking I	5/10	Triple Attack Triple Attack	Spears x3 Swords x3	Damage (Single Target)	
	Snow Yak	4/10	Impie Attack	Spears x1	Damage (Single Target)	
	Majestic Snow Marmot	4/10	Lunge Mighty Slash	Swords x1	Damage (Single Target) Damage (All)	
	Hoary Bear	6/10	Enraged Bash (All)	Staves x2	Damage (All)	
Derelict Mine	Manymaws (Boss)	10/10	Horrible Breath (All)	N/A	Inflicts Sleep, Poison, Phys. Def Down, Elem. Def Down, or Speed Down, or some combination thereof, for 9 turns	
Danger Level 30	Marionette Bones	4/10	Slash	Swords x1	Damage (Single Target)	
	Brawler Bones	5/10	Mighty Slash	Swords x1	Damage (All)	
	Puppet Bones	6/10	Mighty Slash	Swords x1	Damage (AII)	
	Mutant Mushroom	7/10	Millennial Frond	N/A	Heals 1000 HP (+1000 HP per BP) & Boosts Elem. Atk, Phys. Atk, or Both (Random Ally)	
					Both (Random Ally)	
	Skulking Fungoid	7/10	Continual Light (HP)	N/A	Heals 1000 HP (+1000 HP per BP) and Grants HP Regen (Random Ally)	
	Shambling Weed	4/10	Mighty Lunge	Spears x1	Damage (All)	
	Dark Elemental Fire Elemental	6/10	Enshadow (All) Incinerate (All)	Dark x1 Fire x1	Damage (All)	
		4/10			Damage (All)	
			Poison Strike	Spears x1	Damage + Chance to Poison (Single Target)	
	Skull Roller			Dark x1	Damage (Single Target)	
	Skull Roller Dark Curator	6/10	Enshadow			
			Enshadow			
orth Stonegard Pass	Dark Curator Flame Curator	6/10 6/10	Incinerate	Fire x1	Damage (Single Target)	
orth Stonegard Pass Danger Level 30	Dark Curator	6/10				
	Dark Curator Flame Curator Highland Goat	6/10 6/10 5/10	Incinerate Mighty Charge (All)	Fire x1 Spears x1 Spears x1	Damage (Single Target) Damage (All)	
	Dark Curator Flame Curator Highland Goat Mountain Goat Highland Ratkin IV Highland Ratkin IV	6/10 6/10 5/10 6/10	Incinerate Mighty Charge (All) Mighty Charge (All)	Fire x1 Spears x1 Spears x1 Daggers x2 Daggers x2	Damage (Single Target) Damage (All) Damage (All) Damage (Single Target)	
	Dark Curator Flame Curator Highland Goat Mountain Goat Highland Ratkin IV Highland Ratkin V Highland Ratkin VI	6/10 6/10 5/10 6/10 4/10	Incinerate Mighty Charge (All) Mighty Charge (All) Double Strike Double Attack All Triple Attack	Fire x1 Spears x1 Spears x1 Daggers x2 Daggers x2	Damage (Single Target)  Damage (All)  Damage (All)  Damage (Single Target)  Damage (Single Target)	
	Dark Curator Flame Curator Highland Goat Mountain Goat Highland Ratkin IV Highland Ratkin IV	6/10 6/10 5/10 6/10 4/10 4/10	Incinerate Mighty Charge (All) Mighty Charge (All) Double Strike Double Attack All	Fire x1 Spears x1 Spears x1 Daggers x2	Damage (Single Target)  Damage (All)  Damage (All)  Damage (All)  Damage (Single Target)  Damage (All)  Damage (All)	
	Dark Curator Flame Curator Highland Goat Mountain Goat Highland Ratkin IV Highland Ratkin VI Highland Ratkin VI Highland Ratkin VI	6/10 6/10 5/10 6/10 4/10 4/10 5/10	Incinerate Mighty Charge (All) Mighty Charge (All) Double Strike Double Attack All Triple Attack	Fire x1 Spears x1 Spears x1 Daggers x2 Daggers x2 Daggers x3	Damage (Single Target)  Damage (All)  Damage (All)  Damage (Single Target)  Damage (Single Target)	
	Dark Curator Flame Curator Highland Goat Mountain Goat Highland Ratkin IV Highland Ratkin V Highland Ratkin VI	6/10 6/10 5/10 6/10 4/10 4/10 5/10	Incinerate Mighty Charge (All) Mighty Charge (All) Double Strike Double Attack All Triple Attack Triple Attack Mighty Lunge Convincing Blow	Fire x1 Spears x1 Spears x1 Daggers x2 Daggers x2 Daggers x3 Axes x3	Damage (Single Target)  Damage (AB)  Damage (AB)  Damage (Single Target)	
Danger Level 30	Dark Curator Flame Curator Highland Goat Mountain Goat Highland Ratkin IV Highland Ratkin V Highland Ratkin V Highland Ratkin V Highland Ratkin V Ulighland Ratkin V Dighland Ratkin V Ulighland Ratkin V Dighland Ratkin V Dighland Ratkin V Dighland Ratkin V	6/10 6/10 5/10 6/10 4/10 4/10 5/10 5/10	Incinerate Mighty Charge (All) Mighty Charge (All) Double Strike Double Attack All Triple Attack Triple Attack Mighty Lunge Convincing Blow Wind Slash	Fire x1 Spears x1 Spears x1 Daggers x2 Daggers x2 Daggers x3 Axes x3 Spears x1	Damage (Ringle Target) Damage (All) Damage (All) Damage (All) Damage (Single Target) Damage (All)	
Danger Level 30	Dark Curator Flame Curator Highland Goat Mountain Goat Highland Ratkin IV Highland Ratkin V Highland Ratkin VI Highland Ratkin V Highland Ratkin S Wild Weasel Dread Falcon Highland Ratkin IV	6/10 6/10 5/10 6/10 4/10 4/10 5/10 5/10 5/10 4/10 7/10 4/10	Incinerate Mighty Charge (All) Mighty Charge (All) Double Strike Double Attack All Triple Attack Triple Attack Mighty Lunge Convincing Blow Wind Slash Double Strike	Fire x1 Spears x1 Spears x1 Daggers x2 Daggers x2 Daggers x3 Axes x3 Spears x1 Staves x1 Wind x1 Daggers x2	Damage (Bringh Target)  Damage (AR)  Damage (AR)  Damage (AR)  Damage (Sepile Target)  Damage * Boosto Canage (Sepile Target)  Damage * Boosto Canage (Sepile Target)  Damage * Boosto Canage (Sepile Target)	
Danger Level 30	Dark Curator Flame Curator Highland Goat Mountain Goat Highland Ratkin IV Highland Ratkin IV Highland Ratkin VI Highland Ratkin II Highland Ratkin II Shaggy Aurochs Will Wessel Dread Falcon Highland Ratkin IV	6/10 6/10 5/10 6/10 4/10 4/10 5/10 5/10 4/10 7/10 4/10	Incinerate Mighty Charge (All) Mighty Charge (All) Double Strike Double Attack All Triple Attack Mighty Lunge Convincing Blow Wind Slash Double Strike	Fire x1 Spears x1 Spears x1 Daggers x2 Daggers x2 Daggers x3 Axes x3 Spears x1 Staves x1 Wind x1 Daggers x2	Damage (Single Target)  Damage (Ali)  Damage (Single Target)	
Danger Level 30	Dark Curator Flame Curator Highland Goat Mountain Goat Highland Ratkin IV	6/10 6/10 5/10 6/10 4/10 5/10 5/10 5/10 4/10 7/10 4/10 4/10 4/10 5/10	Incinerate Mighty Charge (All) Mighty Charge (All) Double Strike Double Attack All Triple Attack Triple Attack Mighty Lunge Convincing Blow Mighty Lunge Double Strike Double Strike Double Attack All Triple Attack	Fire x1 Spears x1 Spears x1 Daggers x2 Daggers x2 Daggers x3 Axes x3 Spears x1 Staves x1 Wind x1 Daggers x2 Daggers x2 Daggers x2 Daggers x3	Damage (Bringh Target)  Damage (All)  Damage (Bringh Target)  Damage (All)  Damage (All)  Damage (All)  Damage (Bringh Target)	
Danger Level 30	Dark Curator Flame Curator Highland Goat Mountain Goat Highland Ratkin IV	6/10 6/10 5/10 6/10 4/10 4/10 5/10 5/10 4/10 4/10 4/10 4/10 4/10 5/10 5/10	Incinerate Mighty Charge (All) Mighty Charge (All) Mighty Charge (All) Double Strike Double Attack All Triple Attack Mighty Lunga Convincing Blow Wind Slash Double Strike Double Strike Triple Attack Triple Attack Triple Attack Triple Attack Triple Attack Triple Attack	Fire x1  Spears x1  Spears x1  Spears x1  Daggers x2  Daggers x2  Daggers x2  Spears x1  Staves x1  Wind x1  Daggers x2  Daggers x2  Daggers x2  Axes x3	Damage (Brigle Target) Damage (All) Damage (All) Damage (All) Damage (All) Damage (Bright Target)	
Danger Level 30	Dark Curator Flame Curator Highland Goat Mountain Goat Highland Ratkin IV Highland Ratkin IV Highland Ratkin IV Highland Ratkin II Highland Ratkin II Highland Ratkin II Highland Ratkin IV	6/10 6/10 5/10 6/10 4/10 4/10 5/10 5/10 4/10 4/10 4/10 4/10 4/10 5/10 5/10 5/10	Incinerate Mighty Charge (All) Mighty Charge (All) Mighty Charge (All) Double Strike Double Attack All Triple Attack Triple Attack Mighty Lunge Convincing Blow Wind Stanh Double Strike Double Attack All Triple Attack Triple Attack Mighty Lunge	Fire x1  Spears x1  Spears x1  Spears x2  Daggers x2  Daggers x3  Axes x3  Spears x1  Staves x1  Wind x1  Daggers x2  Daggers x2  Daggers x2  Daggers x3  Axes x3  Axes x3  Spears x1	Damage (Single Target)  Damage (All)  Damage (Single Target)	
Danger Level 30	Dark Curator Flame Gurator Highland Goat Mountain Goat Mountain Goat Mountain Goat Highland Ratkin VI Shagy Aurocha Shagy Aurocha Dread Falcon Dread Falcon Dread Falcon	6/10 6/10 6/10 6/10 6/10 4/10 4/10 5/10 5/10 4/10 4/10 4/10 4/10 4/10 4/10 4/10 4	Incinerate Mighty Charge (All) Mighty Charge (All) Mighty Charge (All) Double Strike Double Attack All Triple Attack Mighty Lunge Convincing Blow Wind Stash Double Strike Double Strike Triple Attack Triple Attack Mighty Lunge Wind Stash	Fire x1 Spears x1 Spears x1 Spears x1 Daggers x2 Daggers x2 Daggers x3 Axes x3 Spears x1 Staves x1 Wind x1 Daggers x2 Daggers x2 Daggers x3 Axes x3 Spears x1 Wind x1 Wind x1 Wind x1	Damage (Single Target)  Damage (All)  Damage (All)  Damage (All)  Damage (All)  Damage (All)  Damage (Bingle Target)  Damage (Bingle Target)  Damage (Bingle Target)  Damage (Bingle Target)  Damage (All)  Damage (All)  Damage (All)  Damage (All)  Damage (All)  Damage (Bingle Target)	
Danger Level 30	Dark Curator Flame Gurator Highland Goat Mountain Goat Highland Ratkin IV Highland Gatkin IV	6/10 6/10 6/10 6/10 6/10 4/10 4/10 5/10 5/10 4/10 4/10 4/10 5/10 5/10 5/10 5/10 5/10	Incinerate Mighty Charge (All) Mighty Charge (All) Mighty Charge (All) Double Strike Double Strike Triple Attack Mighty Lunge Convincing Blow Wind Slash Double Strike Double Attack Triple Attack Mighty Lunge Wind Slash Mighty Charge Wind Slash Mighty Charge Wind Slash Mighty Charge Wind Slash Mighty Charge (All)	Fire x1 Spears x1 Spears x1 Daggers x2 Daggers x2 Daggers x3 Axes x3 Spears x1 Wind x1 Daggers x2 Daggers x2 Daggers x2 Spears x1 Wind x1 Spears x1 Wind x1 Spears x1 Wind x1	Damage (Bringh Target)  Damage (AN)  Damage (AN)  Damage (AN)  Damage (AN)  Damage (Bringh Target)	
Danger Level 30	Dark Curator Flame Gurator Highland Gost Mountain Gost Mountain Gost Highland Ratkin IV Highland Ratkin IV Highland Ratkin VI Mighland Gost Mountain Gost Mountain Gost Mountain Gost	6/10 6/10 5/10 6/10 4/10 4/10 5/10 5/10 4/10 4/10 4/10 5/10 5/10 5/10 6/10	Incinerate Mighty Charge (AII) Mighty Charge (AII) Double Strike Double Strike Triple Atlant All Triple Atlant Mighty Lunga Convincing Blow Wind Stash Double Strike Double Strike Double Strike Mighty Lunga Wind Stash Mighty Charge (AII) Mighty Charge (AII)	Fire x1  Spears x1  Spears x1  Daggers x2  Daggers x2  Daggers x2  Daggers x3  Axes x3  Spears x1  Wind x1  Daggers x2  Daggers x2  Daggers x2  Daggers x2  Daggers x2  Daggers x2  Spears x1  Wind x1  Spears x1	Damage (Bringh Target) Damage (All) Damage (All) Damage (All) Damage (Bringh Target)	
Danger Level 30  Nest Stonegard Pass Danger Level 30	Dark Curator Flame Gurator Highland Gost Mountain Gost Hountain Gost Highland Ration IV H	6/10 6/10 5/10 6/10 4/10 4/10 5/10 5/10 4/10 4/10 4/10 4/10 4/10 4/10 5/10 5/10 5/10 5/10 5/10 5/10 5/10 5	Incinerate Mejhys Charge (All) Mejhys Charge (All) Double Strike Double Attack All Triple Attack Triple Attack Convincing Blow Wind Stash Double Attack Mejhy Lunge Convincing Blow Wind Stash Double Strike Double Attack Triple Attack Mejhy Lunge Wind Stash Could Strike Could Strike Double Attack Mejhy Charge (All)	Fire x1 Spears x1 Spears x1 Daggers x2 Daggers x2 Daggers x3 Axes x3 Spears x1 Staves x1 Wind x1 Daggers x2 Daggers x2 Daggers x2 Daggers x2 Daggers x3 Axes x3 Spears x1 Wind x1 Spears x1 Spears x1 Spears x1 Spears x1 Spears x1 Spears x1	Damage (Bringh Target)  Damage (All)  Damage (All)  Damage (All)  Damage (All)  Damage (Bringh Target)  Damage (All)  Damage (All)  Damage 4-Boots Critical on Random Ally (Bringh Target)	
Danger Level 30  Farshore	Dark Curator Flame Gurator Highland Gost Mountain Gost Mountain Gost Highland Ratkin IV Highland Gast Dread Falcon Highland Gost Wild Wessel Highland Gost Wild Wessel Chubby Catl	6/10 6/10 6/10 6/10 6/10 4/10 4/10 5/10 5/10 4/10 4/10 4/10 6/10 5/10 6/10 6/10 6/10 6/10 6/10	Incinerate Mighty Change (All) Mighty Change (All) Double Brise Original Annie Triple Attack Mighty Lunga Wind Stan Mighty Lunga Wind Stan Mighty Change (All) Convincing Blow Systems Luck of the Calt Convincing Blow Systems Luck of the Calt	Fire x1 Spears x1 Spears x1 Daggers x2 Daggers x2 Daggers x3 Axes x3 Spears x1 Slaves x1 Wind x1 Daggers x2 Daggers x2 Daggers x3 Wind x1 Spears x1	Damage (Bringh Target)  Damage (All)  Damage (All)  Damage (All)  Damage (Sulp)	
Danger Level 30  Jest Stonegard Pass Danger Level 30	Dark Curator Flame Gurator Hightand Gost Mountain Gost Hountain Gost Hightand Ration IV H	6/10 6/10 5/10 6/10 4/10 4/10 5/10 5/10 5/10 4/10 4/10 5/10 5/10 5/10 5/10 5/10 5/10 5/10 5	Inclusivate Maghy Charge (40) Mighy Charge (40) Mighy Charge (40) Mighy Charge (40) Double Strike Double Attack At Triple Attack Triple Attack Triple Attack Mighty Lunge Convincing Blow Wind Stash Double Strike Double Strike Double Strike Mighty Lunge Mighy Charge Mighy Charge Mighy Charge Mighy Charge (40) Mighy Cha	Fire x1 Spears x1 Spears x1 Daggers x2 Daggers x2 Daggers x2 Daggers x2 Axes x3 Axes x3 Spears x1 Wind x1 Daggers x2 Daggers x2 Daggers x2 Axes x3 Spears x1 Wind x1 Spears x1 Spears x1 Spears x1 Spears x1 NiA Spears x1 Spears x1 NiA Spears x1 Spears x2 Spe	Damage (Bright Target)  Damage (All)  Damage (All)  Damage (All)  Damage (All)  Damage (Bright Target)	
Danger Level 30  Farshore	Dark Curator Flame Gurator Highland Goad Highland Goad Highland Goad Highland Rastin IV H	6/10 6/10 5/10 6/10 6/10 4/10 4/10 5/10 5/10 5/10 4/10 4/10 4/10 5/10 5/10 4/10 5/10 4/10 5/10 4/10 5/10 4/10 5/10 4/10 4/10 4/10 4/10 4/10 4/10 4/10 4	Inclinates  Mighip Change (Aii) Mighip Change (Aii) Mighip Change (Aii) Mighip Change (Aii) Couled Strike Double Strike Double Attack All Triple Attack Mighty Change (Aii) Mighip Stash	Fire x1 Spears x1 Spears x1 Degers x2 Degers x2 Degers x2 Degers x3 Axes x3 Spears x1 Staves x1 Wind x1 Degers x2 Axes x3 Spears x1 XX	Damage (Bringh Target)  Damage (All)  Damage (Bringh Target)	
Danger Level 30  West Stonegard Pass Danger Level 30  Farshore	Dark Curator  Planes Curator  Planes Curator  Planes Curator  Planes Curator  Highland Ratis IV  Highland Gast  With Wessel  With Wessel  Highland Gost  With Wessel  House IV  Hou	6/10 6/10 6/10 6/10 6/10 6/10 6/10 6/10	Incinerate Meghty Charge (AP) Meghty Charge (AP) Meghty Charge (AP) Double Strike Double Strike Double Attack AI Triple Attack Triple Attack Weighty Lunge Convincing Bloov Wind Blash Double Strike Double Attack AI Triple Attack Meghty Lunge Wind Blash Meghty Charge (AP) Meghty Stash Meg	Fire x1 Spears x1 Spears x1 Daggers x2 Daggers x2 Daggers x2 Daggers x3 Axes x3 Spears x1 Staves x1 Wind x1 Daggers x2 Daggers x2 Daggers x2 Daggers x3 Spears x1 Spea	Damage (Bringle Target) Damage (All) Damage (Bogle Target) Damage (Bogle Target) Damage (Bringle Target) Damage (Bringle Target) Damage (All)	
Danger Level 30  West Stonegard Pass Danger Level 30  Farshore	Dark Curator Flame Gurator Highland Goat Highland Goat Highland Goat Highland Ratio IV Highland Ratio	6/10 6/10 5/10 6/10 6/10 6/10 6/10 6/10 5/10 5/10 6/10 6/10 6/10 6/10 6/10 6/10 6/10 6	Inclinates  Mighip Change (All) Couled Strike Double Attack All Triple Attack Triple Attack Triple Attack Wood States Wood States Mighty Change Wood States Mighty Change (All) Mighip Change (Mighip Change (All) Mighip Change (Mighip Change (Mighi	Fire x1 Spears x1 Spears x1 Daggers x2 Daggers x2 Daggers x2 Daggers x3 Axes x3 Spears x1 Wind x1 Daggers x2 Daggers x2 Daggers x2 Daggers x2 Daggers x2 Spears x1 Wind x1 Spears x1 Spear	Damage (Bringh Target)  Damage (All)  Damage (All)  Damage (All)  Damage (All)  Damage (All)  Damage (Bringh Target)	
Danger Level 30  West Stonegard Pass Danger Level 30  Farshore	Dark Curator  Highland Close  Highland Close  Highland Ration II  Shagy Aurocha  Highland Ration II  Highland Ration II  Highland Ration II  Highland Ration II  Shagy Aurocha  Dread Faton  Highland Ration II  Shagy Aurocha  Chubby Case  Mountain Goat  Will Weasel  Chubby Coale  Mariorestis Bones  Marrior Bones  Warrior Bones  Day Bones  Day Bones	6/10 6/10 6/10 6/10 6/10 6/10 6/10 6/10	Incinentale Mighty Change (All) Mighty Change (All) Mighty Change (All) Mighty Change (All) Double Strike Double Attack All Triple Attack Triple Attack Triple Attack Triple Attack Double Strike Double Strike Double Attack Triple Attack Mighty Change (All) Convocionity Change (All) Convocionity Glow Mighty Change (All) Convocionity Glow Mighty Change (All) Supreme Luck of the Calt Mighty Standard Mighty Standard Mighty Standard Mighty Change (All) Supreme Luck of the Calt Mighty Standard Mighty Change (All) Mighty Standard Mighty Change (All) Mighty Standard Mighty Change (All) Mighty Cha	Fire x1 Spears x1 Spears x1 Daggers x2 Daggers x2 Daggers x2 Spears x1 Staves x1 Staves x1 Staves x1 Spears x2 Daggers x2 Daggers x2 Daggers x2 Daggers x2 Spears x1 S	Damage (Bringle Target) Damage (All) Damage (All) Damage (All) Damage (All) Damage (All) Damage (Bringle Target)	
Danger Level 30  West Stonegard Pass Danger Level 30  Farshore	Dark Curator Flance C	6/10 6/10 6/10 6/10 6/10 6/10 6/10 6/10	Inclinate  Mighip Change (44)  Double Strike  Double Attack At  Triple Attack  Triple Attack  Triple Attack  Triple Attack  Mighty Lunge  Convincing Blow  Wind Blash  Double Strike  Double Strike  Double Strike  Convincing Blow  Mighty Change (44)  Mighip Change (44)  Mighip Change (48)  Mighip Stash  Mighty Stash  Mighip Stash	Fire x1 Spears x1 Spears x1 Daggers x2 Daggers x2 Daggers x2 Daggers x3 Xres x3 Spears x1 Wind x1 Daggers x2 Daggers x2 Daggers x2 Daggers x2 Daggers x2 Daggers x3 Spears x1 Sp	Damage (Brigle Target)  Damage (All)  Damage (Brigle Target)  Damage (All)  Damage (All)  Damage (All)  Damage (All)  Damage (Brigle Target)	
Danger Level 30  West Stonegard Pass Danger Level 30  Farshore	Dank Curator Flame Curator Highland Goat Highland Goat Highland Rashin IV Highland Rashin	6/10 6/10 6/10 6/10 6/10 6/10 6/10 6/10	Inclinerate Mighly Change (All) Mighly Change (All) Mighly Change (All) Mighly Change (All) Double Strike Double Strike Double Attack All Triple Attack Mighly Change Word Strike Double Attack Triple Attack Mighly Change Mighly Change Mighly Change Mighly Change (All) Convincing Blow Stach Mighly Stach Stach Stach Stach	Pire x1 Spears x1 Spears x1 Deggers x2 Deggers x2 Deggers x2 Deggers x2 Deggers x3 Spears x1 Staves x1 Wind x1 Deggers x2 Deggers x2 Deggers x2 Deggers x2 Deggers x2 Na Axes x3 Spears x1	Damage (Bringh Target) Damage (All) Damage (All) Damage (All) Damage (All) Damage (Bringh Target)	
Danger Level 30  West Stonegard Pass. Danger Level 30  Farshore Danger Level 30	Dark Curator Flance C	6/10 6/10 6/10 6/10 6/10 6/10 6/10 6/10	Incinentale Modify Charge (All) Molyth Charge (All) Molyth Charge (All) Molyth Charge (All) Double Strike Double Attack All Tripic Attack All Tripic Attack Molyth Lange Convincing Blow Wind Steah Double Strike Double Strike Double Strike Double Strike Molyth Lange Wind Steah Molyth Charge (All) Molyth Charge (All) Convincing Blow Wind Steah Molyth Moly	Fire x1 Spears x1 Spears x1 Spears x1 Spears x2 Spears x2 Spears x2 Spears x3 Spears x3 Spears x4 Wood x1 Spears x4	Damage (Bringle Target)  Damage (All)  Damage (All)  Damage (All)  Damage (All)  Damage (All)  Damage (Bringle Target)	
Danger Level 30  Vest Stonegard Pess Danger Level 30  Farshore Danger Level 30	Dark Curator Flame Curator Highland Goat Highland Restin in Goat Will Waseal Dread Falcon Highland Restin in Highland Goat Highland Restin in Highland Goat Mountain Goat Will Wessel Challenge Falcon Highland Goat Mountain Goat Will Wessel Challenge Goat Mountain Goat Will Wessel Challenge Goat Marrier Bones Buccaneer Bones Buccaneer Bones Dury Bones Puppel Bones Buccaneer Bones Locator Selection Committee Committee Will Elemental Send Literation in Send Liter	6/10 6/10 6/10 6/10 6/10 6/10 6/10 6/10	Inclinates  Miglipy Change (Aii) Miglipy Change (Aii) Miglipy Change (Aii) Miglipy Change (Aii) Couled Strike Double Strike Double Attack All Triple Attack Mighty Change Wind Blash Mighty Change (Aii) Mighty Ghange (Aii) Mighty Stah Bert-doubling Claw Mighty Stah Bert-doubling Claw Mighty Stah Mighty	Pire x1 Spears x1 Spears x1 Deggers x2 Deggers x2 Deggers x2 Deggers x2 Deggers x3 Spears x1 Staves x1 Wind x1 Deggers x2 Deggers x2 Deggers x2 Deggers x2 Deggers x2 Spears x1 Simon x1 Spears x2 Spears x1 Spears x2 S	Damage (Bringh Target)  Damage (All)  Damage (Bringh Target)	
Danger Level 30  West Stonegard Pass. Danger Level 30  Farshore Danger Level 30	Dark Curator Flanse Curator Flanse Curator Flanse Curator Mountain Goat Highland Ratin in Villighland Ratin in Villighland Ratin in Villighland Ratin in Villighland Ratin Villighland Cast in Villighland Cas	6/10 6/10 6/10 6/10 6/10 6/10 6/10 6/10	Incinental Modify Charge (All) Molphy Charge (All) Molphy Charge (All) Molphy Charge (All) Double Strike Double Attack All Triple Attack Double Strike Double Strike Double Strike Double Attack All Triple Attack All Molphy Charge (All) Convincing Blow Wind Stash Molphy Charge (All) Convincing Blow Bash Befundling Clary Stash Befundling Clary Stash Milphy Stash Befundling Clary Stash Milphy Stash Molphy Stash Mo	Fire x1 Spears x1 Spears x1 Spears x1 Spears x1 Spears x2 Spears x2 Spears x3 Spears x3 Spears x3 Spears x4 Spears x	Damage (Bringle Target)  Damage (All)	
Nest Stonegard Pass Danger Level 30  Farshore Danger Level 30	Dank Curation Flame Curation Highband Goat Mountain Goat Highband Ration IV Highband Goat Mountain Goat	6/10 6/10 6/10 6/10 6/10 6/10 6/10 6/10	Inclinates  Mighly Change (All) Couled Strike Double Attack All Triple Attack Mighly Change Wind Blash Mighly Change (All) Mighly Glash But-duding Claw Mighly Stach Stash Mighly Stach Stash Mighly Stach Stash Mighly Stach Mighly Migh	Fire x1 Spens x1 Spens x1 Spens x1 Spens x1 Spens x1 Spens x2 Disper x2 Disper x2 Disper x2 Axes x3 Spens x1 Size x4 S	Damage (Bringh Target)  Damage (All)  Damage (Bringh Target)  Damage (Bringh Target)	
Danger Level 30  Vest Stonegard Pess Danger Level 30  Farshore Danger Level 30	Dark Curator  Planes Curator  Planes Curator  Manufacturia Gost  Highland Ratisin Vi  Highland Gost  With Wassel  Chabey Gost  Buccaner Bones  Warrier Bones  Marrier Bones  Warrier Bo	6/10 6/10 6/10 6/10 6/10 6/10 6/10 6/10	Incinentale Mighty Change (All) Mighty Change (All) Mighty Change (All) Mighty Change (All) Double Strike Double Attack All Triple Attack Triple Attack Triple Attack Mighty Change Double Strike Double Attack Triple Attack Mighty Change (All) Convoccing Bloor Mighty Change (All) Convoccing Bloor Mighty Change (All) Salah Mighty Change (All) Mighty Change (All) Mighty Change (All) Mighty Stach Bart Salah Mighty Stach Mighty Stach Mighty Stach Salah Mighty Stach Salah Mighty Stach Salah Mighty Stach Mighty Mighty Stach Mighty Stach Mighty Mighty Stach Mighty Mighty Mighty Stach Mighty Mig	Fise of Speans at Speans at Speans at Speans at Speans at Speans at Desgers at Desgers at Desgers at Speans at States at Speans at States at States at States at States at Speans at States at Speans at States at Speans at Spean	Damage (Bringle Target) Damage (All) Damage (All) Damage (All) Damage (All) Damage (All) Damage (Bringle Target)	
Danger Level 30  Vest Stonegard Pess Danger Level 30  Farshore Danger Level 30	Dank Curation Flame Curation Highband Gasta Mountain Goat Highband Ration IV Highband Gast Highband Goat Mountain Goat Highband Ration IV	6/10 6/10 6/10 6/10 6/10 6/10 6/10 6/10	Incinentale Modify Charge (All) Molyth Charge (All) Molyth Charge (All) Molyth Charge (All) Double Strike Double Attack All Tripic Attack Molyth Lange Molyth Lange Molyth Lange Convincing Blow Wind Sleah Double Strike Double Strike Double Strike Molyth Charge (All) Molyth Lange Wind Sleah Molyth Charge (All) Convincing Blow Wind Sleah Molyth Charge (All) Molyth Sleah	Figs at Spears at Spears at Spears at Spears at Spears at Spears at Daggers at Daggers at Daggers at Axes at Spears at Staves at Axes at Spears at Staves at Wind at Spears at Wind at Spears at Spe	Damage (Bringle Target)  Damage (All)  Damage (Bringle Target)  Damage (All)  Damage (Bringle Target)	
Danger Level 30  Vest Stonegard Pess Danger Level 30  Farshore Danger Level 30	Dark Curator  Planes Curator  Planes Curator  Manufacturia Gost  Highland Ratisin Vi  Highland Gost  With Wassel  Chabey Gost  Buccaner Bones  Warrier Bones  Marrier Bones  Warrier Bo	6/10 6/10 6/10 6/10 6/10 6/10 6/10 6/10	Incinentale Mighty Change (All) Mighty Change (All) Mighty Change (All) Mighty Change (All) Double Strike Double Attack All Triple Attack Triple Attack Triple Attack Mighty Change Double Strike Double Attack Triple Attack Mighty Change (All) Convoccing Bloor Mighty Change (All) Convoccing Bloor Mighty Change (All) Salah Mighty Change (All) Mighty Change (All) Mighty Change (All) Mighty Stach Bart Salah Mighty Stach Mighty Stach Mighty Stach Salah Mighty Stach Salah Mighty Stach Salah Mighty Stach Mighty Mighty Stach Mighty Stach Mighty Mighty Stach Mighty Mighty Mighty Stach Mighty Mig	Fise of Speans at Speans at Speans at Speans at Speans at Speans at Desgers at Desgers at Desgers at Speans at States at Speans at States at States at States at States at Speans at States at Speans at States at Speans at Spean	Damage (Bringle Target) Damage (All) Damage (All) Damage (All) Damage (All) Damage (All) Damage (Bringle Target)	
Danger Level 30  Jest Stonegard Pess Danger Level 30  Farshore Danger Level 30	Dank Curation Flame Curation Highband Gasta Mountain Goat Highband Ration IV Highband Gast Highband Goat Mountain Goat Highband Ration IV	6/10 6/10 6/10 6/10 6/10 6/10 6/10 6/10	Incinentale Modify Charge (All) Molyth Charge (All) Molyth Charge (All) Molyth Charge (All) Double Strike Double Attack All Tripic Attack Molyth Lange Molyth Lange Molyth Lange Convincing Blow Wind Sleah Double Strike Double Strike Double Strike Molyth Charge (All) Molyth Lange Wind Sleah Molyth Charge (All) Convincing Blow Wind Sleah Molyth Charge (All) Molyth Sleah	Figs at Spears at Spears at Spears at Spears at Spears at Spears at Daggers at Daggers at Daggers at Axes at Spears at Staves at Axes at Spears at Staves at Wind at Spears at Wind at Spears at Spe	Damage (Bringle Target)  Damage (All)  Damage (Bringle Target)  Damage (All)  Damage (Bringle Target)	
Danger Level 30  Jest Stonegard Pess Danger Level 30  Farshore Danger Level 30	Dank Curation Flame Curation Highband Gasta Mountain Goat Highband Ration IV Highband Gast Highband Goat Mountain Goat Highband Ration IV	6/10 6/10 6/10 6/10 6/10 6/10 6/10 6/10	Incinentale Modify Charge (All) Molyth Charge (All) Molyth Charge (All) Molyth Charge (All) Double Strike Double Attack All Tripic Attack Molyth Lange Molyth Lange Molyth Lange Convincing Blow Wind Sleah Double Strike Double Strike Double Strike Molyth Charge (All) Molyth Lange Wind Sleah Molyth Charge (All) Convincing Blow Wind Sleah Molyth Charge (All) Molyth Sleah	Figs at Spears at Spears at Spears at Spears at Spears at Spears at Daggers at Daggers at Daggers at Axes at Spears at Staves at Axes at Spears at Staves at Wind at Spears at Wind at Spears at Spe	Damage (Bringle Target)  Damage (All)  Damage (Bringle Target)  Damage (All)  Damage (Bringle Target)	
Danger Level 30  Jest Stonegard Pess Danger Level 30  Farshore Danger Level 30	Dank Curation Flame Curation Highband Gasta Mountain Goat Highband Ration IV Highband Gast Highband Goat Mountain Goat Highband Ration IV	6/10 6/10 6/10 6/10 6/10 6/10 6/10 6/10	Incinentale Modify Charge (All) Molyth Charge (All) Molyth Charge (All) Molyth Charge (All) Double Strike Double Attack All Tripic Attack Molyth Lange Molyth Lange Molyth Lange Convincing Blow Wind Sleah Double Strike Double Strike Double Strike Molyth Charge (All) Molyth Lange Wind Sleah Molyth Charge (All) Convincing Blow Wind Sleah Molyth Charge (All) Molyth Sleah	Figs at Spears at Spears at Spears at Spears at Spears at Spears at Daggers at Daggers at Daggers at Axes at Spears at Staves at Axes at Spears at Staves at Wind at Spears at Wind at Spears at Spe	Damage (Bringle Target)  Damage (All)  Damage (Bringle Target)  Damage (All)  Damage (Bringle Target)	
Danger Level 30  Vest Stonegard Pess Danger Level 30  Farshore Danger Level 30	Dank Curation Flame Curation Highband Gasta Mountain Goat Highband Ration IV Highband Gast Highband Goat Mountain Goat Highband Ration IV	6/10 6/10 6/10 6/10 6/10 6/10 6/10 6/10	Incinentale Modify Charge (All) Molyth Charge (All) Molyth Charge (All) Molyth Charge (All) Double Strike Double Attack All Tripic Attack Molyth Lange Molyth Lange Molyth Lange Convincing Blow Wind Sleah Double Strike Double Strike Double Strike Molyth Charge (All) Molyth Lange Wind Sleah Molyth Charge (All) Convincing Blow Wind Sleah Molyth Charge (All) Molyth Sleah	Figs at Spears at Spears at Spears at Spears at Spears at Spears at Daggers at Daggers at Daggers at Axes at Spears at Staves at Axes at Spears at Staves at Wind at Spears at Wind at Spears at Spe	Damage (Bringle Target)  Damage (All)  Damage (Bringle Target)  Damage (All)  Damage (Bringle Target)	

Location of Monster	Name of Monster	Strength	Skills	Damage Type & Hits	Skill Effect	# of Summons
Rivira Woods	Homed Howler	4/10	Wind Slash	Wind x1	Damage (Single Target)	5-7
Danger Level 32	Gargantuan Boar	6/10	Mighty Charge (All)	Spears x1	Damage (All)	3-5
	Mammoth Sheep Reptalion	6/10	Great Healing Mist	N/A Swords x1	Heals 1000 HP (+1000 extra per BP) (All Allies)	3-5
	Reptation Wind Elemental	6/10	Great Sweep (All) Wind Slash (All)	Swords x1 Wind x1	Damage + Chance to Lower Critical (All) Damage (All)	3-5
Lizardman's Den	Sand Lizardman I	N/A	Willia Slasii (All)	N/A	N/A	N/A
Danger Level 32	Sand Lizardman II	N/A	N/A	N/A	N/A	N/A
	Sand Lizardman III	N/A	N/A	N/A	N/A	N/A
	Sand Lizardking I	N/A	N/A	N/A	N/A	N/A
	Sand Lizardking II	N/A	N/A	N/A	N/A	N/A 5-7
	Slayer Bug Vampire Bat	4/10 4/10	Lunge Sophoric Fang	Spears x1 Daggers x1	Damage (Single Target)  Damage + Chance to Sleep (Single Target)	5-7
Road to the Seaside Grotto	Azure Urchin	4/10	Physical Boost	N/A	Boosts Phys. Atk & Def (Random Ally)	3-5
Danger Level 33	Scythe Crab	6/10	Freeze	ice x1	Damage (Single Target)	5-7
-	Flame Curator	6/10	Incinerate	Fire x1	Damage (Single Target) Damage (Single Target)	3-5
	Dark Curator	6/10	Enshadow	Dark x1	Damage (Single Target)	3-5
	Mossy Tortoise	6/10	Warding Thunder	Lightning x1	Damage + Chance to Boost Phys. Def (Random Ally)	3-5
Path to the Forgotten Grotto	Mutant Mushroom	7/10	Millenial Frond	N/A	Heals 1000 HP (+1000 HP per BP) & Boosts Elem. Atk, Phys. Atk, or Both (Random Ally)	3-5
Danger Level 33	Green Scissors	4/10	Toxic Mist (All)	N/A	Chance to Poison (All)	5-7
	Shambling Weed	4/10	Mighty Lunge	Spears x1	Damage (All)	5-7
	Rampant Weed	6/10	Great Healing Mist	N/A	Heals 1000 HP (+1000 HP per BP) (All Allies)	5-7
	Gargantuan Boar	6/10	Mighty Charge (All)	Spears x1	Damage (All)	3-5
	Kingfisher	7/10	Ice Floe	Ice x2	Damage (Single Target)  Damage + Chance to Confuse (Single Target)	3-5
The Forgotten Grotto	Buccaneer Bones	4/10	Befuddling Claw	Swords x1	Damage + Chance to Confuse (Single Target)	3-5
Danger Level 34	Davy Bones	5/10	Befuddling Claw Soporific Fang	Swords x1	Damage + Chance to Confuse (Single Target)  Damage + Chance to Sleep (Single Target)	3-5
	Vampire Bat Ettin Serpent	4/10 6/10	Soporific Fang Befuddling Fang (All)	Daggers x1 Daggers x1	Damage + Chance to Sleep (Single Target) Damage + Chance to Confuse (All)	5-7 3-5
	Sea Scorpion	5/10	Steel Defenses	N/A	Boosts Elem. & Phys. Def (Random Ally)	5-7
	Lightning Elemental	6/10	Electrocute (All)	Lightning x1	Damage (All)	3-5
Moonstruck Coast	Buccaneer I	N/A	N/A	N/A	N/A	N/A
Danger Level 34	Buccaneer II	N/A	N/A	N/A	N/A	N/A
	Rock Tortoise	5/10	Warding Thunder	Lightning x1	Damage + Chance to Boost Phys. Def (Random Ally)	3-5
	Mossy Tortoise Scythe Crab	6/10	Warding Thunder Freeze	Lightning x1 Ice x1	Damage + Chance to Boost Phys. Def (Random Ally)  Damage (Single Target)	3-5 5-7
	Scythe Crab Sea Birdian IV	6/10 4/10	Freeze Double Attack	lce x1 Bows x2	Damage (Single Target) Damage (Single Target)	5-7 5-7
	Sea Birdian V	4/10	Double Attack All	Bows x2	Damage (All)	5-7
	Sea Birdian VI	5/10	Triple Attack	Bows x3	Damage (All) Damage (Single Target)	5-7
	Sea Birdking I	5/10	Triple Attack	Swords x3	Damage (Single Target)	3-5
	Kingfisher	7/10	Ice Floe	Ice x2	Damage (Single Target)	3-5
	Cultured Cait	7/10	Deluxe Luck of the Calt	N/A	Restoration (All Allies)	x3
West Goldshore Coast Danger Level 34	Buccaneer II	N/A N/A	N/A N/A	N/A N/A	N/A N/A	N/A N/A
Danger Level 34	Sea Birdian IV	4/10	Double Attack	Bows x2	Damana (Single Target)	5-7
	Sea Birdian V	4/10	Double Attack All	Bows x2	Damage (Single Target) Damage (All)	5-7
	Sea Birdian VI	5/10	Triple Attack	Bows x3	Damage (Single Target)	5-7
	Sea Birdking I	5/10	Triple Attack	Swords x3	Damage (Single Target)	3-5
	Rock Tortoise	5/10	Warding Thunder	Lightning x1	Damage + Chance to Boost Phys. Def (Random Ally)	3-5
	Mossy Tortoise	6/10	Warding Thunder	Lightning x1	Damage + Chance to Boost Phys. Def (Random Ally)	3-5
	Scythe Crab	6/10	Freeze	Ice x1	Damage (Single Target)	5-7
	Kingfisher	7/10	Ice Floe	Ice x2	Damage (Single Target)	3-5
East Victors Hollow Trail	Gargantuan Boar	6/10	Mighty Charge (All)	Spears x1	Damage (All)	3-5
Danger Level 34	Creeping Treant	6/10	Blinding Shot (All)	Bows x1	Damage + Chance to Blind (All)	3-5
	Forest Ratking I	5/10	Triple Attack	Spears x3	Damage (Single Target)	3-5
	Forest Ratkin IV	4/10	Double Strike	Bows x2	Damage (Single Target)	5-7
	Forest Ratkin V	4/10	Double Attack All	Bows x2	Damage (All)	5-7
	Forest Ratkin VI	5/10	Triple Attack	Bows x3	Damage (Single Target)	5-7
	Horned Howler	4/10	Wind Slash	Wind x1	Damage (Single Target) Heals 1000 HP (+1000 HP per BP) & Boosts Elem. Atk, Phys. Atk, or Both (Random Ally)	5-7
	Mutant Mushroom	7/10	Millenial Frond	N/A	Heals 1000 HP (+1000 HP per BP) & Boosts Elem. Atk, Phys. Atk, or Both (Random Ally)	3-5
	Shambling Weed	4/10	Mighty Lunge	Spears x1	Damage (All)	5-7
	Cultured Cait	7/10	Deluxe Luck of the Calt	N/A	Restoration (All Allies)	x3
Northern Wellspring Sands Danger Level 35	Sand Lizardman IV Sand Lizardman V	4/10	Double Strike Double Attack All	Staves x2 Staves x2	Damage (Single Target) Damage (All)	5-7 5-7
Danger Level 35	Sand Lizardman VI	5/10	Triple Attack	Staves x2 Staves x3	Damage (All) Damage (Single Target)	5-7
	Sand Lizardking I	5/10	Triple Attack	Staves x3	Damage (All)	3-5
	Glant Scorpion	4/10	Venomous Claw (All)	Swords x1	Damage + Chance to Poison (All)	5-7
	Savage Scorpion	6/10	Venomous Claw (All)	Swords x1	Damage + Chance to Poison (All)	5-7
	Desert Worm	6/10	Sand Strike (All)	Staves x1	Damage + Chance to Blind (All) Damage + Chance to Sleep (All)	3-5
	Withered Wanderweed Dark Roller	6/10	Sophoric Shot (All) Poison Strike	Bows x1	Damage + Chance to Sleep (All)	3-5 5-7
	Dark Roller Spiked Skink	4/10 7/10	Poison Strike Hurricane Lunge (All)	Spears x1 Spears x1	Damage + Chance to Poison (Single Target)  Damage + Boosts Speed (All / All Allies)	5-7 3-5
	Cait	5/10	Luck of the Calt	N/A	Ally/Enemy Stat Change (All)	x3
	Cultured Calt	7/10	Deluxe Luck of the Calt	N/A	Restoration (All Allies)	x3
Southern Wellspring Sands	Withered Wanderweed	6/10	Sophoric Shot (All)	Bows x1	Damage + Chance to Sleep (All)	3-5
Danger Level 35	Dark Roller	4/10	Poison Strike	Spears x1	Damage + Chance to Poison (Single Target)	5-7
	Savage Scorpion	6/10	Venomous Claw (All)	Swords x1	Damage + Chance to Poison (All)	5-7
Captains' Bane	Spiked Skink Buccaneer Bones	7/10 4/10	Hurricane Lunge (All)	Spears x1 Swords x1	Damage + Boosts Speed (All / All Allies)  Damage + Chance to Confuse (Single Target)	3-5
Danger Level 35	Davy Bones	5/10	Befuddling Claw Befuddling Claw	Swords x1	Damage + Chance to Confuse (Single Target)  Damage + Chance to Confuse (Single Target)	3-5
	Wind Elemental	6/10	Wind Slash (All)	Wind x1	Damage (All)	3-5
	Scythe Crab	6/10	Freeze	Ice x1	Damage (Single Target)	5-7
	Black Scissors	8/10	Toxic Ice	Ice x1	Damage + Chance to Poison (Single Target)	5-7
	Azure Urchin	4/10 6/10	Physical Boost	N/A	Boosts Phys. Atk & Def (Random Ally)	3-5 3-5
	Mossy Tortoise Reaper Crab	9/10	Warding Thunder Freeze (All)	Lightning x1	Damage + Chance to Boost Phys. Def (Random Ally)	3-5
	Cait	5/10	Luck of the Calt	N/A	Damage (All) Ally/Enemy Stat Change (All)	x3
	Cultured Cait	7/10	Deluxe Luck of the Calt	N/A	Restoration (All Allies)	x3
		10/10	Ice Floe (All)	ice x1	Damage + Chance to Lower Speed	x1-3
	Deep One (Boss)		Double Strike	Staves x2	Damage (Single Target)	5-7
Eastern Wellspring Sands	Sand Lizardman IV	4/10			Damage (All)	5-7 5-7
Eastern Wellspring Sands Danger Level 35	Sand Lizardman IV Sand Lizardman V	4/10	Double Attack All	Staves x2	Demons (Claste Terret)	
	Sand Lizardman IV Sand Lizardman V Sand Lizardman VI	4/10 5/10	Double Attack All Triple Attack	Staves x3	Damage (Single Target)	2.5
	Sand Lizardman IV Sand Lizardman V	4/10	Double Attack All		Damage (Single Target)  Damage (All)  Damage + Chance to Poison (All)	3-5 5-7
	Sand Lizardman IV Sand Lizardman V Sand Lizardman VI Sand Lizardking I Savage Scorpton Desert Worm	4/10 5/10 5/10 6/10 6/10	Double Attack All Triple Attack Triple Attack Venomous Claw (All) Sand Strike (All)	Staves x3 Staves x3 Swords x1 Staves x1	Damage (Single Target)  Damage (All)  Damage + Chance to Poison (All)  Damage + Chance to Blind (All)	3-5 5-7 3-5
	Sand Lizardman IV Sand Lizardman V Sand Lizardman VI Sand Lizardking I Savage Scorpion Desert Worm Withered Wanderweed	4/10 5/10 5/10 6/10 6/10	Double Attack All Triple Attack Triple Attack Venomous Claw (All) Sand Strike (All) Sophoric Shot (All)	Staves x3 Staves x3 Swords x1 Staves x1 Bows x1	Damage (Single Target) Damage (All) Damage + Chance to Poison (All) Damage + Chance to Bilind (All) Damage + Chance to Sleep (All)	3-5 5-7 3-5 3-5
	Sand Lizardman IV Sand Lizardman V Sand Lizardman VI Sand Lizardking I Savage Scorpion Desert Worm Withered Wanderweed Dark Roller	4/10 5/10 5/10 6/10 6/10 4/10	Double Attack All Triple Attack Triple Attack Venomous Claw (All) Sand Strike (All) Sophoric Shot (All) Polson Strike	Staves x3 Staves x3 Swords x1 Staves x1 Bows x1 Spears x1	Damage (Single Target) Damage (All) Damage (All) Damage + Chance to Poison (All) Damage + Chance to Bilind (All) Damage + Chance to Sileep (All) Damage + Chance to Sileep (All) Damage + Chance to Poison (Single Target)	3-5 5-7 3-5 3-5 5-7
	Sand Lizardman IV Sand Lizardman V Sand Lizardman VI Sand Lizardking I Savage Scorpion Desert Worm Withered Wanderweed Dark Roller Spilked Skink	4/10 5/10 5/10 5/10 6/10 6/10 4/10 7/10	Double Attack All Triple Attack Triple Attack Venomous Claw (All) Sand Strike (All) Sophoric Shot (All) Poison Strike Hurricane Lunge (All)	Staves x3 Staves x3 Swords x1 Staves x1 Bows x1 Spears x1 Spears x1	Damage (Single Target) Damage (Alli) Damage + Chance to Blind (Alli) Damage + Chance to Blind (Alli) Damage + Chance to Sieup (Alli) Damage + Chance to Bries (Single Target) Damage + Chance to Poisson (Single Target) Damage + Chance to Poisson (Single Target)	3-5 5-7 3-5 3-5 5-7 3-5
	Sand Lizardman IV Sand Lizardman V Sand Lizardman VI Sand Lizardking I Savage Scorpion Desert Worm Withered Wanderweed Dark Roller Spiked Skink Calt	4/10 5/10 5/10 6/10 6/10 6/10 4/10 7/10 5/10	Double Attack All Triple Attack Triple Attack Venomous Claw (All) Sand Strike (All) Sophoric Shot (All) Polson Strike Hurricane Lunge (All) Luck of the Calt	Staves x3 Staves x3 Swords x1 Staves x1 Staves x1 Bows x1 Spears x1 Spears x1 N/A	Damage (Single Target) Damage (Alli) Damage + Chance to Blind (Alli) Damage + Chance to Blind (Alli) Damage + Chance to Sieup (Alli) Damage + Chance to Bries (Single Target) Damage + Chance to Poisson (Single Target) Damage + Chance to Poisson (Single Target)	3-5 5-7 3-5 3-5 5-7 3-5 x3
	Sand Lizardman IV Sand Lizardman IV Sand Lizardman VI Sand Lizardking I Savage Scorpion Desert Worm Withered Wanderweed Dark Roller Spiked Skink Cait Cultured Cait	4/10 5/10 5/10 6/10 6/10 6/10 4/10 7/10 5/10 7/10	Double Attack All Triple Attack Triple Attack Venomous Claw (All) Sand Strike (All) Sophoric Shot (All) Polson Strike Hurricane Lunge (All) Luck of the Calt Deluxe Luck of the Calt	Staves x3 Staves x3 Swords x1 Staves x1 Staves x1 Bows x1 Spears x1 Spears x1 N/A N/A	Damage (Single Target) Damage (Al) Damage - Chance to Poison (Ali) Damage - Chance to Poison (Ali) Damage - Chance to Single (Ali) Damage - Chance to Single Target) Damage - Chance to Single Target) Damage - Boutts Speed (Ali (Ali Alies) AllyEnemy Stat Change (Ali) Restoration (Ali Alies)	3-5 5-7 3-5 3-5 5-7 3-5 5-7 3-5 x3
	Sand Lizardman IV Sand Lizardman V Sand Lizardman VI Sand Lizardking I Savage Scorpion Desert Worm Withered Wanderweed Dark Roller Spiked Skink Calt	4/10 5/10 5/10 6/10 6/10 6/10 4/10 7/10 5/10	Double Attack All Triple Attack Triple Attack Venomous Claw (All) Sand Strike (All) Sophoric Shot (All) Polson Strike Hurricane Lunge (All) Luck of the Calt	Staves x3 Staves x3 Swords x1 Staves x1 Staves x1 Bows x1 Spears x1 Spears x1 N/A	Damage (Single Target) Damage (AII) Damage - Chance to Poison (AII) Damage - Chance to Poison (AII) Damage - Chance to Bind (AII) Damage - Chance to Bind (AII) Damage - Chance to Single Target) Damage - Boosts Speed (AII (AII AIII) Damage - Boosts Speed (AII (AII AIII) Restoration (AII AIII) Restoration (AII AIII) Damage (Single Target)	3-5 5-7 3-5 3-5 5-7 3-5 x3
Danger Level 35  Tomb of the Imperator	Sand Lizardman IV Sand Lizardman V Sand Lizardman VI Sand Lizardman VI Sand Lizardman VI Sand Lizardking I Savage Scorpion Desett Worm Withered Wanderweed Dark Roller Spiked Skink Calt Cultured Calt Ice Lizardman IV Ice Lizardman VI Ice Lizardman VI Ice Lizardman VI	4/10 5/10 5/10 6/10 6/10 6/10 4/10 7/10 5/10 4/10 4/10 4/10 5/10	Double Attack All Triple Attack Triple Attack Venomous Claw (All) Sand Strike (All) Sophoric Shot (All) Poison Strike Hurricane Lunge (All) Luck of the Calt Double Strike Double Attack All Triple Attack	Staves x3 Staves x3 Staves x3 Swords x1 Staves x1 Bows x1 Spears x1 Spears x1 NA NA Spears x2 Spears x2 Spears x2	Damage (Single Target) Damage (A)	3-5 5-7 3-5 3-5 5-7 3-6 x3 x3 5-7 5-7 5-7
Danger Level 35  Tomb of the Imperator	Sand Lizardman IV Sand Lizardman V Sand Lizardking I Sand Lizardking I Savage Scorpion Desert Worm Withered Wanderweed Dark Roller Spiked Skink Calt Cultured Calt Ice Lizardman IV Ice Lizardman V Ice Lizardman V Ice Lizardman V Ice Lizardman V	4/10 5/10 5/10 6/10 6/10 6/10 4/10 7/10 5/10 4/10 4/10 5/10 5/10	Double Attack All Triple Attack Triple Attack Triple Attack Venomous Claw (All) Sand Strike (All) Sophoric Shot (All) Polson Strike Hurricane Lunge (All) Luck of the Calt Deluxe Luck of the Calt Double Strike Double Attack Triple Attack Triple Attack	Staves x3 Staves x3 Staves x3 Swords x1 Staves x1 Boms x1 Spears x1 Spears x1 NA N/A Spears x2 Spears x2 Spears x3 Swords x3	Damage (Single Target) Damage (A) Damage (B) Damage (B) Damage (B) Damage (B) Damage (B) Damage (B)	3-5 5-7 3-5 3-5 5-7 3-5 x3 x3 5-7 5-7 5-7 5-7
Danger Level 35  Tomb of the Imperator	Sand Lizardman IV Sand Lizardman VI Sand Savage Scorpion Desert Worm Withered Worm Withered Worm Spiked Skink Calt Cultured Galt Ice Lizardman VI Ice Lizardman VI Ice Lizardman VI Ice Lizardmin VI Ice Lizar	4/10 5/10 5/10 6/10 6/10 6/10 4/10 7/10 5/10 7/10 4/10 4/10 5/10 5/10 6/10	Double Attack All Triple Attack Triple Attack Triple Attack Venomous Claw (All) Sophoric Shot (All) Polson Strike Hurricane Lunge (All) Luck of the Calt Deluze Luck of the Calt Double Strike Double Attack Triple Attack Triple Attack Freeze (All)	Staves x3 Staves x3 Staves x3 Swords x1 Staves x1 Staves x1 Spears x1 Spears x1 N/A N/A Spears x2 Spears x2 Spears x3 Swords x3 Lee x1	Damage (Single Target) Damage (A)	3-5 5-7 3-5 3-5 5-7 3-5 13 5-7 5-7 5-7 5-7 5-7 5-7 5-7 3-5 3-5 3-5 3-5 3-5 3-5 3-5 3-7 3-7 3-7 3-7 3-7 3-7 3-7 3-7
Danger Level 35  Tomb of the Imperator	Sand Lizardman IV Sand Lizardman V Sand Lizardman V Sand Lizardman V Sand Lizardman V Sand Savage Scorpion Desert Worm Unitered Wanderweed Dark Roller Spiked Skink Calt Culturued Calt Ice Lizardman IV Ice Lizardman V Ice L	4/10 5/10 5/10 6/10 6/10 6/10 4/10 7/10 5/10 7/10 4/10 4/10 5/10 5/10 6/10 5/10 6/10 5/10	Double Attack All Triple Attack Triple Attack Triple Attack Venomous Claw (All) Sand Strike (All) Sophoric Shot (All) Polson Strike Hurricane Lunge (All) Luck of the Calt Double Strike Double Strike Double Strike Triple Attack Triple Attack Freeze (All) Armor Break (All)	Staves x3 Staves x3 Staves x3 Swords x1 Staves x1 Staves x1 Spears x1 Spears x1 N/A N/A Spears x2 Spears x2 Spears x3 Swords x3 Lec x1 Swords x1	Damage (Single Target) Damage (A) Damage (B)	3-5 5-7 3-6 5-7 3-5 5-7 3-5 x3 x3 5-7 5-7 5-7 3-6 3-5 3-5 3-5 3-5
Danger Level 35  Tomb of the Imperator	Sand Lizardman IV Sand Lizardman V Sand Lizardman V Sand Lizardman V Sand Lizardming IV Savage Scorpion Deset Worm Withbred Wanderweed Dark Roller Spiked Skinik Calt Calt Coltured Calt Ico Lizardman IV Ico Lizardman V Ico	4/10 5/10 5/10 6/10 6/10 6/10 4/10 7/10 5/10 4/10 4/10 5/10 6/10 6/10 6/10	Double Attack All Triple Attack Triple Attack Triple Attack Venomous Claw (All) Sophoric Shot (All) Polson Strike Hurricane Lunge (All) Luck of the Call Double Strike Double Strike Triple Attack Triple Attack Triple Attack Triple Attack Sophoric Fang (All) Armor Brask (All)	Staves x3 Staves x3 Staves x3 Swords x1 Staves x1 Staves x1 Spears x1 Spears x1 N/A N/A Spears x2 Spears x2 Spears x3 Swords x3 Lec x1 Swords x1	Damage (Single Target) Damage (A) Damage (B)	3-5 5-7 3-5 3-5 3-7 3-5 3-5 3-5 3-7 5-7 5-7 3-5 3-5 3-5 3-5 3-5 3-5 3-5 3-7 3-7 3-7 3-7 3-7 3-7 3-7 3-7
Danger Level 35  Tomb of the Imperator	Sand Lizardman IV Sand Lizardman V Sand Lizardman V Sand Lizardman V Sand Lizardman V Sand Savage Scorpion Desert Worm Unitered Wanderweed Dark Roller Spiked Skink Calt Culturued Calt Ice Lizardman IV Ice Lizardman V Ice L	4/10 5/10 5/10 6/10 6/10 6/10 4/10 7/10 5/10 7/10 4/10 4/10 5/10 5/10 6/10 5/10 6/10 5/10	Double Attack All Triple Attack Triple Attack Triple Attack Venomous Claw (All) Sand Strike (All) Sophoric Shot (All) Polson Strike Hurricane Lunge (All) Luck of the Calt Double Strike Double Strike Double Strike Triple Attack Triple Attack Freeze (All) Armor Break (All)	Staves x3 Staves x3 Staves x3 Swords x1 Staves x1 Staves x1 Spears x1 Spears x1 N/A N/A Spears x2 Spears x2 Spears x3 Swords x3 Lee x1	Damage (Single Target) Damage (A) Damage (B)	3-5 5-7 3-6 5-7 3-5 5-7 3-5 x3 x3 5-7 5-7 5-7 3-6 3-5 3-5 3-5 3-5

Location of Monster Black Market	Name of Monster Carmine Eagle	Strength 4/10	Wind Slash	Damage Type & Hits Wind x1	Damage (Single Target)	# of Summo
Danger Level 36	Desert Worm Savage Scorpion	6/10 6/10	Sand Strike (All) Venomous Claw (All)	Staves x1 Swords x1	Damage + Chance to Blind (All) Damage + Chance to Poison (All)	3-5 5-7
	Warrior Bones Brawler Bones	4/10 5/10	Slash Mighty Slash	Swords x1 Swords x1	Damage (Single Target) Damage (All)	3-5 3-5
rall to the Whitewood	Dark Roller Hoary Bear	4/10 6/10	Poison Strike Enraged Bash (All)	Spears x1 Staves x2	Damage + Chance to Poison (Single Target)  Damage (All)	5-7 3-5
Danger Level 37	Snow Leopard Majestic Snow Marmot	7/10 4/10	Double Sophoric Claw Mighty Slash	Swords x2 Swords x1	Damage + Chance to Sleep (Single Target)  Damage (All)	3-5 5-7
	Ice Elemental	6/10	Freeze (All)	Ice x1	Damage (All)	3-5
The Whitewood Danger Level 38	Hoary Howler Frostwing Serpent	6/10 4/10	Mighty Stab Wind Slash	Daggers x1 Wind x1	Damage (All) Damage (Single Target)	5-7 3-5
	Winter Wanderweed Avalanche Mushroom	4/10 4/10	Shoot Restore Great Health	Bows x1 N/A	Damage (Single Target) Heals 1000 HP (+1000 extra per BP) (Random Ally)	3-5 3-5
Seaside Grotto Danger Level 38	Believer I Believer II	N/A N/A	N/A N/A	N/A N/A	N/A N/A	N/A N/A
	Flame Sentinel Mk. II Dark Sentinel Mk. II	5/10	Incinerate Enshadow	Fire x1	Damage (Single Target) Damage (Single Target)	5-7 5-7
	Fire Elemental	6/10	Incinerate (All)	Fire x1	Damage (All)	3-5
	Dark Elemental Vampire Bat	6/10 4/10	Enshadow (All) Sophoric Fang	Dark x1 Daggers x1	Damage (All) Damage + Chance to Sleep (Single Target)	3-5 5-7
Yvon's Birthplace	Shaggy Spider Vampire Bat	4/10	Sophoric Claw Sophoric Fang	Swords x1 Daggers x1	Damage + Chance to Sleep (Single Target)  Damage + Chance to Sleep (Single Target)	3-5 5-7
Danger Level 40	Thunder Guardian	7/10 N/A	Shock Stream	Lightning x2	Damage (Single Target)	3-5 N/A
	Researcher II	N/A	N/A	N/A	N/A	N/A
	Researcher III Dark Remnant	N/A 4/10	N/A Enshadow	N/A Dark x1	N/A Damage (Single Target)	N/A 3-5
Yvon's Cellar	Blood Remnant Researcher I	4/10 N/A	Incinerate N/A	Fire x1	Damage (Single Target) N/A	3-5 N/A
Danger Level 40	Researcher III	N/A N/A	N/A N/A	N/A N/A	N/A N/A	N/A N/A
	Thunder Guardian	7/10	Shock Stream	Lightning x2	Damage (Single Target)	3-5
	Fire Guardian Vampire Bat	6/10	Incinerate (All) Sophoric Fang	Fire x1 Daggers x1	Damage (All) Damage + Chance to Sleep (Single Target)	3-5 5-7
	Dark Remnant	4/10	Enshadow	Dark x1	Damage (Single Target)	3-5
Quicksand Caves	Blood Remnant Slayer Bug	4/10	Incinerate Lunge	Fire x1 Spears x1	Damage (Single Target) Damage (Single Target)	3-5 5-7
Danger Level 40	Sea Snake Blood Viper	4/10 4/10	Venomous Fang Incinerate	Daggers x1 Fire x1	Damage + Chance to Poison (Single Target) Damage (Single Target)	5-7 5-7
	Dread Viper	4/10	Venomous Fang	Daggers x1	Damage + Chance to Poison (Single Target)	5-7
	Ettin Asp Ettin Serpent	6/10 6/10	Double Stab Befuddling Fang (All)	Daggers x2 Daggers x1	Damage (Single Target) Damage + Chance to Confuse (All)	3-5 3-5
	Ettin Snake Shaggy Spider	9/10 4/10	Mighty Double Stab Sophoric Claw	Daggers x2 Swords x1	Damage (All) Damage + Chance to Sleep (Single Target)	3-5 3-5
Obsidian Manse Danger Level 40	Constituent I	N/A N/A	N/A N/A	N/A N/A	N/A N/A	N/A N/A
_anger Level 40	Dire Ash Raven	5/10	Enshadow	Dark x1	Damage (Single Target)	5-7
	Icky Slug Shaggy Spider	6/10 4/10	Black Bile Sophoric Claw	N/A Swords x1	Reduces Phys. Atk, Phys. Def, or Both for 4 turns (Single Target)  Damage + Chance to Sleep (Single Target)	3-5
	Thunder Curator Light Sentinel Mk. II	6/10 5/10	Electrocute Luminescence	Lightning x1 Light x1	Damage (Single Target)  Damage (Single Target)	3-5 5-7
West Everhold Pass Danger Level 45	Winged Serpent Shadow Raven	6/10	Toxic Wind Enshadow	Wind x1 Dark x1	Damage + Chance to Poison (Single Target)  Damage (Single Target)	3-5 5-7
_anger Level 45	Demon Goat	7/10	Sophoric Strike (All)	Spears x1	Damage + Chance to Sleep (All)	3-5
	Highland Ratking I Highland Ratking II	5/10 6/10	Triple Attack Triple Attack All	Axes x3 Axes x3	Damage (Single Target) Damage (All)	3-5 3-5
	Highland Ratking III Animated Armor	8/10 9/10	Retaliative Axe Invincible Cleave	Axes x1 Swords x1	Damage + Physical Counter (Random Ally)  Damage + Invincibility (Random Ally)	3-5 3-5
Annabith anto	Chubby Calt	10/10	Supreme Luck of the Calt	N/A	Unique Effects (All Allies)	x3
Amphitheatre: Arena Danger Level 45	Ice Sentinel Mk. II Ice Curator Mk. II	6/10 7/10	Freeze Freeze	Ice x1 Ice x1	Damage (Single Target) Damage (Single Target)	5-7 3-5
	Light Sentinel Mk. II	5/10	Luminescence	Light x1	Damage (Single Target)	5-7
	Light Curator Mk. II Obsidian Executive I	7/10 N/A	Luminescence N/A	Light x1 N/A	Damage (Single Target) N/A	3-5 N/A
rth Riverford Traverse	Obsidian Executive II Horned Fly	N/A 6/10	N/A Befuddling Claw	N/A Swords x1	N/A Damage + Chance to Confuse (Single Target)	N/A 5-7
Danger Level 45	Lord of the Flies Ettin Asp	7/10 6/10	Offensive Claw Double Stab	Swords x1 Daggers x2	Damage + Chance to Lower Phys. Atk (Single Target) Damage (Single Target)	3-5 3-5
	River Frogking I	5/10	Triple Attack	Axes x3	Damage (Single Target)	3-5
	River Frogking II River Frogking III	6/10 7/10	Triple Attack (All) Double Armor Crush	Axes x3 Axes x2	Damage (All) Damage + Chance to Lower Phys. Def (Single Target)	3-5 3-5
Hidden Path	Blue Bull Vampire Bat	8/10 4/10	Repeated Thrust Sophoric Fang	Spears x2 Daggers x1	Damage (Single Target)  Damage + Chance to Sleep (Single Target)	3-5 5-7
Danger Level 45	Mad Ratkin	6/10	Attack	Daggers x1	Damage (Single Target)	5-7
	Gooey Slug Horned Fly	8/10	Viscous Bite Befuddling Claw	N/A Swords x1	Chance to reduce Elem. Atk, Phys. Def, Speed, or a combination of those three (Single Target)  Damage + Chance to Confuse (Single Target)	3-5 5-7
	Lord of the Flies	7/10	Offensive Claw	Swords x1	Damage + Chance to Lower Phys. Atk (Single Target)	3-5
Grandport Sewers	Giant Gator Obsidian Executive I	9/10 N/A	Wreak Havoc (All) N/A	Daggers x1 N/A	Damage + Boosts Phys. Atk (All / All Allies) N/A	3-5 N/A
Danger Level 45	Obsidian Executive II Black Scissors	N/A 8/10	N/A Toxic Ice	N/A Ice x1	N/A Damage + Chance to Poison (Single Target)	N/A 5-7
	Vampire Bat Thunder Guardian Mk. II	4/10 8/10	Sophoric Fang Electrocute (All)	Daggers x1 Lightning x1	Damage + Chance to Sleep (Single Target)  Damage (All)	5-7 3-5
	Thunder Curator Mk. II	7/10	Electrocute	Lightning x1	Damage (Single Target)	3-5
	Thunder Sentinel Mk.II Sea Anemone	6/10 6/10	Electrocute Poison Shot	Lightning x1 Bows x1	Damage (Single Target) Damage + Chance to Poison (Single Target)	5-7 3-5
	Gooey Slug	8/10	Viscous Bite	N/A	Chance to reduce Elem. Atk, Phys. Def, Speed, or a combination of those three (Single Target)	3-5
lest Grandport Coast Danger Level 45	Greater Kingfisher Sea Birdking I	8/10 5/10	Ice Floe Triple Attack	Ice x2 Swords x3	Damage (Single Target) Damage (Single Target)	3-5 3-5
	Sea Birdking II Sea Birdking III	6/10 7/10	Triple Attack All Striking Sword Dance	Swords x3 Swords x2	Damage (All) Damage + Boosts Phys. Atk (Random Ally)	3-5
	Black Scissors	8/10	Toxic Ice	Ice x1	Damage + Chance to Poison (Single Target)	5-7
stern Wispermill Flats	Reaper Crab Plains Drake	9/10	Freeze (All) Crushing Wing (All)	lce x1 Wind x1	Damage (All) Damage + Chance to Lower Phys. Def (All)	3-5 3-5
Danger Level 45	Raging Rhino Mortal Mushroom	6/10 7/10	Lunge Crimson Powder (All)	Spears x1 N/A	Damage (Single Target) Chance to Sieep, Poison, or Both (All)	3-5 3-5
	Shambling Weed	4/10 5/10	Mighty Lunge Triple Attack	Spears x1 Axes x3	Damage (All)	5-7 3-5
	Flatlands Frogking I Flatlands Frogking II	6/10	Triple Attack All	Axes x3	Damage (Single Target) Damage (All)	3-5
	Flatlands Frogking III Furious Fungoid	7/10 8/10	Double Guard Break Continual Light (HP)	Axes x2 N/A	Damage + Chance to Lower Elem. Def (Single Target) Heals 1000 HP (+1000 extra per BP) + HP Regen (Random Ally)	3-5 3-5
Ebony Grotto Danger Level 45	Zealot I	N/A N/A	N/A N/A	N/A N/A	N/A N/A	N/A N/A
g Level 40	Vampire Bat	4/10	Sophoric Fang	Daggers x1	Damage + Chance to Sleep (Single Target)	5-7
	Dark Elemental Mortal Mushroom	6/10 7/10	Enshadow (All) Crimson Powder (All)	Dark x1 N/A	Damage (All) Chance to Sleep, Poison, or Both (All)	3-5 3-5
	Shambling Weed Shadow Remnant Mk. II	4/10 6/10	Mighty Lunge Enshadow	Spears x1 Dark x1	Damage (All) Damage (Single Target)	5-7 3-5
rm Cathedral: Cellars	Shadow Revenant Carnivorous Bat	10/10	Eclipse Clock (All) Sophoric Fang (All)	Dark x1 Daggers x1	Damage + Elem Def and Phys Def (All / All Allies)  Damage + Chance to Sleep (All)	1-3
Danger Level 45	Bandit Bones	7/10	Mighty Slash	Swords x1	Damage (All)	3-5
	Brigand Leader I Brigand Leader II	N/A N/A	N/A N/A	N/A N/A	N/A N/A	N/A N/A
	Brigand Leader III	N/A 6/10	N/A Freeze (All)	N/A Ice x1	N/A Damage (All)	N/A 3-5
	Accursed Armor	9/10	Armor Break (All)	Swords x1	Damage + Chance to Lower Phys. Def (All)	3-5
Danger Level 45	Reptalios Ice Elemental	8/10 6/10	Enfettering Slash (All) Freeze (All)	Swords x1 Ice x1	Damage + Chance to Slow (All) Damage (All)	3-5 3-5
	Accursed Armor Ice Lizardking I	9/10 5/10	Armor Break (All) Triple Attack	Swords x1 Swords x3	Damage + Chance to Lower Phys. Def (All) Damage (Single Target)	3-5 3-5
	Ice Lizardking II	6/10	Triple Attack All	Swords x3	Damage (All)	3-5
	Ice Lizardking III War Wolf	7/10 8/10	Swordwall Dance Double Stab	Swords x2 Daggers x2	Damage + Boosts Phys Def (Random Ally)  Damage (Single Target)	3-5 5-7
	Snow Drake	9/10	Blizzard Breath (All)	Ice x1	Damage + Chance to Lower Elem. Atk (All)	3-5
aw of the Ice Dragon	Chubby Calt War Wolf	10/10 8/10	Supreme Luck of the Calt Double Stab	N/A Daggers x2	Unique Effects (All Allies) Damage (Single Target)	x3 5-7
Danger Level 45	Snow Drake Calt	9/10 5/10	Blizzard Breath (All) Luck of the Calt	Ice x1 N/A	Damage + Chance to Lower Elem. Atk (All) Ally/Enemy Stat Change (All)	3-5 x3
	Chubby Calt Cultured Calt	10/10	Supreme Luck of the Calt  Deluxe Luck of the Calt	N/A N/A	Unique Effects (All Allies) Restoration (All Allies)	x3 x3
	Accursed Armor	9/10	Armor Break (All)	Swords x1	Damage + Chance to Lower Phys. Def (All)	3-5
	Snow Leopard Ice Elemental	7/10 6/10	Double Sophoric Claw Freeze (All)	Swords x2 Ice x1	Damage + Chance to Sleep (Single Target)  Damage (All)	3-5 3-5
	Dreadwolf (Boss)	10/10	Wild Scratch (All)	Swords x3-6	Damage (All)	1-3
stern Marsalim Sands Danger Level 45	Venomous Scorpion Remnant Mk. II	8/10	Venomous Claw (All) Bite	Swords x1 Daggers x1	Damage + Chance to Poison (All)  Damage (Single Target)	5-7 3-5
g Level 40	Sand Lizardking I Sand Lizardking II	5/10	Triple Attack	Staves x3	Damage (All)	3-5
	Sand Lizardking III	6/10 7/10	Triple Attack All Double Rapid Staff Dance	Staves x3 Staves x2	Damage (All) Damage + Boosts Speed (Random Ally)	3-5 3-5
	Kartikeya Chubby Cait	6/10	Rainbow Flash (All) Supreme Luck of the Calt	N/A N/A	Chance to Blind (All) Unique Effects (All Allies)	3-5 x3
Grimsand Road	Venomous Scorpion Fire Elemental	8/10	Venomous Claw (All)	Swords x1	Damage + Chance to Poison (All)	5-7
	rire Elemental		Incinerate (All)	Fire x1	Damage (All) Damage (Single Target)	3-5 3-5
Danger Level 45	Remnant Mk. II	6/10	Bite	Daggers x1	Damage (origin rarger)	
	Remnant Mk. II  Revenant  Venomous Scorpion	6/10 10/10 8/10	Impact Clock Venomous Claw (All)	N/A Swords x1	Boosts Phys. Atk, Phys. Def, Elem. Atk, Elem. Def, and Speed (Random Ally) (Lasts 2 turns + 1 turn per BP) Damage + Chance to Poison (All)	1-3

Location of Monster	Name of Monster Black Scissors	Strength 8/10	Skills Toxic Ice	Damage Type & Hits	Skill Effect # Damage + Chance to Poison (Single Target)	of Sum
Danger Level 45	Reaper Crab Cetus Maximus	9/10 6/10	Freeze (All) Sophoric Mist (All)	Ice x1 Ice x1 N/A	Damage + Chance to Poison (Single Target)  Damage (All)  Chance to Sieep (All)	5-7 3-5 3-5
	Wind Elemental	6/10	Wind Slash (All)	Wind x1	Damage (All)	3-5
	Buccaneer Bones Davy Bones	4/10 5/10	Befuddling Claw Befuddling Claw	Swords x1 Swords x1	Damage + Chance to Confuse (Single Target)  Damage + Chance to Confuse (Single Target)	3-5
Ruins of Eld Danger Level 45-46	Vampire Bat Curator Mk. II	4/10 9/10	Soporific Fang Mental Boost (All)	Daggers x1 N/A	Damage + Chance to Sleep (Single Target) Boosts Elem. Atk & Def (All Allies)	5-7 3-5
Danger Cerei 45-40	Wind Curator Mk. II	7/10	Wind Slash	Wind x1	Damage (Single Target)	3-5
	Sentinel Mk. II Wind Sentinel Mk. II	6/10 6/10	Chop Wind Slash	Axes x1 Wind x1	Damage (Single Target) Damage (Single Target)	5-7 5-7
	Guardian Mk. II Wind Guardian Mk. II	8/10 8/10	Mighty Chop Wind Slash (All)	Axes x1 Wind x1	Damage (All) Damage (All)	3-5
	Blood Revenant	7/10	Guardian Axe	Axes x1	Damage + Elem Def and Phys Def (All / All Allies)	1-3
East Duskbarrow Trail	Dark Revenant Raging Treant	7/10 7/10	Bulwark Axe Blinding Shot	Axes x1 Bows x1	Damage (Single Enemy) + Phys. Def Boost (Random Ally)  Damage + Chance to Blind (Single Target)	1-3 3-5
Danger Level 45	Forest Ratking I Forest Ratking II	5/10 6/10	Triple Attack Triple Attack All	Spears x3 Spears x3	Damage (Single Target) Damage (All)	3-5
	Forest Ratking III Black Howler	7/10 6/10	Double Blessed Spear Soporific Wind	Spears x2 Wind x1	Damage + Boosts Elem. Def (Single / Random Ally)	3-5 5-7
	Ettin Ophidian	8/10	Double Stab	Daggers x2	Damage + Chance to Sleep (Single Target)  Damage (Single Target)	3-5
	Peek-a-Boo Chubby Cait	9/10	Endanger Life (All) Supreme Luck of the Calt	Bows x1 N/A	Damage + Chance to Lower Speed (All) Unique Effects (All Allies)	3-5 x3
Moldering Ruins Danger Level 45	Bandit Bones Flame Curator Mk. II	7/10 7/10	Mighty Slash Incinerate	Swords x1 Fire x1	Damage (All) Damage (Single Target)	3-5
Daliger Level 45	Ice Curator Mk. II	7/10	Freeze	Ice x1	Damage (Single Target)	3-5
	Fire Guardian Mk. II Ice Guardian Mk. II	8/10 8/10	Incinerate (All) Freeze (All)	Fire x1 Ice x1	Damage (All) Damage (All)	3-5
	Master Thief I Master Thief II	N/A N/A	N/A N/A	N/A N/A	N/A N/A	N/A N/A
South Orewell Pass	Cliff Birdking I	5/10	Triple Attack	Bows x3	Damage (Single Target)	3-5
Danger Level 45	Cliff Birdking II Cliff Birdking III	6/10 7/10	Triple Attack All Double Elemental Arrow	Bows x3 Bows x2	Damage (All)  Damage + Raises Elem. Atk (Single / Random Ally)	3-5
	Glant Eagle	6/10	Dance Wind Slash	Wind x1	Damage (Single Target)	3-5
	Woolly Spider Creepy Fledgling	6/10	Sophoric Claw Poison Shot	Swords x1 Bows x1	Damage + Chance to Sleep (Single Target)  Damage + Chance to Poison (Single Target)	3-5 5-7
	Bloody Rhino	8/10	Lunge	Spears x1	Damage (Single Target)	3-5
rail to the Forest of Rubeh	Chubby Calt Woolly Spider	10/10 6/10	Supreme Luck of the Calt Sophoric Claw	N/A Swords x1	Unique Effects (All Allies)  Damage + Chance to Sleep (Single Target)	x3 3-5
Danger Level 45	Dreadwing Bloody Rhino	9/10 8/10	Icy Breath (All) Lunge	Ice x1 Spears x1	Damage + Chance to Lower Elem. Def (All) Damage (Single Target)	3-5
Facest of Dichah	Creepy Fledgling	6/10	Poison Shot	Bows x1	Damage + Chance to Poison (Single Target)	5-7
Forest of Rubeh Danger Level 45	Glant Eagle Devil Deer	6/10	Wind Slash Mighty Lunge	Wind x1 Spears x1	Damage (Single Target)  Damage (All)	3-5
	Wind Elemental Killer Chameleon	6/10 8/10	Wind Slash (All) Sharp Scratch (All)	Wind x1 Swords x1	Damage (All)  Damage + Chance to Lower Critical (All)	3-5
	Ettin Snake	9/10	Mighty Double Stab Blinding Claw	Daggers x2 Swords x1	Damage (All)  Damage + Chance to Blind (Single Target)	3-5
Lord's Manse	Menacing Manticore Dark Curator Mk. II	7/10	Enshadow	Dark x1	Damage (Single Target)	3-5
Danger Level 46	Dark Guardian Mk. II Werner's Man I	8/10 N/A	Enshadow (All) N/A	Dark x1 N/A	Damage (All) N/A	3-5 N/A
	Werner's Man II Werner's Man III	N/A N/A	N/A N/A	N/A N/A	N/A N/A	N/A N/A
	Flame Curator Mk.II	7/10	Incinerate	Fire x1	Damage (Single Target)	3-5
	Fire Guardian Mk. II Vampire Bat	8/10 4/10	Incinerate (All) Sophoric Fang	Fire x1 Daggers x1	Damage (All) Damage + Chance to Sleep (Single Target)	3-5 5-7
Amphitheatre: Balcony Danger Level 46	Ice Sentinel Mk. II Ice Curator Mk. II	6/10 7/10	Freeze Freeze	Ice x1	Damage (Single Target) Damage (Single Target)	5-7 3-5
Danger Cever 40	Ice Guardian Mk. II	8/10	Freeze (All)	Ice x1	Damage (All)	3-5
	Light Sentinel Mk. II Light Curator Mk. II	5/10 7/10	Luminescence Luminescence	Light x1 Light x1	Damage (Single Target) Damage (Single Target)	5-7 3-5
	Light Guardian Mk. II	8/10	Luminescence (All)	Light x1	Damage (All)	3-5
Forest of No Return Danger Level 48	Furious Fungoid Mortal Mushroom	8/10 7/10	Continual Light (HP) Crimson Powder (All)	N/A N/A	Heals 1000 HP (+1000 HP per BP) and Grants HP Regen (Random Ally) Chance to Poison, Sleep, or Both (All)	3-5
Danigar Cavar 40	Shambling Weed	4/10	Mighty Lunge	Spears x1	Damage (All)	5-7
	Raging Treant Peek-a-Boo	7/10 9/10	Blinding Shot Endanger Life (All)	Bows x1 Bows x1	Damage + Chance to Blind (Single Target)  Damage + Chance to Lower Speed (All)	3-5 3-5
	Shadow Raven Black Howler	6/10	Enshadow Soporific Wind	Dark x1 Wind x1	Damage (Single Target) Damage + Chance to Sleep (Single Target)	5-7 5-7
	Calt Cultured Calt	5/10	Luck of the Calt	N/A N/A	Ally/Enemy Stat Change (All)	x3
	Dreadwing	7/10 9/10	Deluxe Luck of the Calt Icy Breath (All)	Ice x1	Restoration (All Allies) Damage + Chance to Lower Elem. Def (All)	x3 3-5
Shrine of the Archmagus	Carnivorous Plant (Boss) Ice Remnant Mk. II	10/10 6/10	Continual Light (SP)(All) Freeze	N/A Ice x1	Grants 25 SP and SP Regen (All Allies)  Damage (Single Target)	1-3
Danger Level 50	Flame Remnant Mk. II	6/10	Incinerate	Fire x1	Damage (Single Target)	3-5
	Thunder Remnant Mk. II Animated Armor	6/10 9/10	Eletrocute Invincible Cleave	Lightning x1 Swords x1	Damage (Single Target)  Damage + Invincibility (Single Target / Random Ally)	3-5
	Flame Revenant	10/10	Inferno Clock (All)	Fire x1	Damage + Elem Def and Phys Def (All / All Allies)	1-3
	Ice Revenant Thunder Revenant	10/10	Diamond Clock (All) Vortex Clock (All)	Ice x1 Lightning x1	Damage + Elem Def and Phys Def (All / All Allies) Damage + Elem Def and Phys Def (All / All Allies)	1-3
Shrine of the Runeblade	Chubby Cait Ice Remnant Mk. II	10/10	Supreme Luck of the Calt Freeze	N/A Ice x1	Unique Effects (All Allies)  Damage (Single Target)	x3
Danger Level 50	Light Remnant Mk. II	6/10	Luminescence	Light x1	Damage (Single Target)	3-5
	Wind Remnant Mk. II Wind Revenant	6/10	Wind Slash Tempest Clock (All)	Wind x1 Wind x1	Damage (Single Target) Damage + Elem Def and Phys Def (All / All Allies)	3-5 1-3
	Animated Armor Ice Revenant	9/10	Invincible Cleave Diamond Clock (All)	Swords x1 Ice x1	Damage + Invincibility (Single Target / Random Ally)  Damage + Elem Def and Phys Def (All / All Allies)	3-5
	Light Revenant	10/10	Solar Clock (All)	Light x1	Damage + Elem Def and Phys Def (All / All Allies)	1-3
Shrine of the Warbringer Danger Level 50	Flame Revenant Animated Armor	10/10	Inferno Clock (All) Invincible Cleave	Fire x1 Swords x1	Damage + Elem Def and Phys Def (All / All Allies)	1-3
Danger Level 50	Shadow Remnant Mk. II	6/10	Enshadow	Dark x1	Damage + Invincibility (Single Target / Random Ally) Damage (Single Target)	3-6
	Flame Remnant Mk. II Thunder Remnant Mk. II	6/10	Incinerate Eletrocute	Fire x1 Lightning x1	Damage (Single Target) Damage (Single Target)	3-6
	Shadow Revenant	10/10	Eclipse Clock (All)	Dark x1	Damage + Elem Def and Phys Def (All / All Allies)	1-3
	Flame Revenant Thunder Revenant	10/10	Inferno Clock (All) Vortex Clock (All)	Fire x1 Lightning x1	Damage + Elem Def and Phys Def (All / All Allies) Damage + Elem Def and Phys Def (All / All Allies)	1-3
Shrine of the Starroor	Chubby Cait Light Remnant Mk. II	10/10	Supreme Luck of the Calt Luminescence	N/A Light x1	Unique Effects (All Allies)  Damage (Single Target)	x3
Danger Level 50	Wind Remnant Mk. II	6/10	Luminescence Wind Slash	Wind x1	Damage (Single Target)	3-5
	Animated Armor Light Revenant	9/10	Invincible Cleave Solar Clock (All)	Swords x1 Light x1	Damage + Invincibility (Single Target / Random Ally) Damage + Elem Def and Phys Def (All / All Allies)	3-5 1-3
	Shadow Remnant Mk. II Wind Revenant	6/10	Enshadow Tempest Clock (All)	Dark x1 Wind x1	Damage (Single Target)  Damage + Elem Def and Phys Def (All / All Allies)	3-5
	Shadow Revenant	10/10	Eclipse Clock (All)	Dark x1	Damage + Elem Def and Phys Def (All / All Allies)	1-3
Marsalim Catacombs  Danger Level 50	Desert Worm Dire Skull Roller	6/10 5/10	Sand Strike (All) Poison Strike	Staves x1 Spears x1	Damage + Chance to Blind (All) Damage + Chance to Poison (Single Target)	3-5 5-7
	Warrior Bones Brawler Bones	4/10 5/10	Slash Mighty Slash	Swords x1 Swords x1	Damage (Single Target) Damage (All)	3-1
	Light Elemental	7/10	Luminescence (All)	Light x1	Damage (All)	3-5
	Sand Lizardking II Sand Lizardking III	6/10 7/10	Triple Attack All Double Rapid Staff Dance	Staves x3 Staves x2	Damage (All) Damage + Boosts Speed (Single Target / Random Ally)	3-5 3-5
	Chubby Calt Lord of the Sands (Boss)	10/10	Supreme Luck of the Calt Sandstorm Strike (All)	N/A Staves x1	Unique Effects (All Allies)  Damage + Chance to Lower Phys. Def, Elem. Def, or Both (All)	x3
Refuge Ruins Danger Level 50	River Frogking I	5/10 6/10	Triple Attack Triple Attack (All)	Axes x3 Axes x3	Damage (Single Target)	3-6
Janger Level 50	River Frogking II River Frogking III	7/10	Double Armor Crush	Axes x2	Damage (All) Damage + Chance to Lower Phys. Def (Single Target)	3-5
	Glant Gator Collared Salamander	9/10 6/10	Wreak Havoc (All) Blinding Charge	Daggers x1 Spears x2	Damage + Boosts Phys. Atk (All / All Alliallies) Damage + Chance to Blind (Single Target)	3-5 3-5
	Gigantes (Boss) Chubby Calt	10/10	Fell Swoop (All) Supreme Luck of the Calt	Spears x1 N/A	Damage + Boosts Phys. Atk, Elem. Atk, or Both (All / All Allies) Unique Effects (All Allies)	1-3 x3
Loch of the Lost King	Lightning Elemental	6/10	Electrocute (All)	Lightning x1	Damage (All)	3-5
Danger Level 50	Bandit Bones Gooey Slug	7/10 8/10	Mighty Slash Viscous Bite	Swords x1 N/A	Damage (All)  Chance to reduce Elem. Atk, Elem. Def, Speed, or some combination of all of those, for 6 Turns (All)	3-5
	Ice Elemental	6/10	Freeze (All)	ice x1	Damage (All)	3-5
	Chubby Calt Sea Birdking II	10/10	Supreme Luck of the Calt Triple Attack All	N/A Swords x3	Unique Effects (All Allies)  Damage (All)	x3
	Sea Birdking III	7/10	Striking Sword Dance	Swords x2	Damage + Boosts Phys. Atk (Single Target / Random Ally)	3-5
	Furious Fungoid Tyrannodrake (Boss)	8/10 10/10	Continual Light (HP) Double-Blind Attack (All)	N/A Spears x2	Heals 1000 HP (+1000 extra per BP) + HP Regen (Random Ally)  Damage + Chance to Blind (All)	3-5 1-3
Dragonsong Fane Danger Level 50	Master Thief I Master Thief II	N/A N/A	N/A N/A	N/A N/A	N/A N/A	N/A N/A
Danger Level 50	Guardian Mk. II	8/10	Mighty Chop	Axes x1	Damage (All)	3-5
	Fire Guardian Mk. II Thunder Guardian Mk. II	8/10 8/10	Incinerate (All) Electrocute (All)	Fire x1 Lightning x1	Damage (All) Damage (All)	3-5 3-5
	Wind Remnant Mk. II	6/10	Wind Slash	Wind x1	Damage (Single Target)	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
	Shadow Revenant Light Revenant	10/10	Eclipse Clock (All) Solar Clock (All)	Dark x1 Light x1	Damage + Elem Def and Phys Def (All / All Allies) Damage + Elem Def and Phys Def (All / All Allies)	1-3
Everhold Tunnels Danger Level 55	Demon Goat Dark Elemental	7/10 6/10	Sophoric Strike (All) Enshadow (All)	Spears x1 Dark x1	Damage + Chance to Sleep (All) Damage (All)	3-5
ownger Level 55	Highland Ratking II	6/10	Triple Attack All	Axes x3	Damage (All)	3-5
	Highland Ratking III Animated Armor	8/10 9/10	Retaliative Axe Invincible Cleave	Axes x1 Swords x1	Damage + Physical Counter (Random Ally)  Damage + Invincibility (Single Target / Random Ally)	3-5
	Bandit Bones	7/10	Mighty Slash Slash	Swords x1 Swords x1	Damage (All) Damage (Single Target)	3-5
	Brigger d Pa			owords x1	umnage (bingle larget)	3-5
	Brigand Bones  Devourer of Dreams (Boss)	8/10	Vorpal Claw (All)	N/A	Chance to Instant-Kill (All)	1-3
Forest of Purgation				N/A N/A		1-3 x3 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
Stone Bug	7/10	Blinding Claw	Swords x1	Damage + Chance to Blind (Single Target)	5-7
Stone Serpent	7/10	Double Stab	Daggers x2	Damage (Single Target)	3-5
Stone Lizard	9/10	Hurricane Lunge (All)	Spears x1	Damage + Boosts Speed (All / All Allies)	3-5
	Stone Bug Stone Serpent	Stone Bug 7/10 Stone Serpent 7/10	Stone Bug 7/10 Blinding Claw Stone Serpent 7/10 Double Stab	Stone Bug   7/10   Bilinding Claw   Swords x1	Neverhant 1919 Impact LIDCK NA (Random Ally) (Lasts 2 turns + 1 turn per BP)  Stone Bug 7/10 Blinding Claw Swords x1 Damage + Chance to Blind (Single Target)  Stone Serpent 7/10 Double Stab Daggers x2 Damage (Glingle Target)

Ettin Ophidian	8/10	Double Stab	Daggers x2	Damage (Single Target)	3-5
Menacing Manticore	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
Dread 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 Calt	10/10	Supreme Luck of the Calt	N/A	Unique Effects (All Allies)	v2

Starting Letter	Monster Name	Strength	Ability Known	Location	Starting Letter	Monster Name	Strength	Ability Known	Location	Starting Letter	Monster Name	Strength	Ability Known	Location
A	Accursed Armor	9/10	Armor Break (All)	Tomb of the Imperator / Lorn Cathedral: Cellars / Southern Northreach Wilds / Maw of the Ice Dragon	G	Gabbrodillo	2/10	Lunge	The Whisperwood	R	Raging Rhino	6/10	Lunge	Western Wispermill Flats
	Aggressive Ant	1/10	Lunge	East Atlasdam Flats / North Atlasdam Flats		Gargantuan Boar	6/10	Mighty Charge (All)	Rivira Woods / Path to the Forgotten Grotto / East Victors Hollow Trail		Raging Treant	7/10	Blinding Shot	East Duskbarrow Trail / Forest of No Return /
	Albino Bat	4/10	Sophoric Fang	Cave of Origin		Giant Boar	5/10	Mighty Charge (All)	Path to the Whisperwood / Path of Beasts / North		Rampant Weed	6/10	Great Healing Mist	Forest of Purgation The Spectrewood / Path to the Forgotten Grotto
	Ambling Bones	4/10	Mighty Slash	Subterranean Study / Untouched Sanctum / Farshore		Giant Eagle	6/10	Wind Slash	S'warkii Trail / West S'warkii Trail South Orewell Pass / Forest of Rubeh		Ravus Guard I	N/A	N/A	Rayus Manor
	Animated Armor	9/10	Invincible Cleave	West Everhold Pass / Shrine of the Archmagus /		Giant Falcon	2/10	Wind Slash	Mountain Pass / North Cobbleston Pass / South		Ravus Guard II	N/A	N/A	Rayus Manor
	Antagonistic Ant	4/10	Lunge	Shrine of the Runeblade / Shrine of the Warbringer / Shrine of the Starseer / Everhold Tunnels Whistling Cavern / Western Noblecourt Flats		Giant Gator	9/10	Wreak Havoc (All)	Cobbleston Pass Hidden Path / Refuge Ruins		Ravus Soldier III	N/A	N/A	Rayus Manor
	Armor Eater	7/10	Retaliative Posture	Road to Morlock's Manse		Giant Scorpion	4/10	Venomous Claw (All)	Whistling Cavern		Reaper Crab	9/10	Freeze (All)	Undertow Cove / West Grandport Coast
	Army Ant Ash Raven	1/10 4/10	Stab	Southern Sunshade Sands / Eastern Sunshade Sands  Carrion Caves / Secret Path		Giant Sheep Giant Slug	5/10	Grooming (All)	East Atlasdam Flats / North Atlasdam Flats Path to Rhivo / West Clearbrook Traverse / South		Red Fox	4/10	Blinding Claw	The Whisperwood / Path of Beasts
	Ash Raven Assassin Bug	2/10	Enshadow	Carrion Caves / Secret Path Sunshade Catacombs		Glant Slug Gloantes (Boss)	1/10	Lunge Fell Swoop (All)	Path to Rhiyo / West Clearbrook Traverse / South Clearbrook Traverse Refuse Ruins		Red Viper Remnant	2/10 7/10	Incinerate Bite	Cave of Rhiyo The Hollow Throne
	Avalanche Mushroom	4/10	Restore Great Health	The Whitewood		Gooey Slug	8/10	Viscous Bite	Hidden Path / Loch of the Lost King		Remnant Mk. II	6/10	Bite	Eastern Marsalim Sands / Grimsand Road / Grimsand Ruins / Forest of Purgation
	Azure Urchin	4/10	Physical Boost	Road to the Seaside Grotto / Captains' Bane		Great Condor	5/10	Thousand Scythes	South Bolderfall Pass / North Bolderfall Pass / Road		Reptalion	7/10	Great Sweep (All)	Murkwood Trail / East Saintsbridge Traverse /
				The Hollow Throne / Moldering Ruins / Lorn Cathedral: Cellars / Loch of the Lost King / Everhold					to Morlock's Manse / Carrion Caves					Rivira Woods
В	Bandit Bones	7/10	Mighty Slash	Tunnels		Greater Kingfisher	8/10	Ice Floe	West Grandport Coast		Reptalios	8/10	Enfettering Slash (All)	Southern Northreach Wilds
	Barnacle Bat Barnacle Crab	4/10 5/10	Slumber Wave (All) Toxic Mist (All)	Caves of Azure Caves of Azure		Green Scissors Guard Dog	4/10 3/10	Toxic Mist (All) Slash	Path to the Forgotten Grotto Rayus Manor		Researcher II	N/A N/A	N/A N/A	Yvon's Birthplace / Yvon's Cellar Yvon's Birthplace / Yvon's Cellar
	Behemoth (Boss)	10/10	Incredible Heal (All)	Tomb of the Imperator		Guardian	4/10	Chop	Orlick's Manse		Researcher III	N/A	N/A	Yvon's Birthplace / Yvon's Cellar
	Believer I	N/A	N/A	Seaside Grotto		Guardian Mk. II	8/10	Mighty Chop	Ruins of Eld / Dragonsong Fane  North Bolderfall Pass / South Bolderfall Pass		Revenant	10/10	Impact Clock	Dragonsong Fane / Grimsand Road / Grimsand Ruins / Forest of Purgation
	Believer II Black Bat	N/A 2/10	N/A Stab	Seaside Grotto  Brigands' Den / Sunshade Catacombs / Cave of Rhiyo / Caves of Maiya	н	Hatchling Heavenwing (Boss)	10/10	Crimson Flame (All)	North Bolderfall Pass / South Bolderfall Pass  Carrion Caves		River Bug River Fly	6/10	Mighty Slash Befuddling Claw	Murkwood Trail / East Saintsbridge Traverse  Murkwood Trail Whistling Cavern / Twin Falls
		6/10		/ Caves of Malya  East Duskbarrow Trail / Forest of No Return		Heavenwing (Boss)	2/10		Paths to the Caves Maiya / Caves of Maiya / East			1/10	Attack	Path of Rhiyo / West Clearbrook Traverse /
	Black Howler	6/10	Soporific Wind	East Duskbarrow Irail / Forest of No Return		Hermit Conch	2/10	Lunge	Rippletide Coast / North Rippletide Coast		River Froggen I	1/10	Attack	South Clearbrook Traverse
	Black Scissors	8/10	Toxic Ice	Captains' Bane / Undertow Cove / Grandport Sewers / West Grandport Coast		Highland Goat	5/10	Mighty Charge (All)	Mountain Pass / South Cobbleston Pass / North Cobbleston Pass / Untouched Sanctum / Spectrewood Path / North Stonegard Pass / West		River Froggen II	2/10	Attack All	Path to Rhiyo / West Clearbrook Traverse / South Clearbrook Traverse
				·					Stonegard Pass					Path of Phine / West Clearbrook Traverse /
	Blood Remnant	4/10	Incinerate	Yvon's Birthplace / Yvon's Cellar		Highland Ratkin I	1/10	Attack	Mountain Pass / North Cobbleston Pass / South Cobbleston Pass Mountain Pass / North Cobbleston Pass / South		River Froggen III	3/10	Double Strike	Path of Rhiyo / West Clearbrook Traverse / South Clearbrook Traverse
	Blood Revenant	7/10	Guardian Axe	Ruins of Eld		Highland Ratkin II	2/10	Attack All	Mountain Pass / North Cobbleston Pass / South Cobbleston Pass / Brigands' Den Mountain Pass / North Cobbleston Pass / South		River Froggen IV	4/10	Double Strike	Twin Falls
	Blood Viper	4/10	Incinerate	Cave of Rhiyo / Twin Falls / Quicksand Caves		Highland Ratkin III	3/10	Double Strike	Cobbleston Pass / Brigands' Den		River Froggen V	4/10	Double Attack All	Twin Falls / East Saintsbridge Traverse
	Bloody Bull	7/10	Repeated Thrust	Western Noblecourt Flats		Highland Ratkin IV	4/10	Double Strike	Spectrewood Path / North Stonegard Pass / West Stonegard Pass		River Froggen VI	5/10	Triple Attack	East Saintsbridge Traverse
	Bloody Rhino	8/10	Lunge	South Orewell Pass / Trail to the Forest of Rubeh		Highland Ratkin V	4/10	Double Attack All	Spectrewood Path / North Stonegard Pass / West Stonegard Pass		River Frogking I	5/10	Triple Attack	East Saintsbridge Traverse / North Riverford Traverse / Refuge Ruins
	Blue Bull	8/10	Repeated Thrust	North Riverford Traverse		Highland Ratkin VI	5/10	Triple Attack	Spectrewood Path / North Stonegard Pass / West Stonegard Pass		River Frogking II	6/10	Triple Attack (All)	North Riverford Traverse / Refuge Ruins
	Brawler Bones	5/10	Mighty Slash	Derelict Mine / Marsalim Catacombs		Highland Ratking I	5/10	Triple Attack	Spectrewood Path / North Stonegard Pass / West Stonegard Pass / West Everhold Pass		River Frogking III	7/10	Double Armor Crush	North Riverford Traverse / Refuge Ruins
	Brigand I	N/A	N/A	Brigands' Den		Highland Ratking II	6/10	Triple Attack All	West Everhold Pass / Everhold Tunnels		River Wasp	1/10	Poison Shot	Path of Rhiyo / West Clearbrook Traverse
	Brigand II	N/A	N/A	Brigands' Den		Highland Ratking III	8/10	Retaliative Axe	West Everhold Pass / Everhold Tunnels		Rockadillo	2/10	Lunge	Mountain Pass / South Cobbleston Gap / North Cobbleston Gap
	Brigand III	N/A	N/A	Brigands' Den		High Wolf	4/10	Sophoric Claw	Path to the Cave of Origin / Cave of Origin / Northern Flamesgrace Wilds / Western Flamesgrace Wilds		Rock Tortoise	5/10	Warding Thunder	Path to the Caves of Malya / North Rippletide Coast / Road to the Caves of Azure / Moonstruck Coast / West Goldshore Coast
	Brigand Bones	8/10	Slash	Farshore / Everhold Tunnels / Grimsand Ruins		Hoary Bear	6/10	Enraged Bash (All)	Wilds Western Snowstill Wilds / Trail to the Whitewood	s	Sailfish	4/10	Lunge	Coast / West Goldshore Coast  Path to the Caves of Maiya / East Rippletide Coast / North Rippletide Coast
														Path of Rhiyo / West Clearbrook Traverse /
	Brigand Leader I	N/A	N/A	Lorn Cathedral: Cellars		Hoary Howler	6/10	Mighty Stab	Western Snowstill Wilds / The Whitewood		Salamander	5/10	Blinding Charge	South Clearbrook Traverse / Murkwood Trail / Twin Falls / The Sewers
	Brigand Leader II	N/A	N/A	Lorn Cathedral: Cellars		Horned Fly	6/10	Befuddling Claw	North Riverford Traverse / Hidden Path		Sand Lizardman I	1/10	Attack	Sunshade Catacombs / Eastern Sunshade Sands / Southern Sunshade Sands / Lizardman's Den (N/A) / Western Wellspring Sands (N/A)
	•													Sunshade Catacombs / Eastern Sunshade
	Brigand Leader III	N/A	N/A	Lorn Cathedral: Cellars		Horned Howler	4/10	Wind Slash	Rivira Woods / East Victors Hollow Trail		Sand Lizardman II	2/10	Attack All	Sands / Southern Sunshade Sands / Lizardman's Den (N/A) / Western Wellspring Sands (N/A)
	Buccaneer II	N/A	N/A	Moonstruck Coast / West Goldshore Coast		Horse Fly	5/10	Befuddling Claw	East Saintsbridge Traverse		Sand Lizardman III	3/10	Double Strike	Sunshade Catacombs / Eastern Sunshade Sands / Southern Sunshade Sands / Lizardman's Den (N/A) / Western Wellspring Sands (N/A)
	Buccaneer III	N/A	N/A	Caves of Azure		Howler	4/10	Wind Slash	Path of Beasts / The Whistlewood / The Murkwood		Sand Lizardman IV	4/10	Double Strike	Den (N/A) / Western Wellspring Sands (N/A) Northern Wellspring Sands / Eastern Wellspring
	Buccaneer III		NIA									4/10		Sands Northern Wellspring Sands / Eastern Wellspring
	Buccaneer IV	N/A	N/A	Caves of Azure  The Forgotten Grotto / Captain's Bane / Farshore /	1	Ice Curator	4/10	Freeze	Hoarfrost Grotto		Sand Lizardman V	4/10	Double Attack All	Sands
	Buccaneer Bones	4/10	Befuddling Claw	Undertow Cove		Ice Curator Mk. II	7/10	Freeze	Amphitheatre: Balcony / Amphitheatre: Arena / Moldering Ruins		Sand Lizardman VI	5/10	Triple Attack	Northern Wellspring Sands / Eastern Wellspring Sands
С	Calt	5/10	Luck of the Calt	Basically any Area (Low encounter chance)		Ice Elemental	6/10	Freeze (All)	Hoarfrost Grotto / Tomb of the Imperator / Trail to the Whitewood / Lorn Cathedral: Cellars / Southern Northreach Wilds / Loch of the Lost King / Maw of		Sand Lizardking I	5/10	Triple Attack	Northern Wellspring Sands / Eastern Wellspring Sands / Western Wellspring Sands (N/A) / Lizardman's Den (N/A) / Eastern Marsalim Sands
									the Ice Dragon					Lizardman's Den (N/A) / Eastern Marsalim Sands Lizardman's Den (N/A) / Marsalim Catacombs /
	Carmine Eagle	4/10	Wind Slash	Black Market		Ice Guardian	4/10	Freeze (All)	Orlick's Manse / Hoarfrost Grotto		Sand Lizardking II	6/10	Triple Attack All	Eastern Marsalim Sands
	Camivorous Bat	6/10	Sophoric Fang (All)	Tomb of the Imperator / Lorn Cathedral: Cellars		Ice Guardian Mk. II	8/10	Freeze (All)	Amphitheatre: Balcony / Moldering Ruins		Sand Lizardking III	7/10	Double Rapid Staff Dance	Marsalim Catacombs / Eastern Marsalim Sands
	Carnivorous Plant (Boss)	10/10	Continual Light (SP)(All)	Forest of No Return		Ice Lizardman I	1/10	Attack	Northern Flamesgrace Wilds / Western Flamesgrace Wilds / Path to the Cave of Origin		Sandworm	5/10	Sand Strike (All)	Southern Sunshade Sands / Eastern Sunshade Sands
	Cetus Maximus	6/10	Sophoric Mist (All)	Undertow Cove		Ice Lizardman II	2/10	Attack All	Northern Flamesgrace Wilds / Western Flamesgrace Wilds / Path to the Cave of Origin		Savage Scorpion	6/10	Venomous Claw (All)	Northern Wellspring Sands / Southern Wellspring Sands / Eastern Wellspring Sands / Black Market
	Chubby Cait	10/10	Supreme Luck of the Calt	Most Areas Danger Level 25+		Ice Lizardman III	3/10	Double Strike	Northern Flamesgrace Wilds / Western Flamesgrace Wilds / Path to the Cave of Origin		Scaled Viper	2/10	Venomous Fang	Black Market Brigands' Den
	Cliff Birdian I	1/10	Attack	North Bolderfall Pass / South Bolderfall Pass		Ice Lizardman IV	4/10	Double Strike	Wilds / Path to the Cave of Origin Tomb of the Imperator		Scissor Crab	4/10	Freeze	Road to the Caves of Azure
	Cliff Birdian II	2/10	Attack All	North Rolderfall Pass / South Rolderfall Pass		Ice Lizardman V	4/10	Double Attack All	Tomb of the imperator / Western Snowstill Wilds		Scythe Crab	6/10	Freeze	Road to the Seaside Grotto / South Quarrycrest Pass / Moonstruck Coast / West Goldshore
	Cliff Birdian III	3/10	Double Strike	North Bolderfall Pass / South Bolderfall Pass		Ice Lizardman VI	5/10	Triple Attack	Tomb of the Imperator / Western Snowstill Wilds		Sea Anemone	6/10	Poison Shot	Coast / Captains' Bane Grandport Sewers
	Cliff Birdian IV	4/10	Double Strike	South Quarrycrest Pass		Ice Lizardman VI	5/10	Triple Attack	Tomb of the Imperator / Western Snowstill Wilds / Southern Northreach Wilds		Sea Anemone Sea Birdian I	1/10	Poison Snot Attack	Path to the Caves of Maiya / East Rippletide Coast / North Rippletide Coast
	Cliff Birdian V	4/10	Double Attack All	South Quarrycrest Pass		Ice Lizardking II	6/10	Triple Attack All	Southern Northreach Wilds Southern Northreach Wilds		Sea Birdian II	2/10	Attack All	Path to the Caves of Maiya / East Rippletide Coast / North Rippletide Coast
	Cliff Birdian VI	5/10	Triple Attack	South Quarrycrest Pass		Ice Lizardking III	7/10	Swordwall Dance	Southern Northreach Wilds		Sea Birdian III	3/10	Double Strike	Path to the Caves of Maiya / East Rippletide
	Cliff Birdking I	5/10	Triple Attack	South Quarrycrest Pass South Quarrycrest Pass / South Orewell Pass		Ice Remnant	7/10	Freeze	Hoarfrost Grotto		Sea Birdian V	4/10	Double Attack All	Coast / North Rippletide Coast Moonstruck Coast / West Goldshore Coast
	Cliff Birdking II	6/10	Triple Attack All	South Orewell Pass		Ice Remnant Mk. II	6/10	Freeze	Shrine of the Archmagus / Shrine of the Runeblade		Sea Birdian VI	5/10	Triple Attack	Road to the Caves of Azure / Moonstruck Coast / West Goldshore Coast
	Cliff Birdking III	7/10	Double Elemental Arrow	South Orewell Pass		Ice Revenant	10/10	Diamond Clock (All)	Shrine of the Archmagus / Shrine of the Runeblade		Sea Birdking I	5/10	Triple Attack	Road to the Caves of Azure / Moonstruck Coast / West Goldshore Coast / West Grandport Coast
	Collared Salamander	6/10	Blinding Charge	East Saintsbridge Traverse / Refuge Ruins		Ice Sentinel	4/10	Freeze	Subterranean Study / Ravus Manor		Sea Birdking II	6/10	Triple Attack All	West Grandport Coast / Loch of the Lost King
	Constituent I	N/A N/A	N/A N/A	Obsidian Manse Obsidian Manse		Ice Sentinel Mk. II	6/10 3/10	Freeze Freeze	Amphitheatre: Balcony / Amphitheatre: Arena Untouched Sanctum / Subterranean Study		Sea Birdking III Sea Scorpion	7/10 5/10	Striking Sword Dance Steel Defenses	West Grandport Coast / Loch of the Lost King The Forgotten Grotto
	Crawly Fledgling	3/10	Poison Shot	Carrion Caves		lcky Slug	6/10	Black Bile	Obsidian Manse		Sea Slug	4/10	Blinding Mist (All)	Caves of Azure
	Creeping Treant	6/10	Blinding Shot (All)	The Murkwood / The Spectrewood / East Victors Hollow Trail	J	N/A	N/A	N/A	N/A		Sea Snake	4/10	Venomous Fang	Caves of Malya / Quicksand Caves
	Creepy Fledgling	6/10	Poison Shot	South Orewell Pass / Trail to the Forest of Rubeh	к	Kartikeya	6/10	Rainbow Flash (All)	Eastern Marsalim Sands		Sentinel	1/10	Chop	Subterranean Study / Ravus Manor / Morlock's Manse
	Cultured Calt	7/10	Deluxe Luck of the Calt	Most Areas Danger Level 25+		Killer Bug	4/10	Lunge	Sunshade Catacombs / Whistling Cavern		Sentinel Mk. II	6/10	Chop	Ruins of Eld Brigands' Den / Sunshade Catacombs / Cave of
	Curator	4/10	Mental Boost	Orlick's Manse		Killer Chameleon	8/10	Sharp Scratch (All)	Forest of Rubeh		Shadow Bat	4/10	Enshadow	Rhiyo / Caves of Maiya / Subterranean Study / Untouched Sanctum
	Curator Mk. II	9/10	Mental Boost (All)	Ruins of Eld		King Condor	6/10	Thousand Scythes	Carrion Caves / South Quarrycrest Pass		Shadow Raven	6/10	Enshadow	West Everhold Pass / Forest of No Return
D	Dark Curator	6/10	Enshadow	Derelict Mine / Road to the Seaside Grotto		Kingfisher	7/10	Ice Floe	Path to the Forgotten Grotto / Moonstruck Coast / West Goldshore Coast		Shadow Remnant Mk. II	6/10	Enshadow	Shrine of the Warbringer / Shrine of the Starseer / Ebony Grotto
	Dark Curator Mk. II	7/10	Enshadow	Lord's Manse	L	Laughing Hyaena	4/10	Venomous Fang	North Cobbleston Pass / South Cobbleston Pass		Shadow Revenant	10/10	Eclipse Clock (All)	Shrine of the Warbringer / Shrine of the Starseer / Ebony Grotto / Dragonsong Fane
	Dark Elemental	6/10	Enshadow (All)	Derelict Mine / Ebony Grotto / Everhold Tunnels		Light Curator	4/10	Luminescense	Secret Path		Shadow Wisp	3/10	Enshadow	Cave of Origin / Untouched Sanctum Spectrewood Path / North Stonegard Pass /
	Dark Guardian Dark Guardian Mk. II	7/10 8/10	Shadow Stream Enshadow (All)	Orlick's Manse Lord's Manse		Light Curator Mk. II Light Elemental	7/10 7/10	Luminescence Luminescense (All)	Amphitheatre: Balcony / Amphitheatre: Arena Hoarfrost Grotto / Marsalim Catacombs		Shaggy Aurochs Shaggy Meep	4/10	Mighty Lunge Lunge	West Stonegard Pass  East Atlasdam Flats / North Atlasdam Flats
	Dark Remnant	4/10	Enshadow (All)	Yvon's Birthplace / Yvon's Cellar		Light Guardian	7/10	Light Stream	Secret Path / Tomb of Kings		Shaggy Spider	4/10	Sophoric Claw	Seaside Grotto / Quicksand Caves / Obsidian
														The Murkwood / Path to the Forgotten Grotto /
	Dark Roller	4/10	Poison Strike	Northern Wellspring Sands / Southern Wellspring Sands / Eastern Wellspring Sands / Western Wellspring Sands / Black Market		Light Guardian Mk. II	8/10	Luminescence (All)	Amphitheatre: Balcony		Shambling Weed	4/10	Mighty Lunge	The Murkwood / Path to the Forgotten Grotto / The Spectrewood / East Victors Hollow Trail / Derelict Mine / Forest of No Return / Western Wispermill Flats / Ebony Grotto
	Dark Sentinel	4/10	Enshadow	Orlick's Manse		Lightning Elemental	6/10	Electrocute (All)	The Hollow Throne / The Forgotten Grotto / Loch of the Lost King		Skulking Fungoid	7/10	Continual Light (HP)	Wispermill Flats / Ebony Grotto The Spectrewood / Derelict Mine
	Dark Sentinel Mk. II	5/10	Enshadow	Seaside Grotto		Light Remnant	7/10	Luminescense	the Lost King Tomb of Kings		Skull Roller	4/10	Poison Strike	Southern Sunshade Sands / Eastern Sunshade Sands / Whistling Cavern / Derelict Mine
	Davy Bones	5/10	Befuddling Claw	Farshore / The Forgotten Grotto / Captains' Bane /		Light Remnant Mk. II	6/10	Luminescence	Shrine of the Starseer / Shrine of the Runeblade		Slayer Bug	4/10	Lunge	Whistling Cavern / Lizardman's Den / Quicksand
	Deep One (Boss)	10/10	Ice Floe (All)	Undertow Cove Captains' Bane		Light Revenant	10/10	Solar Clock (All)	Shrine of the Starseer / Dragonsong Fane		Snow Drake	9/10	Blizzard Breath (All)	Caves Southern Northreach Wilds / Maw of the Ice
	Deep One (Boss)	5/10	Mighty Lunge	Captains: Bane The Spectrewood		Light Sentinel	4/10	Luminescense	Secret Path / Tomb of Kings		Snow Drake Snow Fox	2/10	Freeze	Path to the Cave of Origin / Northern
				·		Light Sentinel		Luminescence	·				Double Sophoric Claw	Flamesgrace Wilds / Western Flamesgrace Wilds Trail to the Whitewood / Maw of the Ice Dragon
	Demon Goat	7/10	Sophoric Strike (All)	West Everhold Pass / Everhold Tunnels  Northern Wellspring Sands / Eastern Wellspring		•	5/10		Obsidian Manse / Amphitheatre: Balcony / Amphitheatre: Arena		Snow Leopard	7/10		
	Desert Worm	6/10	Sand Strike (All)	Northern Wellspring Sands / Eastern Wellspring Sands / Western Wellspring Sands / Black Market / Marsalim Catacombs		Light Wisp	3/10	Luminescence	Sunshade Catacombs / Untouched Sanctum		Snow Marmot	2/10	Slash	Path to the Cave of Origin / Northern Flamesgrace Wilds / Western Flamesgrace Wilds
	Devourer of Dreams (Boss)		Vorpal Claw (All)	Everhold Tunnels		Lioris	4/10	Mighty Slash	Road to Morlock's Manse		Snow Yak	4/10	Lunge	Western Snowstill Wilds
	Dire Army Ant	4/10	Acid Blue	Southern Sunshade Sands / Eastern Sunshade Sands		Long-eared Lioris	6/10	Mighty Slash	South Quarrycrest Pass		Spiked Skink	7/10	Hurricane Lunge (All)	Northern Wellspring Sands / Southern Wellspring Sands / Eastern Wellspring Sands
	Dire Ash Raven Dire Night Raven	5/10 4/10	Enshadow Slash	Carrion Caves / Obsidian Manse Carrion Caves / Western Noblecourt Flats		Lord of the Flies Lord of the Sands (Boss)	7/10 10/10	Offensive Claw Sandstorm Strike (All)	North Riverford Traverse / Hidden Path Marsalim Catacombs		Spud Bug Sticky Slug	7/10 4/10	Lunge Red Bile	Path of Beasts / The Whistlewood The Sewers
	Dire Skull Roller	5/10	Poison Strike	Marsalim Catacombs	М	Mad Ratkin	6/10	Attack	Hidden Path		Stone Bug	7/10	Blinding Claw	Grimsand Ruins (Lowest Level)
	Dread Deer	6/10	Mighty Lunge	Forest of Rubeh / Forest of Purgation		Majestic Marmot	4/10	Slash	Path to the Whisperwood / North S'warkii Trail / East S'warkii Trail / Path of Beasts		Stone Lizard	9/10	Hurricane Lunge (All)	Grimsand Ruins (Lowest Level)
	Dread Falcon	4/10	Wind Slash	Mountain Pass / South Cobbleston Gay / North Cobbleston Gap / Carrion Caves / Spectrewood Path / North Stonegard Pass / West Stonegard Pass		Majestic Snow Marmot	4/10	Mighty Slash	Road to the Obsidian Parlor / Western Snowstill Wilds / Trail to the Whitewood		Stone Serpent	7/10	Double Stab	Grimsand Ruins (Lowest Level)
	Dread Viper	4/10	Venomous Fang	North Stonegard Pass / West Stonegard Pass Brigands' Den / Untouched Sanctum / Quicksand		Mammoth Sheep	6/10	Great Healing Mist	Western Noblecourt Flats / Rivira Woods	т	Tempest Falcon	4/10	Wind Slash	Morlock's Manse / Carrion Caves
	Dread viper Dreadwing	9/10	Icy Breath (All)	Caves Trail to the Forest of Rubeh / Forest of No Return		Manticore	3/10	Mighty Stab	The Whisperwood / Rivira Woods		Thief I	4/10 N/A	Wind Slash N/A	Tomb of Kings
	Dreadwolf (Boss)	10/10	Wild Scratch (All)	Maw of the Ice Dragon		Manymaws (Boss)	10/10	Horrible Breath (All)	Derelict Mine		Thief II	N/A	N/A	Tomb of Kings
E	Eggling	2/10	Lunge	North Bolderfall Pass / South Bolderfall Pass		Marionette Bones	4/10	Slash	The Sewers / The Hollow Throne / Derelict Mine / Farshore		Throne Guardian (Boss)	N/A	N/A	The Hollow Throne
	Ettin Asp	6/10	Double Stab	Quicksand Caves / North Riverford Traverse		Marmot	2/10	Slash	Path to the Whisperwood / North S'warkii Trail / East S'warkii Trail		Thunder Curator	6/10	Electrocute	Obsidian Manse
	Ettin Ophidian Ettin Serpent	8/10 6/10	Double Stab Befuddling Fang (All)	East Duskbarrow Trail / Forest of Purgation The Forgotten Grotto / Quicksand Caves		Master Thief I Master Thief II	N/A N/A	N/A N/A	Moldering Ruins / Dragonsong Fane Moldering Ruins / Dragonsong Fane		Thunder Curator Mk. II Thunder Guardian	7/10 7/10	Electrocute Shock Stream	Grandport Sewers Yvon's Birthplace / Yvon's Cellar
	Ettin Snake Fire Elemental	9/10	Mighty Double Stab Incinerate (All)	Quicksand Caves / Forest of Rubeh Derelict Mine / Seaside Grotto / Grimsand Road		Menacing Manticore	7/10	Blinding Claw	Forest of Rubeh / Forest of Purgation		Thunder Guardian Mk. II Thunder Remnant	8/10	Electrocute (All)	Grandport Sewers / Dragonsong Fane The Hollow Throne
F	Fire Elemental Fire Guardian	6/10	Incinerate (All)	Derelict Mine / Seaside Grotto / Grimsand Road  Yvon's Cellar		Monarch (Boss) Morlock's Mercenary I	10/10 N/A	Butterfly Effect (All) N/A	Twin Falls		Thunder Remnant Thunder Remnant Mk, II	7/10 6/10	Electrocute	The Hollow Throne Shrine of the Archmagus / Shrine of the Warhringer
	Fire Guardian Mk. II	8/10	Incinerate (All)	Moldering Ruins / Lord's Manse / Dragonsong Fane		Morlock's Mercenary II	N/A	N/A N/A	Morlock's Manse		Thunder Revenant Mk. II	10/10	Vortex Clock (All)	Warbringer Shrine of the Archmagus
	Fire Sentinel	4/10	Incinerate	Subterranean Study		Mortal Mushroom		Crimson Powder (All)	Forest of No Return / Western Wispermill Flats / Ebony Grotto / Forest of Purgation		Thunder Sentinel	4/10	Electrocute	Morlock's Manse
	Fire Wisp	3/10	Incinerate	Subterranean Study / Untouched Sanctum		Mossy Meep	2/10	Restore Health	Path to the Whisperwood / N'Swarkii Trail / East S'warkii Trail		Thunder Wisp	4/10	Electrocute	Untouched Sanctum / The Sewers
	Flame Curator	6/10	Incinerate	Derelict Mine / Road to the Seaside Grotto		Mossy Tortoise	6/10	Warding Thunder	S'warkii Trail  Road to the Seaside Grotto / Moonstruck Coast /  West Goldshore Coast		Two-handed Hatchling		Restore Great Health	Road to Morlock's Manse / South Quarrycrest Pass
	Flame Curator Mk. II	7/10	Incinerate	Moldering Ruins / Lord's Manse		Motley Slug	3/10	Restore Health	West Goldshore Coast Cave of Rhiyo		Tyrannodrake (Boss)		Double-Blind Attack (All)	

Flame Remnant Mk. II	6/10	Incinerate	Shrine of the Archmagus / Shrine of the Warbringer		Mountain Goat	6/10	Mighty Charge (All)	Spectrewood 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	Millenial Frond	Path to the Forgotten Grotto / The Spectrewood / Derelict Mine / East Victors Hollow Trail	v	Vampire Bat	4/10	Sophoric Fang	Lizardman's Den / The Forgotten Grotto / Seaside Grotto / Yvon's Birthplace / Yvon's Cellar / Ruins of Eld / Lord's Manse / Hidden Path / Grandport Sewers / Ebony Grotto
Flame Sentinel Mk. II	5/10	Incinerate	Seaside Grotto	N	Night Raven	4/10	Slash	Carrion Caves		Venomous Scorpion	8/10	Venomous Claw (All)	Eastern Marsalim Sands / Grimsand Road / Grimsand Ruins
Flatlands Froggen I	1/10	Attack	East Atlasdam Flats / North Atlasdam Flats	0	Obsidian Executive I	N/A	N/A	Amphitheatre: Arena / Grandport Sewers	w	Wanderweed	6/10	Befuddling Shot (All)	Path of Beasts / The Murkwood / 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 Rhiyo / West Clearbrook Traverse / South Clearbrook Traverse / 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 Frogking 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 Frogking II	6/10	Triple Attack All	Western Wispermill Flats		Portly Penguin	7/10	Double Body Press	Western Snowstill Wilds		Werner's Man III	N/A	N/A	Lord's Manse
Flatlands Frogking III	7/10	Double Guard Break	Western Wispermill Flats		Puppet Bones	6/10	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 Whisperwood	Q	N/A	N/A	N/A	N/A		White Howler	4/10	Mighty Stab	Road to the Obsidian Parlor
Forest Ratkin I	1/10	Attack	Path to the Whisperwood / The Whisperwood / North S'warkii Trail / West S'warkii Trail							Wild Weasel	7/10	Convincing Blow	Spectrewood Path / North Stonegard Pass / West Stonegard Pass
Forest Ratkin II	2/10	Attack All	Path to the Whisperwood / The Whisperwood / North S'warkii Trail / West S'warkii Trail							Wind Curator	4/10	Wind Slash	Secret Path
Forest Ratkin III	3/10	Double Strike	Path to the Whisperwood / The Whisperwood / North S'warkii Trail / West S'warkii 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	8/10	Wind Slash (All)	Ruins of Eld
Forest Ratking I	5/10	Triple Attack	East Victors Hollow Trail / East Duskbarrow Trail							Wind Remnant	7/10	Wind Slash	Tomb of Kings
Forest Ratking 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 / Dragonsong Fane
Forest Ratking 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 Maiya / 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 Obsidian 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 Whitewood							Winged Serpent	6/10	Toxic Wind	West Everhold Pass
Furious Fungold	8/10	Continual Light (HP)	Western Wispermill Flats / Loch of the Lost King / Forest of No Return							Winter Wanderweed	4/10	Shoot	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 Orewell 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

	Strength	Name	Location	Strength Name	Location	Strength	Name	Location	Strength	Name	Location
Part	1/10	Aggressive Ant	East Atlasdam Flats / North Atlasdam Flats	4/10 Albino Bat	Cave of Origin	5/10	Barnacle Crab	Caves of Azure	7/10	Armor Eater	Road to Morlock's Manse
Part		Army Ant	Southern Sunshade Sands / Eastern Sunshade Sands	Ambling Bones	Subterranean Study / Untouched Sanctum / Farshore		Brawler Bones	Derelict Mine / Marsalim Catacombs		Bandit Bones	The Hollow Throne / Moldering Ruins / Lorn Cathedral: Cellars / Loch of the Lost King /
March   Marc			North Bolderfall Pass / South Bolderfall Pass					Basically any Area (Low encounter chance)			Ruins of Eld
Part			Path to the Whisperwood / The Whisperwood / North								
March   Marc			Path to Rhiyo / West Clearbrook Traverse / South							-	
Part											-
Part		-									
Part			Dath of Dhine / West Clearbasel Terrores / Court								
March   Marc											
Part					Undertow Cove						
Part		Sand Lizardman I	Southern Sunshade Sands / Lizardman's Den (N/A) / Western Wellspring Sands (N/A)	Carmine Eagle	Black Market		Flame Sentinel Mk. II	Seaside Grotto		Flatlands Frogking III	Western Wispermill Flats
Mary		Sea Birdian I	Path to the Caves of Maiya / East Rippletide Coast / North Rippletide Coast	Cliff Birdian IV	South Quarrycrest Pass		Flatlands Froggen VI	The Whistlewood / Western Noblecourt Flats		Forest Ratking III	East Duskbarrow Trail
Mary		Sentinel	Subterranean Study / Ravus Manor / Morlock's Manse	Curator	Orlick's Manse		Flatlands Frogking I			Ice Curator Mk. II	Amphitheatre: Balcony / Amphitheatre: Arena / Moldering Ruins
	2/10	Assassin Bug	Sunshade Catacombs	Dark Remnant	Yvon's Birthplace / Yvon's Cellar		Forest Ratkin VI	East Victors Hollow Trail		Ice Lizardking III	Southern Northreach Wilds
		Black Bat	Brigands' Den / Sunshade Catacombs / Cave of Rhiyo / Caves of Maiya	Dark Roller	Sands / Eastern Wellspring Sands / Western Wellspring Sands / Western Wellspring Sands / Black Market		Forest Ratking I	East Victors Hollow Trail / East Duskbarrow Trail		Ice Remnant	Hoarfrost Grotto
Part		CHIE Bladies II	Next Balderfell Dane ( Court Balderfell Dane	Dark Continue			Front Poss	Path to the Cave of Origin / Northern Flamesgrace		Visstatus	Path to the Forgotten Grotto / Moonstruck Coast /
March   Marc										• • •	
		00 0		,						•	Amphitheatre: Balcony / Amphitheatre: Arena
Part					Mountain Pass / South Cobbleston Gan / North			South Rolderfall Pass / North Rolderfall Pass / Road			
Property		Forest Fox	The Whisperwood	Dread Falcon	Cobbleston Gap / Carrion Caves / Spectrewood Path / North Stonegard Pass / West Stonegard Pass		Great Condor	to Morlock's Manse / Carrion Caves		Light Guardian	Secret Path / Tomb of Kings
		Forest Ratkin II	Path to the Whisperwood / The Whisperwood / North	Dread Viner	Brigands' Den / Untouched Sanctum / Quicksand		Highland Goat	Mountain Pass / South Cobbleston Pass / North Cobbleston Pass / Untouched Sanctum /		Light Rempant	Tomb of Kings
Marchan   Marc					Caves			Stonegard Pass			
Marchan   Marc		Flying Fish	Path to the Caves of Maiya / North Rippletide Coast / East Rippletide Coast	Fire Sentinel	Subterranean Study		Highland Ratkin VI	Stonegard Pass		Lord of the Flies	North Riverford Traverse / Hidden Path
Marchan   Marc		Gabbrodillo		Flatlands Froggen I	The Whistlewood / Western Noblecourt Flats		Highland Ratking I	Spectrewood Path / North Stonegard Pass / West Stonegard Pass / West Everhold Pass		Menacing Manticore	Forest of Rubeh / Forest of Purgation
		Giant Falcon	Cobbleston Pass	Flatlands Froggen	The Whistlewood / Western Noblecourt Flats		Horse Fly			Mortal Mushroom	Forest of No Return / Western Wispermill Flats / Ebony Grotto / Forest of Purgation
		Hermit Conch	Paths to the Caves Maiya / Caves of Maiya / East Rippletide Coast / North Rippletide Coast	Forest Ratkin IV	East Victors Hollow Trail		Ice Lizardman VI			Mutant Mushroom	Path to the Forgotten Grotto / The Spectrewood / Derelict Mine / East Victors Hollow Trail
		Highland Ratkin II	Mountain Pass / North Cobbleston Pass / South Cobbleston Pass / Brigands' Den	Forest Ratkin V			Ice Lizardking I			Portly Penguin	Western Snowstill Wilds
March   March   Personal State   March   Mar		Ice Lizardman II	Northern Flamesgrace Wilds / Western Flamesgrace Wilds / Path to the Cave of Origin	Frost Fox	Path to the Cave of Origin / Northern Flamesgrace Wilds / Western Flamesgrace Wilds		Light Sentinel Mk. II			Raging Treant	East Duskbarrow Trail / Forest of No Return / Forest of Purgation
Description   Part		Marmot	Path to the Whisperwood / North S'warkii Trail / East S'warkii Trail	Frostwing Serpent			River Froggen VI	East Saintsbridge Traverse		Remnant	The Hollow Throne
Part		Mossy Meep	Path to the Whisperwood / N'Swarkii Trail / East S'warkii Trail	Giant Scorpion	Whistling Cavern			East Saintsbridge Traverse / North Riverford		Reptalion	Murkwood Trail / East Saintsbridge Traverse / Rivira Woods
Real Property   Content Street   Conte					-		Book Test	Path to the Caves of Maiya / North Rippletide Coast			
Second   Content from   Content fr		nea viper	*	Green Scissors	raus of the Forgotten Grotto		NUCK IOTOISE	West Goldshore Coast		ruver Frogking III	reorus Riveriora Traverse / Refuge Rulns
Proc.   Proc		River Froggen II	Path to Rhiyo / West Clearbrook Traverse / South Clearbrook Traverse	Guardian	Orlick's Manse		Salamander	Patn of Rhiyo / West Clearbrook Traverse / South Clearbrook Traverse / Murkwood Trail / Twin Falls /		Sand Lizardking III	Marsalim Catacombs / Eastern Marsalim Sands
Total Control   March   Marc		Rockadillo		Hatchling	North Bolderfall Pass / South Bolderfall Pass		Sand Lizardman VI	Northern Wellspring Sands / Eastern Wellspring		Sea Birdking III	West Grandport Coast / Loch of the Lost King
Control   Program   Prog			Cobbleston Gap Sunshade Catacombs / Eastern Sunshade Sands /		Spectrewood Path / North Stonegard Pass / West			Northern Wellspring Sands / Fastern Wellspring			
Section   Control   Cont		Sand Lizardman II	Southern Sunshade Sands / Lizardman's Den (N/A) / Western Wellspring Sands (N/A)	Highland Ratkin IV	Stonegard Pass		Sand Lizardking I	Sands / Western Wellspring Sands (N/A) / Lizardman's Den (N/A) / Eastern Marsalim Sands		Skulking Fungoid	
More from Part   Section 1985   Se		Scaled Viper	-	Highland Ratkin V	Stonegard Pass		Sandworm	Sands		Snow Leopard	Trail to the Whitewood / Maw of the Ice Dragon
March State		Sea Birdian II	North Rippletide Coast	High Wolf	Path to the Cave of Origin / Cave of Origin / Northern Flamesgrace Wilds / Western Flamesgrace Wilds		Sea Birdian VI	Road to the Caves of Azure / Moonstruck Coast / West Goldshore Coast		Spiked Skink	Northern Wellspring Sands / Southern Wellspring Sands / Eastern Wellspring Sands
The state of the control of the cont		Snow Fox	Path to the Cave of Origin / Northern Flamesgrace Wilds / Western Flamesgrace Wilds	Horned Howler	Rivira Woods / East Victors Hollow Trail		Sea Birdking I	Road to the Caves of Azure / Moonstruck Coast / West Goldshore Coast / West Grandport Coast		Spud Bug	Path of Beasts / The Whistlewood
The control of the co		Snow Marmot	Wilds / Western Flamesgrace Wilds	Howler	Path of Beasts / The Whistlewood / The Murkwood		Sea Scorpion	The Forgotten Grotto		Stone Bug	Grimsand Ruins (Lowest Level)
See Control (Control Control C		Warrior Wasp	Path of Rhiyo / West Clearbrook Traverse / South Clearbrook Traverse / Twin Falls	Ice Curator	Hoarfrost Grotto		Two-handed Hatchling	Road to Morlock's Manse / South Quarrycrest Pass		Stone Serpent	Grimsand Ruins (Lowest Level)
Dec   Control   Section						6/10					Grandport Sewers
Monte and the property of the control of the contro	3/10						Cliff Birdking II	South Orewell Pass			The Hollow Throne
Particular Program   Control		Crawly Fledgling	Carrion Caves	Ice Sentinel	Subterranean Study / Ravus Manor		Collared Salamander			Wild Weasel	Spectrewood Path / North Stonegard Pass / West Stonegard Pass
Section (Control Control Contr		Fire Wisp		Killer Bug	Sunshade Catacombs / Whistling Cavern		Creeping Treant	The Murkwood / The Spectrewood / East Victors Hollow Trail		Wind Curator Mk. II	Ruins of Eld
Secretary of the control of the cont		Flatlands Froggen II	East Atlasdam Flats / North Atlasdam Flats / The Whistlewood	Laughing Hyaena	North Cobbleston Pass / South Cobbleston Pass		Creepy Fledgling	South Orewell Pass / Trail to the Forest of Rubeh		Wind Remnant	Tomb of Kings
Sear Edge   Control Co		Forest Ratkin III	Path to the Whisperwood / The Whisperwood / North S'warkii Trail / West Swarkii Trail	Light Curator	Secret Path		Dark Curator	Derelict Mine / Road to the Seaside Grotto	8/10	Black Scissors	Captains' Bane / Undertow Cove / Grandport Sewers / West Grandport Coast
In the Command Section of Process of Section (Command Sec		Guard Dog	Ravus Manor	Light Sentinel	Secret Path / Tomb of Kings		Dark Elemental			Bloody Rhino	South Orewell Pass / Trail to the Forest of Rubeh
Note Statement   Note		Highland Ratkin III	Mountain Pass / North Cobbleston Pass / South Cobbleston Pass / Brigands' Den	Lloris	Road to Morlock's Manse		Desert Worm	Northern Wellspring Sands / Eastern Wellspring Sands / Western Wellspring Sands / Black Market /		Blue Bull	North Riverford Traverse
Sign May   Contracted features for feature		Ice Lizardman III	Northern Flamesgrace Wilds / Western Flamesgrace	Majestic Marmot	Path to the Whisperwood / North S'warkii Trail / East		Dread Deer			Brigand Bones	Farshore / Everhold Tunnels / Grimsand Ruins
Recording of the Part of Part				-	Road to the Obsidian Parlor / Western Snowstill Wilds			-		-	
Montered The Whiteyword From Window Markey May Grant of Rhoyan Seed of Rhoyan Res of Rhoyan Re			·		The Sewers / The Hollow Throne / Derelict Mine /						East Duskbarrow Trail / Forest of Purgation
Part of Compton Manual Controller (Compton Agents of Compton Controller Agents (Compton Controller Agents Agents (Compton Controller Agents Ag											Moldering Ruins / Lord's Manse / Dragonsong Fane
The first form of the program of the control of the		Motley Slug		Red Fox	The Whisperwood / Path of Beasts		Fire Guardian	Yvon's Cellar		Furious Fungoid	Western Wispermill Flats / Loch of the Lost King / Forest of No Return
Seed clausement 19 Section for Personal Process of Personal Process of Section Programs of the Control of Section Process of Se		River Froggen III	Clearbrook Traverse	River Fly	Murkwood Trail Whistling Cavern / Twin Falls		Flame Curator	Derelict Mine / Road to the Seaside Grotto		Gooey Slug	Hidden Path / Loch of the Lost King
See Briefun II  Felt to Uniform Control (Control Control Contr		Sand Lizardman III	Sunshade Catacombs / Eastern Sunshade Sands / Southern Sunshade Sands / Lizardman's Den (N/A) /	River Froggen IV	Twin Falls		Flame Remnant Mk. II	Shrine of the Archmagus / Shrine of the Warbringer		Greater Kingfisher	West Grandport Coast
Baskew Wing.  Creat of Opport Introducted Execution  Search Leaderson PV  Basked Search Wingstreet  Search Leaderson PV  Search Leaders			Western Wellspring Sands (N/A) Path to the Caves of Maiva / East Rippletide Coast /								
Seed Lizerdean V Surfame Weightings Seed Calculation of Seed Lizerdean V Surfame Weightings Seed Calculation of Seed Lizerdean V Surfame Weightings Seed Calculation of Seed Lizerdean V Surfame Weightings Seed Calculation Case V Surfame Weightings Seed Case of Margo Calculation Case V Surfame Weightings Seed Case of Margo Calculation Case V Surfame Weightings Seed Case of Margo Calculation Case V Surfame Weightings Seed Case of Margo Calculation Case V Surfame Weightings Seed Case of Margo Calculation Case V Surfame Weightings Seed Case of Margo Calculation Case V Surfame Weightings Seed Case of Margo Calculation Case V Surfame Weightings Seed Case of Margo Calculation Case V Surfame Weightings Seed Case of Margo Calculation Case V Surfame Weightings Seed Case of Margo Calculation Case V Surfame Seed Case of Margo Calculation Case V Surfame Seed Case Of Margo Calculation Case V Surfame Seed Case Of Margo Case			North Rippletide Coast	1 100	Path to the Caves of Maiya / Fast Rippletide Coast /						
See State Countries W. Morten Weltgrong Seeds of Latent Westgrong Seeds of Latent Seed		Shadow Wisp	Cave of Origin / Untouched Sanctum		North Rippletide Coast		-				
Be State State W. Montenech Coast Official Annual Coast State Stat				Sand Lizardman IV	oanus		Gargantuan Boar	Victors Hollow Trail		Ice Guardian Mk. II	Amphitheatre: Balcony / Moldering Ruins
See Stacke  Ceres of Mary Count of Mary Count of Mary See Mary Seeder  Shadow But  Shadow				Sand Lizardman V	Sands		Giant Eagle	South Orewell Pass / Forest of Rubeh		Killer Chameleon	Forest of Rubeh
Dadow Brit Cover (Mary Listenance Mary Listena				Sea Slug	Caves of Azure		Hoary Bear	Western Snowstill Wilds / Trail to the Whitewood		Reptalios	Southern Northreach Wilds
Southon Spectwood Park J North Biosograp Pass West Southon Montrol Control, The Southon Montrol Control, The Southon Montrol Control C											Grandport Sewers / Dragonsong Fane
Bluggy Aurenche Bernard Grant / Food of the Important / Thrail to North Manual Parks Bunggy Septer Bestellt Robert / Standard Food of the Important / Thrail to North Manual Parks Bunggy Septer Bestellt Robert / Standard Food of the Important / Thrail to North Manual Parks Bunggy Septer Bestellt Robert / Standard Food of the Important / Thrail to Standard Food of the Important / Throid of the Important / T				Shadow Bat	/ Caves of Malya / Subterranean Study / Untouched Sanctum		Horned Fly			Venomous Scorpion	Eastern Marsalim Sands / Grimsand Road / Grimsand Ruins
Bhappy Map East Adandam Flas / North Allasadam Flas / North Allasadam Flas / North Allasadam Flas / North Allasadam Flas / Southern Mortheach White / Southern White / White / Southern White / White / White / Southern White / White / White / Southern White / White / White / Southern White / Whi							les Ele	Hoarfrost Grotto / Tomb of the Imperator / Trail to the Whitewood / Lorn Cathedral: Cellars / Southern		W	Southern Northreach Wilds / Maw of the Ice Dragon
East Alexadem Plate North Activation Flate  Biology Spieler  Bhambling Week  Bhambling Week  Bhambling Week  Bhambling Week  Bhambling Week  Batal Relaive  Biology Control North Forgotten Control This Speedward New Jove Spieler  Black Black  Biology Spieler  Biology Spieler  Bhambling Week  Bhambling Week  Batal Relaive  Batal Relaive  Weeking Control Literational Spieler  Biology Control Literational Spieler  Biology Spieler  Weeking Control Literational Spieler  Biology Amphibeatre Anna  Weeking Control Literational Spieler  Biology Spieler  Weeking Control Literational Spieler  Biology Amphibeatre Anna  Weeking Control Literational Spieler  Biology Spieler  Weeking Control Literational Spieler  Biology Amphibeatre Anna  Weeking Control Literational Spieler  Biology Spieler  Biology Spieler  Weeking Control Literational Spieler  Biology Spieler  Biology Spieler  Biology Spieler  Biology Spieler  Biology Alleger  Weeking Control Literational Spieler  Biology Amphibeatre Anna  Annihilational Meeting Control Literational Spieler  Biology Spieler  Biology Amphibeatre Anna  Biology Spieler  Biology Amphibeatre Anna  Annihilational Meeting Control Literational Spieler  Biology Control Meeting Spieler  Biology Con					-			the Ice Dragon			
The Machemonic Plant for Ref organization Control The Decision Flat (Powled Control Based Decision Flat (Powled Control Flat (Powled Control (								Southern Northreach Wilds			Ruins of Eld Tomb of the Imperator / Lorn Cathedral- Callery
Shambling Weed  Bearing Control  Stall Roller  Stall Rolle				Shaggy Spider			ice Remnant Mk. II	onnine of the Archmagus / Shrine of the Runeblade	9/10	Accursed Armor	
Southern Sunchande Sanole, Eastern Sunchande Sanole, Southern Sunchande Sanole, Southern Sunchande Sanole, Story Bug Story Bug Story Bug Windsting Cavern I Cardenant Dani / Calcidatand Karakeya Eastern Marsalim Gande Caver / South Quarrycest Pass Story Stug Story Stug The Severs Ughthing Eastern Marsalim Gande Caver / South Quarrycest Pass Story Stug Story Stug Story Study Study Story Story Study Study Story Study Study Story Study Study Study Story Study St				Shambling Weed	Spectrewood / East Victors Hollow Trail / Derelict Mine / Forest of No Return / Western Wispermill Flats		Ice Sentinel Mk. II	Amphitheatre: Balcony / Amphitheatre: Arena		Animated Armor	West Everhold Pass / Shrine of the Archmagus / Shrine of the Runeblade / Shrine of the Warbringer / Shrine of the Starseer / Everhold Tunnels
Story Bug Wisteding Covern I Clarachman's Den's (Auckstand Story Bug Wisteding Covern I Clarachman's Den's (Auckstand Sover Wak Sover Wak Western Robovasili Wilds King Condor Light Implemental					/ Ebony Grotto Southern Sunshade Sands / Eastern Sunshade Sands		late: 01	Obsidies **		O	
Authority and the second state of the second s					/ Whistling Cavern / Derelict Mine						
Bisky Slug The Sewers  Tampest Faton Mortock's Mannes Carrior Caves  Mortock's Mannes Semental Mortock's Mannes Carrior Caves  Mortock's Mannes Semental Manuel Loss South Casarrycest Pass  Mortock's Mannes Mortock's Mortock's Mannes Mortock's Mortock's Mortock's Mannes Mortock's					Caves					-	Trail to the Forest of Rubeh / Forest of No Return  Quicksand Caves / Forest of Rubeh
Temporal Falcon Thunder Stational Thunder Statio											Hidden Path / Refuge Ruins
Trunder Seatterial Trunder Wiley Trunder Seatterial Trunder Wiley Trunder Seatterial Trunder Wiley Trunder Seatterial Trunder Wiley Trunder Seatterial Seatterial Seatterial Trunder Seatterial				,				-			Fast Duskbarrow Trail / Forest of No Return /
Warrior Bonnes Warrio				Thunder Sentinel	Morlock's Manse		Long-eared Lloris	South Quarrycrest Pass		Plains Drake	Western Wispermill Flats
Warrier Bones Farshore / Black Martest / Marsalim Catacombs White Nowler Road to the Obacidian Parlor Secrete Path Wind Custor Wind Gustor Wind Gustor Wind Gustor Wind Gustor Wind Gustor Wind Secrete Path / Tomb of Kings Wind Wing Wind Wind Wing Wind Wind Wind Wing Wind Wind Wind Wing Wind Wind Wind Wind Wing Wind Wind Wind Wind Wing Wind Wing Wind Wind Wind Wind Wind Wind Wind Wind											Southern Northreach Wilds / Maw of the Ice Dragon Grimsand Ruins (Lowest Level)
White Newler Wind Custor Wind Custor Wind Goardan Secret Path Wind Goardan Secret Path / Tomb of Kings Wind Wing Wind Wind Wing Wind Wing Wind Wing Wind Wing Wind Wing Wind Wind Wing Wind Wind Wind Wind Wind Wind Wind Wind									10/10		Tomb of the Imperator
Unicondent Standard (Parabase) Wind Guardian Secret Path / Tomb of Kings Wind Guardian Secret Path / Tomb of Kings Rapping Ritton Rappant Western Wappentill Plats Wind Seattle Seated Path / Tomb of Kings Wind Seattle Seated Path / Tomb of Kings Wind Warp Wind Warp Untouched Sanctum / The Sewers Remark Mt. 1 River Manual Read of Manual Read of Manual Command Road of				White Howler	Road to the Obsidian Parlor		Mountain Goat	Spectrewood Path / North Stonegard Pass / West		Carnivorous Plant (Boss)	Forest of No Return
Wind Guardian Wind Secret Path / Tombo of Kings Wind Secret Path / Tombo of Kings Wind Secret Path / Tombo of Kings Wind Wind Wind Wing Untouched Sanctum / The Sewers Wind Wing Wind				Wind Curator	Secret Path		Puppet Bones	Untouched Sanctum / The Sewers / The Hollow		Chubby Cait	Most Areas Danger Level 25+
Wind Wisp Untouched Sanctum / The Severs Reamont Ms. II Grands ( Grimson Road / G							Raging Rhino	Western Wispermill Flats			Captains' Bane
Winter Wandsreed The Whitewood River Bug Murksood Carl Jet East Satisficing Fairwrise Flame Revenance Shrine of the Archmagus J Shrine of the Archmagus J Shrine Shadow Remement Ma. I Shrine of the Walningsay China of the W							Rampant Weed				
North Produing II  Sand Lizerdeing II  Sand Lizerdeing II  Lizerdeing See Den (IIA)/ Marks and Catacombs / Eastern Marssim Sands See See Den (IIA)/ Marks and Catacombs / Eastern Marssim See See See See See See See See See Se								Grimsand Ruins / Forest of Purgation			Maw of the Ice Dragon  Shrine of the Archmagus / Shrine of the Warbringer
Savage Scorption Sortine Wellspring Sands / Southern Wells				THE THAIRD WOOD	THE FIRMEWOOD			North Riverford Traverse / Refuge Ruins			
See Anomone See Sharking II West Grandport Severs L. Upit Revenant Shrince of the Stancer Drage See Shrinking II West Grandport Cosset I Lock of the Lost King Sentined Nt. II Shadoor Revenant Me. II Shadoor Revenant Me. II Thunder Curature Thunder Curature Thunder Caretar Thunder Caret							Sand Lizardking II			Heavenwing (Boss)	Carrion Caves
See Anomone See Sharking II West Grandport Severs L. Upit Revenant Shrince of the Stancer Drage See Shrinking II West Grandport Cosset I Lock of the Lost King Sentined Nt. II Shadoor Revenant Me. II Shadoor Revenant Me. II Thunder Curature Thunder Curature Thunder Caretar Thunder Caret											Shrine of the Archmagus / Shrine of the Runeblade
Sectional Mit. II Shadow Revenue West Evenhold Pass / Forced No Return West Evenhold Pass / Forced No Return Monather Mo								West Grandport Coast / Loch of the Lost King			Shrine of the Starseer / Dragonsong Fane Marsalim Catacombs
Shadow Remnant Mk. II Shrine of the Watchinger (Shrine of the Starseer / Ebony Grotton Revenant Thunder Curator Thunder Curator Shadow Remnant Mk. II Shrine of the Archmagus / Shrine of the Watchinger Shrine Shadow Revenant Thunder Remnant Mk. II Shrine of the Archmagus / Shrine of the Watchinger Shrine Short of Deports Shrine Shrine of the Archmagus / Shrine of the Watchinger Shrine Shrine Of the Archmagus / Shrine Shrine Of the Archmagus / Shrine Of the Watchinger Shrine Shrine Of the Archmagus / Shrine Of the Watchinger Shrine Shrine Of the Archmagus / Shrine Of the Watchinger Shrine Shrine Of the Archmagus / Shrine Of the Watchinger Shrine Shrine Of the Archmagus / Shrine Of the Watchinger Shrine Shrine Of the Archmagus / Shrine Of the Watchinger Shrine Of							Sentinel Mk. II	Ruins of Eld		Manymaws (Boss)	Derelict Mine
Thunder Curator Obsicion Manse Shadow Revenant Shrine of the Warbringer Shrine Shore Archmagus / Shrine of the Warbringer Shrine Shrine Of the Archmagus / Shrine of the Warbringer Thunder Revenant Shrine of the Archmagus / Shrine of the Warbringer Shrine Shrine Of the Archmagus / Shrine Of the Warbringer Shrine Shrine Of the Archmagus / Shrine Of the Warbringer Shrine Shrine Of the Archmagus / Shrine Of the Warbringer Shrine Shrine Of the Archmagus / Shrine Of the Warbringer Shrine Of the Warbringer Shrine Shrine Of the Warbringer											
Thunder Remnant Mt. II Shrine of the Archmagus / Shrine of the Warbringer Thunder Revenant Shrine of the Archma											Ruins / Forest of Purgation Shrine of the Warbringer / Shrine of the Starseer /
								Shrine of the Archmagus / Shrine of the Warbringer			Ebony Grotto / Dragonsong Fane Shrine of the Archmagus
								Path of Beasts / The Murkwood / Western Noblecourt Flats		Tyrannodrake (Boss)	Loch of the Lost King
							Wind Elemental	Captains' Bane / Farshore / Undertow Cove / Forest			Shrine of the Runeblade / Shrine of the Starseer

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 Orewell 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 II	Moonstruck Coast / West Goldshore Coast
			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 Maiya
			Pirate II	Caves of Maiya
			Pirate III	Caves of Maiya
			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		Damage Type & # of Hit		Starting Letter		Damage Type & # of Hits		Starting Letter		Damage Type & # of Hits	
A	Acid Blue	N/A	Lowers Elem/Phys Atk/Def	F	Fell Swoop (All)	Spears	Boosts Phys. Atk, Elem. Atk, or Both on All Allies	Т	Tempest Clock (All)	Wind	Random Buff on User, x2 on Allies
	Armor Break (All)	Swords	Lower Phys. Def		Freeze	Ice	None		Thousand Scythes	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
В	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	н	Horrible Breath (All)	N/A	Sleep, Poison, or Both	v	Venomous Claw (All)	Swords	Poison
	Black Bile	N/A	Lowers Phys. Atk		Hurricane Lunge (All)	Spears	Boosts Speed on All Allies		Venomous Fang	Daggers	Poison
	Blinding Charge	Spears x2	Blindness		Ice Floe	Ice v2	None		Viscous Bite	N/A	Lowers Elem. Atk, Phys. Def, Speed, or a combination
		apears x2			ICE FIGE	ICO XZ				N/A	of those three
	Blinding Claw	Swords	Blindness		Ice Floe (All)	Ice x1	Chance to Lower Speed		Vorpal Claw (All)	N/A	Instant Kill
	Blinding Mist (All)	N/A	Blindness		Icy Breath (All)	Ice	Lowers Elem. Def		Vortex Clock (All)	Lightning	Boosts Elem. Def or Phys. Def on All Allies
	Blinding Shot	Bows	Blindness		Incinerate	Fire	None	w	Warding Thunder	Lightning	Boosts Phys. Def
	Blinding Shot (All)	Bows	Blindness		Incinerate (All)	Fire	None		Wild Scratch (All)	Swords x3-6	Hits an additional time for each BP used
	Blizzard Breath (All)	Ice	Lowers Elem. Atk		Incredible Heal (All)	N/A	Heals 2000 HP (+2000 per BP) to All Allies & Grants HP Regen		Wind Slash	Wind	None
	Butterfly Effect (All)	Wind	Sieep		Impact Clock	N/A	Boosts 2-5 Random Stats on User		Wind Slash (All)	Wind	None
С	Chop	Axes	None		Inferno Clock (All)	Fire	Boosts Elem. Def or Phys. Def on All Allies		Wreak Havoc (All)	Daggers	Boosts Phys. Atk on All Allies
•	Continual Light (HP)	N/A	Healing + HP Regen		Invincible Cleave	Swords	Invincibility	x	N/A	N/A	N/A
	Continual Light (SP) (All)	N/A	SP + SP Regen	К	N/A	N/A	N/A	Ŷ	N/A	N/A	N/A
	Convincing Blow	N/A Staves	SP + SP Regen  Boosts Critical		N/A Light Stream	N/A Light x2	N/A None	7	N/A N/A	N/A N/A	N/A N/A
									N/A	N/A	NIA
	Crimson Flame (All)	Fire	Lowers Phys. Atk, Phys. Def, or Both		Luck of the Calt	N/A	Boosts/Lowers Stats on Allies/Enemies				
	Crimson Powder (All)	N/A	Sleep, Poison, or Both		Luminescence	Light	None				
	Crushing Wing (All)	Wind	Lowers Phys. Def		Luminescence (All)	Light	None				
D	Deluxe Luck of the Calt	N/A	Restoring HP, SP, BP, or All Three		Lunge	Spears	None				
	Diamond Clock (All)	Ice	Boosts Elem. Def or Phys. Def on All Allies	M	Mental Boost	N/A	Boosts Elem Atk. & Def				
	Double Armor Crush	Axes x2	Lowers Phys. Def		Mental Boost (All)	N/A	Boosts Elem. Atk & Def on All Allies				
	Double Attack All	Varies	None		Mighty Charge (All)	Spears	None				
	Double Blessed Spear	Spears x2	Boosts Elem. Def		Mighty Chop	Axes	None				
	Double-Blind Attack (All)	Spears x2	Blindness		Mighty Double Stab	Daggers x2	None				
	Double Body Press	Staves x2	Confusion		Mighty Lunge	Spears	None				
	Double Elemental Arrow Dance	Bows x2	Boosts Attack		Mighty Slash	Swords	None				
	Double Guard Break	Axes x2	Lowers Elem, Def		Mighty Stab	Daggers	None				
	Double Rapid Staff Dance	Staves x2	Boosts Speed		Millenial Frond	N/A	Heals Random Ally for 1000 HP (+1000 HP per BP) & Boosts Elem. Atk, Phys. Atk, or Both				
	Double Sophoric Claw	Swords x2	Sieep	N	N/A	N/A	N/A				
	Double Strike	Varies x2	None	0	Offensive Claw	Swords	Lowers Phys. Atk				
	Double Strike All		None	-		N/A					
	Double Strike All  Double Stab	Varies	None	Р	Physical Boost Poison Shot	N/A Bows	Boosts Phys. Atk & Def Poison				
-		Daggers x2									
E	Eclipse Clock (All)	Dark	Boosts Elem. Def or Phys. Def on All Allies		Poison Strike	Spears	Poison				
	Electrocute	Lightning	None	Q	N/A	N/A	N/A				
	Electrocute (All)	Lightning	None	R	Rainbow Flash (All)	N/A	Blindness				
	Endanger Life (All)	Bows	Lowers Speed		Repeated Thrust	Spears x2	None				
	Enfettering Slash (All)	Swords	Lowers Speed		Restore Health	N/A	Heals 500 HP (+500 per BP)				
	Enraged Bash (All)	Staves x2	None		Restore Great Health	N/A	Heals 1000 HP (+1000 HP per BP)				
	Enshadow	Dark	None		Retaliative Axe	Axes	Physical Counter				
	Enshadow (All)	Dark	None		Retaliative Posture	N/A	Grants Physical Counter and Boosts Phys. Def				
				s	Sand Strike (All)	Staves	Blindness				
					Sandstorm Strike (All)	Staves	Lowers Phys. Def, Elem. Def, or Both				
					Shadow Stream	Dark x2	None				
					Sharp Scratch (All)	Swords	Lowers Critical				
					Shock Stream	Lightning x2	None				
					Shoot	Bows	None				
					Slash	Swords	None				
					Slumber Wave (All)	N/A	Sleep				
					Solar Clock (All)	Light	Boosts Elem. Def or Phys. Def on All Allies				
					Sophoric Claw	Swords	Sleep				
					Sophoric Fang	Daggers	Sleep				
					Sophoric Fang (All)	Daggers	Sleep				
					Sophoric Mist (All)	N/A	Sleep				
					Sophoric Shot (All)	Bows	Sleep				
					Sophoric Strike (All)	Spears	Sleep				
					Soporific Wind	Wind	Sleep				
					Stab	Daggers	None				
					Steel Defenses	N/A	Boosts Elem and Phys. Def				
					Striking Sword Dance	Swords x2	Boosts Phys. Atk				
					Supreme Luck of the Cal		Beneficial Effects to All Allies				
					Swordwall Dance	Swords x2	Boosts Phys. Def				

Monste	r Ability Lis										
	a Ability Li										
Swords Ability Name	# of Lite	Additional Effect	Spears Ability Name	# of With	Additional Effect	Daggers Ability Name	# of Wite	Additional Effect	Axes Ability Name	# of Ultr	Addition
	# OI HILS			# OI HIL	None	10. 1	# OI HILS	Additional Effect		# OI HILS	Addition
Armor Break (All)	x1	Lower Phys. Def	Attack (Flatlands Froggen / Ice Lizardmen)	x1		Attack (Highlands Ratkin / Cliff Birdian / River Froggen)  Attack All		None	Chop	x1	
Befuddling Claw	x1	Blindness	(Flatlands Froggen / Ice Lizardmen)	x1	None	Attack All (Highlands Ratkin / Cliff Birdian / River Froggen)	x1	None	Double Armor Crush	x2	Lowers
Blinding Claw	x1	Blindness	Blinding Charge	x2	Blindness	Befuddling Fang (All)	x1	Confusion	Double Guard Break	x2	Lowers
Double Sophoric Claw	x2	Sleep	Double Attack All (Ice Lizardmen)	x1	None	Bite	x1	None	Double Strike	x2	
Enfettering Slash (All)	x1	Lowers Speed	(ice Lizaromen)  Double Blessed Spear	x2	Boosts Elem. Def	Double Attack All	x2	None	Double Strike All	x2	
			Double-Blind Attack (All)		Blindness	(Highlands Ratkin / Cliff Birdian / River Froggen)	x2	None			
Great Sweep (All)	x1	Lowers Critical	Double-Blind Attack (All)	x2		Double Stab			Guardian Axe	x1	Boosts
Invincible Cleave	x1	Invincibility	Double Strike (Flatlands Froggen / Ice Lizardmen)	x2	None	Double Strike (Highlands Ratkin / Cliff Birdian / River Froggen)	x2	None	Mighty Chop	x1	
Mighty Slash	x1	None	Double Strike All (Flatlands Froggen)	x1	None	Mighty Double Stab	x2	None	Retaliative Axe	x1	Physic
Offensive Claw	x1	Lowers Phys. Atk	Fell Swoop (All)	v4	Boosts Phys. Atk. Elem. Atk. or Both on All Allies	Mighty Stab	x1	None	Triple Attack (Highlands Ratking / River Frogking / Flatlands Frogking)	х3	,
			, ,						(Highlands Ratking / River Frogking / Flatlands Frogking)		_
Sharp Scratch (All)	x1	Lowers Critical	Hurricane Lunge (All)	x1	Boosts Speed on All Allies	Sophoric Fang	x1	Sleep	Triple Attack (All) (Highlands Ratking / River Frogking / Flatlands Frogking)	х3	
Slash	x1	None	Lunge	x1	None	Sophoric Fang (All)	x1	Sleep			
Sophoric Claw	x1	Sleep	Mighty Charge (All)	x1	None	Stab	x1	None			
Striking Sword Dance	x2	Boosts Phys. Atk	Mighty Lunge	x1	None	Triple Attack (Highlands Ratkin / Cliff Birdian / River Froggen)	x3	None			
Swordwall Dance	x2	Boosts Phys. Def	Poison Strike	x1	Poison	Venomous Fang	x1	Poison			
Triple Attack ea Birdking / Ice Lizardking)	x3	None	Repeated Thrust	x2	None	Wreak Havoc (All)	x1	Boosts Phys. Atk on All Allies			
Triple Attack (All)	x3	None	Sophoric Strike (All)	x1	Sleep	-		-			
ea Birdking / Ice Lizardking)		None			Sieep						
Venomous Claw (All)	x1	Poison	Triple Attack (Flatlands Froggen / Ice Lizardmen / Forest Ratking)	х3	None						
Wild Scratch (All)	x3-6	Hits an additional time for each BP used	Triple Attack (All)	х3	None						
			(Forest Ratking)								
Bows	1		Staves	1		Fire			Ice		
Ability Name	# of Hits	Additional Effect	Ability Name	# of Hits	Additional Effect	Ability Name	# of Hits	Additional Effect	Ability Name	# of Hits	Additio
Attack Sea Birdian / Forest Ratkin)	x1	None	Attack (Sand Lizardman)	x1	None	Crimson Flame (All)	x1	Lowers Phys. Atk, Phys. Def, or Both	Blizzard Breath (All)	x1	Lowers
				-				,,,,			
Attack All Sea Birdian / Forest Ratkin)	x1	None	Attack All (Sand Lizardman)	x1	None	Incinerate	x1	None	Diamond Clock (All)	x1	Boosts or Phy All
Befuddling Shot (All)	x1	Confusion	Convincing Blow	¥1	Boosts Critical	Incinerate (AII)	rd.	None	Freeze	x1	All
Blinding Shot	x1	Blindness	Double Attack All (Sand Lizardman)	x1	None	Inferno Clock (AII)		Boosts Elem. Def or Phys. Def on All	Freeze (All)	x1	N
						Interno Clock (All)	X1	Allies			
Blinding Shot (All) Double Attack All	x1	Blindness	Double Body Press	x2	Confusion				Ice Floe	x2	N
Sea Birdian / Forest Ratkin)	x2	None	Double Rapid Staff Dance	x2	Boosts Speed				Ice Floe (All)	x1	Lower
ouble Elemental Arrow Dance	x2	Boosts Attack	Double Strike (Sand Lizardman)	x2	None				Icy Breath (All)	x1	Lowers
Double Strike Sea Birdian / Forest Ratkin)		None	Double Strike All	x1	None				Toxic Ice	x1	Po
Sea Birdian / Forest Ratkin)	x2 x1	None Lowers Speed	Enraged Bash (All)	x1 x2	None None				loxic ice	ХI	PC
Endanger Life (All) Poison Shot	x1	Lowers Speed Poison	Enraged Bash (All) Sand Strike (All)	x2 x1	None Riindness						
Shoot	rd vi	None	Sandstorm Strike (All)	x1	Lowers Phys. Def. Elem. Def. or Both						
Sophoric Shot (All)	x1	Sleep	Triple Attack	х3	None						
			(Sand Lizardman / Sand Lizardking)								
Triple Attack (Sea Birdian / Cliff Birdking)	x3	None	Triple Attack (All) (Sand Lizardking)	х3	None						
Triple Attack (All) (Cliff Birdking)	x3	None									
(Cilli Birdking)											
Lightning			Wind			Light			Dark		
Ability Name	# of Hits	Additional Effect	Ability Name	# of Hits	Additional Effect	Ability Name	# of Hits	Additional Effect	Ability Name	# of Hits	Addition
Electrocute	x1	None	Butterfly Effect (All)	x1	Sleep	Light Stream	x2	None	Eclipse Clock (All)	x1	Boosts E or Phys
						-	x1				All
Electrocute (All) Shock Stream	x1	None None			Lowers Phys. Def				Enshadow		N N
OHOCK OLIVERIN			Crushing Wing (All)	x1	Class	Luminescence		None	Frankadow (AII)	x1	
	x2		Soporific Wind	x1	Sleep	Luminescence Luminescence (All)	x1	None	Enshadow (All)	x1	
Vortex Clock (All)	x1	Boosts Elem. Def or Phys. Def on All Allies	Soporific Wind Tempest Clock (All)	x1 x1	Sleep Boosts Elem. Def or Phys. Def on All Allies	Luminescence Luminescence (All) Solar Clock (All)	x1		Enshadow (All) Shadow Stream		
Vortex Clock (All) Warding Thunder		Boosts Elem. Def or Phys. Def on All Allies Boosts Phys. Def	Soporific Wind Tempest Clock (All) Thousand Scythes	x1 x1	Sleep  Boosts Elem. Def or Phys. Def on All Allies  None		x1	None		x1	
	x1	·	Soporific Wind Tempest Clock (All) Thousand Scythes Wind Slash	x1 x1	Sleep Boosts Elem. Def or Phys. Def on All Allies		x1	None		x1	
Warding Thunder	xi xi	·	Soporific Wind Tempest Clock (All) Thousand Scythes	x1 x1 x1	Sleep Boosts Elem. Def or Phys. Def on All Allies None None		x1	None		x1	
Warding Thunder	x1 x1	Boosts Phys. Def	Soporific Wind Tempest Clock (All) Thousand Scythes Wind Slash	x1 x1 x1	Sleep Boosts Elem. Def or Phys. Def on All Allies None None		x1	None		x1	
Warding Thunder  on-Elemental / Non-Damaging Ability Name	x1 x1 # of Hits	Boosts Phys. Def  Additional Effect	Soporific Wind Tempest Clock (All) Thousand Scythes Wind Slash	x1 x1 x1	Sleep Boosts Elem. Def or Phys. Def on All Allies None None		x1	None		x1	
Warding Thunder  in-Elemental / Non-Damaging Ability Name Acid Blue	x1 x1 # of Hits N/A	Boosts Phys. Def  Additional Effect  Lowers Elem. Def, Phys. Def, or Phys. Atk	Soporific Wind Tempest Clock (All) Thousand Scythes Wind Slash	x1 x1 x1	Sleep Boosts Elem. Def or Phys. Def on All Allies None None		x1	None		x1	
Warding Thunder  n-Elemental / Non-Damaging Ability Name Acid Blue Black Bile	x1 x1 # of Hits	Boosts Phys. Def  Additional Effect	Soporific Wind Tempest Clock (All) Thousand Scythes Wind Slash	x1 x1 x1	Sleep Boosts Elem. Def or Phys. Def on All Allies None None		x1	None		x1	
Warding Thunder  n-Elemental / Non-Damaging Ability Name Acid Blue Black Blie Blinding Mist (Alli) Continual Light (HP)	# of Hits N/A N/A N/A N/A	Boosts Phys. Def  Additional Effect Lowers Elem. Def, Phys. Def, or Phys. Alk Lowers Phys. Alk Blindness Healing+ Ph Rogen	Soporific Wind Tempest Clock (All) Thousand Scythes Wind Slash	x1 x1 x1	Sleep Boosts Elem. Def or Phys. Def on All Allies None None		x1	None		x1	
Warding Thunder  In-Elemental / Non-Damaging Ability Name Acid Blue Black Blie Blinding Mist (All) Continual Light (HP) Continual Light (FP) (All)	# of Hits N/A N/A N/A N/A N/A	Boosts Phys. Def  Additional Effect  Lowers Elem Def, Phys. Def, or Phys. Alk  Lowers Phys. Alk  Blindness  Healing + HP Rogen  SP + 9P Rogen	Soporific Wind Tempest Clock (All) Thousand Scythes Wind Slash	x1 x1 x1	Sleep Boosts Elem. Def or Phys. Def on All Allies None None		x1	None		x1	
Warding Thunder  In-Elemental / Non-Damaging Ability Name Acid Blue Black Blue Blinding Mist (All) Continual Light (HP) Continual Light (SP) (All) Crimson Powder (All)	x1 x1 # of Hits N/A N/A N/A N/A N/A	Boosts Phys. Def  Additional Effect  Lowers Elem Def, Phys. Def, or Phys. Ats  Lowers Elem Def, Phys. Def, or Phys. Ats  Blindness  Healing + IP Regen  SP + SP Regen  Ssep, Polon, or Both	Soporific Wind Tempest Clock (All) Thousand Scythes Wind Slash	x1 x1 x1	Sleep Boosts Elem. Def or Phys. Def on All Allies None None		x1	None		x1	
Warding Thunder  n-Elemental / Non-Damaging Ability Name Acid Blue Black Blue Blinching Mist (All) Continual Light (19P) Continual Light (19P) Continual Light (19P) Continual Light (19P) Deluxe Luck of the Calt	x1 x1 # of Hits N/A N/A N/A N/A N/A	Boosts Phys. Def  Additional Effect  Lowers Eam Def, Phys. Def or Phys. Alb. Lowers Phys. Alb. Blindness  Healing + Ph Rogen  Steep, Polson, or Both  Restoring HP, SP, BF or All Three	Soporific Wind Tempest Clock (All) Thousand Scythes Wind Slash	x1 x1 x1	Sleep Boosts Elem. Def or Phys. Def on All Allies None None		x1	None		x1	
Warding Thunder  -Elemental / Non-Damaging Ability Name Acid Blue Black Bile Blinding Mist (All) Continual Light (SP) (All) Crimson Powder (All) Deluxe Luck of the Calt Great Healing Mist Grooming (All)	x1 x1 # of Hits N/A N/A N/A N/A N/A	Boosts Phys. Def  Additional Effect  Lower Elem. Def. Phys. Def. or Phys. A8.  Element Selm. Def. Phys. A8.  Blindoness  Bridge Self Regen  Br - SP Regen  Br - SP Regen  Bridge Self Re	Soporific Wind Tempest Clock (All) Thousand Scythes Wind Slash	x1 x1 x1	Sleep Boosts Elem. Def or Phys. Def on All Allies None None		x1	None		x1	
Warding Thunder  n-Elemental / Non-Damaging Ability Name Acid Blue Black Blue Blinching Mist (All) Continual Light (19P) Continual Light (19P) Continual Light (19P) Continual Light (19P) Deluxe Luck of the Calt	x1 x1 x1 # of Hits N/A	Boosts Phys. Def  Additional Effect  Lower Sim. Def. Phys. Def. or Phys. An Lower Sim. Def. Phys. Def. or Phys. An Lower Sim. Phys. Def. or Phys. An Lower Sim. Phys. Beg.  Bes. Philoson, or Both  Residency His Sim. Philoson, or Both  Residency His Sim. Philoson, or Both  Residency His Sim. Philoson, or Both  Bes. Bes. Philoson, or Both  Bes. Bes. Bes. Philoson, or Both  Bes. Bes. Bes. Bes. Bes. Bes. Bes. Bes.	Soporific Wind Tempest Clock (All) Thousand Scythes Wind Slash	x1 x1 x1	Sleep Boosts Elem. Def or Phys. Def on All Allies None None		x1	None		x1	
Warding Thunder  n-Elemental / Non-Damaging Ability Name Acid Blue Black Bile Blinding Mist (All) Continual Light (SP) (All) Crimson Powder (All) Deluxe Luck of the Calt Great Healing Mist Grooming (All)	x1 x1 x1 # of Hits N/A	Boosts Phys. Def  Additional Effect  Lower Sim. Def. Phys. Def. or Phys. An Lower Sim. Def. Phys. Def. or Phys. An Lower Sim. Phys. Def. or Phys. An Lower Sim. Phys. Beg.  Bes. Philoson, or Both  Residency His Sim. Philoson, or Both  Residency His Sim. Philoson, or Both  Residency His Sim. Philoson, or Both  Bes. Bes. Philoson, or Both  Bes. Bes. Bes. Philoson, or Both  Bes. Bes. Bes. Bes. Bes. Bes. Bes. Bes.	Soporific Wind Tempest Clock (All) Thousand Scythes Wind Slash	x1 x1 x1	Sleep Boosts Elem. Def or Phys. Def on All Allies None None		x1	None		x1	
Warding Thunder	x1 x1 x1 # of Hits N/A	Boosts Phys. Def  Additional Effect  Lower Elem. Def. Phys. Def. or Phys. A8.  Element Selm. Def. Phys. A8.  Blindoness  Bridge Self Regen  Br - SP Regen  Br - SP Regen  Bridge Self Re	Soporific Wind Tempest Clock (All) Thousand Scythes Wind Slash	x1 x1 x1	Sleep Boosts Elem. Def or Phys. Def on All Allies None None		x1	None		x1	
Warding Thunder  Tellemental / Non-Damaging Alliny Issue Acid Dise Blinding Mack Bill Blinding Mack Bill Blinding Mack Bill Continual Light (PP) All (PP)	x1 x1 x1 # of Hits N/A	Additional Effect  Lower Elem. Det Phys. Det or Phys. Ab. Lowers Elem. Det Phys. Det. or Phys. Ab. Blinderes	Soporific Wind Tempest Clock (All) Thousand Scythes Wind Slash	x1 x1 x1	Sleep Boosts Elem. Def or Phys. Def on All Allies None None		x1	None		x1	
Warding Thunder  Inclinental / Non-Camaging  Alainy Mans  And Blue Black Ble Black Ble Black Ble Blonding Mist (Ali) Continual Light (BP) Continual Light (B	x1 x1 x1  # of Hits N/A	Boosts Phys. Def  Additional Effect  Lower Sim. Def Phys. Def. or Phys. An. Lim. Def Phys. Def. or Phys. An. Lim. Def. Phys. Def. or Phys. An. Lim. Bellow # FF Regen  BP - BP Regen  Sieve, Piceson, or Both  Rectioning # Si & Per Ant Three  Rectioning # Si & Per Ant Three  Rectioning # Si & Per And Three  Rectioning # Si & Per An	Soporific Wind Tempest Clock (All) Thousand Scythes Wind Slash	x1 x1 x1	Sleep Boosts Elem. Def or Phys. Def on All Allies None None		x1	None		x1	
Warding Thunder  - Elemental / Non-Damaging Alliny Issue Acid Blue Blunding Mack Bille Blunding Mack Bille Grontinual Light (PP) Continual Light (PP) Continual Light (PP) Continual Light (PP) Grimson Provider (All) Decentional Light (PP) Anno Continual	x1 x1 x1 # of Hits N/A	Additional Effect  Lower Elem. Det Phys. Det or Phys. Abt  Lower Plan. Det Phys. Det, or Phys. Abt  Elizabess  Billodoses  Bil	Soporific Wind Tempest Clock (All) Thousand Scythes Wind Slash	x1 x1 x1	Sleep Boosts Elem. Def or Phys. Def on All Allies None None		x1	None		x1	
Warding Thunder  Inclinental / Non-Camaging  Alainy Mans  And Blue Black Ble Black Ble Black Ble Blonding Mist (Ali) Continual Light (BP) Continual Light (B	x1 x1 x1  # of Hits N/A	Additional Effect  Lower Elem. Det Phys. Det or Phys. Abt  Lower Plan. Det Phys. Det, or Phys. Abt  Elizabess  Billodoses  Bil	Soporific Wind Tempest Clock (All) Thousand Scythes Wind Slash	x1 x1 x1	Sleep Boosts Elem. Def or Phys. Def on All Allies None None		x1	None		x1	
Warding Trunder  Alliny Mann Alliny (MP) Continual Light (MP) Continual Light (MP) Continual Light (MP) Alliny (MP	x1 x	Additional Effect  Lower Elem. Def. Phys. Def. or Phys. A8. Lowers Elem. Def. Phys. Def. or Phys. A8. Blindness  Melling + Per Rigan  Blindness  Residency + Per Rigan  Residency + Per	Soporific Wind Tempest Clock (All) Thousand Scythes Wind Slash	x1 x1 x1	Sleep Boosts Elem. Def or Phys. Def on All Allies None None		x1	None		x1	
Wording Thunder  All March Commander  All March Commander  All March Commander  And Blue Black B	x1 x	Boosts Phys. Def  Additional Effect  Lower Sien. Def. Phys. Def. or Phys. Ats. Lower Phys. Ass. Lower Phys. Ass. Hailing + HP Regan  SP - 29 Program  SP - 29 Program  Seep, Poisson, or Bobil  Resolving HP. SP Be or All Three Heals 1000 HP - 6004 HP per EFF by A Affect  Lower Sp - 1004 HP per EFF by A Affect  Heals 1000 HP - 6004 HP per EFF by A Affect  Or HP - 1004 HP - 1004 HP - 1004 HP - 1004  Boosta News Shire on Alles Carlot  Boosta News Shire 1000 HP - (1000 HP - 1000 HP	Soporific Wind Tempest Clock (All) Thousand Scythes Wind Slash	x1 x1 x1	Sleep Boosts Elem. Def or Phys. Def on All Allies None None		x1	None		x1	
Warding Thunder  Inclinental I Non-Damaging Albity Name Acid Blue Blinding Mist (Am) Blinding Mist (Am) Continual Light (BP) (AM) Continual Light (BP) (AM) Continual Light (BP) (AM) Continual Light (BP) Albity	x1 x	Additional Effect  Lower Elem. Def. Phys. Def. or Phys. A8. Lowers Elem. Def. Phys. Def. or Phys. A8. Blindness  Melling + Per Rigan  Blindness  Residency + Per Rigan  Residency + Per	Soporific Wind Tempest Clock (All) Thousand Scythes Wind Slash	x1 x1 x1	Sleep Boosts Elem. Def or Phys. Def on All Allies None None		x1	None		x1	
Warding Thunder  Inclinental I Non-Damaging  Ability Mans  Acid Blue Blinding Mat (An)  Blinding Mat (An)  Continual Light (BP) (An)  Homital Broath (An)  Millenial Broat  Menial Boot (An)  Millenial Frond  Physical Boots  Physical Boots  Anaboour Fash (An)	x1 x	Boosts Phys. Def  Additional Biffers  Additional Biffers  Lowers Stan, Def. Phys. Def. or Phys. All.  Environal Phys. Ass  Bookers Phys. Ass  Reading + IPP Regen  Readings - IPP	Soporific Wind Tempest Clock (All) Thousand Scythes Wind Slash	x1 x1 x1	Sleep Boosts Elem. Def or Phys. Def on All Allies None None		x1	None		x1	
Warding Thursder  Jon Generated F Non-Damaging  and Hard F Non-Damaging  Ashitty Name  Ashitty Name  Ashitty Name  Ashitty Name  Ashitty Name  Ashitty Name  Ashitty Common Common  Black Rill  Black Rill  Common Light (#P)  All  Common Devolver (Ash  Orocoming (All)  Hornitas Brasits (Ash  Impact Clock  Luck of the Cat  Meratia Boost  Meratia Boost  Meratia Boost  Meratia Boost  All  All  Millimital Fond  Millimital Fond  All  All  Raliabor Flash (Ash  Raliabor Flash (Ash  Raliabor Flash  All  Raliabor Flash  All  Raliabor Flash  Raliabo	x1 x	Boosts Phys. Def  Additional Effect  Additional Effect  Lowers Stan, Def. Phys. Def. or Phys. All.  Environal Phys. Asi  Bookers Phys. Asi  Bookers Phys. Asi  Bookers Phys. Asi  Bookers Phys. Asi  Reading + NP Regen  By - Ph Regen  Readings - NP Regn  Readings - NP Regen  Readings	Soporific Wind Tempest Clock (All) Thousand Scythes Wind Slash	x1 x1 x1	Sleep Boosts Elem. Def or Phys. Def on All Allies None None		x1	None		x1	
Warding Thunder  on Elemental / Non-Damaging  on Elemental / Non-Damaging  Ability Mane  Acid Blue  Black Blisch  Blisch Blisch  Blisch Blisch  Blisch Blisch  Blisch Blisch  Blisch Blisch  Blisch  Blisch  Blisch  Blisch  Blisch  Blisch  Blisch  Blisch  Blisch  Blisch  Blisch  Blisch  Blisch  Blisch  Blisch  Blisch  Blisch  Blisch  Brandh  B	X1 X1 X1 X1 X1 X1 XI	Boosts Phys. Def  Additional Effect  Lowers Elem. Def. Phys. Def. or Phys. And Lem. Def. Phys. Def. or Phys. And Healing + 198 Regen  Ber. Philoson, or Both Reschoring + 104 Ph. Ph. or All Three Reschoring + 104 Ph. Def. or All Three Reschoring + 104 Ph. or All Three Reschoring - 104 Ph. or All Three Reschoring	Soporific Wind Tempest Clock (All) Thousand Scythes Wind Slash	x1 x1 x1	Sleep Boosts Elem. Def or Phys. Def on All Allies None None		x1	None		x1	
Warding Thursder  Jon Elemental / Non-Damaging Ability Manie Acid Blue Blick Bile Blick Bile Blinding Mat (Am) Continual Light (BP) Continual Bile Blinding (BP) Continual Bile Grooming (Al) Hornito Breath (Al) Impact Dick Luck of the Catt Mental Boost Mental Boost Mental Boost Mental Boost (Al) Millenial Frond Physical Boost Rainbow Flash (Al) Restore Great Health Restore Great Health	X1 X	Boosts Phys. Def  Additional Effect  Additional Effect  Lowers Stan, Def. Phys. Def. or Phys. All.  Environal Phys. Asi  Bookers Phys. Asi  Bookers Phys. Asi  Bookers Phys. Asi  Bookers Phys. Asi  Reading + NP Regen  By - Ph Regen  Readings - NP Regn  Readings - NP Regen  Readings	Soporific Wind Tempest Clock (All) Thousand Scythes Wind Slash	x1 x1 x1	Sleep Boosts Elem. Def or Phys. Def on All Allies None None		x1	None		x1	
Warding Thursder  well-termental / Non-Damaging Assists years And thus Assists years And thus Blinding Maria (Al) Continual Light (PP)	X1 X	Boosts Phys. Def  Additional Effect  Lower Stan. Def Phys. Dof, or Phys. Ain.  Limits John Stan. Def Phys. Dof, or Phys. Ain.  Limits John Stan. Def Phys. Def Limits John Stan.  Healings + IPF Regen  Stan. Def Phys. Def Limits John Stan.  Residency 107 St Ph Regen  Residency 107 St Ph Regen  Residency 107 St Phys. Def John John Talke Ain.  Residency 107 Stan. Def John John Talke Ain.  Biology. Benefit John John John Stan.  Biology. Benefit John John Stan.  Biology. Benefit John John Stan.  Biology. Benefit John John Stan. Def John Stan.  Biology. Benefit John Stan. Stan.  Biology. Ain. Stan. Def John Stan. Def John Stan.  Biology. Ain. Stan.  Biology. Benefit John Stan.  Biology. Biology. Benefit John Stan.  Biology. Biology. Benefit John Stan.  Biology. Biology. Biology. Biology. Biology. Biology. Biology.  Biology.	Soporific Wind Tempest Clock (All) Thousand Scythes Wind Slash	x1 x1 x1	Sleep Boosts Elem. Def or Phys. Def on All Allies None None		x1	None		x1	
Warding Thursder  Marding Thursder  Mellemental / Non-Damaging  Albitty Mane  Acid Blue Bleck Bill German Light (EP) (All) Crimson Pouder (All) Crimson Pouder (All) Hornbel Breath (All) Impact Clock Lock of the Call Mental Bloot Benefit (All) Impact Clock Lock of the Call Mental Bloot (All) Millimital Frond Millimital Frond Restone Routh Restone Great Health Selbert Benefit (All) Sield Delement Significht Maria (All) Sield Delement Signeron Lock of the Call Sield Delement	X1 X	Additional Effect  Lower Elien. Def. Phys. Def. of Phys. Alt. Lower Silen. Def. Phys. Def. of Phys. Alt. Lower Silen. Def. Phys. Alt. Healthy + 198 Septin  Besp. Priston, or Both Restoring H. P. S. Per or All Three Restoring H. P. Restoring H. Restoring H. Restoring Restoring H. Restoring H. Restoring Restoring H. Restoring H. Restoring Restoring H. R. Restoring Restoring H. R. Restoring Restoring H. Restoring Restoring H. R. Restoring Restor	Soporific Wind Tempest Clock (All) Thousand Scythes Wind Slash	x1 x1 x1	Sleep Boosts Elem. Def or Phys. Def on All Allies None None		x1	None		x1	
Wording Thunder  **Clemental / Non-Damaging Allery Name Acid Blue Acid Blue Acid Blue Acid Blue Blinding Mark Acid Blue Blinding Mark Blinding Mark Acid Blue Blinding Mark Blinding Mark Blinding Mark Blinding Mark Blinding Mark Gromining Ling Gromining Ling Gromining Ling Homela Clock Lock of the Calt Mental Boost M	X1 X1 X1 X1 X1 X1 XIA	Boosts Phys. Def  Additional Effect  Lower Sim. Def. Phys. Def. or Phys. An Lower Sim. Def. Phys. Def. or Phys. An Lower Sim. Def. Phys. Def. or Phys. An Lower Sim. Ber. Def. Def. or Phys. An Lower Sim. Ber. Def. Def. Def. Def. Def.  Besep, Poisson, or Both Restoring in PS Sim. Def. and Three Losses 1900 in Price 1900 in Pip and 1910 and Allies Losses 1900 in Price 1900 in Pip and Allies Losses Sim. Def. Def. and Lower Losses Sim. Def. Def. and Lower Losses Sim. Def. Def. Def. Def. Def. Besep Sim. Def. Def. Def. Def. Def. Boosts Eim. An & Def on All Allies Losses Sim. Def. Def. Def. Def. Def. Blindeses Losses Sim. Sim. Sim. Def. Def. Def. Blindeses Losses Sim. Sim. Sim. Def. Def. Def. Blindeses Losses Sim. Sim. Sim. Def. Def. Boost Phys. Def. Def. Def. Boost Phys. Biology Boosts Eim. On & Boost Phys. Biology Boosts Eim. Def. Def. Boost Phys. Biology Boosts Eim. Def. Def. Boost Phys. Biology Boosts Eim. Def. Def. Boost Phys. Biology Boosts Eim. Phys. Def. Boosts Phys. De	Soporific Wind Tempest Clock (All) Thousand Scythes Wind Slash	x1 x1 x1	Sleep Boosts Elem. Def or Phys. Def on All Allies None None		x1	None		x1	
Warding Thursder  Warding Thursder  Ability Manie Ability Manie And Blue Black Cortinate Light (All) Colinson Powder (All) Colinson Powder (All) Hombits Black (All) Impact Disch Brack (All) Impact Disch Brack (All) Impact Disch Black	X1 X	Additional Effect  Lower Elien. Def. Phys. Def. of Phys. Alt. Lower Silen. Def. Phys. Def. of Phys. Alt. Lower Silen. Def. Phys. Alt. Healthy + 198 Septin  Besp. Priston, or Both Restoring H. P. S. Per or All Three Restoring H. P. Restoring H. Restoring H. Restoring Restoring H. Restoring H. Restoring Restoring H. Restoring H. Restoring Restoring H. R. Restoring Restoring H. R. Restoring Restoring H. Restoring Restoring H. R. Restoring Restor	Soporific Wind Tempest Clock (All) Thousand Scythes Wind Slash	x1 x1 x1	Sleep Boosts Elem. Def or Phys. Def on All Allies None None		x1	None		x1	No

Ability Name	Monster With Ability	Location(s): First Monster	Location(s): Second Monster	Location(s): Third Monster	Location(s): Fourth Monster	Location(s): Fifth Monste
Acid Blue	Dire Army Ant	Southern Sunshade Sands / Eastern Sunshade Sands				
Armor Break (All) Attack	Accursed Armor  "Area-Specific Monster" I	Tomb of the Imperator / Maw of the Ice Dragon / Lorn Cathedral: Cellars / Southern Northreach Wilds Every Non-Boss Danger Level 11 Area				
Attack Attack All	"Area-Specific Monster" II	Every Non-Boss Danger Level 11 Area Every Non-Boss Danger Level 11 Area				
Befuddling Claw	River Fly / Horse Fly / Horned Fly / Buccaneer Bones / Davy Bones	Murkwood Trail / Twin Falls / Whistling Cavern	East Saintsbridge Traverse	North Riverford Traverse / Hidden Path	The Forgotten Grotto / Captains' Bane / Farshore / Undertow Cove	Same as Fourth Monste
Befuddling Fang (All)	Ettin Serpent Wanderweed	The Forgotten Grotto / Quicksand Caves				
Befuddling Shot (All) Bite	Remnant / Remnant Mk. II	Path of Beasts / The Murkwood / Western Noblecourt Flats The Hollow Throne	Eastern Marsalim Sands / Grimsand Road / Grimsand Ruins / Forest of Purgation			
Black Bile	Icky Stug	Obsidian Manse  Path of Rhiyo / Western Clearhmok Traverse / South Clearhmok Traverse /				
Blinding Charge Blinding Claw	Salamander / Collared Salamander Forest Fox / Red Fox / Menacing Manticore / Stone Bug	Path of Rhiyo / Western Clearbrook Traverse / South Clearbrook Traverse / Murkwood Trail / Twin Falls / The Sewers The Whisperwood	East Saintsbridge Traverse / Refuge Ruins The Whisperwood	Forest of Rubeh / Forest of Purgation	Grimsand Ruins (Lowest Level)	
Blinding Mist (All)	Sea Slug	Caves of Azure	The Winsperwood	Porest of Rubell / Porest of Purgation	Griffsaria Ruiris (Cowest Level)	
Blinding Shot Blinding Shot (All)	Raging Treant Creeping Treant	East Duskbarrow Trail / Forest of No Return / Forest of Purgation The Murkwood / The Spectrewood / East Victors Hollow Trail				
Blizzard Breath (All)	Snow Drake	Southern Northreach Wilds / Maw of the Ice Dragon				
Butterfly Effect (All) Chop	Monarch (Boss) Sentinel / Guardian / Sentinel Mk. II	Twin Falls Subterranean Study / Ravus Manor / Morlock's Manse	Orlick's Manse	Ruins of Eld		
Continual Light (HP) Continual Light (SP) (All)	Skulking Fungold / Furious Fungold	The Spectrewood / Derelict Mine Forest of No Return	Loch of the Lost King			
Convincing Blow	Carnivorous Plant (Boss) Wild Weasel	Spectrewood Path / North Stonegard Pass / West Stonegard Pass				
Crimson Flame (All)	Heavenwing (Boss)					
Crimson Powder (All)	Mortal Mushroom Plains Drake	Forest of No Return / Western Wispermill Flats / Ebony Grotto / Forest of Purgation  Western Wispermill Flats				
Deluxe Luck of the Calt	Cultured Calt	Generally, any Area of Danger Level 25 or Higher				
Diamond Clock (All) Double Armor Crush	Ice Revenant River Frogking III	Shrine of the Archmagus / Shrine of the Runeblade North Riverford Traverse / Refuge Ruins				
Double Attack All	"Area-Specific Monster" V (Except Flatlands Froggen)	Most Danger Level 26-35 Areas (plus Twin Falls)				
Double Blessed Spear Double-Blind Attack (All)	Forest Ratking III Tyrannodrake (Boss)	East Duskbarrow Trail Loch of the Lost King				
Double Body Press Double Elemental Arrow Dance	Portly Penguin	Western Snowstill Wilds South Orewell Pass				
Double Guard Break	Flatlands Frogking III	Western Wispermill Flats				
Double Rapid Staff Dance Double Sophoric Claw	Sand Lizardking III Snow Leopard	Eastern Marsalim Sands Trail to the Whitewood / Maw of the Ice Dragon				
Double Strike	"Area-Specific Monster" III / "Area-Specific Monster" IV	Every Non-Boss Danger Level 11 Area	Nearly Half of the Danger Level 26-35 Areas (plus Twin Falls)			
Double Strike All	Flatlands Froggen V	The Whistlewood / Western Noblecourt Flats		Southern Northmach Wilde / Maw of		
Double Stab	Ettin Ophidian / Ettin Asp / War Wolf / Stone Serpent	East Duskbarrow Trail / Forest of Purgation	Quicksand Caves / North Riverford Traverse	Southern Northreach Wilds / Maw of the Ice Dragon	Grimsand Ruins (Lowest Level)	
Eclipse Clock (All)	Shadow Revenant  Thunder Wisn / Thunder Sentinel / Thunder Remnant / Thunder	Shrine of the Warbringer / Shrine of the Starseer / Ebony Grotto / Dragonsong Fane				
Electrocute Electrocute (All)	Thunder Wisp / Thunder Sentinel / Thunder Remnant / Thunder Curator / Thunder Curator Mk. II Lightning Elemental / Thunder Guardian Mk. II	Untouched Sanctum / The Sewers The Hollow Throne / The Forgotten Grotto / Loch of the Lost King	Morlock's Manse Grandport Sewers / Dragonsong Fane	The Hollow Throne	Obsidian Manse	Grandport Sewers
Endanger Life (All)	Peek-a-Boo	East Duskbarrow Trail / Forest of No Return / Forest of Purgation	oranuport Sewers / Dragonsong Fane			
Enfettering Slash (All)	Reptalios	Southern Northreach Wilds Path to the Cave of Origin / Northern Flamesgrace Wilds / Western				
Enraged Bash (All) Enshadow	Frost Bear / Hoary Bear See Chart Below	Path to the Cave of Origin / Northern Flamesgrace Wilds / Western Flamesgrace Wilds / Road to the Obsidian Parlor	Western Snowstill Wilds / Trail to the Whitewood			
Enshadow (All)	Dark Elemental / Dark Guardian Mk. II	Derelict Mine / Ebony Grotto / Everhold Tunnels	Lord's Manse			
Fell Swoop (All)	Gigantes (Boss) See Chart Below	Refuge Ruins				
Freeze (All)	Ice Guardian / Ice Elemental / Reaper Crab / Ice Guardian Mk. II	Orlick's Manse / Hoarfrost Grotto	Hoarfrost Grotto / Tomb of the Imperator / Trail to the Whitewood / Lorn Cathedral: Cellars / Southern Northreach Wilds / Loch of the Lost King / Maw of the Ice Dragon	Undertow Cove / West Grandport Coast	Moldering Ruins / Amphitheatre: Balcony	
Great Healing Mist	Mammoth Sheep / Rampant Weed	Rivira Woods / Western Noblecourt Flats	Cellars / Southern Northreach Wilds / Loch of the Lost King / Maw of the Ice Dragon Path to the Forgotten Grotto / The Spectrewood			
Great Sweep (All) Grooming (All)	Reptallon Giant Sheep	Murkwood Trail / Rivira Woods / East Saintsbridge Traverse East Atlasdam Flats / North Atlasdam Flats				
Guardian Axe	Blood Revenant	Ruins of Eld				
Horrible Breath (All)	Manymaws (Boss) Selked Skink / Stone Lizard	Derelict Mine  Northern Wellspring Sands / Southern Wellspring Sands / Eastern Wellspring	Grimsand Ruins (I owest I ovel)			
Ice Floe	Kingfisher / Greater Kingfisher	Sands Path to the Forgotten Grotto / West Goldshore Coast	West Grandoort Coast			
Ice Floe (All)	Deep One (Boss)	Captains' Bane	, , , , , , , , , , , , , , , , , , ,			
lcy Breath (All)	Dreadwing See Chart Below	Trail to the Forest of Rubeh / Forest of No Return				
Incinerate (All)	Fire Elemental / Fire Guardian Mk. II / Fire Guardian Behemoth (Boss)	Derelict Mine / Seaside Grotto / Grimsand Road  Tomb of the Imperator	Moldering Ruins / Lord's Manse / Dragonsong Fane	Yvon's Cellar		
Impact Clock	Revenant	Dragonsong Fane / Grimsand Road / Grimsand Ruins / Forest of Purgation				
Inferno Clock (All)	Flame Revenant	Shrine of the Archmagus / Shrine of the Warbringer West Everhold Pass / Shrine of the Archmagus / Shrine of the Runeblade /				
Invincible Cleave	Animated Armor Light Guardian	Shrine of the Warbringer / Shrine of the Starseer / Everhold Tunnels Tomb of Kings / Secret Path				
Light Stream Luck of the Calt	Calt	Can (in theory) show up in any area				
Luminescence	Light Wisp / Light Sentinel Mk. II / Light Curator Mk. II / Light Remnant Mk. II	Sunshade Catacombs / Untouched Sanctum	Obsidian Manse / Amphitheatre: Balcony / Amphitheatre: Arena	Amphitheatre: Balcony / Amphitheatre: Arena	Shrine of the Runeblade / Shrine of the Starseer	
Luminescence (All) Lunge	Light Guardian Mk. II / Light Elemental See Chart Below	Amphitheatre: Balcony	Marsalim Catacombs			
Mental Boost	Curator	Orlick's Manse				
Mental Boost (All)	Curator Mk. II	Ruins of Eld  Mountain Pass / South Cobbleston Gan / North Cobbleston Gan / Hotouched		Rivira Woods / Path to the Fornotten		
Mighty Charge (All) Mighty Chop	Highland Goat / Giant Boar / Gargantuan Boar / Mountain Goat Guardian Mk. II	Mountain Pass / South Cobbleston Gap / North Cobbleston Gap / Untouched Sanctum / Spectrewood Path / North Stonegard Pass / West Stonegard Pass Ruins of Eld / Dragonsong Fane	Path to the Whisperwood / North S'warkii Trail / West S'warkii Trail / Path of Beasts	Grotto / East Victors Hollow Trail	Spectrewood Path / North Stonegard Pass / West Stonegard Pass	
Mighty Double Stab	Ettin Snake	Quicksand Caves / Forest of Rubeh				
Mighty Lunge	Shambling Weed / Shaggy Aurochs / Demon Deer / Dread Deer	The Murkwood / Path to the Forgotten Grotto / The Spectrewood / East  Victors Hollow Trall / Derelict Mine / Forest of No Return / Western Wispermill  Flats / Ebony Grotto	Spectrewood Path / North Stonegard Pass / West Stonegard Pass	The Spectrewood	Forest of Rubeh / Forest of Purgation	
Mighty Slash	See Chart Below	Flats / Ebony Grotto				
Mighty Stab	Manticore / White Howler / Hoary Howler	The Whisperwood	Road to the Obsidian Parlor	Western Snowstill Wilds / The Whitewood		
Millenial Frond	Mutant Mushroom	Path to the Forgotten Grotto / The Spectrewood / East Victors Hollow Trail				
Offensive Claw Physical Boost	Lord of the Files Azure Urchin	North Riverford Traverse / Hidden Path Road to the Seaside Grotto / Captains' Bane				
Poison Shot	River Wasp / Warrior Wasp / Crawly Fledgling / Sea Anemone	Path of Rhiyo / West Clearbrook Traverse	Path of Rhiyo / West Clearbrook Traverse / South Clearbrook Traverse / Twin Falls	Carrion Caves / South Orewell Pass / Trail to the Forest of Rubeh	Grandport Sewers	
Poison Strike	Skull Roller / Dark Roller / Dire Skull Roller	Southern Sunshade Sands / Eastern Sunshade Sands / Whistling Cavern /	Northern Wellspring Sands / Southern Wellspring Sands / Eastern Wellspring Sands / Western Wellspring Sands / Black Market	Marsalim Catacombs		
Rainbow Flash (All)	Kartikeya	Eastern Marsalim Sands				
Repeated Thrust Restore Health	Bloody Bull / Blue Bull Motley Slug / Mossy Meep	Western Noblecourt Flats Cave of Rhiyo	North Riverford Traverse Path to the Whisperwood / North S'warkii Trall / West S'warkii Trall			
Restore Great Health Retaliative Axe	Two-Handed Hatchling / Avalanche Mushroom Highlands Ratking III	Road to Morlock's Manse / South Quarrycrest Pass West Everhold Pass	Trail to the Whitewood			
Retaliative Posture	Armor Eater	Road to Morlock's Manse				
Sand Strike (All)	Sandworm / Desert Worm	Southern Sunshade Sands / Eastern Sunshade Sands	Northern Wellspring Sands / Eastern Wellspring Sands / Western Wellspring Sands / Black Market / Marsalim Catacombs			
Sandstorm Strike (All) Shadow Stream	Lord of the Sands (Boss)  Dark Guardian	Marsalim Catacombs Orlick's Manse				
Sharp Scratch (All)	Killer Chameleon	Forest of Rubeh				
Shock Stream Shoot	Thunder Guardian Winter Wanderweed	Yvon's Birthplace / Yvon's Cellar The Whitewood				
Slash	See Chart Below					
Slumber Wave (All) Solar Clock (All)	Barnacle Bat Light Revenant	Caves of Azure Shrine of the Starseer / Dragonsong Fane				
Sophoric Claw	High Wolf / Shaggy Spider / Woolly Spider	Path to the Cave of Origin / Cave of Origin / Northern Flamesgrace Wilds / Western Flamesgrace Wilds	Seaside Grotto / Quicksand Caves / Obsidian Manse	South Orewell Pass / Trail to the Forest of Rubeh		
Sophoric Fang	Albino Bat / Vampire Bat	Cave of Origin	Lizardman's Den / Seaside Grotto / Yvon's Birthplace / Yvon's Cellar / Lord's Manse / Hidden Path / Grandoort Sewers / Ebony Grotto			
Sophoric Fang (All)	Carnivorous Bat	Tomb of the Imperator / Lorn Cathedral: Cellars	The state of the s			
Sophoric Mist (All) Sophoric Shot (All)	Cetus Maximus Withered Wanderweed	Undertow Cove Northern Wellspring Sands / Southern Wellspring Sands / Eastern Wellspring				
Sophoric Strike (All)	Withered Wanderweed  Demon Goat	West Everhold Pass / Everhold Tunnels				
Soporific Wind	Black Howler Black Bat / Army Ant / White Bat / Wolf	East Duskbarrow Trail Brigands' Den / Sunshade Catacombs / Cave of Rhivo / Caves of Maiva	Southern Sunshade Sands / Eastern Sunshade Sands	Cave of Origin	Cave of Origin	
Steel Defenses	Sea Scorpion	The Forgotten Grotto	ooutnern ourishade Sands / Eastern Sunshade Sands	Cave of Origin	Cave of Origin	
Striking Sword Dance Supreme Luck of the Cait	Sea Birdking Ⅲ Chubby Cait	West Grandport Coast / Loch of the Lost King Potentially Areas of Danger Level 25 and up				
Swordwall Dance	Ice Lizardking III	Southern Northreach Wilds				
Tempest Clock (All) Thousand Scythes	Wind Revenant  Great Condor / King Condor	Shrine of the Runeblade / Shrine of the Starseer South Bolderfall Pass / North Bolderfall Pass / Road to Morlock's Manse /	Carrion Caves / South Quarrycrest Pass			
Toxic Ice	Black Scissors	Carrion Caves  Captains' Bane / Undertow Cove / Grandport Sewers / West Grandport Coast	Carnon Caves / coutti Quarrycrest Pass			
Toxic Mist (All)	Barnacle Crab / Green Scissors	Caves of Azure	Path to the Forgotten Grotto			
Triple Attack	"Area-Specific Monster" VI / "Area-Specific Monster" -King I					
Triple Attack (All)	"Area-Specific Monster" -King II Giant Scorpion / Savage Scorpion / Venomous Scorpion	Over half of the Danger Level 36+ Areas Whistling Cavern	Northern Wellspring Sands / Southern Wellspring Sands / Eastern Wellspring Sands /	Eastern Marsalim Sands / Grimsand		
Venomous Claw (All)			Black Market	Road / Grimsand Ruins South Bolderfall Pass / North Bolderfall		
Venomous Fang Viscous Bite	Scaled Viper / Dread Viper / Laughing Hyaena / Sea Snake Gooey Slug	Brigands' Den Hidden Path / Loch of the Lost King	Brigands' Den / Untouched Sanctum / Quicksand Caves	Pass	Caves of Malya / Quicksand Caves	
Vorpal Claw (All)	Devourer of Dreams (Boss)	Everhold Tunnels				
Vortex Clock (All)	Thunder Revenant	Shrine of the Archmagus  Path to the Caves of Malya / North Rippletide Coast / Road to the Caves of	Decide the County Com.			
Warding Thunder Wild Scratch (All)	Rock Tortoise / Mossy Tortoise  Dreadwolf (Boss)	Path to the Caves of Maiya / North Rippletide Coast / Road to the Caves of Azure / Moonstruck Coast / West Goldshore Coast Maw of the Ice Dragon	Road to the Seaside Grotto / Moonstruck Coast / West Goldshore Coast			
Wind Slash	See Chart Below					
Wind Slash (All) Wreak Havoc (All)	Wind Guardian / Wind Elemental / Wind Guardian Mk. II Glant Gator	Tomb of Kings / Secret Path / Forest of Rubeh Hidden Path / Refuge Ruins	Captains' Bane / Farshore / Undertow Cove	Ruins of Eld		
At	bilities Shared by 6 or More Monsters:					
Enshadow	Locations	1				
	Brigands' Den / Sunshade Catacombs / Cave of Rhiyo / Caves of Cave of Origin / Untouched Sanctum	of Malya / Subterranean Study / Untouched Sanctum / Twin Falls / The Sewers				
Shadow Bat Shadow Wisp						
Shadow Bat Shadow Wisp Dark Sentinel	Orlick's Manse					
Shadow Bat Shadow Wisp Dark Sentinel Ash Raven Dire Ash Raven	Carrion Caves / Secret Path Carrion Caves / Obsidian Manse					
Shadow Bat Shadow Wisp Dark Sentinel Ash Raven Diro Ash Raven Dark Curator	Carrion Caves / Secret Path Carrion Caves / Obsidian Manse Road to the Seaside Grotto / Derelict Mine					
Shadow Bat Shadow Wisp Dark Sentinel Ash Raven Dire Ash Raven Dark Curator Dark Sentinel Mk. II Dark Remnant	Carrion Caves / Secret Path Carrion Caves / Obsidian Manse Road to the Seasiotic Seasiotic Grotto Yvon's Birthplace / Yvon's Cellar					
Shadow Bat Shadow Wisp Dark Sentinel Ash Raven Dire Ash Raven Dark Curator Dark Sentinel Mk. II	Carrion Caves / Secret Path Carrion Caves / Obsidian Manse Road to the Seaside Grotto / Derelict Mine Seaside Grotto					

Freeze					
		_			
	Locations				
Ice Wisp	Subterranean Study / Untouched Sanctum	7			
Ice Sentinel	Subterranean Study / Ravus Manor				
Snow Fox	Path to the Cave of Origin / Northern Flamesgrace Wilds / West				
Frost Fox	Path to the Cave of Origin / Northern Flamesgrace Wilds / West	ern 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 Goldsho	oro Coast / Cantains' Bano			
Ice Curator Mk. II	Moldering Ruins / Amphitheatre: Balcony / Amphitheatre: Arens				
		4			
Ice Sentinel Mk. II	Amphitheatre: Balcony / Amphitheatre: Arena				
Ice Remnant Mk. II	Shrine of the Archmagus / Shrine of the Runeblade				
Incinerate	Locations	1			
Red Viner	Cave of Rhivo	4			
Blood Viper	Cave of Rhiyo / Twin Falls / Quicksand Caves	4			
Fire Wisp	Subterranean Study / Untouched Sanctum				
Fire Sentinel	Subterranean Study				
Flame Curator	Road to the Seaside Grotto / Derelict Mine				
lame Sentinel Mk. II	Seaside Grotto				
Tame Curator Mk. II	Moldering Ruins / Lord's Manse	-			
Blood Remnant	Yvon's Birthplace / Yvon's Cellar				
ame Remnant Mk. II	Shrine of the Archmagus / Shrine of the Warbringer				
Lunge	Locations	1			
Rockadillo	Mountain Pass / South Cobbleston Gan / North Cobbleston Gar	-			
Eggling	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 Malya / East Rippletide Coast / North Rippi	letide Coast			
Sailfish	Path to the Caves of Malya / East Rippletide Coast / North Rippl	letide Coast			
Hermit Conch	Path to the Caves of Maiya / Caves of Maiya / East Rippletide C				
	Patri to the caves of Marya / Caves of Marya / East Rippletide C	Jast / North Rippletide Coast			
Giant Slug	Path of Rhiyo / West Clearbrook Traverse / South Clearbrook Tr	averse			
Shaggy Meep	East Atlasdam Flats / North Atlasdam Flats				
Aggressive Ant	East Atlasdam Flats / North Atlasdam Flats				
Gabbrodillo	The Whisperwood				
Spud Bug	Path of Beasts / The Whistlewood				
Antagonistic Ant	Whistling Cavern / Western Noblecourt Flats				
Slayer Bug	Whistling Cavern / Lizardman's Den / Quicksand Caves				
Snow Yak	Western Snowstill Wilds				
Bloody Rhino	South Orewell Pass / Trail to the Forest of Rubeh				
Raging Rhino	Western Wispermill Flats				
Mighty Slash	Locations	1			
Ambling Rones	Subterranean Study / Untouched Sanctum / Farshore	4			
Puppet Bones	Subterranean Study / The Sewers / The Hollow Throne / Derelic	t Mine / Farshore			
Lloris	Road to Morlock's Manse				
River Bug	Murkwood Trail / East Saintsbridge Traverse				
Bandit Bones					
		Loch of the Lost King / Everhold Tunnels			
ajestic Snow Marmot	Road to the Obsidian Parlor / Western Snowstill Wilds / Trail to				
ajestic Snow Marmot Long-Eared Lloris	Road to the Obsidian Parlor / Western Snowstill Wilds / Trail to South Quarrycrest Pass				
ajestic Snow Marmot	Road to the Obsidian Parlor / Western Snowstill Wilds / Trail to				
ajestic Snow Marmot Long-Eared Lloris Brawler Bones	Road to the Obsidian Parlor / Western Snowstill Wilds / Trail to South Quarrycrest Pass Derelict Mine / Marsallim Catacombs				
ajestic Snow Marmot Long-Eared Lloris Brawler Bones Slash	Road to the Obsidian Parlor / Western Snowstill Wilds / Trail to South Quarrycrest Pass Derelict Mine / Marsalim Catacombs Locations	the Whitewood			
ajestic Snow Marmot Long-Eared Lloris Brawler Bones	Road to the Obsidian Parlor / Western Snowstill Wilds / Trail to South Quarrycrest Pass Derelict Mine / Marsallim Catacombs	the Whitewood			
ajestic Snow Marmot Long-Eared Lloris Brawler Bones Slash	Road to the Obsidian Parlor / Western Snowstill Wilds / Trail to South Quarrycrest Pass Derelict Mine / Marsalim Catacombs Locations Path to the Whisperwood / North S'warkii Trail / West S'warkii T	the Whitewood			
ajestic Snow Marmot Long-Eared Lioris Brawler Bones Slash Marmot Majestic Marmot	Road to the Obadidan Parlor / Western Snowstill Wilds / Trail to South Cuarrycreet Pass Deteilct Miner / Marsalim Catacombs  Locations Path to the Whiteperwood / North Swarkli Trail / West Swarkli Path to the Whiteperwood / North Swarkli Trail / West Swarkli	the Whitewood  Trail  Trail   Path of Beasts			
ajestic Snow Marmot Long-Eared Lioris Brawler Bones Slash Marmot Majestic Marmot Snow Marmot	Road to the Obtaidian Parlor / Watern Snowstill Wilds / Trail to South Quarrycost Pass Dereilct Mine / Marsalim Catacombs  Locations  Path to the Whisperwood / North Swarkii Trail / West Swarkii Tahu Dath to the Whisperwood / North Swarkii Trail / West Swarkii Tahu Path to the Card O'figin! Norther Flamesgrace Wilds / West	that Whitewood  Trail Trail I Path of Beasts trail Frail Fra			
ejestic Snow Marmot Long-Eared Lioris Brawler Bones Slash Marmot Majestic Marmot Snow Marmot Marionette Bones	Road to the Chedian Parlor (Western Snowestill Wilds / Trail to South Classryperst Pas Derelict Mine / Marsalim Catacombs Locations Path to the Whisperwood North Swariki Trail / West Swariki Trail Past to the Whisperwood North Swariki Trail / West Swariki Trail Past to the Whisperwood North Swariki Trail / West Swariki	that Whitewood  Trail Trail I Path of Beasts trail Frail Fra			
ajestic Snow Marmot Long-Eared Lloris Brawler Bones Slash Marmot Majestic Marmot Snow Marmot Marionette Bones Guard Dog	Road to the Chaidain Pater's Wastern Snowstill Wilds / Trail to South Quarryster Pass Dereillot Mine / Marsalim Catacombs Locations Path to the Whisperwood / North Swarki Trail / West Swarki Trail / Path Path to the Whisperwood / North Swarki Trail / West Swark	that Whitewood  Trail Trail I Path of Beasts trail Frail Fra			
ajestic Snow Marmot Long-Eared Lloris Brawler Bones Slash Marmot Majestic Marmot Snow Marmot Marionette Bones Guard Dog War Dog	Road to the Cladidan Patrior / Waters Snowstill Wide / Trail to South Castrycest Pass Dereited Mine / Marsalim Catacombs  Location State / Loc	that Whitewood  Trail Trail I Path of Beasts trail Frail Fra			
ajestic Snow Marmot Long-Eared Lloris Brawler Bones Slash Marmot Majestic Marmot Snow Marmot Marionette Bones Guard Dog War Dog Night Raven	Road to the Closidian Partor / Western Snowstill Wilds / Trail to South Classry-post Pass Desired (Miner Marsalim Catacomis Locations Locations Locations)  Path to the Wildsgerread (North Swarls Trail / West Swarls Trail / Wes	that Whitewood  Trail Trail I Path of Beasts trail Frail Fra			
ajestic Snow Marmot Long-Eared Lloris Brawler Bones Slash Marmot Majestic Marmot Snow Marmot Marionette Bones Guard Dog War Dog War Dog Diro Night Raven	Road is the Chaddan Patrior (Watern Snowstill Wids / Trail to South Cauryrest Pass Develict Mine / Marsalin Calacombs Localization (Localization Localization Localization Localization Path to the Whisperwood North Swarki Trail / West Swarki Trail Path to the Winsperwood North Swarki Trail / West Swarki Trail Path to the Care Origin / Norther Insequence Wids / West Swarki Trail / West	that Whitewood  Trail Trail I Path of Beasts trail Frail Fra			
ajestic Snow Marmot Long-Eared Lloris Brawler Bones Slash Marmot Majestic Marmot Snow Marmot Marionette Bones Guard Dog War Dog Night Raven Diro Night Raven Warrior Bones	Road to the Clasidian Parior / Western Snowstill Wilds / Trail to South Classrycest Pass Desirick Wilms / Marsalim Catacombs Lacations Lacation Services of the Class of Class of Class of the Class of Class of the Class of	that Whitewood  Trail Trail I Path of Beasts trail Frail Fra			
Long-Eared Lioris Brawler Bones Stash Marmot Majecatic Marmot Snow Marmot Marionette Bones Guard Dog War Dog Night Raven Dire Night Raven Warrior Bones	Road is the Chaddan Patrior (Watern Snowstill Wids / Trail to South Cauryrest Pass Develict Mine / Marsalin Calacombs Localization (Localization Localization Localization Localization Path to the Whisperwood North Swarki Trail / West Swarki Trail Path to the Winsperwood North Swarki Trail / West Swarki Trail Path to the Care Origin / Norther Insequence Wids / West Swarki Trail / West	that Whitewood  Trail Trail I Path of Beasts trail Frail Fra			
ajestic Snow Marmot Long-Eared Lloris Brawler Bones Slash Marmot Majestic Marmot Snow Marmot Marionette Bones Guard Dog War Dog War Dog Dire Night Raven	Road to the Clasidian Parior / Western Snowstill Wilds / Trail to South Classrycest Pass Desirick Wilms / Marsalim Catacombs Lacations Lacation Services of the Class of Class of Class of the Class of Class of the Class of	that Whitewood  Trail Trail I Path of Beasts trail Frail Fra			
plestic Snow Marmot Long-Eared Lloris Brawler Bones Slash Marmot Majestic Marmot Snow Marmot Marionette Bones Guard Dog War Dog Night Raven Upre Night Raven Warrior Bones Brigand Bones Brigand Bones	Road to the Clasidian Parior / Western Snowstill Wilds / Trail to South Classrycest Pass Desirick Miner Mansalim citationnibs Lacations Lacations Faith to the Wildsgarenood Nath Swarki Trail / West Swarki Paith to the Wildsgarenood Nath Swarki Trail / West Swarki Paith to the Wildsgarenood Nath Swarki Trail / West Swarki Paith to the Care of Origin / Northern Pameagrace Wilds / West Univocached Sacrimon / The Sewere / The Hollow Thomas / Desiric Nathonic Mansalim / The Sewere / The Hollow Thomas / Desiric Nathonic Mansalim / The Sewere / The Hollow Thomas / Desiric Nathonic Nathonic / The Sewere / The Hollow Thomas / Thomas / The Sewere / The Fashbor / Black Markets Modelmont Fatts Farshore / Berkelmont / Grimsand Ruins Farshore / Everhold Tunnels / Grimsand Ruins	that Whitewood  Trail Trail I Path of Beasts trail Frail Fra			
sjestic Snow Marmot Long-Eared Lloris Slash Marmot Majestic Marmot Snow Marmot Majestic Marmot Snow Marmot Marionette Bones Guard Dog War Dog	Road to the Obedian Parlor / Waters Snowstill Wilds / Trail to South Quarrycest Pass Devellet Mine / Marsallin Catacombs Locations Path to the Whisperwood North Swariki Trail / West Swariki Trail / Path to the Whisperwood North Swariki Trail / West Swariki Water / Path to the Care / Origin / Norther Respaces Wilds / West Swariki Utinouched Sanctium / The Sewers / The Hollow Throns / Denic / Arous Manor Michael / Western Modecourt Faths Farshow / Black Market / Marshim Catacombs Farshow / Black Market / Marshim Catacombs Farshow / Evenhold Tumbels / Girssand Ruins Locations	the Whitewood  Trail  Trail Path of Beasts  Trail Path of Resiste  Trail Path of Seasts  Extra Clarific Seasts  Trail Path of Seasts  Trail Path of Seasts			
ajestic Snow Marmot Long-Eared Lloris Brawler Bones Slash Marmot Majestic Marmot Snow Marmot Marionste Bones Guard Dog War Dog War Dog Wird Raven Dire Night Raven Dire Night Raven Warrior Bones Brigand Bones Wind Slash Gilant Falcon	Road to the Cloudian Partor / Waters Snowstill Wide / Trail to South Castryrest Pass Dereict Mine / Marsalinn citationsis  Location  Location  Path to the Whitegerood / Nation State of Trail Visc Swatch  Path to the Whitegerood / Nation State of Trail Visc Swatch  Path to the Case of Origin / Northern Famesgrace Wilds / West  Path to the Case of Origin / Northern Famesgrace Wilds / West  Path to the Case of Origin / Northern Famesgrace Wilds / West  Microbic's Manner  Carrion Cases  Carrion Cases  Carrion Cases  Carrion Cases  Carrion Cases  Carrion Cases  Carrion Swatch  Carrion Famesgrace Wilds of West  Fambors / West  Fambors / West  Montanian Catecomic  Monutain Pass / South Codibioston Pass / North Codibioston Pass / Month Codibios	the Whitewood  Intel  Tel Plant Beach  Tel Plant Beach  Ten Presegrac Wilds  L Miles / Farshore			
jestic Snow Marmot Long-Eared Lloris Stash Marmot Majestic Marmot Majestic Marmot Snow Marmot Marionette Bones Guard Dog War Dog Wight Raven Dire Night Raven	Road to the Clasidian Partor / Western Snowstill Wides / Trail to South Classryscher Paes Destrict Miner / Marsalim Catacomite Locations Locations Locations Locations Locations Locations Partin to the Williagenroad North Swarki Trail / West Swarki Falls to the Williagenroad North Swarki Trail / West Swarki Falls to the Care of Origin / Northern Flameagnace Writins / West Swarki Falls to the Care of Origin / Northern Flameagnace Writins / West Swarki Falls to the Care of Origin / Northern Falls (West Swarki Falls of West F	the Whitewood  Trail  Trail Path of Beasts  Trail Path of Resiste  Trail Path of Seasts  Extra Clarific Seasts  Trail Path of Seasts  Trail Path of Seasts	g Pass		
jestic Snow Marmot Long-Eared Lloris Brawler Bones  Slash Marmot Marmot Marmot Snow Marmot Snow Marmot Snow Marmot Marionette Bones Guard Dog War Dog Night Raven Uler Night Raven Warrior Bones Brigand Bones Brigand Slash Wind Slash Wind Slash Hower How	Road to the Cloudian Partor / Wastern Snowstill Wide / Trail to South Castrycers Pass Develoc Many / Marsalin Catacombs Locations Location / Lo	the Whitewood  Intel  Tel Plant Beach  Tel Plant Beach  Ten Presegrac Wilds  L Miles / Farshore	J Pass		
isstic Snow Marmot . ong-Earnel Lloris Brawler Bones  Slash Marmot Majestic Marmot Snow Marmot Snow Marmot Snow Marmot Guard Dog War D	Road to the Clasidian Partor / Western Snowstill Wides / Trail to South Classryscher Paes Destrict Miner / Marsalim Catacomite Locations Locations Locations Locations Locations Locations Partin to the Williagenroad North Swarki Trail / West Swarki Falls to the Williagenroad North Swarki Trail / West Swarki Falls to the Care of Origin / Northern Flameagnace Writins / West Swarki Falls to the Care of Origin / Northern Flameagnace Writins / West Swarki Falls to the Care of Origin / Northern Falls (West Swarki Falls of West F	the Whitewood  Intel  Tel Plant Beach  Tel Plant Beach  Ten Presegrac Wilds  L Miles / Farshore	5 Pass		
jestic Snow Marmot Long-Eared Lloris Brawler Bones Slash Marmot Majestic Marmot Snow Marmot Marionette Bones Guard Dog War Dog Night Raven Drie Night Raven Warrior Bones Warrior Bones Warrior Bones Wind Slash Glant Falcon Dread Falcon Howker Wind Wisp Wind Wisp	Road to the Closidian Parior / Western Snowstill Wilds / Trail to South Cauryrest Pass Dereick Wilms / Marsalim Catacombs Locations Locations Locations Path to the Wilmspersood / Roth Swarki Trail / West Swarki Path to the Wilmspersood / Roth Swarki Trail / West Swarki Path to the Care of Crigin / Northern Flamesgrace Wilds / West Limited Path to the Care of Crigin / Northern Flamesgrace Wilds / West Limited Path to the Care of Crigin / Northern Flamesgrace Wilds / West Limited Path to the Care of Crigin / Northern Flamesgrace Wilds / West Limited Path to the Care of Crigin / Northern Flamesgrace Wilds / Western Flamesgrace Wilds / Wester	the Whitewood  Intel  Tel Plant Beach  Tel Plant Beach  Ten Presegrac Wilds  L Miles / Farshore	o Pess		
jestic Snow Marmot Long-Eared Lloris Brawler Bones  Slash Marmot Maljestic Marmot Snow Marmot Marionette Bones Guard Dog War Dog Night Raven Dire Night Raven Dire Night Raven Dire Night Raven Dire Night Raven Warrior Bones Brigand Bones  Wind Stash Glant Falcon Dread Falcon Howler Tempest Falcon Howler Tempest Falcon Te	Road to the Chaddan Pater's Waters Snowstill Wids / Trail to South Carryrest Pass Develoc Many Pass Develoc Many American Catacombs  Localization  Path to the Whisperwood North Swarki Trail / West Swarki Trail  Path to the Whisperwood North Swarki Trail / West Swarki Trail  Path to the Whisperwood North Swarki Trail / West Swarki Trail  Path to the Whisperwood North Swarki Trail / West Swarki Trail  Path to the Whisperwood North Swarki Trail / West Swarki Trail  Path to the Whisperwood North Swarki Trail / West Swarki Trail  Rance Water North Swarki Trail Swarki Trail / West Swarki Trail  Rance Swarki Trail Swarki Trail Swarki Trail  Mountain Pass / Swarth Cobbission Pass / North Cobbission Pass  Mountain Pass / Swarth Cobbission Pass / North Cobbission Pass  Mountain Pass / Swarth Cobbission Pass / North Cobbission Pass  Mountain Pass / Swarth Cobbission Pass / North Cobbission Pass  Mountain Pass / Swarth Cobbission Pass / North Cobbission Pass  Mountain Pass / Swarth Cobbission Pass / North Cobbission Pass  Mountain Pass / Swarth Cobbission Pass / North Cobbission Pass  Mountain Pass / Swarth Cobbission Pass / North Cobbission Pass / Nor	the Whitewood  Incil The I for	Pess		
jestic Snow Marmot Comp. Earnet Lioris Brawler Bones Sissh Marmot Majostic Marmot Marmot Snow Marmot Snow Marmot Guard Dog War Dog Night Raven Driger Bight Raven Warrior Bones Prigand Bones Wind Stash Glant Falcon Hower Wind Wilsp Tempest Falcon Hower Wind Wisp Tempest Falcon Hower Wind Stash Glant Falcon Hower Wind Wisp Tempest Falcon Wind Wisp Tempest Falcon Wind Sentinel	Road to the Clasidian Partor / Western Snowstill Wilds / Trail to South Castrycers Pass Desirick Wilson / Marsalinn citatocombs  Lacations  Lacations  Faith to the Wilsogarwood / Nath Shankh Trail / West Shankh  Faith to the Wilsogarwood / Nath Shankh Trail / West Shankh  Faith to the Wilsogarwood / Nath Shankh Trail / West Shankh  Faith to the Care of Origin / Northern Famesgrace Wilson / West Unisouched Sacknorn / The Sewers / The Hollow Throne / Desiric Montocich Statemen / The Sewers / The Hollow Throne / Desiric Rarus Manor  Montocich Statemen / Mostern Hollow Throne / Desiric Montocich Statemen  Cartino Care / Western Hollow Throne / Desiric Montocich Statemen  Farahover (Black Markets Holderalm Castocombs  Farahover (Black Markets Marsalam Castocombs  Farahover (Black Markets Marsalam Castocombs  Farahover (Black Markets Marsalam Castocombs  Montocich Statemen / Cactron Castocombs  Montocich Statemen / The Sewers  Montocich Statemen / The Sewers  Montocich Statemen / Carrion Cares  Tombo of Kings / Secret Pain	the Whitewood  Incil The I for	d Pass		
jestic Snow Marmot Cong-Eared Lioris Brawler Bones Sisash Marmot Majestic Marmot Snow Marmot Guard Dog War Dog Night Raven Dire Night Raven Warrior Bones Brigand Bones Wind State Constant Congress of State Congress	Road to the Closidian Partor / Western Snowstill Wilds / Trail to South Castry-press Paes Desired Wilds / Trail to South Castry-press Paes Desired Wilds / Mary Marsalim Catacomis Path to the Wildsgerwood / North Swarks Trail / West Swarks Trail /	the Whitewood  Incil The I for	d Pass		
ejestic Snow Marmot Long-Eared Lloris Brawler Bones Slash Marmot Majestic Marmot Snow Marmot Marmot Majestic Marmot Guard Dog War Dog Can dog War Do	Road to the Cloudian Patrior / Western Snowsell Wides / Trail to South Castryrest Pass Deerlick Miner Mansalam citations in Locations Locations Locations Locations Locations Path to the Willingarroad Locations Path to the Care of Origin / Northern Famesgrace Wilds / West Unisconcide Stational Trail Severe / The Hollow Throne / Devell Rarus Manor Morfock's Manne Cartino Cares Locations Locations Locations Locations Farabora / Everhold Tunnels / Grimmand Ruins Farabora / Everhold Tunnels / Grimmand Ruins Mountain Pass / South Cobbission Pass / North Cobbission Pa Mountain Pass / South Cobbission Pass / North Cobbission Pa Mountain Pass / South Cobbission Pass / North Cobbission Pa Mountain Pass / South Cobbission Pass / North Cobbission Pa Mountain Pass / South Cobbission Pass / North Cobbission Pa Mountain Pass / South Cobbission Pass / North Cobbission Pa Mountain Pass / South Cobbission Pass / North Cobbission Pa Mountain Pass / South Cobbission Pass / North Cobbission Pa Mountain Pass / South Cobbission Pass / North Cobbission Pa Mountain Pass / South Cobbission Pass / North Cobbission Pa Mountain Pass / South Cobbission Pass / North Cobbission Pa Mountain Pass / South Cobbission Pass / North Cobbission Pa Mountain Pass / South Cobbission Pass / North Cobbission Pa Mountain Pass / South Cobbission Pass / North Cobbission Pa Mountain Pass / South Cobbission Pass / North Cobbission Pa Mountain Pass / South Cobbission Pass / North Cobbission Pa Mountain Pass / South Cobbission Pass / North Cobbission Pa Mountain Pass / South Cobbission Pass / North Cobbission Pa Mountain Pass / South Cobbission Pass / North Cobbission Pass	the Whitewood  Incil The I for	P Pass		
special flower Many and Service Servic	Road to the Closidian Partor / Western Snowstill Wilds / Trail to South Classrycest Pass Desirick Miner Mansalim Catacombs Locations Locations Path to the Wildsgerwood / Roth Swarki Trail / West Swarki Path to the Wildsgerwood / Roth Swarki Trail / West Swarki Path to the Wildsgerwood / Roth Swarki Trail / West Swarki Path to the Cave of Origin / Northern Flamesgrace Wilds / West United Wildsgerwood / Roth Swarki Trail / West Swarki Path to the Cave of Origin / Northern Flamesgrace Wilds / West Swarki Path to the Cave of Origin / Northern Flamesgrace Wilds / West Swarki Ravus Manor Ravus Manor Ravus Swarki Ravus Manor Ravus Swarki Ravus Manor Ravus Swarki Ravus Manor Ravus Swarki Ravus Manor Mountain Pass / Swarki Cobbiston Pass / North Cobbiston Pa Path of Beasts / The Whiteleance / The Murkwood Unitroubed Saskravi Carrison Caves Tomic of Kings / Scorer Pash Montolox Swarki Ravus Carrison Caves Tomic of Kings / Scorer Pash Server Pash Server Pash Server Pash	the Whitewood  Incil The I for	d Pass		
ejestic Snow Marmot Long-Eared Lloris Brawler Bones Slash Marmot Majestic Marmot Snow Marmot Marmot Majestic Marmot Guard Dog War Dog Can Dog War Dog War Dog War Dog War Dog War Dog War Dog War Dog War Dog War Dog Can Dog War	Road to the Cloudian Partor / Western Snowstill Wide / Trail to South Castryrest Pass Deerlick Mine / Marsalinn citations in Locations Locations Locations Locations Locations Path to the Wilesparenood, Inchest Swarth Trail West Swarth Path to the Wilesparenood (Neith Swarth Trail West Swarth Path to the Care of Origin / Northern Famesgrace Wilds / West Introduced Sactions I'The Severer / The Hollow Throne / Devell Rarus Manor Morfock's Manne Cartino Cares Cares (Western Holdecount Fass Cartino Cares Rarus Manor Morfock's Wastern Stephanian Castronias Farabora / Everhold Tunnels / Grimmand Ruins Cartino Cares Mountain Pass / South Cobbisson Pass / North Cobbisson Pas Mountain Pass / South Cobbisson Pass / North Cobbisson Pa Mountain Pass / South Cobbisson Pass / North Cobbisson Pa Mountain Pass / South Cobbisson Pass / North Cobbisson Pa Mountain Pass / South Cobbisson Pass / North Cobbisson Pa Mountain Pass / South Cobbisson Pass / North Cobbisson Pa Mountain Pass / South Cobbisson Pass / North Cobbisson Pa Mountain Pass / South Cobbisson Pass / North Cobbisson Pa Mountain Pass / South Cobbisson Pass / North Cobbisson Pa Mountain Pass / South Cobbisson Pass / North Cobbisson Pa Mountain Pass / South Cobbisson Pass / North Cobbisson Pa Mountain Pass / South Cobbisson Pass / North Cobbisson Pa Mountain Pass / South Cobbisson Pass / North Cobbisson Pa Mountain Pass / South Cobbisson Pass / North Cobbisson Pa Mountain Pass / South Cobbisson Pass / North Cobbisson Pa Mountain Pass / South Cobbisson Pass / North Cobbisson Pa Mountain Pass / South Cobbisson Pass / North Cobbisson Pa Mountain Pass / South Cobbisson Pass / North Cobbisson Pa Mountain Pass / South Cobbisson Pass / North Cobbisson Pass / N	the Whitewood  Incil The I for	J Pass		
special Entow Marmot Long-Eardel Union Brawler Browse Slash Marmot Majestic Marmot Majestic Marmot Majestic Marmot Majestic Marmot Majestic Marmot Disa Nigel Resea War Dog Wa	Road to the Cloudian Patrior / Wastern Snowstill Wilds / Trail to South Castrycers Pass Develict Mine / Marsalinn citatocombs  Location Path in the Whitegenood / North Swarkil Trail Vives Swarkil Path in the Whitegenood / North Swarkil Trail Vives Swarkil Path to the Crow of Origin / Northern Famesgrace Wilds / West Swarkil Path to the Crow of Origin / Northern Famesgrace Wilds / West Introduced Sastroum / The Severey / The Hollow Throne / Develic Morrior's Mance Carrion Coves Carrion Coves Carrion Coves Vivestern Noblecourt Faits Farthory Black Market / Marsalin Catecombs Mountain Pass / South Cobbission Pass / North Cobbission Pas Mountain Pass / South Cobbission Pas North Cobbission Pa Mountain Pass / South Cobbission Pas North Cobbission Pa Mountain Pass / South Cobbission Pas North Cobbission Pa Mountain Pass / South Cobbission Pas North Cobbission Pa Mountain Pass / South Cobbission Pas North Cobbission Pas Mountain Pass / South Cobbission Pas North Cobbission Pas Mountain Pass / South Cobbission Pas North Cobbission Pas Mountain Pass / South Cobbission Pas North Cobbission Pas Mountain Pass / South Cobbission Pas North Cobbission Pas Mountain Pass / South Cobbission Pas Mountain Pass / So	the Whitewood  Incil The I for	d Pass		
special Show Marmot.  Cong Sared Libria.  Brawler Bones  Blasch Marmot.  Majestic Marmot.  Majestic Marmot.  Majestic Marmot.  Majestic Marmot.  Marmot.  Majestic Marmot.  Marmot.  Majestic Marmot.  Majestic Marmot.  Marmot.  Majestic Marmot.  Marmot.  Majestic Marmot.  Ma	Road to the Cloudian Partor / Western Snowstill Wilds / Trail to South Casarycest Pass Denick Wilms / Marsalim Catacombs Locations Locations Path to the Wilmspareout / Nach Swarki Trail / West Swarki Path to the Wilmspareout / Nach Swarki Trail / West Swarki Path to the Wilmspareout / Nach Swarki Trail / West Swarki Path to the Cave of Origin / Nachtern Flamesgrace Wilds / West Unicouched Sackman / The Sewers / The Hollow Throne / Denic Rous Manor Morfolds Waters Ranus Manor Morfolds Waters Ranus Manor Morfolds Waters Locations Farahors / Buck Materier / Marsalim Catacombs Farahors / Buck Materier / Marsalim Catacombs Farahors / Buck Materier / Marsalim / Catacombs Farahors / Buck Materier / Marsalim / Catacombs Farahors / Buck Materier / Marsalim / Desir / Nacht Cobbiototon Pass / Nac	the Whitewood  Incil The I for	5 Pass		
special Stone Marmet Long Eard Libra Brawler Bones Blash Marmot M	Road to the Cloudian Partor / Waters Snowstill Wids / Trail to South Carsyrose Pass Develoc Many Pass Pass Develoc Many Pass Pass Develoc Many Pass Pass Pass Pass Pass Pass Pass Pas	the Whitewood  Incil The I for	Pess.		
special Show Marmet Long Eard Libria Bravier Biones Elan Marmet M	Road to the Classidian Partor / Western Snowsell Wilds / Trail to South Castrycers Pass Desirick Miner / Marsalinn Catacombs Lacations Lacations Lacations Lacations Lacations Path to the Wildsgarroad / Maria Swarki Trail / West Swarki Path to the Wildsgarroad / Maria Swarki Trail / West Swarki Path to the Wildsgarroad / Kenth Swarki Trail / West Swarki Path to the Care of Origin / Northern Pameagrace Wilds / West Path to the Care of Origin / Northern Pameagrace Wilds / West Path to the Care of Origin / Northern Pameagrace Wilds / West Rarus Manor Mortocis's Manes Carlon Care Care / Western Modern / The Hollow Throne / Desiri Rarus Manor Mortocis's Manes Carlon Care Cardion Care Farshors / Excellent / Western Modern Farshors / Excellent / Western Modern Farshors / Excellent / Western Modern Mountain Pass / South Cobbisson Pass / North Cobbisson Pass Mountain Pass / South Cobbisson Pass / North Cobbisson Pass Mountain Pass / South Cobbisson Pass / North Cobbisson Pass Mortocis's Manes / Carrion Cares Tronb of Kings / Sorrer Path River woods / East Victors Hollow Trail River woods / East Victors Hollow Trail River Rivers of Edd Rivers of Edd	the Whitewood  Incil The I for	5 Pass		
special flower Marmet Long-Eardel Librie Brawler Bones Blassin Marmet Ma	Road to the Claridan Partor / Western Snowstill Wilds / Trail to South Classryscer Paes Desired (Miner) Marsalim Catalonoms  Locations  Parth to the Wilsignerwood / Rorth Swarki Trail / West Swarki Parth to the Wilsignerwood / Rorth Swarki Trail / West Swarki Parth to the Wilsignerwood / Rorth Swarki Trail / West Swarki Parth to the Care of Origin / Northern Flamesgrace Wilsid / West University of the Care of Origin / Northern Flamesgrace Wilsid / West University of the Care of Car	the Whitewood  First  F	J Pass		
special Show Marmet Long Eard Libria Bravier Biones Elan Marmet M	Road to the Classidian Partor / Western Snowsell Wilds / Trail to South Castrycers Pass Desirick Miner / Marsalinn Catacombs Lacations Lacations Lacations Lacations Lacations Path to the Wildsgarroad / Maria Swarki Trail / West Swarki Path to the Wildsgarroad / Maria Swarki Trail / West Swarki Path to the Wildsgarroad / Kenth Swarki Trail / West Swarki Path to the Care of Origin / Northern Pameagrace Wilds / West Path to the Care of Origin / Northern Pameagrace Wilds / West Path to the Care of Origin / Northern Pameagrace Wilds / West Rarus Manor Mortocis's Manes Carlon Care Care / Western Modern / The Hollow Throne / Desiri Rarus Manor Mortocis's Manes Carlon Care Cardion Care Farshors / Excellent / Western Modern Farshors / Excellent / Western Modern Farshors / Excellent / Western Modern Mountain Pass / South Cobbisson Pass / North Cobbisson Pass Mountain Pass / South Cobbisson Pass / North Cobbisson Pass Mountain Pass / South Cobbisson Pass / North Cobbisson Pass Mortocis's Manes / Carrion Cares Tronb of Kings / Sorrer Path River woods / East Victors Hollow Trail River woods / East Victors Hollow Trail River Rivers of Edd Rivers of Edd	the Whitewood  First  F	Pass .		

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 documental affect the duration, but instead increases the chance for the effect to be applied.	
Buff (Allies) - Boosting desart affect the chance to apply (as it's always 100%), but instead increases the duration.	
- Buosaing doesn't arriect the chance to apply (as it's arways tours), 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 Aliles) + Buff (on Aliles)	
- 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 Cult 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. Alt, Phys. Def, Elem. Akt and Elem. Def Up for X Turns Heterogeneous Cross - All Allies: Caucuray, Evasion, Critical and Speed by for X Turns Heterogeneous Cross - All Allies: Caucuray, Evasion, Critical and Speed Up for X Turns	
neurogeneous uross - an anies. Accuracy, evasioni, uritica ai ani ospeeu up ior A i urins Offense@dense Break - All Enemise: Phys. Att. Phys. Def. Blem. Akt and Blem. 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 Calt 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.	
Any of times 4 effects can occur when Luck or the Cast is invoiced normally, with the Price state an administration of time as a chance to Cast all 4 with one Summon, or cast the same one 4 times, etc., while still account in Juriation of time effects and so the state. So cast all 4 with one Summon, or cast the same one 4 times, etc., while still account of time effects and so the state. So cast all 4 with one Summon, or cast the same one 4 times, etc., while still account of time effects and so the state. So cast all 4 with one Summon, or cast the same one 4 times, etc., while still account of time effects and so that the state of times are the same one time, for 3 times, would inflictible both the effect for a total of 5 times, etc.	
Credit to adventifie for their research on the mechanics (Original reddit post about Luck of the Calt effects: https://www.reddit.com/ir/OctopathTraveller/comments/852qm8/big_corrections_to_what_the_move_luck_of_the_calt/)	
Deluxe Luck of the Calt - Notes	
Similar to the Luck of the Cait, this skill from Cultured Cait provides bonuses not in the form of stats or stat debeffs on your foes, but in healing and restoration of your team:	
Grape Harvest - Restores 7777 HP to all Allies Plum Harvest - Restores 7778 HP to all Allies Plum Harvest - Restores 7778 HP to all Allies	
Pomegrants Harvest - Restores S BP to all Allies	
Jam Factory - Fully restores HP, SP, and BP to all Allies	
Supreme Luck of the Calt - Notes	
A greater version of the previous two, Chubby Calt, instead of stat changes or restoration, provides unique effects to your entire team (or removes them from your enemies):	
Opulent Clive - Restores 7776 Health to All Allies Lag of Luxury - Grants Invincibility to All Allies	
Lap or Luzury - varants invincionity 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/9253bdilevel_10_beast_summons_octopath_traveler/)	
Credit to NeilGoldmen for their research on Chubby Cart effects (Unginal redoit post about LV10 Summons, including the Chubby Cart effects: https://www.redoit.com/roctopatriaveler/comments/s2sbolevel_10_ceast_summons_octopatriaveler/)	
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 He Ivia Mercs Yirike). Capture with BP, and Breaking Shields helder below 1%.	
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). Avoid Support Stills that would hamper the Capture process: Incidental Attack, Eye for an Eye, Evasive Manuvers, etc.	
Suggested Jobs:	
- Hunter Aside from needing Haanit to Capture at all, it's good to have someone sub-classed as Hunter, so you have an additional person who can use "Mercy Striker".  - Starsear: Capturing will go ab life later with Starsers' Fig P Boost' use on if Hamit, and their "Ethereat 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 Allyn'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.	
- 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:  - Alfym: 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 peeky status effects from the whole party.	
- 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:  - Ally:: His Concoct can inflict very low damage while also helping Break their Shields to increase Capture chance, and with Soothing Dust + Curlous Bloom, can remove pesky status effects from the whole party.  - Trassas: If you're opt another character sub-classing as Merchant, having two characters who can Donate BP can really speed things up, as can having Hirrd Help on multiple characters to test for weapon-related weaknesses.	
- 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:  - Alfym: 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 peeky status effects from the whole party.	
- 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:  - Ally:: His Concoct can inflict very low damage while also helping Break their Shields to increase Capture chance, and with Soothing Dust + Curlous Bloom, can remove pesky status effects from the whole party.  - Trassas: If you're opt another character sub-classing as Merchant, having two characters who can Donate BP can really speed things up, as can having Hirrd Help on multiple characters to test for weapon-related weaknesses.	
- 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:  - Altyrin 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.	
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:  - Allyn: His Concoct can inflict very low damage while also helping Break their Shields to increase Capture chance, and with Soothing Dust + Curlous Bloom, can remove peeky status effects from the whole party.  - Tresss: 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 Hirred Help on multiple characters to test for weapon-related weaknesses.  - Cyrrus: 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.  - Pelence: Handle specially, but any character will benefit from it here, as it gives more BP/Mercy Strike chances, and a bonus chance for Haanit to attempt to Capture a target.	
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:  - Allyn: His Concoct can inflict very low damage while also helping Break their Shields to increase Capture chance, and with Soothing Dust + Curlous Bloom, can remove pesky status effects from the whole party.  - Tressas: If you're of 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.  - Patence: Hanalt sepscially, but any character will benefit from it here, as it gives more BP/Mercy Strike chances, and a bonus chance for Haanit to attempt to Capture a target.  - Boots-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.  - Divines Aura: Helps reduce damage taken during the course of a Capture focused battle, so you don'thave to you d	
- 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:  - Altyri. 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 Fee", 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: Haanit especially, but any character will benefit from it here, as it gives more BP/Mercy Strikes chances, and a bonus chance for Haanit 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.	
- 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:  - Allyn: 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.  - Tressas: If you're 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: 'Haanit especially, but any character will benefit from it here, as it gives more BP/Mercy Strike chances, and a bonus chance for Haanit to attempt to Capture a target.  - Boots-Start: Helps jump-start the Capture process with an extra BP to work with, both for making the Mercy Strikes count, and upping Capture raites.  - Divine Aux: Helpful on H'aanit, as Blindness and Confusion can either delay or even ruin a Capture attempt, if inflicted at the wrong moment.	
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:  - Allyn: His Concoct can inflict very low damage while also helping Break their Shields to increase Capture chance, and with Soothing Dust + Curlous Bloom, can remove pesky status effects from the whole party.  - Tressas: If you're of 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.  - Patence: Hanalt sepscially, but any character will benefit from it here, as it gives more BP/Mercy Strike chances, and a bonus chance for Haanit to attempt to Capture a target.  - Boots-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.  - Divines Aura: Helps reduce damage taken during the course of a Capture focused battle, so you don'thave to you d	
Suggested Characters:  - Alfyr: His Concoct can inflict very low damage while also helping Break their Shields to increase Capture chance, and with Soothing Dust + Curlous Bloom, can remove pesky status effects from the whole party.  - Trassas: If you're opt 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.  - Patence: Handle sepecially, but any character will benefit from it here, as it gives more BP/Mercy Strikes chances, and a bonus chance for Haanit 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.  - Divines Aura: Helps reduce damage taken during the course of a Capture-docused batte, so you don'th aven to sold partning/Donating BP/Mercy Striking in order to heal.  - Resist Allments: Helpful on Haanit, as Blindness and Confusion can either delay or even ruin a Capture attempt, if inflicted at the wrong moment.  - Status Effect Only Boosting vs Other Monsters with Effects	
-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:  - Affyrn: 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: Haanti espocially, but any character will benefit from it here, as it gives more BPMercy Strikes going early, and the strikes of the Capture rate at the specially, but any character will benefit from it here, as it gives more BPMercy Strikes count, and upping Gapture rates.  - Boost-Start Helps important the Capture process with an earts BP to work with, both for making the Mercy Strikes count, and upping Gapture 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 BPMercy Striking in order to heal.  - Resist Allments: Helpful on Haant, as Blindness and Confusion can either delay or even ruin a Capture attempt, if Inflicted at the wrong moment.	
Suggested Characters:  - Alfyr: His Concoct can inflict very low damage while also helping Break their Shields to increase Capture chance, and with Soothing Dust + Curlous Bloom, can remove pesky status effects from the whole party.  - Trassas: If you're opt 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.  - Patence: Handle sepecially, but any character will benefit from it here, as it gives more BP/Mercy Strikes chances, and a bonus chance for Haanit 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.  - Divines Aura: Helps reduce damage taken during the course of a Capture-docused batte, so you don'th aven to sold partning/Donating BP/Mercy Striking in order to heal.  - Resist Allments: Helpful on Haanit, as Blindness and Confusion can either delay or even ruin a Capture attempt, if inflicted at the wrong moment.  - Status Effect Only Boosting vs Other Monsters with Effects	
-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:  - Allyn: 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 peeky status effects from the whole party.  - Tressas: If you ye do 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: 'Haanit especially, but any character will benefit from it here, as it gives more BP/Mercy Strikes going early, or letting you pick off the monsters you don't want to capture in a group.  - Patience: 'Haanit especially, but any character will benefit from it here, as it gives more BP/Mercy Strikes going early, or letting you pick off the monsters you don't want to capture a target.  - Boots-Start: Helps jump-start the Capture process with an extra BP to work with, both for making the Mercy Strikes going early, or letting you pick off the monsters you don't have to skep a potential turn of Capturing/Donating BP/Mercy Striking in order to heal.  - Resist Allments: Helpful on Haanit, as Blindness and Confusion can either delay or even ruin a Capture attempt, if inflicted at the wrong moment.  - Monster-Specific Notes:  - State-Change / Status Effect Only Boosting vs Other Monsters with Effects  - Note that Boosting I	
- Scholar Discerning a for'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: - Aftyr: His Concoct can infilted 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: Haanit especially, but any character will benefit from it here, as it gives more BP/Mercy Strikes going early, or letting you pick off the monsters you don't want to capture in a group Patience: Haanit especially, but any character will benefit from it here, as it gives more BP/Mercy Strikes going early, or letting you pick off the monsters you don't want to capture in a group Patience: Haanit especially, but any character will benefit from it here, as it gives more BP/Mercy Strikes going early Patience: Haanit especially, but any character will benefit from it here, as it gives more BP/Mercy Strike chances, and a bound such accordance and to a strike and the second of t	
-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:  - Allyn: 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 peeky status effects from the whole party.  - Tressas: If you ye do 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: 'Haanit especially, but any character will benefit from it here, as it gives more BP/Mercy Strikes going early, or letting you pick off the monsters you don't want to capture in a group.  - Patience: 'Haanit especially, but any character will benefit from it here, as it gives more BP/Mercy Strikes going early, or letting you pick off the monsters you don't want to capture a target.  - Boots-Start: Helps jump-start the Capture process with an extra BP to work with, both for making the Mercy Strikes going early, or letting you pick off the monsters you don't have to skep a potential turn of Capturing/Donating BP/Mercy Striking in order to heal.  - Resist Allments: Helpful on Haanit, as Blindness and Confusion can either delay or even ruin a Capture attempt, if inflicted at the wrong moment.  - Monster-Specific Notes:  - State-Change / Status Effect Only Boosting vs Other Monsters with Effects  - Note that Boosting I	
-Scholar Discerning a for'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.  - Cruss: Breaking shields raises the Capture rate, and with Cyrus's "Study Foe", you'll get a free weakness identified with every encounter.  - Suggested Support Skillis:  - 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.  - Petience: Haanit especially, but any character will benefit from it here, as it gives more BP/Mercy Strikes going early, or letting you pick off the monsters you don't want to capture in a group.  - Petience: Haanit especially, but any character will benefit from it here, as it gives more BP/Mercy Strike count, and upping Gapture 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 Allments: Helps in Order Monsters with Effects  - Note that Boosting functions differently  - Calt  - Hardest to capture by far (second on this list only to Chubby Calt and Cultured Calt, though this is, at times, less because of Capture % and more because of their tendency to Fise during the first turn.)  - Low health, despite the high capture rate, so avoid major "All enemies" kind of attacks.  - Allyn's "Conocci, however, seems on to never miss hinting them, though Ney eye to ace one inflicted with any status effect, so either they're immune or the resistance is high.  - They tend to Fiee first turn, but so	
- Schloar: 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: - Aftyr: 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 Fee", 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 Petience: Hraanit especially, but any character will benefit from it here, as it gives more BP/Mercy Strikes going early, or letting you pick off the monsters you don't want to capture in a group Petience: Hraanit especially, but any character will benefit from it here, as it gives more BP/Mercy Strikes dount, and upon the Capture rateget Boost-Start-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 Alliments: Helpful on Hraint, as Blindness and Confusion can either delay or even ruin a Capture attempt, if inflicted at the wrong moment.  - Monster-Specific Notes:  - Statu-Change / Status Effect Only Boosting vs Other Monsters with Effects - Note that Boosting functions differently  - Calt - Hardest to capture by far (second on this list only to Chubby Calt and Cultured Cait, though this	
-Scholar Discerning a for'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.  - Cruss: Breaking shields raises the Capture rate, and with Cyrus's "Study Foe", you'll get a free weakness identified with every encounter.  - Suggested Support Skillis:  - 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.  - Petience: Haanit especially, but any character will benefit from it here, as it gives more BP/Mercy Strikes going early, or letting you pick off the monsters you don't want to capture in a group.  - Petience: Haanit especially, but any character will benefit from it here, as it gives more BP/Mercy Strike count, and upping Gapture 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 Allments: Helps in Order Monsters with Effects  - Note that Boosting functions differently  - Calt  - Hardest to capture by far (second on this list only to Chubby Calt and Cultured Calt, though this is, at times, less because of Capture % and more because of their tendency to Fise during the first turn.)  - Low health, despite the high capture rate, so avoid major "All enemies" kind of attacks.  - Allyn's "Conocci, however, seems on to never miss hinting them, though Ney eye to ace one inflicted with any status effect, so either they're immune or the resistance is high.  - They tend to Fiee first turn, but so	
Suggested Characters:  Altyn: Na Concocct 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.  Cyruus: Breaking shields raises the Capture rate, and with Cyrur's * "Study Foe", you'll get a free weakness identified with every encounter.  Suggested Support Skills:  Heightened Sensex: Allows your party to get a short 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.  Patienter: H'asnit especially, but any character will benefit from it here, as it gives more BP/Mercy Strike chances, and a bonus chance for Manuti to strengt to Capture a target.  Boost-Start Helps jump-date the Capture process with an extra BP to work with, both for making the Mercy Strikes count, and upping Capture rates.  Pulline Aura: Helps endure damage taken during the course of a Capture-decised statis, so you don't have to skip a potential turn of Capturing Donating BP/Mercy Striking in order to heal.  Realist Allments: Helps for Immail as Blindiness and Confusion can either delay or even ruin a Capture attempt, if inflicted at the wrong moment.  Monster-Specific Notes:  Salt-Change / Status Effect Only Boosting vs Other Monsters with Effects  Note that Boosting functions differently  Law Alphn's "Concocch, however, seems not never miss hilling them, though It vs yet to see one inflicted with any status effect, so either they're immune or the resistance is high.  They tend to Fice first turn, but sometimes they'll Groom (to heal) or Toes (throwing money to damage your team), which hugs you an extra Capture attempt, but it's rare.  From what it may see, Cast and Chiuty Capt can, in the wor	
Set Discrete Characteris:  Suggested Characteris:  Alpm: Nis Connect can inflict very low damage while also helping Break their Shields to increase Capture chance, and with Soothing Dust + Curious Bloom, can remove pessty status effects from the whole party.  Tresse: 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 Skillis:  - Heightered Senses: Allows your party to get a short 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'aanti especially, but any character will benefit from it here, as it gives more BP/Mercy Strike chances, and a bonus chance for H'aanti to attempt to Capture a target.  - Boots-Start: Helpsi umpeatant 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 battis, as you don't have to skip a potential turn of Capturing/Donating BP/Mercy Striking in order to heal.  - Resist Allments: Helpful on Haanti, as Bindness 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  - Low health, despite the high capture rate, so avoid major "All enemies" kind of attacks.  - Alphys' Connect, however, seems to never them shifting them, though they is to see one inflicted with any status effect, so either they're immune or the resistance is high.  - They tent of Tenfe turn, but sometimes they'l Bromon to heal of the Studynes gone is a common	
Suggested Characters:  Altyn: Na Concocct 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.  Cyruus: Breaking shields raises the Capture rate, and with Cyrur's * "Study Foe", you'll get a free weakness identified with every encounter.  Suggested Support Skills:  Heightened Sensex: Allows your party to get a short 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.  Patienter: H'asnit especially, but any character will benefit from it here, as it gives more BP/Mercy Strike chances, and a bonus chance for Manuti to strengt to Capture a target.  Boost-Start Helps jump-date the Capture process with an extra BP to work with, both for making the Mercy Strikes count, and upping Capture rates.  Pulline Aura: Helps endure damage taken during the course of a Capture-decised statis, so you don't have to skip a potential turn of Capturing Donating BP/Mercy Striking in order to heal.  Realist Allments: Helps for Immail as Blindiness and Confusion can either delay or even ruin a Capture attempt, if inflicted at the wrong moment.  Monster-Specific Notes:  Salt-Change / Status Effect Only Boosting vs Other Monsters with Effects  Note that Boosting functions differently  Law Alphn's "Concocch, however, seems not never miss hilling them, though It vs yet to see one inflicted with any status effect, so either they're immune or the resistance is high.  They tend to Fice first turn, but sometimes they'll Groom (to heal) or Toes (throwing money to damage your team), which hugs you an extra Capture attempt, but it's rare.  From what it may see, Cast and Chiuty Capt can, in the wor	
Scholar Discorning a for'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 Merry Strike) you can risk using.  Allyn: His Concect can inflict very low damage while also helping Break their Shields to increase Capture chance, and with Soothing Dust + Curious Bloom, can remove pesty 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 shider raises the Capture rate, and with Cyrus' Study For', 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 enenies, letting you get some BP and Mercy Strikes agoing early, or letting you pick off the monsters you don't want to capture in a group.  - Patience: Hannia especially, but any character will benefit from it have, as if gives more BP/Mercy Strike hances, and a bonus chance for Hanni to attempt to Capture a target.  - Boos 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.  - Wholms Autr: Helps raide and using the course of a Capture-Scuedule, you don't have to keep a potential un Or Capturing DPMercy Striking in order to heal.  - Resist Allments: Helpful on Hannia as Blindness and Confusion can either delay or even ruin a Capture attempt, if inflicted at the wrong moment.  - Monster-Squedic Notes:  - Stal-Change/ Status Effect Only Boosting vs Other Monsters with Effects  - Notes that Coosting Autroids and the Capture Strike and the Captur	
Scholer: Discerning a fore 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.  **Allyn: His Concorc clan inflict very low damage while also helping Break their Shields to increase Capture chance, and with Soothing Dust + Curious Bloom, can remove peaky status effects from the whole party.  **Terses: Fyou've got another characters sub-classing as Merchant, having two characters who can Donate BP can really speed things up, as can having Hired Help on multiplic characters to test for weapon-related weaknesses.  **Cyrus: Breading shields raises the Capture rate, and with Cyrus's "Study Foe", you'll get a free weakness identified with every encounter.  **Suggested Support Skills:**  **Heightend 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.  **Pelanicer: Heanis especially, but any character will benefit from I here, as it gloss more BP/Mercy Strikes going early, or letting you pick off the monsters you don't want to capture in a group.  **Pelanicer: Heanis especially, but any character will benefit from I here, as it gloss more BP/Mercy Strikes going early, or letting you pick off the monsters you don't want to capture in a group.  **Pelanicer: Heanis especially, but any character will benefit from I here, as it gloss will be Mercy Strikes going early, or letting you pick off the monsters you don't want to capture in a group.  **Pelanicer: Heanis especially, but any character will benefit from I here, as it gloss will be Mercy Strikes going early, or letting you pick off the monsters you don't want to capture in a group.  **Pelanicer: Heanis especially, but any character will benefit from I have as a first any character will be a first any character will be a first any character wil	
Scholar Discorning a for'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 Merry Strike) you can risk using.  Allyn: His Concect can inflict very low damage while also helping Break their Shields to increase Capture chance, and with Soothing Dust + Curious Bloom, can remove pesty 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 shider raises the Capture rate, and with Cyrus' Study For', 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 enenies, letting you get some BP and Mercy Strikes agoing early, or letting you pick off the monsters you don't want to capture in a group.  - Patience: Hannia especially, but any character will benefit from it have, as if gives more BP/Mercy Strike hances, and a bonus chance for Hanni to attempt to Capture a target.  - Boos 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.  - Wholms Autr: Helps raide and using the course of a Capture-Scuedule, you don't have to keep a potential un Or Capturing DPMercy Striking in order to heal.  - Resist Allments: Helpful on Hannia as Blindness and Confusion can either delay or even ruin a Capture attempt, if inflicted at the wrong moment.  - Monster-Squedic Notes:  - Stal-Change/ Status Effect Only Boosting vs Other Monsters with Effects  - Notes that Coosting Autroids and the Capture Strike and the Captur	
Scholar Discorning a fock washnesses prevents trial-and-error discovery of shields to break (enlich risks killing the Intended Capture target), and Analyze also shows the current health, giving you a better ride of what attacks (headed Mercy Strike) you can risk using.  ### Allyn: Itis Concord can mildtrevery 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.  ### Tresse: If you've got another character sub-classing as Marchant, having the characters who can Donate BP can really speed things up, as can having Hirored Help on multiple characters to test for weapon-related weaknesses.  ### Suggested Support Skills:  ### Helphaned Senses. Allows your party to get a short 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: Pleaning begorially, but any character will benefit from It here, as it gives more BP/Mercy Strike chances, and a bonus chance for it's annit to attempt to Capture a target.  ### Books Stat: Helps jump-start the Capture process with an extra BP to work with, both for making the Mercy Strikes count, and upping Capture rates.  ### Books Stat: Helps jump-start the Capture process with an extra BP to work with, both for making the Mercy Strike chances, and a bonus chance for it's annit to attempt to Capture a target.  ### Books Stat: Helps jump-start the Capture process with an extra BP to work with, both for making the Mercy Strike chances, and shows the support of the start in the strike of the start in the start is start in the start in the start in the start is start in the start in	
Schoper Discorning a foot 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.  Alphr: Intis Concert can infect very four damage while also helping Break their Shields to increase Capture chance, and with Soothing Dust + Curious Bloom, can remove peakly status effects from the whole party.  - Trease: If you've got another character sub-classing as Merchant, having two characters who can Donats BP can really speed things up, as can having Hired Help on multiple characters to test for weapon-related weaknesses.  - Cyrus: Breaking beleaf states the Capture rate, and with Cyrus 'S 'Study Foo'', you'll get a few weaknesses identified with every encounter.  - Register of the property of the capture rate, and with Cyrus 'S 'Study Foo'', you'll get a few weakness identified with every encounter.  - Register of the property of the capture rate, and with Cyrus 'S 'Study Foo'', you'll get a few weakness identified with every encounter.  - Register of the property of the capture rate, and with Cyrus 'S 'Study Foo'', you'll get a few weakness identified with every encounter.  - Register of the property of the capture rate, and the capture rate, and the capture rate and the capture rate and the capture rate and the capture rate and the capture process with an extra BP to seven with, both for making the Mercy Strikes going early, or letting you pick off the monaters you don't want to capture in a group Relationship jump-start the Capture process with an extra BP to seven with, both for making the Mercy Strikes going early, or letting you pick off the monaters you don't want to capture large a few and the capture rate and the capture process with a state and the capture rate and the capture process with a state BP to seven with a state of the capture rate and the capture rate and the capture rate and the capture rate and the capture rat	
Schoper Discorning a floral 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.  **Allyn: His Concert on Infect very low damage while also helping Break their Shields to increase Capture chance, and with Soothing Dust * Currous Bloom, can remove peaky status effects from the whole party.  **Insess: You've got another character sub-classing as Merchant, having two characters who can Donate BP on really speed things up, as can having littled letely on multiple characters to test for weapon-related weaknesses.  **Supposed Statistics**  **Supposed Statistics**  **Insighteend Senses. Allows your party to get a short in before the enemies, letting you get came BP and Mercy Strikes poing only, or latting you pick off the monators you don't want to capture in a group.  **Supposed Statistics**  **Insighteend Senses. Allows your party to get a short in before the enemies, letting you get came BP and Mercy Strikes poing only, or latting you gick off the monators you don't want to capture in a group.  **Supposed Statistics**  **Insighteend Senses. Allows your party to get a short in before the enemies, letting you get dark the statistics and the statistics of the	
Schoper Discorning a foot 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.  Alphr: Intis Concert can infect very four damage while also helping Break their Shields to increase Capture chance, and with Soothing Dust + Curious Bloom, can remove peakly status effects from the whole party.  - Trease: If you've got another character sub-classing as Merchant, having two characters who can Donats BP can really speed things up, as can having Hired Help on multiple characters to test for weapon-related weaknesses.  - Cyrus: Breaking beleaf states the Capture rate, and with Cyrus 'S 'Study Foo'', you'll get a few weaknesses identified with every encounter.  - Register of the property of the capture rate, and with Cyrus 'S 'Study Foo'', you'll get a few weakness identified with every encounter.  - Register of the property of the capture rate, and with Cyrus 'S 'Study Foo'', you'll get a few weakness identified with every encounter.  - Register of the property of the capture rate, and with Cyrus 'S 'Study Foo'', you'll get a few weakness identified with every encounter.  - Register of the property of the capture rate, and the capture rate, and the capture rate and the capture rate and the capture rate and the capture rate and the capture process with an extra BP to seven with, both for making the Mercy Strikes going early, or letting you pick off the monaters you don't want to capture in a group Relationship jump-start the Capture process with an extra BP to seven with, both for making the Mercy Strikes going early, or letting you pick off the monaters you don't want to capture large a few and the capture rate and the capture process with a state and the capture rate and the capture process with a state BP to seven with a state of the capture rate and the capture rate and the capture rate and the capture rate and the capture rat	
Solgested Characters  - Agent in the Connection of the Capture trains and with Cyma's "Study Ford", you'll get a free weakness identified with every encounter.  - Agent in the Connection of the Capture train, and with Cyma's "Study For", you'll get a free weakness identified with every encounter.  - Cymas: Breaking shields raises the Capture rais, and with Cyma's "Study For", you'll get a free weakness identified with every encounter.  - Cymas: Breaking shields raises the Capture rais, and with Cyma's "Study For", you'll get a free weakness identified with every encounter.  - Cymas: Breaking shields raises the Capture rais, and with Cyma's "Study For", you'll get a free weakness identified with every encounter.  - Cymas: Breaking shields raises the Capture rais, and with Cyma's "Study For", you'll get a free weakness identified with every encounter.  - Rejelationed Seases, Allows your party to get a shot in before the enemies, letting you get some BP and Marry Strikes going early, or letting you pick off the monstern you don't want to capture in a group.  - Patience: I familie sepecially, but any character will benefit from it here, as it gives more BP Amer Marry Strikes going early, or letting you gick off the monstern you don't want to capture in a group.  - Patience: I familie sepecially, but any character will benefit from it here, as it gives more BP and Marry Strikes going early, or letting you gick off the monstern you don't want to capture in a group.  - Patience: I familie sepecially, but any character will benefit from it here, as it gives more BP and Marry Strikes going early, or letting you gick off the monstern you don't want to capture in a group.  - Patience: I families sepecially, but any character will benefit from it here, as it gives more BP and Marry Strikes going early or letting you go the serve the ser	
-Schlarc Discorning a forth washerses prevents trial-and-error discovery of shaled to break (which risks killing the intended Capture target), and Analyze also shows the current health, giving you are better idea of what attacks (health risks killing the intended Capture target).  **Allys this Connoct can inflict very (or damage white also helping Break their Shelded to increase Capture chance, and with Soothing Dust * Corrious Bloom, can remove pesty status effects from the whole perty.  **Treas the York's proving perty and the chance of the	
Solgested Characters  - Agent in the Connection of the Capture trains and with Cyma's "Study Ford", you'll get a free weakness identified with every encounter.  - Agent in the Connection of the Capture train, and with Cyma's "Study For", you'll get a free weakness identified with every encounter.  - Cymas: Breaking shields raises the Capture rais, and with Cyma's "Study For", you'll get a free weakness identified with every encounter.  - Cymas: Breaking shields raises the Capture rais, and with Cyma's "Study For", you'll get a free weakness identified with every encounter.  - Cymas: Breaking shields raises the Capture rais, and with Cyma's "Study For", you'll get a free weakness identified with every encounter.  - Cymas: Breaking shields raises the Capture rais, and with Cyma's "Study For", you'll get a free weakness identified with every encounter.  - Rejelationed Seases, Allows your party to get a shot in before the enemies, letting you get some BP and Marry Strikes going early, or letting you pick off the monstern you don't want to capture in a group.  - Patience: I familie sepecially, but any character will benefit from it here, as it gives more BP Amer Marry Strikes going early, or letting you gick off the monstern you don't want to capture in a group.  - Patience: I familie sepecially, but any character will benefit from it here, as it gives more BP and Marry Strikes going early, or letting you gick off the monstern you don't want to capture in a group.  - Patience: I familie sepecially, but any character will benefit from it here, as it gives more BP and Marry Strikes going early, or letting you gick off the monstern you don't want to capture in a group.  - Patience: I families sepecially, but any character will benefit from it here, as it gives more BP and Marry Strikes going early or letting you go the serve the ser	
Scholar Discoming a four washesses prevents total and error discovery of shields to break (which risks killing the introduce Capture starget, and Analysa also aboves the current health, giving your better rises of what attacks (besides Mercy Strike) you can risk using.  **Approximation**  **Approx	
Solgested Characters:  - Ally Time Connoc can mild to by Jime Contage while also look policy Breat hor British is breath of the Mild is located and the Contage of the Cont	
Scholar Discoming a four washesses prevents total and error discovery of shields to break (which risks killing the introduce Capture starget, and Analysa also aboves the current health, giving your better rises of what attacks (besides Mercy Strike) you can risk using.  **Approximation**  **Approx	
Scippland Characters  Supported Characters	
Scienter Coloronia profes wearbooks prevents total and many discovery of ballets to be located which in the large professor and the second profess	
Scholar Chizering for the wednesses prevent trib and are directly of short and be being the before depotes trend, and any superior of the count that all this (besides blary going you be before the count training from the short of the short	
Segment Country as new weakness prevents trial and arms discovery or shoulds be track which closely as highly be track part (billion) and the country of the	
Scienter Discourting a first wednesses prevents that and emission discours or shalled be benefit for private trapping and adaptive sizes a brases the current bealth, giving your a better desire of what dische (benefits from the solid pay).  **Texast: If you've gent middle that the private sizes are solid as the benefit of the middle sizes are solid as the solid pay.  **Texast: If you've gent middle that the private sizes are solid as the private sizes are solid as the solid pay.  **Texast: If you've gent middle that the private sizes are solid as the p	
Segment Country as new weakness prevents trial and arms discovery or shoulds be track which closely as highly be track part (billion) and the country of the	
Scienter Discourting a first wednesses prevents that and emission discours or shalled be benefit for private trapping and adaptive sizes a brases the current bealth, giving your a better desire of what dische (benefits from the solid pay).  **Texast: If you've gent middle that the private sizes are solid as the benefit of the middle sizes are solid as the solid pay.  **Texast: If you've gent middle that the private sizes are solid as the private sizes are solid as the solid pay.  **Texast: If you've gent middle that the private sizes are solid as the p	
Agencies Character (Secretion of the American process to be and error of the deal er	

- Function the same as Shadow	Remnants / Fire	Remnants, but w	ith a different sp	prite, and can on	nly be found in th	nat area.											
Fire Guardian																	
- Unique to Yvon's Cellar.	-																
- Ollique to Tvoll's Cellal.																	
Blood Revenant																	
- Only appears in the latter half	of Ruins of Eld (	the Danger Level	46 side).														
Меер																	
- Only appears in North/East Atl	asdam Flats in I	ower levels - once	the Danger Lev	el for those are	as is 11, the Sha	ggy Meep is the	only one you'll e	encounter.									
Sea Birdian IV																	
- Only appears in Moonstruck C	nast / West Gold	Ishora Coast who	n the Danger I e	val is halow 34 -	once vour level	is too high, it sta	one annearing										
- Only appears in moonstrack o	oust? West ook	Shore Godst who	ii die Dunger Le	Ver is below 64	once your level	is too mgm, it st	opo appearing.										
Dark Roller																	
- Only appears in Whistling Cav	ern when level is	sn't too high.															
Giant Scorpion																	
- Only appears in Wellspring Sa	nd areas when t	ne party's level is	n't too high.														
Devourer of Dreams																	
- One of the single most useful	cantures in the	same as it's Vorns	al Claw attack h	as an Insta-Kill e	effect dealing da	mane to a target	equal to it's ma	vimum health									
- Be careful though - it knows th									down								
- For those intent on giving it a																	
Deep One																	
- Boss of Captains' Bane, but or	nly appears as a	random encounte	er after you com	plete the Quest	"Scourge of the	Seas"											
Area-Specific Notes:																	
Area-Specific Notes:																	
Path to the Cave of Origin	/ Northern Flam	esgrace Wilds / W	lestern Flameso	race Wilds													
- Note that all three of these are					ouped with the F	rost Bear can sli	ightly vary.										
			,														
North Atlasdam Flats / East A																	
- The monsters appearing in the	se two zones se	em the same, tho	ugh the Cait see	ems ever so slig	htly more comm	on in North Atlas	dam Flats										
Path to the Caves of Maly																	
- Note that these two areas have	tne exact same	monster appeara	inces (though Fi	lying Fish does s	seem a bit more	rare in North Kip	pietide Coast).										
Path to Rhiyo / West Clearbr	ook Traverse																
- Both areas have the same mor	nsters, (though \	- Vasps have a slig	htly varying app	earance rate in t	the West Clearbr	rook Traverse)											
Mountain Pass / South Cobbles																	
- Note that these three areas ha	ve the same mor	ster encounters	(save the Cait, b	ut they can appe	ear anywhere).												
North Stonegard Pass /																	
- Same encounters in all three z						Ct D											
- Same encounters in all three 2	ones, triough th	wiid weasei see	ins to have slig	nuy amerem gro	oupings in west	Storiegaru Pass.											
Lizardman's Den / Western We	Ilspring Sands																
- Note that none of the Lizardme	n in here can be	Captured (thoug	h the other, non	-Lizardmen mon	sters are still via	able targets.)											
Caves of Azure																	
- Of the enemies here, you can g	get a Capture Be	ast that can inflic	t Poison, Sleep,	or Blindness on	all your foes, de	epending on whi	ch you capture	(though note that	Sea Slug is just	slightly more und	common than th	e other two.)					
Grimsand Ruins																	
- Note that the "Stone" enemies	only annear on	the hottom level o	of the Buins														
Otolic chellies	,pour on																
Maw of the Ice Dragon																	
- The appearance rate for Caits																	
- If you use a Medium Soulstone	(in this case, lo	e, because the tri	o of Caits tends	to be paired wit	h an Ice Element	tal), it should kill	off the Cait and	Cultured cait, w	hile only woundi	ng the Chubby Ca	ait and Ice Eleme	ntal (giving the	Chubby Cait a ch	ance to heal it w	ith Grooming ins	tead of Fleeing.)	
Moonstruck Coast / West Gol																	
- Same encounters, though King			Manager Co														
- same encounters, mough King	Judier Seems M	ore ancommon in	moonstruck CC	aot.													
Color-Coding																	
Regional Designation																	
- For those curious, the color-co	ding on the tow	n names is in refe	erence to the are	ea of Orsterra the	at they're located	d:											
Cliftlands Woodlands	Flatlands	Frostlands	Coastlands	Sunlands	Highlands	Riverlands											
Cuida Casaiffa Na																	
Guide-Specific Notes	-																
Sophoric vs Soporific																	
- Note that one of the skills (Sop	orific Wind) use	s a different form	of the word for	the ability, so if	you're looking fo	or the Wind effec	t that causes Si	eep and can't fine	d it, check which	form of the word	l you're usina.						
(	,																
(All) vs All																	
- You might notice that some ab	ilities that hit all	targets seem to v	ary which is us	ed, but this is be	cause the actua	I name of the abi	ility is displayed	like that when y	ou attempt to cap	pture it.							