

# Final Fantasy V Advance Monster Control List

by DCallander

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Final Fantasy 5 Monster Control List v 1.0B

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1) Revision History

Version 1.0

This is the first version of this document so there is nothing to really mention about being added or changed.

Version 1.0A

This is a slightly modified version of the original. In this version I have slightly changed the monster lists to include whether or not a monster could use a certain attack or spell. I have yet to finish the optional dungeon, and for those who have never played the game before I won't spoil it for you. However, the changing of the world will become quite apparent for you as the story progresses. I have also included an attack list. This is a list of both Special Techniques and spells that monsters can and will use on you. Most are just damaging attacks, but others cause damage and add a negative affect on the target. I have also used a cheat device on my game so I have added the following monsters to the original list:

Cur Nakk  
Gigas  
Sergeant  
Sorcerer  
Iron Claw

This version is not completed 100% yet. Refer to the Notices section near the end of the guide for the exact details.

Version 1.0B

Wow its been a long time since I've done any work on this. First off I lost my old notes and had to restart everything from scratch. Then I moved and lost the game for the better part of at least a year. Finally I do believe I overwrote my save game I had been using and again had to start over. And last but not

least I've bought a DS, PSP, PS3, and Wii since the last time I've updated this guide. For those who have looked over and/or downloaded it I apologize for not updating it as soon as I had liked.

After reviewing the document I didn't like the original layout. I have altered it and hopefully making it easier to read.

Other than the layout changes, I have decided to include how much MP each monster has at the start of the battle. Now I swore there was a skill or spell somewhere that would list how much MP a target had. Perhaps it was removed as there is now the bestiary which lists that. Because of this, there are a few things which I cannot say how much MP (if any) they require. These have been listed as Unknown. Perhaps I'll give it another playthrough when I have the time and try to figure it out. These are the spells now that I do not have an exact answer to the MP costs of them:

Blaster  
Panacea  
Rainbow Wind  
Encircle  
Rocket Punch  
Atomic Ray  
Entice  
Dancehall Daze  
Gamma Ray

I also had Defeater and Poltergeist backwards and this has been fixed.

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## 2) Previous Works

Here is a list of all the work I have done in the past, which can be found at Geocities.com or my own site at Geocities:

<http://www.geocities.com/caldor2k2>

Final Fantasy I Walkthrough (Nes)  
Final Fantasy II Walkthrough (Snes)  
Breath of Fire Walkthrough (Snes)  
Ghost Recon Advanced Warfighter 2 Weapons Guide (PSP)

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## 3) Author's Notes

It has been a while since I've wrote anything. Honestly I didn't think I could find anything else to write a guide for involving games and yet here I am. This is oh shall I say an in depth guide for Final Fantasy 5 Advance. I have seen all the FAQs and Walkthroughs for this game already at Gamefaqs.com and therefore I have decided not to write my own for it. I did look through them and did notice that one thing was missing from the mix. In the Bestiary and/or Monster guides I saw that there was plenty of information but nothing involving what monsters do what when they are controlled. That is what this guide is about, the commands that each monster has when you use the Control ability on them.

This is not a bestiary by any means, but I have the monsters and their number used by the in game bestiary listed. If a monster is not listed, there are two reasons for this. The first reason being the more obvious of the two is the monster cannot be controlled. This applies mostly to bosses but there are at least two that can be controlled. There are also several normal monsters such as Blue Dragon or Iron Giant that cannot be controlled. The second reason is that you do not have the Beastmaster job and thus no chance to gain control at that point in the game. An example of this is the Torna

Canal. This happens early in the game, and once you are done with this area, you cannot come back. The monsters in here also do not appear again for the rest of the game. Those are the two reasons why I will not have all monsters listed.

I told my friends that I was going to make a guide about this and the first thing they asked me is: Why? And the answer to that is simple: I have always liked the Control ability. I fell in love with it in Final Fantasy 6 (but it was FF3 for me at the time). Nothing beats being able to have the monsters do your work for you and avoid some attacks. In some cases it is even useful to use. In this game take the Mythril Dragon for example. It uses a spell called Transfusion. This will fully heal the HP/MP of the target. It's like getting a free Elixir on a character at the expense of the monster since it dies once using Transfusion.

If you have questions or comments about this guide or anything else I have wrote feel free to contact me at:

Cal\_96@hotmail.com

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#### 4) Monster Lists

The monster list will look something like this:

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Number:

Name:

MP:

Commands:

MP Cost:

Usable:

- 1.
- 2.
- 3.
- 4.

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Number: The number assigned to the monster via bestiary.

Name: The name of the monster.

MP: The starting amount of MP the monster has.

Commands: These will be listed as they appear when the character's turn while controlling comes up.

For example I'll use the Goblin below:

Attack	0	Unlimited
Goblin Punch	0	Unlimited
Flee	0	One-time

This means Attack is the top command and Flee is at the bottom. Each command also uses 0 MP and can be used an unlimited number of times.

\*Note\* The required MP will be based on player spells. I am not sure if a monster can get a half MP or other similar ability. So if it costs 4 MP for characters to use it will be listed as 4 for monsters too.

If you see a \* next to a command, that means it is a learnable as a Blue magic spell for any character with the "Learning" ability set. If you see an attack in parenthesis () after Special Technique that is the name that will show on the screen when it is used. Take Nutkin for example. It uses an attack called "Incisor" which is what you get when you select Special Technique while controlling it.

Usable: This is whether or not a monster can use a given command. It will either be listed as Unlimited, Limited, No or One-time. If it is listed as Unlimited that means it is most likely a physical attack and requires no MP and

can be used an unlimited number of times. Limited are mostly spells and can only be used until the monster's MP runs out. No simply means it cannot be used at all, unless of course you want to give it an Ether/Elixir. One-time commands are like Flee or Self-Destruct which remove the monster from the battle.

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Number: 1  
Name: Goblin MP: 3  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. \*Goblin Punch 0 Unlimited  
3. Flee 0 One-time

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Number: 2  
Name: Steel Bat MP: 10000  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. \*Vampire 2 Limited

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Number: 3  
Name: Devil Crab MP: 0  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. Special Technique (Pincher) 0 Unlimited

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Number: 4  
Name: Stroper MP: 0  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. Spore 0 Unlimited

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Number: 5  
Name: Killer Bee MP: 0  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. Needle 0 Unlimited

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Number: 6  
Name: Nutkin MP: 0  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. Special Technique (Incisor) 0 Unlimited

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Number: 7  
Name: Stray Cat MP: 0  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited

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2. Special Technique (Tail)	0	Unlimited
3. Flee	0	One-time

Number: 8

Name: Black Goblin	MP: 0	
Commands:	MP Cost:	Usable:
1. Attack	0	Unlimited
2. *Goblin Punch	0	Unlimited

Number: 9

Name: White Serpent	MP: 0	
Commands:	MP Cost:	Usable:
1. Attack	0	Unlimited
2. Entangle	0	Unlimited

Number: 10

Name: Moldwynd	MP: 5	
Commands:	MP Cost:	Usable:
1. Attack	0	Unlimited
2. *Aero	4	Limited

Number: 11

Name: Mani Wizard	MP: 7	
Commands:	MP Cost:	Usable:
1. Attack	0	Unlimited
2. Flare	39	No
3. Death	29	No
4. Osmose	1	Limited

Number: 12

Name: Skeleton	MP: 0	
Commands:	MP Cost:	Usable:
1. Attack	0	Unlimited
2. Special Technique (Critical Attack)	0	Unlimited

Number: 13

Name: Calcruthl	MP: 50	
Commands:	MP Cost:	Usable:
1. Attack	0	Unlimited
2. *Transfusion	13	One-time

Number: 14

Name: Undead Husk	MP: 0	
Commands:	MP Cost:	Usable:
1. Attack	0	Unlimited
2. Break	15	No

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Number: 15  
Name: Mindflusher MP: 100  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. Confuse 4 Limited

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Number: 16  
Name: Gatling MP: 0  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. Needle 0 Unlimited

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Number: 17  
Name: Big Horn MP: 0  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. Special Technique (Horn) 0 Unlimited

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Number: 18  
Name: Tatou MP: 0  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. Special Technique (Rush) 0 Unlimited  
3. Flee 0 One-time

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---

Number: 19  
Name: Bandersnatch MP: 0  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. Special Technique (Body Slam) 0 Unlimited  
3. Blaster Unknown No

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Number: 21  
Name: Rock Slug MP: 0  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. Slimer 0 Unlimited

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Number: 22  
Name: Gaelicat MP: 20  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. Special Technique (Cat Scratch) 0 Unlimited  
3. Float 10 Limited

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Number: 23

Name: Cockatrice	MP: 0	
Commands:	MP Cost:	Usable:
1. Attack	0	Unlimited
2. Beak	0	Unlimited

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Number: 24

Name: Headstone	MP: 0	
Commands:	MP Cost:	Usable:
1. Attack	0	Unlimited
2. Special Technique (Corner)	0	Unlimited
3. *Flash	7	No

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Number: 25

Name: Elf Toad	MP: 50	
Commands:	MP Cost:	Usable:
1. Attack	0	Unlimited
2. Special Technique (Critical Attack)	0	Unlimited
3. *Pond's Chorus	5	Limited

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-----  
Number: 26

Name: Ice Soldier	MP: 20	
Commands:	MP Cost:	Usable:
1. Attack	0	Unlimited
2. Special Technique (Critical Attack)	0	Unlimited
3. Fira	10	Limited

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Number: 30

Name: Jackanapes	MP: 5000	
Commands:	MP Cost:	Usable:
1. Attack	0	Unlimited
2. Encircle	Unknown	Limited?

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Number: 31

Name: Aegir	MP: 0	
Commands:	MP Cost:	Usable:
1. Attack	0	Unlimited
2. Special Technique (Feeler)	0	Unlimited
3. Dischord	0	Unlimited
4. Spore	0	Unlimited

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Number: 32

Name: Zu	MP: 0	
Commands:	MP Cost:	Usable:
1. Attack	0	Unlimited
2. Breath Wing	0	Unlimited

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Number: 33  
Name: Wild Nakk MP: 100  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. Flee 0 One-time

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Number: 34  
Name: Grass Tortise MP: 0  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. Special Technique (Critical Attack) 0 Unlimited

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Number: 35  
Name: Silent Bee MP: 50  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. Needle 0 Unlimited

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Number: 36  
Name: Mythril Dragon MP: 200  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. \*Transfusion 13 One-time

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Number: 37  
Name: Crew Dust MP: 100  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. \*Flash 7 Limited

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Number: 38  
Name: Poltergeist MP: 100  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. Drain 13 Limited  
3. Confuse 4 Limited

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Number: 39  
Name: Defeater MP: 100  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. Gamma Ray Unknown ?  
3. \*Aero 4 Limited

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Number: 40  
Name: Motor Trap MP: 100  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. \*Missile 7 Limited  
3. Gamma Ray Unknown Unlimited

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Number: 41  
Name: Sergeant MP: 100  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. Special Technique (Claw) 0 Unlimited

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Number: 42  
Name: Sorcerer MP: 500  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. Mini 5 Limited  
3. Toad 8 Limited

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Number: 43  
Name: Cur Nakk MP: 0  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. Special Technique (Bite) 0 Unlimited  
3. Flee 0 One-time

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---

Number: 44  
Name: Gigas MP: 35  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. \*Aera 10 Limited

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Number: 45  
Name: Page 32 MP: 500  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. \*Aera 10 Limited

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Number: 46  
Name: Page 64 MP: 500  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. Fira 10 Limited  
3. \*Level 5 Death 22 Limited

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Number: 47

Name: Page 128

MP: 500

Commands:

MP Cost:

Usable:

1. Attack

0

Unlimited

2. Slimer

0

Unlimited

3. Digestive Acid

0

Unlimited  
-----

Number: 48

Name: Page 256

MP: 500

Commands:

MP Cost:

Usable:

1. Attack 0

0

Unlimited

2. \*Off-Guard

19

Limited  
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Number: 49

Name: Bomb

MP: 50

Commands:

MP Cost:

Usable:

1. Attack

0

Unlimited

2. \*Self-Destruct+

1

One-time

+: Monster is removed after using but Raise/Arise may be possible.  
-----

Number: 50

Name: Doublizard

MP: 0

Commands:

MP Cost:

Usable:

1. Attack

0

Unlimited

2. special Technique (Sap)

0

Unlimited  
-----

Number: 51

Name: Bio Soldier

MP: 500

Commands:

MP Cost:

Usable:

1. Attack

0

Unlimited

2. Bio

16

Limited

3. Poison

2

Limited  
-----

Number: 52

Name: Harvester

MP: 0

Commands:

MP Cost:

Usable:

1. Attack

0

Unlimited

2. Wind Slash

0

Unlimited  
-----

Number: 53

Name: Black Flame

MP: 100

Commands:

MP Cost:

Usable:

1. Attack

0

Unlimited

2. \*Dark Spark

27

Limited  
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Number: 54

Name: Stone Golem	MP: 0	
Commands:	MP Cost:	Usable:
1. Attack	0	Unlimited
2. Break	15	No

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Number: 55

Name: Mini Dragon	MP: 100	
Commands:	MP Cost:	Usable:
1. Attack	0	Unlimited
2. Blaze	0	Unlimited

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Number: 56

Name: Prototype	MP: 1000	
Commands:	MP Cost:	Usable:
1. Attack	0	Unlimited
2. *Missile	7	Limited
3. *Self-Destruct+	1	One-time
4. Blaster	Unknown	Limited

+ : Monster is removed after using but Raise/Arise may be possible.

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Number: 57

Name: Skull Eater	MP: 100	
Commands:	MP Cost:	Usable:
1. Attack	0	Unlimited
2. Special Technique (Incisor)	0	Unlimited

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Number: 58

Name: Dhorme Chimera	MP: 150	
Commands:	MP Cost:	Usable:
1. Attack	0	Unlimited
2. *Aqua Breath	38	Limited

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-----  
Number: 59

Name: Sandboil	MP: 0	
Commands:	MP Cost:	Usable:
1. Attack	0	Unlimited
2. Spore	0	Unlimited

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-----  
Number: 60

Name: Desert Killer	MP: 0	
Commands:	MP Cost:	Usable:
1. Attack	0	Unlimited
2. Quicksand	0	Unlimited

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Number: 61  
Name: Sand Bear MP: 0  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. Special Technique (Right Claw) 0 Unlimited

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Number: 62  
Name: Ra Mage MP: 200  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. Fira 10 Limited  
3. Blizzara 10 Limited  
4. Thundara 10 Limited

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Number: 62  
Name: Ronkan Knight MP: 0  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. Special Technique (Sling) 0 Unlimited

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Number: 64  
Name: Stone Mask MP: 20  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. \*Flash 7 Limited  
3. Reflect 15 Limited

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Number: 65  
Name: Enchanted Fan MP: 200  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. \*Aera 10 Limited  
3. \*White Wind 28 Limited

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Number: 66  
Name: Lamia MP: 100  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. Confuse 4 Limited  
3. \*1000 Needles 25 Limited

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Number: 67  
Name: Archeotoad MP: 100  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. \*Pond's Chorus 5 Limited

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Number: 68  
Name: Hydra MP: 1000  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. Earthquake 0 Unlimited  
3. Poison Breath 0 Unlimited  
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Number: 70  
Name: Pao MP: 0  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. Flee 0 One-time  
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Number: 71  
Name: Tarantula MP: 0  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. Web 0 Unlimited  
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Number: 72  
Name: Shell Bear MP: 0  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. Special Technique (Critical Attack) 0 Unlimited  
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-----  
Number: 73  
Name: Devilfish MP: 50  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. \*Transfusion 13 One-time  
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-----  
Number: 74  
Name: Treant MP: 50  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. Berserk 8 Limited  
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Number: 75  
Name: Strapparer MP: 100  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. \*Death Claw 21 Limited  
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Number: 76

Name: Merrow	MP: 0	
Commands:	MP Cost:	Usable:
1. Attack	0	Unlimited
2. Special Technique (Critical Attack)	0	Unlimited

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Number: 77

Name: Flying Killer	MP: 0	
Commands:	MP Cost:	Usable:
1. Attack	0	Unlimited
2. Special Technique (Critical Attack)	0	Unlimited

---

Number: 78

Name: Little Chariot	MP: 100	
Commands:	MP Cost:	Usable:
1. Attack	0	Unlimited
2. Mustard Bomb	Unknown	Limited?

---

Number: 80

Name: Tunneller	MP: 100	
Commands:	MP Cost:	Usable:
1. Attack	0	Unlimited
2. Dischord	Unknown	Limited?

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Number: 81

Name: Birostris	MP: 500	
Commands:	MP Cost:	Usable:
1. Attack	0	Unlimited
2. *Transfusion	13	One-time

---

Number: 82

Name: Fairy Orc	MP: 1000	
Commands:	MP Cost:	Usable:
1. Attack	0	Unlimited
2. Cura	9	Limited
3. Esuna	10	Limited

---

Number: 83

Name: Devourer	MP: 100	
Commands:	MP Cost:	Usable:
1. Attack	0	Unlimited
2. Special Technique (Ten Arms)	0	Unlimited

---

Number: 84

Name: Mandrake	MP: 100	
Commands:	MP Cost:	Usable:

1. Attack	0	Unlimited
2. Special Technique (Critical Attack)	0	Unlimited
3. Spore	0	Unlimited

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Number: 85

Name: Kuza Beast	MP: 1000	
Commands:	MP Cost:	Usable:
1. Attack	0	Unlimited
2. *???	3	Limited

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Number: 86

Name: Shield Dragon	MP: 20000	
Commands:	MP Cost:	Usable:
1. Attack	0	Unlimited
2. Blaze	0	Unlimited

---

Number: 88

Name: Blood Slime	MP: 100	
Commands:	MP Cost:	Usable:
1. Attack	0	Unlimited
2. *Vampire	2	Limited

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Number: 89

Name: Acrophies	MP: 0	
Commands:	MP Cost:	Usable:
1. Attack	0	Unlimited
2. Special Technique (Pincer)	0	Unlimited

---

Number: 90

Name: Moogle Eater	MP: 50	
Commands:	MP Cost:	Usable:
1. Attack	0	Unlimited
2. Digestive Acid	0	Unlimited

---

Number: 91

Name: Lesser Lopros	MP: 200	
Commands:	MP Cost:	Usable:
1. Attack	0	Unlimited
2. Breath Wing	0	Unlimited

---

Number: 93

Name: Cactus	MP: 50	
Commands:	MP Cost:	Usable:
1. Attack	0	Unlimited
2. *1000 Needles	25	Limited

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Number: 93  
Name: Sandcrawler MP: 1000  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. Electrocute 0 Unlimited

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Number: 94  
Name: Aquathorn MP: 100  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. Special Technique (Critical Attack) 0 Unlimited

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Number: 95  
Name: Weresnake MP: 20  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. Entangle 0 Unlimited

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Number: 96  
Name: Kornago MP: 300  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. \*Pond's Chorus 5 Limited

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Number: 97  
Name: Cursed Being MP: 200  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. Hastega 15 Limited  
3. Slowga 9 Limited

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Number: 98  
Name: Undergrounder MP: 200  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. Earthquake 0 Unlimited

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Number: 99  
Name: Objet d' Art MP: 20  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. Special Technique (Pressure) 0 Unlimited  
3. \*Death Claw 21 No

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Number: 100  
Name: Drippy MP: 100  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. Return 1 Limited  
3. \*Magic Hammer 3 Limited

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Number: 101  
Name: Lycaon MP: 0  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. Special Technique (Bite) 0 Unlimited

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---

Number: 102  
Name: Bone Dragon MP: 10000  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. Bone 0 Unlimited

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---

Number: 103  
Name: Poison Eagle MP: 0  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. Beak 0 Unlimited  
3. Poison 2 No  
4. Float 10 No

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---

Number: 104  
Name: Zombie Dragon MP: 0  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. Poison Breath 0 Unlimited

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---

Number: 105  
Name: Gobbledygook MP: 100  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. Mustard Bomb 0 Unlimited?

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---

Number: 106  
Name: Neon MP: 100  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. \*Flash 7 Limited

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---

Number: 107

Name: Magnetite

MP: 100

Commands:

MP Cost:

Usable:

1. Attack

0

Unlimited

2. Gamma Ray

0

Unlimited?

Number: 108

Name: Reflect Knight

MP: 200

Commands:

MP Cost:

Usable:

1. Attack

0

Unlimited

2. Reflect

15

Limited

Number: 109

Name: Traveler

MP: 100

Commands:

MP Cost:

Usable:

1. Attack

0

Unlimited

2. \*Time Slip

9

Limited

Number: 110

Name: Level Tricker

MP: 100

Commands:

MP Cost:

Usable:

1. Attack

0

Unlimited

2. \*Level 2 Old

11

Limited

3. \*Level 5 Death

22

Limited

Number: 111

Name: Gravitator

MP: 200

Commands:

MP Cost:

Usable:

1. Attack

0

Unlimited

2. Gravity

9

Limited

3. Graviga

18

Limited

Number: 112

Name: Ziggurat Gigas

MP: 500

Commands:

MP Cost:

Usable:

1. Attack

0

Unlimited

2. Attack

0

Unlimited

3. Attack

0

Unlimited

4. Attack

0

Unlimited

Number: 113

Name: Dark Aspic

MP: 1000

Commands:

MP Cost:

Usable:

1. Attack

0

Unlimited

2. Slimer

0

Unlimited

3. \*Vampire

2

Limited

---

Number: 114  
Name: Metamorph MP: 10000  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. Old 4 Limited  
3. Blizzaga 25 Limited  
4. Shell 5 Limited

---

---

Number: 115  
Name: Cure Beast MP: 100  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. Curaga 27 Limited  
3. Esuna 10 Limited  
4. Dispel 12 Limited

---

---

Number: 116  
Name: Land Turtle MP: 0  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. Special Technique (Critical Attack) 0 Unlimited

---

---

Number: 117  
Name: Dechirer MP: 0  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. \*Vampire 2 No

---

---

Number: 118  
Name: Mini Magician MP: 10  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. Return 1 Limited  
3. Old 4 Limited  
4. Mute 3 Limited

---

---

Number: 119  
Name: Galajelly MP: 100  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. Rainbow Wind Unknown Unlimited?  
3. \*Aera 10 Limited

---

---

Number: 120  
Name: Mammon MP: 100  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited

---

2. Berserk 8 Limited

---

Number: 121

Name: Imp MP: 200  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. Confuse 4 Limited  
3. Entice Unknown Limited?

---

Number: 122

Name: Wyrn MP: 100  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. Breath Wing 0 Unlimited  
3. Blaze 0 Unlimited

---

Number: 123

Name: Twin Lizard MP: 0  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. Special Technique (Critical Attack) 0 Unlimited

---

Number: 124

Name: Blind Wolf MP: 0  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. Special Technique (Tusk) 0 Unlimited

---

Number: 125

Name: Hellraiser MP: 100  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. \*White Wind 28 Limited  
3. Panacea Unknown Limited?  
4. Arise 50 Limited

---

Number: 126

Name: Reflect Mage MP: 100  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. Thundaga 25 Limited  
3. Reflect 15 Limited  
4. Slowga 9 Limited

---

Number: 127

Name: Magic Dragon MP: 300

Commands:	MP Cost:	Usable:
1. Attack	0	Unlimited
2. *Level 2 Old	11	Limited
3. Blizzaga	25	Limited
4. Bio	16	Limited

---

Number: 128

Name: Black Warlock	MP: 500	
Commands:	MP Cost:	Usable:
1. Attack	0	Unlimited
2. Death	29	Limited
3. Break	15	Limited
4. Banish	20	Limited

---

Number: 129

Name: Adamantite Golem	MP: 0	
Commands:	MP Cost:	Usable:
1. Attack	0	Unlimited
2. Attack	0	Unlimited
3. Attack	0	Unlimited
4. Attack	0	Unlimited

---

Number: 130

Name: Bandercoeur	MP: 100	
Commands:	MP Cost:	Usable:
1. Attack	0	Unlimited
2. Blaster	Unknown	Limited

---

Number: 131

Name: Iron Fist	MP: 0	
Commands:	MP Cost:	Usable:
1. Attack	0	Unlimited
2. Dancehall Daze	0	Unlimited
3. Rocket Punch	0	Unlimited

---

Number: 133

Name: Red Dragon	MP: 1000	
Commands:	MP Cost:	Usable:
1. Attack	0	Unlimited
2. Atomic Ray	0	Unlimited
3. Blaze	0	Unlimited
4. *Level 3 Flare	18	Limited

---

Number: 134

Name: Yellow Dragon	MP: 1000	
Commands:	MP Cost:	Usable:
1. Attack	0	Unlimited
2. Lightning	0	Unlimited

3. Hurricane	0	Unlimited
4. Earthquake	0	Unlimited

---

Number: 135

Name: Sleepy	MP: 100	
Commands:	MP Cost:	Usable:
1. Attack	0	Unlimited
2. Sleep	3	Limited

---

Number: 136

Name: Triffid	MP: 100	
Commands:	MP Cost:	Usable:
1. Attack	0	Unlimited
2. Special Technique (Critical Attack)	0	Unlimited
3. Berserk	8	Limited

---

Number: 137

Name: Hedgehog	MP: 0	
Commands:	MP Cost:	Usable:
1. Attack	0	Unlimited
2. Needle	0	Unlimited
3. *1000 Needles	25	No

---

Number: 138

Name: Python	MP: 0	
Commands:	MP Cost:	Usable:
1. Attack	0	Unlimited
2. Special Technique (Puncture)	0	Unlimited
3. Entangle	0	Unlimited

---

Number: 139

Name: Shadow	MP: 0	
Commands:	MP Cost:	Usable:
1. Attack	0	Unlimited
2. *Vampire	2	No
3. *Dark Spark	27	No
4. *Off-Guard	19	No

---

Number: 140

Name: Elm Gigas	MP: 5000	
Commands:	MP Cost:	Usable:
1. Attack	0	Unlimited
2. Special Technique (Left Jab)	0	Unlimited
3. Hurricane	0	Unlimited
4. *Aeroga	24	Limited

---

---

Number: 141

Name: Desertpede

MP: 0

Commands:

MP Cost:

Usable:

1. Attack

0

Unlimited

2. Quicksand

0

Unlimited

Number: 142

Name: Bulette

MP: 0

Commands:

MP Cost:

Usable:

1. Attack

0

Unlimited

2. Special Technique (Body Slam)

0

Unlimited

Number: 143

Name: Lamia Queen

MP: 600

Commands:

MP Cost:

Usable:

1. Attack

0

Unlimited

2. Entice

Unknown

Limited?

3. Dancehall Daze

Unknown

Limited?

Number: 144

Name: Rajiformes

MP: 1000

Commands:

MP Cost:

Usable:

1. Attack

0

Unlimited

2. Lightning

0

Unlimited

Number: 145

Name: Ushabti

MP: 10

Commands:

MP Cost:

Usable:

1. Attack

0

Unlimited

2. Special Technique (Corner)

0

Unlimited

Number: 146

Name: Archeosaur

MP: 1000

Commands:

MP Cost:

Usable:

1. Attack

0

Unlimited

2. Poison Breath

0

Unlimited

3. \*Level 3 Flare

18

Limited

4. Hurricane

0

Unlimited

Number: 147

Name: Zephyrus

MP: 5000

Commands:

MP Cost:

Usable:

1. Attack

0

Unlimited

2. Banish

20

Limited

3. Curaga

27

Limited

4. Protect

3

Limited

---

Number: 148  
Name: Mummy MP: 50  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. Curaga 27 Limited

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---

Number: 149  
Name: Aspis MP: 50  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. Entangle 0 Unlimited

---

---

Number: 150  
Name: Mecha Head MP: 5000  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. \*??? 3 Limited

---

---

Number: 151  
Name: The Damned MP: 0  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. \*Doom 10 No  
3. \*Off-Guard 19 No

---

---

Number: 153  
Name: Sekhmet MP: 0  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. Special Technique (Sling) 0 Unlimited

---

---

Number: 154  
Name: Slug MP: 100  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. Slimer 0 Unlimited

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---

Number: 155  
Name: Gloom Widow MP: 0  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. Web 0 Unlimited  
3. Flee 0 One-time

---

---

Number: 156



Name: Mykale MP: 200  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. \*Moon Flute 3 Limited  
3. \*1000 Needles 25 Limited  
4. \*Lilliputian Lyric 5 Limited

---

Number: 157  
Name: Executor MP: 10000  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. \*Level 2 Old 11 Limited  
3. \*Level 3 Flare 18 Limited  
4. \*Level 4 Graviga 9 Limited

---

Number: 158  
Name: Oiseaurar MP: 100  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. \*Magic Hammer 3 Limited  
3. Confuse 4 Limited

---

Number: 159  
Name: Shadow Dancer MP: 100  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. Rainbow Wind Unknown Limited?  
3. Dancehall Daze Unknown Limited?

---

Number: 160  
Name: Numb Blade MP: 0  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. \*??? 3 No

---

Number: 161  
Name: Tot Aegis MP: 1000  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. Breath Wing 0 Unlimited  
3. Beak Unknown Limited?

---

Number: 162  
Name: Tiny Mage MP: 500  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. Raise 29 Limited  
3. Libra 1 Limited

4. Silence 2 Limited

-----  
Number: 163

Name: Chrono Controller MP: 1000  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. Mute 3 Limited  
3. Haste 5 Limited  
4. Old 4 Limited  
-----

-----  
Number: 164

Name: Flaremancer MP: 1000  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. Firega 25 Limited  
3. Blizzaga 25 Limited  
4. Thundaga 25 Limited  
-----

-----  
Number: 165

Name: Dueling Knight MP: 0  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. Special Technique (Counter) 0 Unlimited  
-----

-----  
Number: 166

Name: Iron Muscles MP: 0  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. Special Technique (Tackles) 0 Unlimited  
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-----  
Number: 167

Name: Berserker MP: 0  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. Berserk 8 No  
-----

-----  
Number: 168

Name: Unknown MP: 0  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
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-----  
Number: 169

Name: Unknown MP: 500  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. Special Technique (Sap) 0 Unlimited

3. \*Transfusion 13 One-time

-----  
Number: 170

Name: Unknown MP: 500  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. Digestive Acid 0 Unlimited  
3. Entangle 0 Unlimited  
-----

-----  
Number: 171

Name: Unknown MP: 500  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. Slimer 0 Unlimited  
3. \*Self-Destruct+ 1 One-time  
+: Monster is removed after using but Raise/Arise may be possible.  
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Number: 172

Name: Unknown MP: 500  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. \*Doom 10 Limited  
3. Bone 0 Unlimited  
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-----  
Number: 173

Name: Frost Bull MP: 0  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. Ice Storm 0 Unlimited  
3. Frost 0 Unlimited  
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-----  
Number: 174

Name: Istory Lythos MP: 0  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. Comet 7 No  
3. Blaze 0 Unlimited  
-----

-----  
Number: 175

Name: Spizzner MP: 0  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. Digestive Acid 0 Unlimited  
3. Quicksand 0 Unlimited  
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-----  
Number: 176

Name: Druid MP: 900  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. Encircle Unknown Limited?  
3. \*Dark Spark 27 Limited

---

Number: 177  
Name: Iron Back MP: 0  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. Special Technique (Rush) 0 Unlimited

---

Number: 178  
Name: Mercury Bat MP: 500  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. \*Vampire 2 Limited

---

Number: 179  
Name: Coral MP: 100  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. Spore 0 Unlimited

---

Number: 180  
Name: Aquagel MP: 100  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. \*Aqua Breath 38 Limited  
3. Embrace Unknown Limited?

---

Number: 181  
Name: Steel Fist MP: 100  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. Attack 0 Unlimited  
3. Special Technique (Air Fist) 0 Unlimited

---

Number: 182  
Name: Alchymia MP: 3900  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. Toad 8 Limited

---

Number: 183  
Name: Tonberry MP: 100

Commands:	MP Cost:	Usable:
1. Attack	0	Unlimited
2. Special Technique (Knife)	0	Unlimited

---

Number: 184

Name: Ankheg	MP: 100	
Commands:	MP Cost:	Usable:
1. Attack	0	Unlimited
2. Quicksand	0	Unlimited

---

Number: 185

Name: Ammonite	MP: 0	
Commands:	MP Cost:	Usable:
1. Attack	0	Unlimited
2. Spore	0	Unlimited
3. Dischord	Unknown	Limited?

---

Number: 186

Name: Landcrawler	MP: 500	
Commands:	MP Cost:	Usable:
1. Attack	0	Unlimited
2. Attack	0	Unlimited
3. Special Technique (Crush)	0	Unlimited
4. Evil Eye	Unknown	Limited?

---

Number: 187

Name: Lemure	MP: 300	
Commands:	MP Cost:	Usable:
1. Attack	0	Unlimited
2. Entice	Unknown	Limited?
3. *1000 Needles	25	Limited
4. *Pond's Chorus	5	Limited

---

Number: 188

Name: Parthenope	MP: 300	
Commands:	MP Cost:	Usable:
1. Attack	0	Unlimited
2. Spore	0	Unlimited
3. *Flash	7	Limited
4. Panacea	Unknown	Limited

---

Number: 189

Name: Cherie	MP: 300	
Commands:	MP Cost:	Usable:
1. Attack	0	Unlimited
2. *Aeroga	24	Limited
3. *Lilliputian Lyric	5	Limited
4. *Time Slip	9	Limited

-----  
-----  
Number: 193

Name: Sahagin	MP: 10	
Commands:	MP Cost:	Usable:
1. Attack	0	Unlimited
2. Special Technique (Critical Attack)	0	Unlimited
3. *Goblin Punch	0	Unlimited

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-----  
-----  
Number: 194

Name: Thunder Anemone	MP: 100	
Commands:	MP Cost:	Usable:
1. Attack	0	Unlimited
2. Electrocute	0	Unlimited
3. Thundara	10	Limited

-----

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-----  
Number: 195

Name: Sealbis	MP: 100	
Commands:	MP Cost:	Usable:
1. Attack	0	Unlimited
2. Beak	Unknown	Limited

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-----  
-----  
Number: 196

Name: Corbett	MP: 0	
Commands:	MP Cost:	Usable:
1. Attack	0	Unlimited
2. Tail Screw	0	Unlimited

-----

-----  
-----  
Number: 197

Name: Nix	MP: 300	
Commands:	MP Cost:	Usable:
1. Attack	0	Unlimited
2. Special Technique (Critical Attack)	0	Unlimited
3. *Goblin Punch	0	Unlimited

-----

-----  
-----  
Number: 198

Name: Water Scorpion	MP: 0	
Commands:	MP Cost:	Usable:
1. Attack	0	Unlimited
2. Flee	0	One-time

-----

-----  
-----  
Number: 199

Name: Vilia	MP: 10000	
Commands:	MP Cost:	Usable:
1. Attack	0	Unlimited
2. *Pond's Chorus	5	Limited
3. *Lilliputian Lyric	5	Limited

4. Comet 7 Limited

Number: 200

Name: Gel Fish

MP: 0

Commands:

MP Cost:

Usable:

1. Attack

0

Unlimited

2. Slimer

0

Unlimited

3. \*???

3

No

Number: 201

Name: Rukh

MP: 500

Commands:

MP Cost:

Usable:

1. Attack

0

Unlimited

2. Breath Wing

0

Unlimited

3. Beak

Unknown

Limited

Number: 202

Name: Sea Devil

MP: 1000

Commands:

MP Cost:

Usable:

1. Attack

0

Unlimited

2. Special Technique (Critical Attack)

0

Unlimited

3. Entangle

0

Unlimited

Number: 203

Name: Stingray

MP: 1000

Commands:

MP Cost:

Usable:

1. Attack

0

Unlimited

2. Tidal Wave

0

Unlimited

3. \*Mighty Guard

72

Limited

Number: 204

Name: Grenade

MP: 500

Commands:

MP Cost:

Usable:

1. Attack

0

Unlimited

2. \*Self-Destruct+

1

One-Time

+: Monster is removed after using but Raise/Arise may be possible.

Number: 205

Name: Baldangers

MP: 100

Commands:

MP Cost:

Usable:

1. Attack

0

Unlimited

2. \*Aeroga

24

Limited

3. Bio

16

Limited

Number: 206

Name: Death Dealer

MP: 100

Commands:	MP Cost:	Usable:
1. Attack	0	Unlimited
2. Arise	50	Limited
3. Stop	8	Limited

---

Number: 207

Name: Level Checker	MP: 500	
Commands:	MP Cost:	Usable:
1. Attack	0	Unlimited
2. *Level 2 Old	11	Limited
3. *Level 4 Graviga	9	Limited
4. *Level 5 Death	22	Limited

---

Number: 208

Name: White Flame	MP: 100	
Commands:	MP Cost:	Usable:
1. Attack	0	Unlimited
2. *White Wind	28	Limited
3. Rainbow Wind	Unknown	Limited?
4. Frostbite	0	Unlimited

---

Number: 209

Name: Moss Fungus	MP: 200	
Commands:	MP Cost:	Usable:
1. Attack	0	Unlimited
2. Rainbow Wind	Unknown	Limited?
3. Spore	0	Unknown

---

Number: 210

Name: Farfarello	MP: 485	
Commands:	MP Cost:	Usable:
1. Attack	0	Unlimited
2. Osmose	1	Limited
3. Drain	13	Limited
4. Poisona	2	Limited

---

Number: 211

Name: Orukat	MP: 0	
Commands:	MP Cost:	Usable:
1. Attack	0	Unlimited
2. *Flash	7	No
3. Return	1	No

---

Number: 212

Name: Great Dragon	MP: 1000	
Commands:	MP Cost:	Usable:
1. Attack	0	Unlimited
2. Special Technique (Critical Attack)	0	Unlimited



3. Blaze 0 Unlimited

-----  
Number: 213

Name: Achelon MP: 0  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. Evil Eye Unknown No  
3. Poison Breath 0 Unlimited  
4. \*Vampire 2 No

-----  
Number: 214

Name: Ninja MP: 200  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. Special Technique (Yagyuu's Strike) 0 Unlimited  
3. Image 0 Unlimited

-----  
Number: 215

Name: Dragon Aegis MP: 1000  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. Breath Wing 0 Unlimited  
3. Lightning 0 Unlimited  
4. Frost 0 Unlimited

-----  
Number: 216

Name: Sword Dancer MP: 0  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. Attack 0 Unlimited  
3. Dancehall Daze 0 Unlimited

-----  
Number: 218

Name: Fury MP: 1000  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. Flare 39 Limited  
3. Holy 20 Limited  
4. Graviga 18 Limited

-----  
Number: 219

Name: Yojimbo MP: 0  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. Special Technique (Wring) 0 Unlimited

Number: 221

Name: King Behemoth

MP: 300

Commands:

MP Cost:

Usable:

1. Attack

0

Unlimited

2. \*???

3

Limited

Number: 223

Name: Necromancer

MP: 300

Commands:

MP Cost:

Usable:

1. Attack

0

Unlimited

2. Blaster

Unknown

Unlimited

Number: 224

Name: Gorgimera

MP: 1000

Commands:

MP Cost:

Usable:

1. Attack

0

Unlimited

2. Frost

0

Unlimited

3. Blaze

0

Unlimited

4. Lightning

0

Unlimited

Number: 225

Name: Mind Flayer

MP: 500

Commands:

MP Cost:

Usable:

1. Attack

0

Unlimited

2. \*Mind Blast

6

Limited

3. \*Flame Thrower

5

Limited

4. Blaster

Unknown

Limited

Number: 226

Name: Crystelle

MP: 500

Commands:

MP Cost:

Usable:

1. Attack

0

Unlimited

2. Protect

3

Limited

3. Shell

5

Limited

4. Float

10

Limited

Number: 227

Name: Belphegor

MP: 500

Commands:

MP Cost:

Usable:

1. Attack

0

Unlimited

2. Hurricane

0

Unlimited

Number: 228

Name: Mover

MP: 500

Commands:

MP Cost:

Usable:

1. Attack

0

Unlimited

2. Transfusion

13

One-time

-----  
Number: 229

Name: Mini Satana	MP: 1000	
Commands:	MP Cost:	Usable:
1. Attack	0	Unlimited
2. Confuse	4	Limited
3. Thundaga	25	Limited

-----

-----  
Number: 230

Name: Assassin	MP: 500	
Commands:	MP Cost:	Usable:
1. Attack	0	Unlimited
2. Special Technique (Yagyuu's Strike)	0	Unlimited
3. Image	0	Unlimited

-----

-----  
Number: 231

Name: Soul Eater	MP: 700	
Commands:	MP Cost:	Usable:
1. Attack	0	Unlimited
2. Special Technique (Incisor)	0	Unlimited

-----

-----  
Number: 232

Name: Behemoth	MP: 200	
Commands:	MP Cost:	Usable:
1. Attack	0	Unlimited
2. *???	3	Limited

-----

-----  
Number: 233

Name: Dark Elemental	MP: 10000	
Commands:	MP Cost:	Usable:
1. Attack	0	Unlimited
2. Firega	25	Limited
3. *White Wind	28	Limited

-----

-----  
Number: 234

Name: Dark Elemental	MP: 10000	
Commands:	MP Cost:	Usable:
1. Attack	0	Unlimited
2. Blizzaga	25	Limited
3. *White Wind	28	Limited

-----

-----  
Number: 235

Name: Dark Elemental	MP: 10000	
Commands:	MP Cost:	Usable:
1. Attack	0	Unlimited
2. Thundaga	25	Limited
3. *White Wind	28	Limited

---

Number: 236  
Name: Exoray MP: 5000  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. Special Technique (Confuse Powder) 0 Unlimited

---

---

Number: 237  
Name: Duelist MP: 0  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. Special Technique (Body Slam) 0 Unlimited

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---

Number: 238  
Name: Medusa MP: 800  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. Entice Unknown Unlimited  
3. Dancehall Daze 0 Unlimited

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---

Number: 239  
Name: Dinozombie MP: 5000  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. Bone 0 Unlimited  
3. Poison Breath 0 Unlimited

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---

Number: 240  
Name: Claret Dragon MP: 8000  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. Special Technique (Critical Attack) 0 Unlimited  
3. \*Flame Thrower 5 Limited

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---

Number: 252  
Name: Iron Claw MP: 150  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. \*Death Claw 21 Limited

---

---

Number: 263  
Name: Purobolos MP: 100  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. \*Self-Destruct+ 1 One-time  
+: Monster is removed after using but Raise/Arise may be possible.

```
-----  
-----  
Number: 275  
Name: Enkidu MP: 1000  
Commands: MP Cost: Usable:  
1. Attack 0 Unlimited  
2. Hurricane 0 Unlimited  
-----  
-----
```

```
-----  
-----  
Number: 275  
Name: Enkidu  
Commands: Attack [0], Hurricane  
Usable: 1: Yes 2: Yes  
-----  
-----
```

#### 5) Monster Attack Lists

This is a list of all the monster attacks that I could find either while controlling a monster or seen it used. Like I mentioned in the Revision History part of the guide, most attacks are physical in nature and do nothing other than causing more damage than a regular attack. Not all of these are available via the Control skill, but after being hit by them I decided to add them for a more complete list. The list will look something like this:

```
-----  
-----  
Attack: Type:  
Element: Counter:  
Reflect: Target:  
Affect:  
-----  
-----
```

Attack: The name of the attack.

Type: The type of attack, either Magic or Physical.

Element: The Element to which the Magic attack belongs to. Fire, Wind, Ice.

Counter: Yes or No if the attack can be countered. Magic typically no.

Included skills are: Counter, Guard, Image, Cover, Shirahadori, Blink affect

Reflect: Yes or No if the magic attacks can be reflected.

Target: The range of the attack. It may be single, multiple or all allies or enemies.

Affect: Some attacks have affects added onto the damage.

Below there will be some terms that you should become familiar with:

CHP and MHP. CHP is your current HP, and MHP is Maximum HP. It looks something like this:

```
CHP/ MHP  
1000/1000
```

In the case above some spells will cause damage based on your CHP or MHP. For those that cause MHP damage, they can kill you, while CHP damage will not. I'll take the Blaze attack for example. It causes 25% damage to your MHP. Using the 1000 HP from above, it will always inflict 250 damage each time you get hit by it. Therefore after 4 hits this spell will kill you if you don't heal between attacks. Next I'll use Rocket Punch. This attack causes 75% damage to your CHP. Again with 1000 CHP it will cause 750 damage. The next time it is used it will cause 187 or 188 damage. Spells that cause CHP damage will not kill you but

will not leave you with much hp left after repeated uses so even a minor attack can do you in.

HP Loss: This term refers to the constant draining of your HP after being hit with certain attacks and/or spells. An example of this is the Bio spell. It damages the target, then continues to drain the target's HP until either the battle ends, or the affect wears off. You'll usually lose a couple hundred HP before it wears off.

Update: 10/01/09

As I was working on this guide, I found something odd. It seems that some of these attacks do something different or either its a percent of happening. Pas de Seul used Fin on me and it inflicted 'Poison' which I didn't have before. Perhaps that could ruin the whole idea of listing attacks as I have seen them. With that said this list may or may not be 100% accurate.

---

Attack: Beak                                      Type: Magic  
Element: None                                  Counter: No  
Reflect: No                                     Target: One ally/enemy  
Affect: Causes petrification

---

---

Attack: Blaster                                Type: Magic  
Element: None                                Counter: No  
Reflect: No                                    Target: One ally/enemy  
Affect: Either causes Stun or Instant Death

---

---

Attack: Blaze                                 Type: Magic  
Element: Fire                                Counter: No  
Reflect: No                                  Target: All allies/enemies  
Affect: Causes 25% damage based on MHP

---

---

Attack: Breath Wing                         Type: Magic  
Element: Wind                                Counter: No  
Reflect: No                                  Target: All allies/enemies  
Affect: Causes 25% damage based on MHP

---

---

Attack: Confuse Powder                     Type: Physical  
Element: None                                Counter: Yes  
Reflect: No                                  Target: One ally/enemy  
Affect: Causes damage plus confusion

---

---

Attack: Corner                                Type: Physical  
Element: None                                Counter: Yes  
Reflect: No                                  Target: One ally/enemy  
Affect: Causes heavy damage

---

---

Attack: Darkness Powder                      Type: Physical  
Element: None                                  Counter: Yes  
Reflect: No                                    Target: One ally/enemy  
Affect: Causes damage plus darkness

---

Attack: Digestive Acid                        Type: Magic  
Element: None                                  Counter: No  
Reflect: No                                    Target: One ally/enemy  
Affect: Causes damage and HP loss

---

Attack: Dive                                    Type: Physical  
Element: None                                  Counter: Yes  
Reflect: No                                    Target: One ally/enemy  
Affect: Causes heavy damage

---

Attack: Electrocute                            Type: Magic  
Element: Lightning                             Counter: No  
Reflect: No                                    Target: All allies/enemies  
Affect: Causes minimal lightning damage

---

Attack: Encircle                                Type: Magic  
Element: None                                  Counter: No  
Reflect: No                                    Target: One ally/enemy  
Affect: Removes target from battle. You could classify this as death but there is no revival from it. Should you survive the fight the character hit is not KO'd.

---

Attack: Entangle                                Type: Magic  
Element: None                                  Counter: No  
Reflect: No                                    Target: One ally/enemy  
Affect: Causes paralysis

---

Attack: Entice                                  Type: Magic  
Element: None                                  Counter: No  
Reflect: No                                    Target: One ally/enemy  
Affect: Causes confusion

---

Attack: Feeler                                 Type: Physical  
Element: None                                  Counter: Yes  
Reflect: No                                    Target: One ally/enemy  
Affect: Causes damage + Old

---

Attack: Fin                                     Type: Physical  
Element: None                                  Counter: Yes

Reflect: No Target: One ally/enemy  
Affect: Causes damage

---

Attack: Frost Type: Magic  
Element: Ice Counter: No  
Reflect: No Target: All allies/enemies  
Affect: Causes ice damage

---

Attack: Frostbite Type: Magic  
Element: Ice Counter: No  
Reflect: No Target: All allies/enemies  
Affect: Causes ice damage

---

Attack: Gamma Ray Type: Magic  
Element: None Counter: No  
Reflect: No Target: One ally/enemy  
Affect: Inflicts Stop status

---

Attack: High Kick Type: Physical  
Element: None Counter: Yes  
Reflect: No Target: One ally/enemy  
Affect: Causes damage plus Stun status

---

Attack: Incisor Type: Physical  
Element: None Counter: Yes  
Reflect: No Target: One ally/enemy  
Affect: Causes heavy damage

---

Attack: Lick Type: Physical  
Element: None Counter: Yes  
Reflect: No Target: One ally/enemy  
Affect: Causes damage plus HP loss

---

Attack: Lightning Type: Magic  
Element: Lightning Counter: No  
Reflect: No Target: All allies/enemies  
Affect: Causes 25% damage based on MHP

---

Attack: Maelstrom Type: Magic  
Element: Wind? Counter: No  
Reflect: No Target: All allies/enemies  
Affect: Reduces all targets' HP to between 1-9

---



-----  
Attack: Mustard Bomb                                 Type: Magic  
Element: None   Counter: No  
Reflect: No   Target: One ally/enemy  
Affect: Causes damage  
-----

-----  
Attack: Needle   Type: Magic  
Element: None   Counter: No  
Reflect: No   Target: One ally/enemy  
Affect: I -think- this depends on the monster using it. It will either cause  
darkness or silence.  
-----

-----  
Attack: Paralyze Powder                                 Type: Physical  
Element: None   Counter: Yes\*  
Reflect: No   Target: One ally/enemy  
Affect: Causes damage plus paralysis  
\*: Counter may not be possible if paralyzed after being hit  
-----

-----  
Attack: Poison Breath                                   Type: Magic  
Element: Poison?   Counter: No  
Reflect: No   Target: All allies/enemies  
Affect: Causes heavy damage plus poison  
-----

-----  
Attack: Poison Powder                                   Type: Physical  
Element: None   Counter: Yes  
Reflect: No   Target: One ally/enemy  
Affect: Causes damage plus poison  
-----

-----  
Attack: Pressure   Type: Physical  
Element: None   Counter: Yes  
Reflect: No   Target: One ally/enemy  
Affect: Causes heavy damage  
-----

-----  
Attack: Quicksand   Type: Magic  
Element: Earth?   Counter: No  
Reflect: No\*   Target: All allies/enemies  
Affect: Causes damage plus HP loss  
\*: May be possible to avoid with Float  
-----

-----  
Attack: Right Claw                                       Type: Physical  
Element: None   Counter: Yes  
Reflect: No   Target: One ally/enemy  
Affect: Causes damage plus HP loss  
-----

Attack: Rocket Punch                           Type: Magic  
Element: None                                 Counter: No  
Reflect: No                                   Target: One ally/enemy  
Affect: Causes 75% damage based on CHP plus confusion

---

Attack: Sap                                    Type: Physical  
Element: None                                 Counter: Yes  
Reflect: No                                   Target: One ally/enemy  
Affect: Causes damage plus HP loss

---

Attack: Silver Powder                        Type: Physical  
Element: None                                 Counter: Yes  
Reflect: No                                   Target: One ally/enemy  
Affect: Causes damage plus old

---

Attack: Slimer                                Type: Magic  
Element: None                                 Counter: No  
Reflect: No                                   Target: One ally/enemy  
Affect: Causes Slow status

---

Attack: Sling                                Type: Physical  
Element: No                                   Counter: Yes  
Reflect: No                                   Target: One ally/enemy  
Affect: Causes heavy damage

---

Attack: Spear                                Type: Physical  
Element: None                                 Counter: Yes  
Reflect: No                                   Target: One ally/enemy  
Affect: Causes heavy damage

---

Attack: Spore                                 Type: Magic  
Element: None                                 Counter: No  
Reflect: No                                   Target: One ally/enemy  
Affect: Causes poison

---

Attack: Tail                                 Type: Physical  
Element: None                                 Counter: Yes  
Reflect: No                                   Target: One ally/enemy  
Affect: Causes damage plus paralysis

---

Attack: Tail Screw                           Type: Magic  
Element: None                                 Counter: No  
Reflect: No                                   Target: One ally/enemy  
Affect: Reduces HP to between 1-9

---

---

Attack: Wave Cannon	Type: Magic
Element: None	Counter: No
Reflect: No	Target: All allies/enemies
Affect: Causes 50% damage based on MHP plus HP loss	

---

---

---

---

Attack: Web	Type: Magic
Element: None	Counter: No
Reflect: No	Target: One ally/enemy
Affect: Causes Slow status	

---

---

---

---

Attack: Wing Attack	Type: Physical
Element: None	Counter: Yes
Reflect: No	Target: One ally/enemy
Affect: Causes heavy damage	

---

---

---

## 6) Notices

Version 1.0B - This version is a complete overhaul of the original and 1.0A. While all the information is the same, it should be a bit easier to look at now. After looking at the monster attack list, I realized that this is still a WIP, with lots of information on various attacks missing. Some missing include:

Atomic Ray  
Panacea  
Danzehall Daze  
Rainbow Wind  
Tidal Wave  
Yagyuu's Strike  
Earthquake  
Tusk

Looks like I'll have to play through again and get the information on this and update the guide once again.

Version 1.0A - This version is a remake of the original. There is much more information to be added and some of it may or may not be accurate until I've had many hours to verify it. The old version of this document still exists within this one. The updated monsters go from numbers 1 to 122, and a few of the sea monsters. These are numbers 193 to 198. The monster attacks list also needs some work. I may or may not have all the attacks in there, and some may have different affects when used by different monsters.

Version 1.0 - Since this is the first draft of this document there are probably a few errors here and there. While these might only be a couple typos of monster names and/or command names, or maybe I have the wrong number assigned to the wrong monster I feel the guide is good enough to use. I will come back and correct these errors when I have a chance to do so. As the order of the attacks do not change to the best of my knowledge, you can use this guide with the PS One version of FF5, however the names will not be the same.

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## 7) Legal Stuff

You may give this guide to anyone you want as long as you do not charge them for it, or edit it. You can put this guide up on your web page if you wish, following the same rules. If you have any additions for this guide such as corrected commands or something which I may have missed and would like to share it with me, I will include your name in the credits section at the end of the file. Just be sure to include your name, nickname or other and/or email address so I know how you would like to be known as in the credits.

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## 8) Credits

I did this guide myself so there aren't many to give credit to but to those that do deserve credit here goes.

Square Enix for taking the time to actually put a descent script together for the game.

CJayC and Gamefaqs for hosting my previous walkthroughs prior to this one.

SBAllen for ensuring that Gamefaqs continues to exist.

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