

# Shining Soul II Monster Dictionary

by Cryptoniyte

Updated to v1.0.0 on Jul 10, 2004

Shining Soul II  
Monster Dictionary  
by Rudy Blaze  
Document Version: 1.0.0

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Section I  
Opening Remarks

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This document accommodates "Shining Soul II" (USA) for the Game Boy Advance.  
This copy is exclusively for GameFAQs, IGN, Neoseeker, and their affiliates.

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questions, or comments, e-mail cryptoniyte(at)hotmail(dot)com.

Update Memorandum: July 10, 2004

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=====  
Section II  
Abbreviations used in this document

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Lv           Level                   Exp           Experience  
HP           Hit points                   SP           Spell points  
ATK          Attack                       DEF          Defense  
STR          Strength                      DEX          Dexterity  
INT          Intelligence                 VIT          Vitality  
SPD          Walking speed                RES          Resistance  
RFR          Resistance to fire            RLT          Resistance to light  
RIC          Resistance to ice             RDK          Resistance to darkness  
RTH          Resistance to thunder-bolt   RPO          Resistance to poison

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Section 1  
Frequently Asked Questions

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Q. What are monster cards?  
A. They're like baseball cards; View the stats of the monsters. Read the next  
question for 'how to.'

Q. What do I do with these monster cards I keep getting?  
A. Bring them to the Monster Dictionary in the Klantol Castle library. (It's  
located through the east-exit from the hall in front of the throne room.)  
Once you examine the book on the desk, it'll take all the cards you have

in your inventory, and then it'll bring up a screen to view them.

Q. How many cards are there?

A. There's 145 cards, and the dictionary will hold up to 99 of each of those. Some monsters don't have a card, but this FAQ still lists their stats.

Q. Then how many monsters are there?

A. There's 197. This FAQ currently lists 156.

Q. What happens if I collect all 145 cards?

A. If you happen to, talk to the teacher in the library to be awarded an Angel's Necklace. This necklace will turn your character into a Holy color when it's equipped.

Q. Are the cards passed over to Advance Mode?

A. Yes.

Q. Why's the Hobgoblin drop a Goblin card in Advance Mode?

A. If you look at the "GOBLIN (II + Rare Version)," you'll see it drops a Hobgoblin card in Advance Mode. They most likely got mixed when they made the game, not when I made this FAQ.

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Section 2  
Monster Card Listing  
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LISTING FORMAT :

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(USA monster name)	NORMAL MODE STATS		ADVANCE MODE STATS	
E: (Europe-English name)	Lv.	Exp:	Lv.	Exp:
F: (Europe-French name)	HP:	SP:	HP:	SP:
G: (Europe-German name)	ATK:	RFR:	ATK:	RFR:
I: (Europe-Spanish name)	DEF:	RIC:	DEF:	RIC:
S: (Europe-Italian name)	SPD:	RTH:	SPD:	RTH:
- - - - -	DEX:	RLT:	DEX:	RLT:
Monster Type:	INT:	RDK:	INT:	RDK:
(e.g. flying, undead...)	VIT:	RPO:	VIT:	RPO:

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MONSTER LOCATION(S)  
(The location[s] this monster can be found at.)

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MONSTER CARD DESCRIPTION  
(Description on the monster's card, if it has one.)

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NORMAL MODE RARES		ADVANCE MODE RARES	
(Normal Rare 1	Odds in 65536	(Advance Rare 1	Odds in 65536
(Normal Rare 2	Odds in 65536	(Advance Rare 2	Odds in 65536
(Normal Rare 3	Odds in 65536	(Advance Rare 3	Odds in 65536

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| PASTE | NORMAL MODE STATS | ADVANCE MODE STATS | | |
| E: Paste | Lv. 3 | Exp: 9 | Lv. 93 | Exp: 279 |
| F: Pâte | HP: 30 | SP: 0 | HP: 360 | SP: 0 |
| G: Paste | ATK: 8 | RFR: 30 | ATK: 82 | RFR: 30 |
| I: Paste | DEF: 8 | RIC: 45 | DEF: 150 | RIC: 45 |
| S: Pasta | SPD: 60 | RTH: 45 | SPD: 110 | RTH: 45 |
| - - - - - | DEX: 5 | RLT: 45 | DEX: 59 | RLT: 45 |
| Monster Type: | INT: 0 | RDK: 45 | INT: 0 | RDK: 45 |
| - | VIT: 10 | RPO: 45 | VIT: 120 | RPO: 45 |
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MONSTER LOCATION(S)

24 in Goblin Fort; 27 in Grandma Colita's Well;

MONSTER CARD DESCRIPTION

Jelly-like organism. Weak to physical attacks.

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| NORMAL MODE RARES | ADVANCE MODE RARES | | |
| Paste | 512/65536 | Paste | 512/65536 |
| Scale | 512/65536 | Scale | 512/65536 |
| - | - | Paste's Sword | 256/65536 |
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| PASTE (Tutorial Version) | NORMAL MODE STATS | ADVANCE MODE STATS | | |
| E: Paste | Lv. 3 | Exp: 9 | Lv. - | Exp: - |
| F: Pâte | HP: 60 | SP: 0 | HP: - | SP: - |
| G: Paste | ATK: 8 | RFR: 30 | ATK: - | RFR: - |
| I: Paste | DEF: 8 | RIC: 45 | DEF: - | RIC: - |
| S: Pasta | SPD: 64 | RTH: 45 | SPD: - | RTH: - |
| - - - - - | DEX: 0 | RLT: 45 | DEX: - | RLT: - |
| Monster Type: | INT: 0 | RDK: 45 | INT: - | RDK: - |
| - | VIT: 20 | RPO: 70 | VIT: - | RPO: - |
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MONSTER LOCATION(S)

The first monster fought when starting a new game. It's an altered version of a Paste.

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| NORMAL MODE RARES | ADVANCE MODE RARES |
| Herb | 65536/65536 | Herb | 65536/65536 |
| - | - | - | - |
| - | - | - | - |
|-----|
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| GREEN PASTE | NORMAL MODE STATS | ADVANCE MODE STATS | | |
| E: Green Paste | Lv. 5 | Exp: 15 | Lv. 95 | Exp: 285 |
| F: Pâte verte | HP: 45 | SP: 0 | HP: 390 | SP: 0 |
| G: Grüne Paste | ATK: 10 | RFR: 30 | ATK: 84 | RFR: 30 |
| I: Paste verte | DEF: 8 | RIC: 45 | DEF: 150 | RIC: 45 |
| S: Pasta verde | SPD: 60 | RTH: 45 | SPD: 110 | RTH: 45 |
| - - - - - | DEX: 7 | RLT: 45 | DEX: 62 | RLT: 45 |
| Monster Type: | INT: 0 | RDK: 45 | INT: 0 | RDK: 45 |
| - | VIT: 15 | RPO: 45 | VIT: 130 | RPO: 45 |
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MONSTER LOCATION(S)

7 in Goblin Fort; 11 in Grandma Colita's Well; 5 in Giant's Graveyard;

MONSTER CARD DESCRIPTION

Carnivorous paste that melts its prey.

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| NORMAL MODE RARES | ADVANCE MODE RARES |
| Green Paste | 512/65536 | Green Paste | 512/65536 |
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| Scale | 512/65536 | Scale | 512/65536 |  
| Herb | 8192/65536 | Herb | 8192/65536 |

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BUBBLE PASTE	NORMAL MODE STATS	ADVANCE MODE STATS		
E: Bubble Paste	Lv. 10	Exp: 30	Lv. 100	Exp: 300
F: Pâte à bulles	HP: 75	SP: 0	HP: 450	SP: 0
G: Schäumende Paste	ATK: 10	RFR: 30	ATK: 84	RFR: 30
I: Paste a bolle	DEF: 12	RIC: 45	DEF: 158	RIC: 45
S: Pasta de burbujas	SPD: 60	RTH: 45	SPD: 110	RTH: 45
- - - - -	DEX: 12	RLT: 45	DEX: 70	RLT: 45
Monster Type:	INT: 0	RDK: 45	INT: 0	RDK: 45
-	VIT: 25	RPO: 100	VIT: 150	RPO: 100

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| MONSTER LOCATION(S) |  
1 in Goblin Fort; 3 in Grandma Colita's Well; 11 in Giant's Graveyard;

| MONSTER CARD DESCRIPTION |  
Poisonous paste. Keep a safe distance.

NORMAL MODE RARES	ADVANCE MODE RARES		
Bubble Paste	512/65536	Bubble Paste	512/65536
Scale	512/65536	Scale	512/65536
Azuzra I	64/65536	Azuzra II	64/65536

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FIRE PASTE	NORMAL MODE STATS	ADVANCE MODE STATS		
E: Fire Paste	Lv. 9	Exp: 27	Lv. 99	Exp: 297
F: Pâte de feu	HP: 90	SP: 30	HP: 480	SP: 180
G: Feuerpaste	ATK: 18	RFR: 90	ATK: 94	RFR: 90
I: Paste di fuoco	DEF: 13	RIC: 20	DEF: 161	RIC: 20
S: Pasta de fuego	SPD: 60	RTH: 45	SPD: 110	RTH: 45
- - - - -	DEX: 15	RLT: 45	DEX: 75	RLT: 45
Monster Type:	INT: 10	RDK: 45	INT: 60	RDK: 45
-	VIT: 30	RPO: 45	VIT: 160	RPO: 45

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| MONSTER LOCATION(S) |  
9 in Grandma Colita's Well;

| MONSTER CARD DESCRIPTION |  
Extremely hot and attacks by spitting balls of fire.

| NORMAL MODE RARES | ADVANCE MODE RARES |  
| Fire Paste | 512/65536 | Fire Paste | 512/65536 |  
Scale	512/65536	Scale	512/65536

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LIGHTNING PASTE	NORMAL MODE STATS	ADVANCE MODE STATS		
E: Lightning Paste	Lv. 22	Exp: 66	Lv. 112	Exp: 336
F: Pâte d'éclair	HP: 300	SP: 0	HP: 900	SP: 0
G: Blitzpaste	ATK: 23	RFR: 50	ATK: 100	RFR: 50
I: Paste fulminante	DEF: 20	RIC: 50	DEF: 176	RIC: 50
S: Pasta de relámpago	SPD: 288	RTH: 100	SPD: 338	RTH: 100
- - - - -	DEX: 19	RLT: 50	DEX: 82	RLT: 50
Monster Type:	INT: 0	RDK: 50	INT: 0	RDK: 50
-	VIT: 100	RPO: 45	VIT: 300	RPO: 45

-----  
| MONSTER LOCATION(S) |  
1 in Grandma Colita's Well;

| MONSTER CARD DESCRIPTION |  
| Tries to shock you with electricity. |

NORMAL MODE RARES		ADVANCE MODE RARES	
Lightning Paste	512/65536	Lightning Paste	512/65536
Scale	512/65536	Scale	512/65536
Raijin I	64/65536	Raijin II	64/65536

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ICE PASTE		NORMAL MODE STATS		ADVANCE MODE STATS	
E: Ice Paste	Lv. 61	Exp: 183	Lv. 151	Exp: 453	
F: Pâte de glace	HP: 135	SP: 120	HP: 570	SP: 270	
G: Eispaste	ATK: 46	RFR: 30	ATK: 127	RFR: 30	
I: Paste di ghiaccio	DEF: 30	RIC: 100	DEF: 198	RIC: 100	
S: Pasta de hielo	SPD: 60	RTH: 45	SPD: 110	RTH: 45	
- - - - -	DEX: 30	RLT: 45	DEX: 99	RLT: 45	
Monster Type:	INT: 40	RDK: 45	INT: 90	RDK: 45	
-	VIT: 45	RPO: 45	VIT: 190	RPO: 45	

MONSTER LOCATION(S)

17 in Koldazhek Cave;

MONSTER CARD DESCRIPTION

Very cold paste. Use fire to your advantage.

NORMAL MODE RARES		ADVANCE MODE RARES	
Ice Paste	512/65536	Ice Paste	512/65536
Scale	512/65536	Scale	512/65536
-	-	-	-

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GOBLIN		NORMAL MODE STATS		ADVANCE MODE STATS	
E: Goblin	Lv. 4	Exp: 12	Lv. 94	Exp: 282	
F: Goblin	HP: 45	SP: 0	HP: 390	SP: 0	
G: Goblin	ATK: 9	RFR: 45	ATK: 83	RFR: 45	
I: Goblin	DEF: 12	RIC: 45	DEF: 158	RIC: 45	
S: Goblin	SPD: 160	RTH: 45	SPD: 210	RTH: 45	
- - - - -	DEX: 7	RLT: 45	DEX: 62	RLT: 45	
Monster Type:	INT: 0	RDK: 45	INT: 0	RDK: 45	
-	VIT: 15	RPO: 45	VIT: 130	RPO: 45	

MONSTER LOCATION(S)

This monster has a Rare Version that might replace it. (Look below.)

19 in Goblin Fort (Also 6 of the II Version and 2 of the Army Version.  
Look below for more information on those versions.)

MONSTER CARD DESCRIPTION

Small demon monster. Hates humans.

NORMAL MODE RARES		ADVANCE MODE RARES	
Goblin	512/65536	Goblin	512/65536
Goblin Axe	256/65536	-	-
-	-	-	-

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GOBLIN (Rare Version)		NORMAL MODE STATS		ADVANCE MODE STATS	
E: Goblin	Lv. 4	Exp: 12	Lv. 94	Exp: 282	
F: Goblin	HP: 45	SP: 0	HP: 390	SP: 0	
G: Goblin	ATK: 8	RFR: 45	ATK: 82	RFR: 45	
I: Goblin	DEF: 12	RIC: 45	DEF: 158	RIC: 45	
S: Goblin	SPD: 160	RTH: 45	SPD: 210	RTH: 45	
- - - - -	DEX: 7	RLT: 45	DEX: 62	RLT: 45	
Monster Type:	INT: 0	RDK: 45	INT: 0	RDK: 45	
-	VIT: 15	RPO: 45	VIT: 130	RPO: 45	

MONSTER LOCATION(S)

A rare version of a Goblin. Refer to it for possible locations.

NORMAL MODE RARES

ADVANCE MODE RARES

Goblin	512/65536	Hobgoblin	512/65536
Red Axe	16384/65536	-	-
-	-	-	-

#####

GOBLIN (II Version)	NORMAL MODE STATS		ADVANCE MODE STATS	
E: Goblin	Lv. 4	Exp: 12	Lv. 94	Exp: 282
F: Goblin	HP: 45	SP: 0	HP: 390	SP: 0
G: Goblin	ATK: 9	RFR: 45	ATK: 83	RFR: 45
I: Goblin	DEF: 12	RIC: 45	DEF: 158	RIC: 45
S: Goblin	SPD: 160	RTH: 45	SPD: 210	RTH: 45
- - - - -	DEX: 7	RLT: 45	DEX: 62	RLT: 45
Monster Type:	INT: 0	RDK: 45	INT: 0	RDK: 45
-	VIT: 15	RPO: 45	VIT: 130	RPO: 45

MONSTER LOCATION(S)

This monster has a Rare Version that might replace it. (Look below.)

This monster is a dummy entry to allow the killing of only a certain amount of Goblins to advance. There's 1 in Goblin Fort 1 and 3, and 2 in Goblin Fort 2 and 4. This was just used for easing the programming of the game, so just refer to this monster as a regular Goblin, if you want.

NORMAL MODE RARES

ADVANCE MODE RARES

Goblin	512/65536	Goblin	512/65536
Goblin Axe	256/65536	-	-
-	-	-	-

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GOBLIN (II + Rare Version)	NORMAL MODE STATS		ADVANCE MODE STATS	
E: Goblin	Lv. 4	Exp: 12	Lv. 94	Exp: 282
F: Goblin	HP: 45	SP: 0	HP: 390	SP: 0
G: Goblin	ATK: 8	RFR: 45	ATK: 82	RFR: 45
I: Goblin	DEF: 12	RIC: 45	DEF: 158	RIC: 45
S: Goblin	SPD: 160	RTH: 45	SPD: 210	RTH: 45
- - - - -	DEX: 7	RLT: 45	DEX: 62	RLT: 45
Monster Type:	INT: 0	RDK: 45	INT: 0	RDK: 45
-	VIT: 15	RPO: 45	VIT: 130	RPO: 45

MONSTER LOCATION(S)

A rare version of a Goblin (II). Refer to it for possible locations.

NORMAL MODE RARES

ADVANCE MODE RARES

Goblin	512/65536	Hobgoblin	512/65536
Red Axe	16384/65536	-	-
-	-	-	-

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GOBLIN (Army Version)	NORMAL MODE STATS		ADVANCE MODE STATS	
E: Goblin	Lv. 4	Exp: 12	Lv. 94	Exp: 282
F: Goblin	HP: 45	SP: 0	HP: 390	SP: 0
G: Goblin	ATK: 9	RFR: 45	ATK: 83	RFR: 45
I: Goblin	DEF: 12	RIC: 45	DEF: 158	RIC: 45
S: Goblin	SPD: 160	RTH: 45	SPD: 210	RTH: 45
- - - - -	DEX: 7	RLT: 45	DEX: 62	RLT: 45
Monster Type:	INT: 0	RDK: 45	INT: 0	RDK: 45
-	VIT: 15	RPO: 45	VIT: 130	RPO: 45

MONSTER LOCATION(S)

An unaltered-stat version of a Goblin that's used twice in Goblin Fort 5 as apart of Colonel Gobovich's army. The only clear difference is there's no rare version of this one.

NORMAL MODE RARES		ADVANCE MODE RARES	
Goblin	512/65536	Goblin	512/65536
Goblin Axe	256/65536	-	-
-	-	-	-

#####

HOBGOBLIN		NORMAL MODE STATS		ADVANCE MODE STATS	
E: Hobgoblin	Lv. 7	Exp: 21	Lv. 97	Exp: 291	
F: Hobgoblin	HP: 60	SP: 0	HP: 420	SP: 0	
G: Hobgoblin	ATK: 11	RFR: 45	ATK: 85	RFR: 45	
I: Hobgoblin	DEF: 12	RIC: 45	DEF: 158	RIC: 45	
S: Duendecillo	SPD: 160	RTH: 45	SPD: 210	RTH: 45	
- - - - -	DEX: 9	RLT: 45	DEX: 66	RLT: 45	
Monster Type:	INT: 0	RDK: 45	INT: 0	RDK: 45	
-	VIT: 20	RPO: 45	VIT: 140	RPO: 45	

MONSTER LOCATION(S)

This monster has a Rare Version that might replace it. (Look below.)

8 in Goblin Fort (Also 2 of the II Version and 2 of the Army Version. Look below for more information on those versions.)

MONSTER CARD DESCRIPTION

Goblin bodyguard. Stronger than a normal goblin.

NORMAL MODE RARES		ADVANCE MODE RARES	
Hobgoblin	512/65536	Goblin	512/65536
Goblin Axe	256/65536	-	-
-	-	-	-

#####

HOBGOBLIN (Rare Version)		NORMAL MODE STATS		ADVANCE MODE STATS	
E: Hobgoblin	Lv. 7	Exp: 21	Lv. 97	Exp: 291	
F: Hobgoblin	HP: 60	SP: 0	HP: 420	SP: 0	
G: Hobgoblin	ATK: 9	RFR: 45	ATK: 83	RFR: 45	
I: Hobgoblin	DEF: 12	RIC: 45	DEF: 158	RIC: 45	
S: Duendecillo	SPD: 160	RTH: 45	SPD: 210	RTH: 45	
- - - - -	DEX: 9	RLT: 45	DEX: 66	RLT: 45	
Monster Type:	INT: 0	RDK: 45	INT: 0	RDK: 45	
-	VIT: 20	RPO: 45	VIT: 140	RPO: 45	

MONSTER LOCATION(S)

A rare version of a Hobgoblin. Refer to it for possible locations.

NORMAL MODE RARES		ADVANCE MODE RARES	
Hobgoblin	512/65536	Hobgoblin	512/65536
Red Axe	16384/65536	-	-
-	-	-	-

#####

HOBGOBLIN (II Version)		NORMAL MODE STATS		ADVANCE MODE STATS	
E: Hobgoblin	Lv. 7	Exp: 21	Lv. 97	Exp: 291	
F: Hobgoblin	HP: 60	SP: 0	HP: 420	SP: 0	
G: Hobgoblin	ATK: 11	RFR: 45	ATK: 85	RFR: 45	
I: Hobgoblin	DEF: 12	RIC: 45	DEF: 158	RIC: 45	
S: Duendecillo	SPD: 160	RTH: 45	SPD: 210	RTH: 45	
- - - - -	DEX: 9	RLT: 45	DEX: 66	RLT: 45	
Monster Type:	INT: 0	RDK: 45	INT: 0	RDK: 45	

| - | VIT: 20 | RPO: 45 | VIT: 140 | RPO: 45 |

-----  
| MONSTER LOCATION(S) |

| This monster has a Rare Version that might replace it. (Look below.) |

| This monster is a dummy entry to allow the killing of only a certain |  
| amount of Hobgoblins to advance. There's 2 in Goblin Fort 7. This was just |  
| used for easing the programming of the game, so just refer to this monster |  
| as a regular Hobgoblin, if you want. |

NORMAL MODE RARES		ADVANCE MODE RARES	
Hobgoblin	512/65536	Goblin	512/65536
Goblin Axe	256/65536	-	-
-	-	-	-

#####

HOBGOBLIN (II; Rare Vers.)		NORMAL MODE STATS		ADVANCE MODE STATS	
E: Hobgoblin	Lv. 7	Exp: 21	Lv. 97	Exp: 291	
F: Hobgoblin	HP: 60	SP: 0	HP: 420	SP: 0	
G: Hobgoblin	ATK: 9	RFR: 45	ATK: 83	RFR: 45	
I: Hobgoblin	DEF: 12	RIC: 45	DEF: 158	RIC: 45	
S: Duendecillo	SPD: 160	RTH: 45	SPD: 210	RTH: 45	
- - - - -	DEX: 9	RLT: 45	DEX: 66	RLT: 45	
Monster Type:	INT: 0	RDK: 45	INT: 0	RDK: 45	
-	VIT: 20	RPO: 45	VIT: 140	RPO: 45	

-----  
| MONSTER LOCATION(S) |

| A rare version of a Hobgoblin (II). Refer to it for possible locations. |

NORMAL MODE RARES		ADVANCE MODE RARES	
Hobgoblin	512/65536	Hobgoblin	512/65536
Red Axe	16384/65536	-	-
-	-	-	-

#####

HOBGOBLIN (Army Version)		NORMAL MODE STATS		ADVANCE MODE STATS	
E: Hobgoblin	Lv. 7	Exp: 21	Lv. 97	Exp: 291	
F: Hobgoblin	HP: 60	SP: 0	HP: 420	SP: 0	
G: Hobgoblin	ATK: 11	RFR: 45	ATK: 85	RFR: 45	
I: Hobgoblin	DEF: 12	RIC: 45	DEF: 158	RIC: 45	
S: Duendecillo	SPD: 160	RTH: 45	SPD: 210	RTH: 45	
- - - - -	DEX: 9	RLT: 45	DEX: 66	RLT: 45	
Monster Type:	INT: 0	RDK: 45	INT: 0	RDK: 45	
-	VIT: 20	RPO: 45	VIT: 140	RPO: 45	

-----  
| MONSTER LOCATION(S) |

| An unaltered-stat version of a Hobgoblin that's used twice in |  
| Goblin Fort 5 as apart of Colonel Gobovich's army. The only clear |  
| difference is there's no rare version of this one. |

NORMAL MODE RARES		ADVANCE MODE RARES	
Hobgoblin	512/65536	Goblin	512/65536
Goblin Axe	256/65536	-	-
-	-	-	-

#####

GOBLIN KING		NORMAL MODE STATS		ADVANCE MODE STATS	
E: Goblin King	Lv. 32	Exp: 96	Lv. 122	Exp: 366	
F: Goblin roi	HP: 135	SP: 0	HP: 570	SP: 0	
G: Goblinkönig	ATK: 32	RFR: 45	ATK: 110	RFR: 45	
I: Re dei goblin	DEF: 35	RIC: 45	DEF: 209	RIC: 45	
S: Rey de los duendes	SPD: 160	RTH: 45	SPD: 210	RTH: 45	
- - - - -	DEX: 20	RLT: 45	DEX: 83	RLT: 45	



| Monster Type: | INT: 0 | RDK: 45 | INT: 0 | RDK: 45 |  
| - | VIT: 45 | RPO: 45 | VIT: 190 | RPO: 45 |

-----  
| MONSTER LOCATION(S) |

| 21 in Fairy Spring; 25 in Ipa's Palace Shop; |

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| MONSTER CARD DESCRIPTION |

| King of goblins. Strongest of the goblins. |

-----  
| NORMAL MODE RARES | ADVANCE MODE RARES |  
Goblin King	512/65536	Goblin King	512/65536
-	-	-	-

#####

GOBLIN KING (II Version)	NORMAL MODE STATS	ADVANCE MODE STATS		
E: Goblin King	Lv. 32	Exp: 96	Lv. 122	Exp: 366
F: Goblin roi	HP: 135	SP: 0	HP: 570	SP: 0
G: Goblinkönig	ATK: 32	RFR: 45	ATK: 110	RFR: 45
I: Re dei goblin	DEF: 35	RIC: 45	DEF: 209	RIC: 45
S: Rey de los duendes	SPD: 160	RTH: 45	SPD: 210	RTH: 45
- - - - -	DEX: 20	RLT: 45	DEX: 83	RLT: 45
Monster Type:	INT: 0	RDK: 45	INT: 0	RDK: 45
-	VIT: 45	RPO: 45	VIT: 190	RPO: 45

-----  
| MONSTER LOCATION(S) |

| Most likely created with the II versions of the Goblin and Hobgoblin but |  
| it was never used. Refer to their II versions for the reason of these. |

-----  
| NORMAL MODE RARES | ADVANCE MODE RARES |  
Goblin King	512/65536	Goblin King	512/65536
-	-	-	-

#####

ORC	NORMAL MODE STATS	ADVANCE MODE STATS		
E: Orc	Lv. 8	Exp: 24	Lv. 98	Exp: 294
F: Orque	HP: 90	SP: 0	HP: 480	SP: 0
G: Ork	ATK: 17	RFR: 50	ATK: 92	RFR: 50
I: Orco	DEF: 15	RIC: 50	DEF: 165	RIC: 50
S: Orca	SPD: 160	RTH: 50	SPD: 210	RTH: 50
- - - - -	DEX: 10	RLT: 50	DEX: 67	RLT: 50
Monster Type:	INT: 0	RDK: 50	INT: 0	RDK: 50
-	VIT: 30	RPO: 50	VIT: 160	RPO: 50

-----  
| MONSTER LOCATION(S) |

| 6 in Goblin Fort; |

-----  
| MONSTER CARD DESCRIPTION |

| Pig-faced monster with a powerful attack. |

-----  
NORMAL MODE RARES	ADVANCE MODE RARES		
Orc	512/65536	Orc	512/65536
Ryuujin's Bracer	16/65536	-	-
Leather Clothes	2048/65536	-	-

#####

RED ORC	NORMAL MODE STATS	ADVANCE MODE STATS		
E: Red Orc	Lv. 34	Exp: 102	Lv. 124	Exp: 372
F: Orque rouge	HP: 120	SP: 0	HP: 540	SP: 0
G: Roter Ork	ATK: 33	RFR: 70	ATK: 112	RFR: 70
I: Orco rosso	DEF: 35	RIC: 30	DEF: 209	RIC: 30
S: Orca roja	SPD: 160	RTH: 50	SPD: 210	RTH: 50

-----| DEX: 22 | RLT: 50 | DEX: 86 | RLT: 50 |  
| Monster Type: | INT: 0 | RDK: 50 | INT: 0 | RDK: 50 |  
| - | VIT: 40 | RPO: 50 | VIT: 180 | RPO: 50 |

-----  
| MONSTER LOCATION(S) |

| 11 in Fairy Spring; |

-----  
| MONSTER CARD DESCRIPTION |

| Fully-grown orc. Tougher than a regular orc. |

-----

NORMAL MODE RARES		ADVANCE MODE RARES	
Red Orc	512/65536	Red Orc	512/65536
Ryujin's Bracer	16/65536	-	-
-	-	-	-

-----

#####

ORC CAPTAIN	NORMAL MODE STATS		ADVANCE MODE STATS	
E: Orc Captain	Lv. 40	Exp: 120	Lv. 130	Exp: 390
F: Capitaine orque	HP: 270	SP: 0	HP: 840	SP: 0
G: Ork-Kapitän	ATK: 39	RFR: 50	ATK: 119	RFR: 50
I: Capitano orco	DEF: 38	RIC: 50	DEF: 216	RIC: 50
S: Capitán de las orcas	SPD: 160	RTH: 50	SPD: 210	RTH: 50
-----	DEX: 25	RLT: 50	DEX: 91	RLT: 50
Monster Type:	INT: 0	RDK: 50	INT: 0	RDK: 50
-	VIT: 90	RPO: 50	VIT: 280	RPO: 50

-----

-----  
| MONSTER LOCATION(S) |

| 1 in Fairy Spring; 1 in Ipa's Palace Shop; |

-----  
| MONSTER CARD DESCRIPTION |

| Experienced orc leader! Be careful! |

-----

NORMAL MODE RARES		ADVANCE MODE RARES	
Orc Captain	512/65536	Orc Captain	512/65536
Ryujin's Bracer	16/65536	-	-
Stone Axe	256/65536	-	-

-----

#####

BLUE ORC	NORMAL MODE STATS		ADVANCE MODE STATS	
E: Blue Orc	Lv. 60	Exp: 180	Lv. 150	Exp: 450
F: Orque bleu	HP: 198	SP: 0	HP: 696	SP: 0
G: Blauer Ork	ATK: 48	RFR: 30	ATK: 130	RFR: 30
I: Orco blu	DEF: 58	RIC: 90	DEF: 260	RIC: 90
S: Orca azul	SPD: 160	RTH: 50	SPD: 210	RTH: 50
-----	DEX: 35	RLT: 50	DEX: 107	RLT: 50
Monster Type:	INT: 0	RDK: 50	INT: 0	RDK: 50
-	VIT: 66	RPO: 50	VIT: 232	RPO: 50

-----

-----  
| MONSTER LOCATION(S) |

| 23 in Koldazhek Cave; |

-----  
| MONSTER CARD DESCRIPTION |

| Likes cold places and travels in groups. |

-----

NORMAL MODE RARES		ADVANCE MODE RARES	
Blue Orc	512/65536	Blue Orc	512/65536
Ryujin's Bracer	16/65536	-	-
-	-	-	-

-----

#####

KOBOLD	NORMAL MODE STATS		ADVANCE MODE STATS	
E: Kobold	Lv. 6	Exp: 18	Lv. 96	Exp: 288
F: Kobold	HP: 48	SP: 0	HP: 396	SP: 0

G: Kobold	ATK: 10	RFR: 50	ATK: 84	RFR: 50
I: Coboldo	DEF: 13	RIC: 50	DEF: 161	RIC: 50
S: Kobold	SPD: 160	RTH: 50	SPD: 210	RTH: 50
- - - - -	DEX: 9	RLT: 50	DEX: 66	RLT: 50
Monster Type:	INT: 0	RDK: 50	INT: 0	RDK: 50
-	VIT: 16	RPO: 50	VIT: 132	RPO: 50

MONSTER LOCATION(S)

8 in Goblin Fort;

MONSTER CARD DESCRIPTION

Human-sized monster. Devastates villages.

NORMAL MODE RARES		ADVANCE MODE RARES	
Kobold	512/65536	Kobold	512/65536
Mercenary Gloves	16/65536	-	-
-	-	-	-

#####

NORMAL MODE STATS		ADVANCE MODE STATS	
E: Kobold Captain	Lv. 31   Exp: 93	Lv. 121   Exp: 363	
F: Capitaine kobold	HP: 117   SP: 0	HP: 534   SP: 0	
G: Kobold-Kapitän	ATK: 31   RFR: 50	ATK: 109   RFR: 50	
I: Capitano coboldo	DEF: 32   RIC: 50	DEF: 202   RIC: 50	
S: Capitán kobold	SPD: 160   RTH: 50	SPD: 210   RTH: 50	
- - - - -	DEX: 24   RLT: 50	DEX: 90   RLT: 50	
Monster Type:	INT: 0   RDK: 50	INT: 0   RDK: 50	
-	VIT: 39   RPO: 50	VIT: 178   RPO: 50	

MONSTER LOCATION(S)

6 in Fairy Spring; 4 in Ipa's Palace Shop; 1 in Demons' Tower;

MONSTER CARD DESCRIPTION

Captain of kobolds. Often throws rocks.

NORMAL MODE RARES		ADVANCE MODE RARES	
Kobold Captain	512/65536	Kobold Captain	512/65536
Mercenary Gloves	16/65536	-	-
-	-	-	-

#####

NORMAL MODE STATS		ADVANCE MODE STATS	
E: Kobold Lord	Lv. 48   Exp: 144	Lv. 138   Exp: 414	
F: Lord kobold	HP: 180   SP: 0	HP: 660   SP: 0	
G: Kobold-Lord	ATK: 43   RFR: 50	ATK: 124   RFR: 50	
I: Signore dei coboldi	DEF: 48   RIC: 50	DEF: 238   RIC: 50	
S: Lord kobold	SPD: 160   RTH: 50	SPD: 210   RTH: 50	
- - - - -	DEX: 32   RLT: 50	DEX: 102   RLT: 50	
Monster Type:	INT: 0   RDK: 50	INT: 0   RDK: 50	
-	VIT: 60   RPO: 50	VIT: 220   RPO: 50	

MONSTER LOCATION(S)

21 in Driazhek Desert;

MONSTER CARD DESCRIPTION

Kobold leader. Strongest of the kobolds.

NORMAL MODE RARES		ADVANCE MODE RARES	
Kobold Lord	512/65536	Kobold Lord	512/65536
Mercenary Gloves	16/65536	-	-
-	-	-	-

#####

KOBOLD BOMBER	NORMAL MODE STATS		ADVANCE MODE STATS	
E: Kobold Bomber	Lv. 72	Exp: 216	Lv. 180	Exp: 540
F: Bombardier kobold	HP: 210	SP: 0	HP: 720	SP: 0
G: Kobold-Bomber	ATK: 53	RFR: 50	ATK: 136	RFR: 50
I: Coboldo bombardiere	DEF: 62	RIC: 50	DEF: 268	RIC: 50
S: Bombardero kobold	SPD: 160	RTH: 50	SPD: 210	RTH: 50
- - - - -	DEX: 38	RLT: 50	DEX: 112	RLT: 50
Monster Type:	INT: 0	RDK: 50	INT: 0	RDK: 50
-	VIT: 70	RPO: 50	VIT: 240	RPO: 50

MONSTER LOCATION(S)

3 in Demons' Tower; 2 in Ancient Ruins of Heroes;

MONSTER CARD DESCRIPTION

Good at using explosives. Known as the Green Bomb.

NORMAL MODE RARES

ADVANCE MODE RARES

Kobold Bomber	512/65536	Kobold Bomber	512/65536
Mercenary Gloves	16/65536	-	-
-	-	-	-

#####

GIANT BAT	NORMAL MODE STATS		ADVANCE MODE STATS	
E: Giant Bat	Lv. 9	Exp: 27	Lv. 99	Exp: 297
F: Chauve-souris géante	HP: 30	SP: 0	HP: 360	SP: 0
G: Megafledermaus	ATK: 13	RFR: 50	ATK: 88	RFR: 50
I: Pipistrello gigante	DEF: 5	RIC: 50	DEF: 143	RIC: 50
S: Murciélago gigante	SPD: 352	RTH: 50	SPD: 402	RTH: 50
- - - - -	DEX: 5	RLT: 30	DEX: 59	RLT: 30
Monster Type:	INT: 0	RDK: 70	INT: 0	RDK: 70
Flying	VIT: 10	RPO: 50	VIT: 120	RPO: 50

MONSTER LOCATION(S)

21 in Giant's Graveyard; 13 in Grandma Colita's Well; 7 in Wizari's Palace  
4 in Underground Labyrinth;

MONSTER CARD DESCRIPTION

Huge, carnivorous bat.

NORMAL MODE RARES

ADVANCE MODE RARES

Giant Bat	512/65536	Giant Bat	512/65536
Bat Ring	128/65536	Bat Wing	128/65536
-	-	-	-

#####

SEA BAT	NORMAL MODE STATS		ADVANCE MODE STATS	
E: Sea Bat	Lv. 10	Exp: 30	Lv. 100	Exp: 300
F: Chauve-souris de mer	HP: 36	SP: 0	HP: 372	SP: 0
G: Meeresfledermaus	ATK: 16	RFR: 50	ATK: 91	RFR: 50
I: Pipistrello marino	DEF: 8	RIC: 50	DEF: 150	RIC: 50
S: Murciélago marino	SPD: 368	RTH: 50	SPD: 418	RTH: 50
- - - - -	DEX: 6	RLT: 30	DEX: 61	RLT: 30
Monster Type:	INT: 0	RDK: 70	INT: 0	RDK: 70
Flying	VIT: 12	RPO: 50	VIT: 124	RPO: 50

MONSTER LOCATION(S)

13 in Giant's Graveyard; 9 in Wizari's Palace;

MONSTER CARD DESCRIPTION

Bat that lives at sea. Large and aggressive.

NORMAL MODE RARES

ADVANCE MODE RARES

```
| Sea Bat | 512/65536 | Sea Bat | 512/65536 |
| Bat Ring | 128/65536 | Bat Wing | 128/65536 |
| - | - | - | - |
```

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#####
```

```
| THUNDER BAT | NORMAL MODE STATS | ADVANCE MODE STATS | | |
| E: Thunder Bat | Lv. 24 | Exp: 72 | Lv. 114 | Exp: 342 |
| F: Chauve-souris tonnerre | HP: 54 | SP: 0 | HP: 408 | SP: 0 |
| G: Donnerfledermaus | ATK: 18 | RFR: 50 | ATK: 94 | RFR: 50 |
| I: Pipistrello del tuono | DEF: 10 | RIC: 50 | DEF: 154 | RIC: 50 |
| S: Murciélago rugiente | SPD: 368 | RTH: 50 | SPD: 418 | RTH: 50 |
| - - - - - | DEX: 10 | RLT: 30 | DEX: 67 | RLT: 30 |
| Monster Type: | INT: 0 | RDK: 70 | INT: 0 | RDK: 70 |
| Flying | VIT: 18 | RPO: 50 | VIT: 136 | RPO: 50 |
```

```
-----
| MONSTER LOCATION(S) |
| 11 in Wizari's Palace; |
|-----
```

```
| MONSTER CARD DESCRIPTION |
| Flies amongst the clouds. Uncommon, but dangerous. |
|-----
```

```
| NORMAL MODE RARES | ADVANCE MODE RARES | | |
| Thunder Bat | 512/65536 | Thunder Bat | 512/65536 |
| Bat Ring | 128/65536 | Bat Wing | 128/65536 |
| Raijin I | 64/65536 | Raijin II | 64/65536 |
```

```
#####
```

```
| VAMPIRE BAT | NORMAL MODE STATS | ADVANCE MODE STATS | | |
| E: Vampire Bat | Lv. 40 | Exp: 120 | Lv. 130 | Exp: 390 |
| F: Chauve-souris vampire | HP: 90 | SP: 0 | HP: 480 | SP: 0 |
| G: Vampirfledermaus | ATK: 26 | RFR: 50 | ATK: 103 | RFR: 50 |
| I: Pipistrello vampiro | DEF: 12 | RIC: 50 | DEF: 158 | RIC: 50 |
| S: Vampiro | SPD: 384 | RTH: 50 | SPD: 434 | RTH: 50 |
| - - - - - | DEX: 18 | RLT: 30 | DEX: 80 | RLT: 30 |
| Monster Type: | INT: 0 | RDK: 70 | INT: 0 | RDK: 70 |
| Flying | VIT: 30 | RPO: 50 | VIT: 160 | RPO: 50 |
```

```
-----
| MONSTER LOCATION(S) |
| 23 in Robert's Pirate Ship; 7 in Unknown Derelict; 11 in Koldazhek Cave; |
| 3 in Underground Labyrinth; |
|-----
```

```
| MONSTER CARD DESCRIPTION |
| Slave of vampires. Loyal to its master. |
|-----
```

```
| NORMAL MODE RARES | ADVANCE MODE RARES |
| Vampire Bat | 512/65536 | Vampire Bat | 512/65536 |
| Bat Ring | 128/65536 | Bat Wing | 128/65536 |
| - | - | - | - |
```

```
#####
```

```
| CAVE BAT | NORMAL MODE STATS | ADVANCE MODE STATS | | |
| E: Cave Bat | Lv. 80 | Exp: 240 | Lv. 170 | Exp: 510 |
| F: Chauve-souris de grotte | HP: 120 | SP: 0 | HP: 540 | SP: 0 |
| G: Höhlenfledermaus | ATK: 38 | RFR: 50 | ATK: 118 | RFR: 50 |
| I: Pipis. delle caverne | DEF: 20 | RIC: 50 | DEF: 176 | RIC: 50 |
| S: Murciélago de cueva | SPD: 384 | RTH: 50 | SPD: 434 | RTH: 50 |
| - - - - - | DEX: 24 | RLT: 30 | DEX: 90 | RLT: 30 |
| Monster Type: | INT: 0 | RDK: 70 | INT: 0 | RDK: 70 |
| Flying | VIT: 40 | RPO: 50 | VIT: 180 | RPO: 50 |
```

```
-----
| MONSTER LOCATION(S) |
| 16 in Hottazhek Volcano; |
|-----
```

MONSTER CARD DESCRIPTION

Lives in large caverns or caves. Attacks quickly.

NORMAL MODE RARES

ADVANCE MODE RARES

Cave Bat	512/65536	Cave Bat	512/65536
Bat Ring	128/65536	Bat Wing	128/65536
-	-	-	-

#####

SKELETON	NORMAL MODE STATS		ADVANCE MODE STATS	
E: Skeleton	Lv. 12	Exp: 36	Lv. 102	Exp: 306
F: Squelette	HP: 66	SP: 0	HP: 432	SP: 0
G: Skelett	ATK: 21	RFR: 40	ATK: 97	RFR: 40
I: Scheletro	DEF: 20	RIC: 60	DEF: 176	RIC: 60
S: Esqueleto	SPD: 160	RTH: 50	SPD: 210	RTH: 50
- - - - -	DEX: 14	RLT: 20	DEX: 74	RLT: 20
Monster Type:	INT: 0	RDK: 70	INT: 0	RDK: 70
Undead	VIT: 22	RPO: 60	VIT: 144	RPO: 60

MONSTER LOCATION(S)

This monster has a Rare Version that might replace it.

32 in Giant's Graveyard; 5 in Underground Labyrinth;

MONSTER CARD DESCRIPTION

Returns from the grave. Deals heavy blows.

NORMAL MODE RARES

ADVANCE MODE RARES

Skeleton	512/65536	Skeleton	512/65536
Bone	512/65536	Bone	512/65536
Skeletal Sword	256/65536	-	-

#####

SKELETON (Rare Version)	NORMAL MODE STATS		ADVANCE MODE STATS	
E: Skeleton	Lv. 12	Exp: 36	Lv. 102	Exp: 306
F: Squelette	HP: 66	SP: 0	HP: 432	SP: 0
G: Skelett	ATK: 18	RFR: 40	ATK: 94	RFR: 40
I: Scheletro	DEF: 20	RIC: 60	DEF: 176	RIC: 60
S: Esqueleto	SPD: 160	RTH: 50	SPD: 210	RTH: 50
- - - - -	DEX: 14	RLT: 20	DEX: 74	RLT: 20
Monster Type:	INT: 0	RDK: 70	INT: 0	RDK: 70
Undead	VIT: 22	RPO: 60	VIT: 144	RPO: 60

MONSTER LOCATION(S)

A rare version of a Skeleton. Refer to it for possible locations.

NORMAL MODE RARES

ADVANCE MODE RARES

Skeleton	512/65536	Skeleton	512/65536
Bone	512/65536	Bone	512/65536
Cold Sword	16384/65536	-	-

#####

SKELETON MAGE	NORMAL MODE STATS		ADVANCE MODE STATS	
E: Skeleton Mage	Lv. 18	Exp: 54	Lv. 108	Exp: 324
F: Mage squelette	HP: 60	SP: 60	HP: 420	SP: 210
G: Skelett-Magier	ATK: 18	RFR: 80	ATK: 94	RFR: 80
I: Mago-scheletro	DEF: 20	RIC: 20	DEF: 176	RIC: 20
S: Esqueleto mago	SPD: 160	RTH: 50	SPD: 210	RTH: 50
- - - - -	DEX: 14	RLT: 20	DEX: 74	RLT: 20
Monster Type:	INT: 20	RDK: 70	INT: 70	RDK: 70
Undead	VIT: 20	RPO: 60	VIT: 140	RPO: 60

MONSTER LOCATION(S)

| 12 in Giant's Graveyard; 3 in Underground Labyrinth;

MONSTER CARD DESCRIPTION

| Troublesome skeleton that can use strong magic.

NORMAL MODE RARES

ADVANCE MODE RARES

Skeleton Mage	512/65536	Skeleton Mage	512/65536
Bone	512/65536	Bone	512/65536
-	-	-	-

#####

DARK SKELETON NORMAL MODE STATS ADVANCE MODE STATS

E: Dark Skeleton	Lv. 30	Exp: 90	Lv. 120	Exp: 360
F: Squelette sombre	HP: 129	SP: 0	HP: 558	SP: 0
G: Dunkeles Skelett	ATK: 28	RFR: 40	ATK: 106	RFR: 40
I: Scheletro oscuro	DEF: 35	RIC: 60	DEF: 209	RIC: 60
S: Esqueleto de la noche	SPD: 160	RTH: 50	SPD: 210	RTH: 50
- - - - -	DEX: 20	RLT: 20	DEX: 83	RLT: 20
Monster Type:	INT: 0	RDK: 70	INT: 0	RDK: 70
Undead	VIT: 43	RPO: 60	VIT: 186	RPO: 60

MONSTER LOCATION(S)

| 2 in Giant's Graveyard; 14 in Robert's Pirate Ship; 11 in Unknown Derelict  
| 8 in Underground Labyrinth;

MONSTER CARD DESCRIPTION

| Skeleton warrior not permitted to die.

NORMAL MODE RARES

ADVANCE MODE RARES

Dark Skeleton	512/65536	Dark Skeleton	512/65536
Bone	512/65536	Bone	512/65536
Oblivion I	64/65536	Oblivion II	64/65536

#####

SKELETON ARCHER NORMAL MODE STATS ADVANCE MODE STATS

E: Skeleton Archer	Lv. 12	Exp: 36	Lv. 102	Exp: 306
F: Archer squelette	HP: 60	SP: 0	HP: 420	SP: 0
G: Skelett-Bogenschütze	ATK: 20	RFR: 40	ATK: 96	RFR: 40
I: Scheletro-arciere	DEF: 15	RIC: 60	DEF: 165	RIC: 60
S: Arquero esqueleto	SPD: 256	RTH: 50	SPD: 306	RTH: 50
- - - - -	DEX: 12	RLT: 20	DEX: 70	RLT: 20
Monster Type:	INT: 0	RDK: 70	INT: 0	RDK: 70
Undead	VIT: 20	RPO: 60	VIT: 140	RPO: 60

MONSTER LOCATION(S)

| 14 in Giant's Graveyard; 6 in Underground Labyrinth;

MONSTER CARD DESCRIPTION

| Not a regular skeleton. Its crossbow is powerful!

NORMAL MODE RARES

ADVANCE MODE RARES

Skeleton Archer	512/65536	Skeleton Archer	512/65536
Bone Shot	256/65536	-	-
Robin's Bracers	16/65536	-	-

#####

ICE SHOOTER NORMAL MODE STATS ADVANCE MODE STATS

E: Ice Shooter	Lv. 64	Exp: 192	Lv. 154	Exp: 462
F: Tireur de glace	HP: 171	SP: 0	HP: 642	SP: 0
G: Eisschütze	ATK: 60	RFR: 10	ATK: 144	RFR: 10
I: Spara-ghiaccio	DEF: 42	RIC: 90	DEF: 224	RIC: 90
S: Pistola de hielo	SPD: 256	RTH: 50	SPD: 306	RTH: 50
- - - - -	DEX: 37	RLT: 20	DEX: 110	RLT: 20

Monster Type: | INT: 0 | RDK: 70 | INT: 0 | RDK: 70  
Undead | VIT: 57 | RPO: 60 | VIT: 214 | RPO: 60

MONSTER LOCATION(S)

13 in Koldazhek Cave; 2 in Underground Labyrinth;

MONSTER CARD DESCRIPTION

Has superb bow skills. Wanders seeking blood.

NORMAL MODE RARES		ADVANCE MODE RARES	
Ice Shooter	512/65536	Ice Shooter	512/65536
Bone	512/65536	Bone	512/65536
Robin's Bracers	16/65536	-	-

#####

EVIL SNIPER		NORMAL MODE STATS		ADVANCE MODE STATS	
E: Evil Sniper	Lv. 92	Exp: 276	Lv. 182	Exp: 546	
F: Sniper maléfique	HP: 261	SP: 0	HP: 822	SP: 0	
G: Böser Heckenschütze	ATK: 71	RFR: 40	ATK: 157	RFR: 40	
I: Cecchino del male	DEF: 52	RIC: 60	DEF: 246	RIC: 60	
S: Francotirador malvado	SPD: 256	RTH: 50	SPD: 306	RTH: 50	
- - - - -	DEX: 50	RLT: 20	DEX: 131	RLT: 20	
Monster Type:	INT: 0	RDK: 70	INT: 0	RDK: 70	
Undead	VIT: 87	RPO: 60	VIT: 274	RPO: 60	

MONSTER LOCATION(S)

18 in Chaos Castle; 6 in Ancient Ruins of Heroes;

MONSTER CARD DESCRIPTION

Appears in groups. Watch your back!

NORMAL MODE RARES		ADVANCE MODE RARES	
Evil Sniper	512/65536	Evil Sniper	512/65536
Bone	512/65536	Bone	512/65536
Robin's Bracers	16/65536	-	-

#####

MUMMY		NORMAL MODE STATS		ADVANCE MODE STATS	
E: Mummy	Lv. 11	Exp: 33	Lv. 101	Exp: 303	
F: Momie	HP: 63	SP: 0	HP: 426	SP: 0	
G: Mumie	ATK: 19	RFR: 40	ATK: 95	RFR: 40	
I: Mummia	DEF: 18	RIC: 60	DEF: 172	RIC: 60	
S: Momia	SPD: 160	RTH: 50	SPD: 210	RTH: 50	
- - - - -	DEX: 13	RLT: 20	DEX: 72	RLT: 20	
Monster Type:	INT: 0	RDK: 70	INT: 0	RDK: 70	
Undead	VIT: 21	RPO: 60	VIT: 142	RPO: 60	

MONSTER LOCATION(S)

14 in Giant's Graveyard; 4 in Underground Labyrinth;

MONSTER CARD DESCRIPTION

Protects graves. Defeat it before you become one.

NORMAL MODE RARES		ADVANCE MODE RARES	
Mummy	512/65536	Mummy	512/65536
Mummy Armor	256/65536	-	-
Darkness Gloves	16/65536	-	-

#####

POISON MUMMY		NORMAL MODE STATS		ADVANCE MODE STATS	
E: Poison Mummy	Lv. 19	Exp: 57	Lv. 109	Exp: 327	
F: Momie poison	HP: 150	SP: 0	HP: 600	SP: 0	
G: Giftmumie	ATK: 22	RFR: 40	ATK: 98	RFR: 40	



I: Mummia velenosa	DEF: 22	RIC: 60	DEF: 180	RIC: 60
S: Momia venenosa	SPD: 160	RTH: 50	SPD: 210	RTH: 50
- - - - -	DEX: 18	RLT: 20	DEX: 80	RLT: 20
Monster Type:	INT: 0	RDK: 70	INT: 0	RDK: 70
Undead	VIT: 50	RPO: 90	VIT: 200	RPO: 90

MONSTER LOCATION(S)

4 in Giant's Graveyard; 3 in Underground Labyrinth;

MONSTER CARD DESCRIPTION

An undead body lacking a soul.

NORMAL MODE RARES

ADVANCE MODE RARES

Poison Mummy	512/65536	Poison Mummy	512/65536
Mummy Armor	256/65536	-	-
Darkness Gloves	16/65536	-	-

LIVING DEAD	NORMAL MODE STATS		ADVANCE MODE STATS	
E: Living Dead	Lv. 46	Exp: 138	Lv. 136	Exp: 408
F: Mort vivant	HP: 156	SP: 0	HP: 612	SP: 0
G: Lebende Tote	ATK: 42	RFR: 40	ATK: 122	RFR: 40
I: Morto vivente	DEF: 44	RIC: 60	DEF: 229	RIC: 60
S: Muerto viviente	SPD: 160	RTH: 50	SPD: 210	RTH: 50
- - - - -	DEX: 27	RLT: 20	DEX: 94	RLT: 20
Monster Type:	INT: 0	RDK: 70	INT: 0	RDK: 70
Undead	VIT: 52	RPO: 60	VIT: 204	RPO: 60

MONSTER LOCATION(S)

8 in Robert's Pirate Ship; 11 in Driazhek Desert;  
6 in Underground Labyrinth;

MONSTER CARD DESCRIPTION

The remains of one unable to die. Hates the living.

NORMAL MODE RARES

ADVANCE MODE RARES

Living Dead	512/65536	Living Dead	512/65536
Mummy Armor	256/65536	-	-
Darkness Gloves	16/65536	-	-

DARK MAGE	NORMAL MODE STATS		ADVANCE MODE STATS	
E: Dark Mage	Lv. 24	Exp: 72	Lv. 114	Exp: 342
F: Mage sombre	HP: 78	SP: 30	HP: 456	SP: 180
G: Schwarzmagier	ATK: 0	RFR: 60	ATK: 72	RFR: 60
I: Mago oscuro	DEF: 5	RIC: 60	DEF: 143	RIC: 60
S: Mago de la noche	SPD: 384	RTH: 60	SPD: 434	RTH: 60
- - - - -	DEX: 5	RLT: 60	DEX: 59	RLT: 60
Monster Type:	INT: 10	RDK: 60	INT: 60	RDK: 60
-	VIT: 26	RPO: 60	VIT: 152	RPO: 60

MONSTER LOCATION(S)

19 in Wizari's Palace; 3 in Ipa's Palace Shop;

MONSTER CARD DESCRIPTION

Wizard of Darkness. Don't allow it to use its magic.

NORMAL MODE RARES

ADVANCE MODE RARES

Dark Mage	512/65536	Dark Mage	512/65536
Witch's Gloves	16/65536	-	-
-	-	-	-

ARCH MAGE	NORMAL MODE STATS		ADVANCE MODE STATS	
E: Arch Mage	Lv. 26	Exp: 78	Lv. 116	Exp: 348
F: Mage archer	HP: 90	SP: 60	HP: 480	SP: 210
G: Erzmagier	ATK: 0	RFR: 60	ATK: 72	RFR: 60
I: Arci-mago	DEF: 10	RIC: 60	DEF: 154	RIC: 60
S: Mago de arco	SPD: 384	RTH: 60	SPD: 434	RTH: 60
- - - - -	DEX: 8	RLT: 60	DEX: 64	RLT: 60
Monster Type:	INT: 20	RDK: 60	INT: 70	RDK: 60
-	VIT: 30	RPO: 60	VIT: 160	RPO: 60

MONSTER LOCATION(S)

6 in Wizari's Palace; 2 in Ipa's Palace Shop;

MONSTER CARD DESCRIPTION

Title given only to those who have mastered magic.

NORMAL MODE RARES	ADVANCE MODE RARES
Arch Mage   512/65536	Arch Mage   512/65536
Witch's Gloves   16/65536	-   -
-   -	-   -

#####

DEMON MASTER	NORMAL MODE STATS		ADVANCE MODE STATS	
E: Demon Master	Lv. 74	Exp: 222	Lv. 164	Exp: 492
F: Maître démon	HP: 165	SP: 300	HP: 630	SP: 450
G: Dämonenmeister	ATK: 0	RFR: 60	ATK: 72	RFR: 60
I: Maestro dei demoni	DEF: 30	RIC: 60	DEF: 198	RIC: 60
S: Demonio maestro	SPD: 384	RTH: 60	SPD: 434	RTH: 60
- - - - -	DEX: 15	RLT: 60	DEX: 75	RLT: 60
Monster Type:	INT: 100	RDK: 60	INT: 150	RDK: 60
-	VIT: 55	RPO: 60	VIT: 210	RPO: 60

MONSTER LOCATION(S)

1 in Wizari's Palace; 4 in Demons' Tower;

MONSTER CARD DESCRIPTION

Wizard who made a contract with a demon.

NORMAL MODE RARES	ADVANCE MODE RARES
Demon Master   512/65536	Demon Master   512/65536
Witch's Gloves   16/65536	-   -
Royal Gown   256/65536	-   -

#####

EVIL DRUID	NORMAL MODE STATS		ADVANCE MODE STATS	
E: Evil Druid	Lv. 68	Exp: 204	Lv. 158	Exp: 474
F: Druide maléfique	HP: 450	SP: 240	HP: 1200	SP: 390
G: Böser Druide	ATK: 0	RFR: 60	ATK: 72	RFR: 60
I: Druido del male	DEF: 25	RIC: 60	DEF: 187	RIC: 60
S: Druido malvado	SPD: 384	RTH: 60	SPD: 434	RTH: 60
- - - - -	DEX: 20	RLT: 60	DEX: 83	RLT: 60
Monster Type:	INT: 80	RDK: 60	INT: 130	RDK: 60
-	VIT: 150	RPO: 60	VIT: 400	RPO: 60

MONSTER LOCATION(S)

4 in Mushroom Forest;

MONSTER CARD DESCRIPTION

A nature-loving priest turned evil.

NORMAL MODE RARES	ADVANCE MODE RARES
Evil Druid   512/65536	Evil Druid   512/65536

Witch's Gloves	16/65536	-	-

#####

GIZMO	NORMAL MODE STATS		ADVANCE MODE STATS	
E: Gizmo	Lv. 21	Exp: 63	Lv. 111	Exp: 333
F: Gizmo	HP: 84	SP: 0	HP: 468	SP: 0
G: Gizmo	ATK: 27	RFR: 50	ATK: 104	RFR: 50
I: Gizmo	DEF: 24	RIC: 50	DEF: 185	RIC: 50
S: Aparatito	SPD: 160	RTH: 50	SPD: 210	RTH: 50
- - - - -	DEX: 16	RLT: 50	DEX: 77	RLT: 50
Monster Type:	INT: 0	RDK: 50	INT: 0	RDK: 50
Flying	VIT: 28	RPO: 50	VIT: 156	RPO: 50

-----  
| MONSTER LOCATION(S) |  
29 in Wizari's Palace;

| MONSTER CARD DESCRIPTION |  
Vapor with its own will. Susceptible to weapons.

NORMAL MODE RARES		ADVANCE MODE RARES	
Gizmo	512/65536	Gizmo	512/65536
Cloud Ring	128/65536	Mist Ring	128/65536
-	-	-	-

#####

DARK SMOKE	NORMAL MODE STATS		ADVANCE MODE STATS	
E: Dark Smoke	Lv. 24	Exp: 72	Lv. 114	Exp: 342
F: Fumée noire	HP: 93	SP: 30	HP: 486	SP: 180
G: Dunkeler Rauch	ATK: 29	RFR: 30	ATK: 107	RFR: 30
I: Fumo oscuro	DEF: 26	RIC: 70	DEF: 189	RIC: 70
S: Humo oscuro	SPD: 160	RTH: 50	SPD: 210	RTH: 50
- - - - -	DEX: 16	RLT: 50	DEX: 77	RLT: 50
Monster Type:	INT: 10	RDK: 50	INT: 60	RDK: 50
Flying	VIT: 31	RPO: 50	VIT: 162	RPO: 50

-----  
| MONSTER LOCATION(S) |  
11 in Wizari's Palace; 8 in Fairy Spring;

| MONSTER CARD DESCRIPTION |  
Smoke born of Darkness. Hates bright places.

NORMAL MODE RARES		ADVANCE MODE RARES	
Dark Smoke	512/65536	Dark Smoke	512/65536
Cloud Ring	128/65536	Mist Ring	128/65536
-	-	-	-

#####

EVIL CLOUD	NORMAL MODE STATS		ADVANCE MODE STATS	
E: Evil Cloud	Lv. 32	Exp: 96	Lv. 122	Exp: 366
F: Nuage maléfique	HP: 102	SP: 60	HP: 504	SP: 210
G: Böse Wolke	ATK: 35	RFR: 90	ATK: 114	RFR: 90
I: Nuvola del male	DEF: 28	RIC: 30	DEF: 194	RIC: 30
S: Nube malvada	SPD: 160	RTH: 50	SPD: 210	RTH: 50
- - - - -	DEX: 16	RLT: 50	DEX: 77	RLT: 50
Monster Type:	INT: 20	RDK: 50	INT: 70	RDK: 50
Flying	VIT: 34	RPO: 50	VIT: 168	RPO: 50

-----  
| MONSTER LOCATION(S) |  
1 in Wizari's Palace; 1 in Fairy Spring;

| MONSTER CARD DESCRIPTION |  
| Monster born near water. Moves strangely. |

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-----
|              NORMAL MODE RARES              |              ADVANCE MODE RARES              |
|  Evil Cloud          | 512/65536 |  Evil Cloud          | 512/65536 |
|  Cloud Ring         | 128/65536 |  Mist Ring          | 128/65536 |
|  -                  | -         |  -                  | -         |
#####
| MIST DEMON          | NORMAL MODE STATS | ADVANCE MODE STATS | | |
| E: Mist Demon      | Lv. 76 | Exp: 228 | Lv. 166 | Exp: 498 |
| F: Démon de la brume | HP: 150 | SP: 90 | HP: 600 | SP: 240 |
| G: Nebeldämon      | ATK: 45 | RFR: 50 | ATK: 126 | RFR: 50 |
| I: Demone della nebbia | DEF: 30 | RIC: 50 | DEF: 198 | RIC: 50 |
| S: Demonio de la bruma | SPD: 160 | RTH: 50 | SPD: 210 | RTH: 50 |
| - - - - -          | DEX: 40 | RLT: 50 | DEX: 115 | RLT: 50 |
| Monster Type:      | INT: 30 | RDK: 50 | INT: 80 | RDK: 50 |
| Flying              | VIT: 50 | RPO: 50 | VIT: 200 | RPO: 50 |
-----
|
|              MONSTER LOCATION(S)
| 6 in Demons' Tower; 10 in Forgotten Dungeon;
|
-----
|
|              MONSTER CARD DESCRIPTION
| Vapor born from demon bones. Befouls the air.
|
-----
|              NORMAL MODE RARES              |              ADVANCE MODE RARES              | | |
|  Mist Demon          | 512/65536 |  Mist Demon          | 512/65536 |
|  Cloud Ring         | 128/65536 |  Mist Ring          | 128/65536 |
|  Raijin II          | 64/65536  |  Raijin III         | 64/65536  |
#####
| VOLCANIC ASH        | NORMAL MODE STATS | ADVANCE MODE STATS | | |
| E: Volcanic Ash    | Lv. 83 | Exp: 249 | Lv. 173 | Exp: 519 |
| F: Cendres volcaniques | HP: 210 | SP: 90 | HP: 720 | SP: 240 |
| G: Vulkanische Asche | ATK: 55 | RFR: 100 | ATK: 138 | RFR: 100 |
| I: Cenere vulcanica | DEF: 32 | RIC: 10 | DEF: 202 | RIC: 10 |
| S: Ceniza volcánica | SPD: 160 | RTH: 50 | SPD: 210 | RTH: 50 |
| - - - - -          | DEX: 48 | RLT: 50 | DEX: 128 | RLT: 50 |
| Monster Type:      | INT: 30 | RDK: 50 | INT: 80 | RDK: 50 |
| Flying              | VIT: 70 | RPO: 50 | VIT: 240 | RPO: 50 |
-----
|
|              MONSTER LOCATION(S)
| 15 in Hottazhek Volcano;
|
-----
|
|              MONSTER CARD DESCRIPTION
| Gaseous monster that gives off a horrible stench.
|
-----
|              NORMAL MODE RARES              |              ADVANCE MODE RARES              |
|  Volcanic Ash        | 512/65536 |  Volcanic Ash        | 512/65536 |
|  Cloud Ring         | 128/65536 |  Mist Ring          | 128/65536 |
|  -                  | -         |  -                  | -         |
#####
| GIANT RAT           | NORMAL MODE STATS | ADVANCE MODE STATS | | |
| E: Giant Rat       | Lv. 22 | Exp: 66 | Lv. 112 | Exp: 336 |
| F: Rat géant       | HP: 90 | SP: 0 | HP: 480 | SP: 0 |
| G: Riesenratte     | ATK: 26 | RFR: 50 | ATK: 103 | RFR: 50 |
| I: Topo gigante    | DEF: 26 | RIC: 50 | DEF: 189 | RIC: 50 |
| S: Rata gigante    | SPD: 250 | RTH: 50 | SPD: 300 | RTH: 50 |
| - - - - -          | DEX: 17 | RLT: 50 | DEX: 78 | RLT: 50 |
| Monster Type:      | INT: 0 | RDK: 50 | INT: 0 | RDK: 50 |
| -                  | VIT: 30 | RPO: 50 | VIT: 160 | RPO: 50 |
-----
|
|              MONSTER LOCATION(S)
| 18 in Wizari's Palace; 3 in Ipa's Palace Shop;
|

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MONSTER CARD DESCRIPTION

Rat the size of a dog. Rushes at you in groups.

NORMAL MODE RARES

ADVANCE MODE RARES

Giant Rat	512/65536	Giant Rat	512/65536
Rat Mask	256/65536	-	-
Fuuma's Bracer	16/65536	-	-

#####

GRAY RAT	NORMAL MODE STATS		ADVANCE MODE STATS	
E: Gray Rat	Lv. 24	Exp: 72	Lv. 114	Exp: 342
F: Rat gris	HP: 96	SP: 0	HP: 492	SP: 0
G: Graue Ratte	ATK: 30	RFR: 50	ATK: 108	RFR: 50
I: Topo grigio	DEF: 28	RIC: 50	DEF: 194	RIC: 50
S: Rata gris	SPD: 260	RTH: 50	SPD: 310	RTH: 50
- - - - -	DEX: 18	RLT: 50	DEX: 80	RLT: 50
Monster Type:	INT: 0	RDK: 50	INT: 0	RDK: 50
-	VIT: 32	RPO: 50	VIT: 164	RPO: 50

MONSTER LOCATION(S)

20 in Wizari's Palace; 9 in Ipa's Palace Shop;

MONSTER CARD DESCRIPTION

Loves dark places. Rumored to be tasty.

NORMAL MODE RARES

ADVANCE MODE RARES

Gray Rat	512/65536	Gray Rat	512/65536
Rat Mask	256/65536	-	-
Fuuma's Bracer	16/65536	-	-

#####

VERMIN	NORMAL MODE STATS		ADVANCE MODE STATS	
E: Vermin	Lv. 26	Exp: 78	Lv. 116	Exp: 348
F: Vermine	HP: 138	SP: 0	HP: 576	SP: 0
G: Schädlinge	ATK: 34	RFR: 50	ATK: 113	RFR: 50
I: Parassita	DEF: 32	RIC: 50	DEF: 202	RIC: 50
S: Alimañas	SPD: 270	RTH: 50	SPD: 320	RTH: 50
- - - - -	DEX: 20	RLT: 50	DEX: 83	RLT: 50
Monster Type:	INT: 0	RDK: 50	INT: 0	RDK: 50
-	VIT: 46	RPO: 50	VIT: 192	RPO: 50

MONSTER LOCATION(S)

9 in Wizari's Palace; 21 in Robert's Pirate Ship;

MONSTER CARD DESCRIPTION

Horrifying rat that loves to eat human babies.

NORMAL MODE RARES

ADVANCE MODE RARES

Vermin	512/65536	Vermin	512/65536
Rat Mask	256/65536	-	-
Fuuma's Bracer	16/65536	-	-

#####

SPIDER	NORMAL MODE STATS		ADVANCE MODE STATS	
E: Spider	Lv. 25	Exp: 75	Lv. 115	Exp: 345
F: Araignée	HP: 93	SP: 0	HP: 486	SP: 0
G: Spinne	ATK: 22	RFR: 50	ATK: 98	RFR: 50
I: Ragno	DEF: 25	RIC: 50	DEF: 187	RIC: 50
S: Araña	SPD: 160	RTH: 50	SPD: 210	RTH: 50
- - - - -	DEX: 17	RLT: 50	DEX: 78	RLT: 50
Monster Type:	INT: 0	RDK: 50	INT: 0	RDK: 50
-	VIT: 31	RPO: 90	VIT: 162	RPO: 90

MONSTER LOCATION(S)

19 in Wizari's Palace; 3 in Ipa's Palace Shop;

MONSTER CARD DESCRIPTION

Huge spider that paralyzes its prey with poison.

NORMAL MODE RARES

ADVANCE MODE RARES

Spider	512/65536	Spider	512/65536
-	-	-	-
-	-	-	-

#####

GIANT TICK	NORMAL MODE STATS		ADVANCE MODE STATS	
E: Giant Tick	Lv. 27	Exp: 81	Lv. 117	Exp: 351
F: Tique géante	HP: 99	SP: 0	HP: 498	SP: 0
G: Riesenzecke	ATK: 32	RFR: 50	ATK: 110	RFR: 50
I: Zecca gigante	DEF: 26	RIC: 50	DEF: 189	RIC: 50
S: Garrapata gigante	SPD: 160	RTH: 50	SPD: 210	RTH: 50
- - - - -	DEX: 19	RLT: 50	DEX: 82	RLT: 50
Monster Type:	INT: 0	RDK: 50	INT: 0	RDK: 50
-	VIT: 33	RPO: 50	VIT: 166	RPO: 50

MONSTER LOCATION(S)

21 in Wizari's Palace; 3 in Ipa's Palace Shop;

MONSTER CARD DESCRIPTION

Like a tick, it's hard to shake off.

NORMAL MODE RARES

ADVANCE MODE RARES

Giant Tick	512/65536	Giant Tick	512/65536
-	-	-	-
-	-	-	-

#####

ICE SPIDER	NORMAL MODE STATS		ADVANCE MODE STATS	
E: Ice Spider	Lv. 29	Exp: 87	Lv. 119	Exp: 357
F: Araignée de glace	HP: 144	SP: 0	HP: 588	SP: 0
G: Eisspinne	ATK: 28	RFR: 10	ATK: 106	RFR: 10
I: Ragno di ghiaccio	DEF: 34	RIC: 90	DEF: 207	RIC: 90
S: Araña de hielo	SPD: 160	RTH: 50	SPD: 210	RTH: 50
- - - - -	DEX: 20	RLT: 50	DEX: 83	RLT: 50
Monster Type:	INT: 0	RDK: 50	INT: 0	RDK: 50
-	VIT: 48	RPO: 50	VIT: 196	RPO: 50

MONSTER LOCATION(S)

4 in Wizari's Palace; 6 in Robert's Pirate Ship; 14 in Koldazhek Cave;

MONSTER CARD DESCRIPTION

Spider that freezes its prey and eats it slowly.

NORMAL MODE RARES

ADVANCE MODE RARES

Ice Spider	512/65536	Ice Spider	512/65536
-	-	-	-
-	-	-	-

#####

TARANTULA	NORMAL MODE STATS		ADVANCE MODE STATS	
E: Tarantula	Lv. 58	Exp: 174	Lv. 148	Exp: 444
F: Tarantule	HP: 216	SP: 0	HP: 732	SP: 0
G: Tarantel	ATK: 35	RFR: 50	ATK: 114	RFR: 50
I: Tarantola	DEF: 40	RIC: 50	DEF: 220	RIC: 50
S: Tarántula	SPD: 160	RTH: 50	SPD: 210	RTH: 50

```

- - - - - | DEX: 40 | RLT: 50 | DEX: 115 | RLT: 50 |
| Monster Type: | INT: 0 | RDK: 50 | INT: 0 | RDK: 50 |
| - | VIT: 72 | RPO: 100 | VIT: 244 | RPO: 100 |

```

MONSTER LOCATION(S)

22 in Driazhek Desert;

MONSTER CARD DESCRIPTION

Very dangerous spider that attacks even buffaloes.

NORMAL MODE RARES		ADVANCE MODE RARES	
Tarantula	512/65536	Tarantula	512/65536
Azuzra II	64/65536	Azuzra III	64/65536
-	-	-	-

#####

FAIRY	NORMAL MODE STATS		ADVANCE MODE STATS	
E: Fairy	Lv. 35	Exp: 105	Lv. 125	Exp: 375
F: Fée	HP: 90	SP: 0	HP: 480	SP: 0
G: Fee	ATK: 20	RFR: 50	ATK: 96	RFR: 50
I: Fata	DEF: 30	RIC: 50	DEF: 198	RIC: 50
S: Hada	SPD: 288	RTH: 50	SPD: 338	RTH: 50
- - - - -	DEX: 24	RLT: 90	DEX: 90	RLT: 90
Monster Type:	INT: 0	RDK: 10	INT: 0	RDK: 10
Flying	VIT: 30	RPO: 50	VIT: 160	RPO: 50

MONSTER LOCATION(S)

21 in Fairy Spring;

MONSTER CARD DESCRIPTION

Fairy controlled by evil. Sad, but still an enemy.

NORMAL MODE RARES		ADVANCE MODE RARES	
Fairy	512/65536	Fairy	512/65536
Fairy Ring	128/65536	Fairy Charm	128/65536
Arbiter I	64/65536	Arbiter II	64/65536

#####

NOBLE FAIRY	NORMAL MODE STATS		ADVANCE MODE STATS	
E: Noble Fairy	Lv. 40	Exp: 120	Lv. 130	Exp: 390
F: Fée noble	HP: 150	SP: 96	HP: 600	SP: 246
G: Adlige Fee	ATK: 24	RFR: 50	ATK: 101	RFR: 50
I: Fata nobile	DEF: 32	RIC: 50	DEF: 202	RIC: 50
S: Hada noble	SPD: 288	RTH: 50	SPD: 338	RTH: 50
- - - - -	DEX: 26	RLT: 90	DEX: 93	RLT: 90
Monster Type:	INT: 32	RDK: 10	INT: 82	RDK: 10
Flying	VIT: 50	RPO: 50	VIT: 200	RPO: 50

MONSTER LOCATION(S)

6 in Fairy Spring;

MONSTER CARD DESCRIPTION

Has lived for 9,000 years. Worshipped in the past.

NORMAL MODE RARES		ADVANCE MODE RARES	
Noble Fairy	512/65536	Noble Fairy	512/65536
Fairy Ring	128/65536	Fairy Charm	128/65536
-	-	-	-

#####

CHAOS FAIRY	NORMAL MODE STATS		ADVANCE MODE STATS	
E: Chaos Fairy	Lv. 88	Exp: 264	Lv. 178	Exp: 534
F: Fée du chaos	HP: 210	SP: 150	HP: 720	SP: 300

G: Chaosfee	ATK: 46	RFR: 50	ATK: 127	RFR: 50
I: Fata del caos	DEF: 55	RIC: 50	DEF: 253	RIC: 50
S: Hada del caos	SPD: 288	RTH: 50	SPD: 338	RTH: 50
- - - - -	DEX: 54	RLT: 90	DEX: 138	RLT: 90
Monster Type:	INT: 50	RDK: 90	INT: 100	RDK: 90
Flying	VIT: 70	RPO: 50	VIT: 240	RPO: 50

MONSTER LOCATION(S)

27 in Chaos Castle; 19 in Forgotten Dungeon; 6 in Ancient Ruins of Heroes;  
 It can be summoned by Gillespie in Chaos Castle. (Summoned monsters don't drop rares.)

MONSTER CARD DESCRIPTION

Dances on moonlit nights, making mushrooms grow.

NORMAL MODE RARES		ADVANCE MODE RARES	
Chaos Fairy	512/65536	Chaos Fairy	512/65536
Fairy Ring	128/65536	Fairy Charm	128/65536
Chaos Ring	128/65536	Chaos Ring	128/65536

NORMAL MODE STATS		ADVANCE MODE STATS	
E: Unicorn	Lv. 40   Exp: 120	Lv. 130   Exp: 390	
F: Licorne	HP: 126   SP: 0	HP: 552   SP: 0	
G: Einhorn	ATK: 26   RFR: 50	ATK: 103   RFR: 50	
I: Unicornio	DEF: 35   RIC: 50	DEF: 209   RIC: 50	
S: Unicornio	SPD: 160   RTH: 50	SPD: 210   RTH: 50	
- - - - -	DEX: 23   RLT: 90	DEX: 88   RLT: 90	
Monster Type:	INT: 0   RDK: 10	INT: 0   RDK: 10	
-	VIT: 42   RPO: 50	VIT: 184   RPO: 50	

MONSTER LOCATION(S)

15 in Fairy Spring;

MONSTER CARD DESCRIPTION

Innocent mythical creature that is now an enemy.

NORMAL MODE RARES		ADVANCE MODE RARES	
Unicorn	512/65536	Unicorn	512/65536
Unicorn Ring	128/65536	Unicorn's Horn	128/65536
Holy Mittens	16/65536	-	-

NORMAL MODE STATS		ADVANCE MODE STATS	
E: Fire Mare	Lv. 45   Exp: 135	Lv. 135   Exp: 405	
F: Jument de feu	HP: 246   SP: 0	HP: 792   SP: 0	
G: Feuerstute	ATK: 30   RFR: 100	ATK: 108   RFR: 100	
I: Giumenta di fuoco	DEF: 40   RIC: 30	DEF: 220   RIC: 30	
S: Yegua de fuego	SPD: 160   RTH: 50	SPD: 210   RTH: 50	
- - - - -	DEX: 25   RLT: 50	DEX: 91   RLT: 50	
Monster Type:	INT: 0   RDK: 50	INT: 0   RDK: 50	
-	VIT: 82   RPO: 50	VIT: 264   RPO: 50	

MONSTER LOCATION(S)

6 in Fairy Spring; 12 in Chaos Castle;

MONSTER CARD DESCRIPTION

Born from fire. Anyone it touches is burned.

NORMAL MODE RARES		ADVANCE MODE RARES	
Fire Mare	512/65536	Fire Mare	512/65536



Unicorn Ring	128/65536	Unicorn's Horn	128/65536
Holy Mittens	16/65536	-	-

#####

UNICORN ELDER	NORMAL MODE STATS		ADVANCE MODE STATS	
E: Unicorn Elder	Lv. 90	Exp: 270	Lv. 180	Exp: 540
F: Licorne ancienne	HP: 360	SP: 0	HP: 1020	SP: 0
G: Einhorn-Älteres	ATK: 52	RFR: 50	ATK: 134	RFR: 50
I: Unicornio anziano	DEF: 87	RIC: 50	DEF: 323	RIC: 50
S: Unicornio patriarca	SPD: 160	RTH: 50	SPD: 210	RTH: 50
- - - - -	DEX: 75	RLT: 90	DEX: 171	RLT: 90
Monster Type:	INT: 0	RDK: 10	INT: 0	RDK: 10
-	VIT: 120	RPO: 50	VIT: 340	RPO: 50

-----

MONSTER LOCATION(S)

2 in Beast Mountain; 2 in Chaos Castle;

-----

MONSTER CARD DESCRIPTION

Unicorn whose horn can kill even an elephant.

-----

NORMAL MODE RARES

ADVANCE MODE RARES

Unicorn Elder	512/65536	Unicorn Elder	512/65536
Unicorn Ring	128/65536	Unicorn's Horn	128/65536
Holy Mittens	16/65536	-	-

#####

DOLL	NORMAL MODE STATS		ADVANCE MODE STATS	
E: Doll	Lv. 78	Exp: 234	Lv. 168	Exp: 504
F: Poupée	HP: 192	SP: 0	HP: 684	SP: 0
G: Puppe	ATK: 40	RFR: 45	ATK: 120	RFR: 45
I: Bambola	DEF: 30	RIC: 50	DEF: 198	RIC: 50
S: Muñeca	SPD: 256	RTH: 50	SPD: 306	RTH: 50
- - - - -	DEX: 70	RLT: 50	DEX: 163	RLT: 50
Monster Type:	INT: 0	RDK: 50	INT: 0	RDK: 50
-	VIT: 64	RPO: 50	VIT: 228	RPO: 50

-----

MONSTER LOCATION(S)

14 in Demons' Tower;

-----

MONSTER CARD DESCRIPTION

Doll with an evil will. Creeps around silently.

-----

NORMAL MODE RARES

ADVANCE MODE RARES

Doll	512/65536	Doll	512/65536
Speed Ring	128/65536	Ring of Haste	128/65536
Holy Hood	16/65536	-	-

#####

PUPPET	NORMAL MODE STATS		ADVANCE MODE STATS	
E: Puppet	Lv. 86	Exp: 258	Lv. 176	Exp: 528
F: Pantin	HP: 225	SP: 0	HP: 750	SP: 0
G: Marionette	ATK: 68	RFR: 45	ATK: 154	RFR: 45
I: Marionetta	DEF: 40	RIC: 50	DEF: 220	RIC: 50
S: Marioneta	SPD: 256	RTH: 50	SPD: 306	RTH: 50
- - - - -	DEX: 80	RLT: 50	DEX: 179	RLT: 50
Monster Type:	INT: 0	RDK: 50	INT: 0	RDK: 50
-	VIT: 75	RPO: 50	VIT: 250	RPO: 50

-----

MONSTER LOCATION(S)

14 in Ancient Ruins of Heroes;

-----

MONSTER CARD DESCRIPTION

Doll that loves tricks. Surprises its victims.

NORMAL MODE RARES		ADVANCE MODE RARES	
Puppet	512/65536	Puppet	512/65536
Speed Ring	128/65536	Ring of Haste	128/65536
Holy Hood	16/65536	-	-

#####

DARK PUPPET		NORMAL MODE STATS		ADVANCE MODE STATS	
E: Dark Puppet	Lv. 95	Exp: 285	Lv. 172	Exp: 516	
F: Pantin sombre	HP: 255	SP: 0	HP: 810	SP: 0	
G: Dunkele Marionette	ATK: 75	RFR: 45	ATK: 162	RFR: 45	
I: Marionetta oscura	DEF: 45	RIC: 50	DEF: 231	RIC: 50	
S: Marioneta sombria	SPD: 256	RTH: 50	SPD: 306	RTH: 50	
- - - - -	DEX: 100	RLT: 30	DEX: 211	RLT: 30	
Monster Type:	INT: 0	RDK: 80	INT: 0	RDK: 80	
-	VIT: 85	RPO: 50	VIT: 270	RPO: 50	

MONSTER LOCATION(S)  
7 in Ancient Ruins of Heroes;

MONSTER CARD DESCRIPTION  
Puppet of Darkness which is no longer just a doll.

NORMAL MODE RARES		ADVANCE MODE RARES	
Dark Puppet	512/65536	Dark Puppet	512/65536
Speed Ring	128/65536	Ring of Haste	128/65536
Holy Hood	16/65536	-	-

#####

HOBBIT		NORMAL MODE STATS		ADVANCE MODE STATS	
E: Hobbit	Lv. 30	Exp: 90	Lv. 120	Exp: 360	
F: Hobbit	HP: 117	SP: 0	HP: 534	SP: 0	
G: Halbling	ATK: 30	RFR: 50	ATK: 108	RFR: 50	
I: Hobbit	DEF: 34	RIC: 50	DEF: 207	RIC: 50	
S: Hobbit	SPD: 160	RTH: 50	SPD: 210	RTH: 50	
- - - - -	DEX: 22	RLT: 70	DEX: 86	RLT: 70	
Monster Type:	INT: 0	RDK: 30	INT: 0	RDK: 30	
-	VIT: 39	RPO: 50	VIT: 178	RPO: 50	

MONSTER LOCATION(S)  
14 in Fairy Spring;

MONSTER CARD DESCRIPTION  
Halfling which is normally friendly towards humans.

NORMAL MODE RARES		ADVANCE MODE RARES	
Hobbit	512/65536	Hobbit	512/65536
Knight Shield	16/65536	-	-
Thorn Helm	256/65536	-	-

#####

HOBBIT SOLDIER		NORMAL MODE STATS		ADVANCE MODE STATS	
E: Hobbit Soldier	Lv. 35	Exp: 105	Lv. 125	Exp: 375	
F: Hobbit soldat	HP: 123	SP: 0	HP: 546	SP: 0	
G: Halbling-Soldat	ATK: 32	RFR: 50	ATK: 110	RFR: 50	
I: Soldato hobbit	DEF: 36	RIC: 50	DEF: 211	RIC: 50	
S: Hobbit soldado	SPD: 160	RTH: 50	SPD: 210	RTH: 50	
- - - - -	DEX: 24	RLT: 70	DEX: 90	RLT: 70	
Monster Type:	INT: 0	RDK: 30	INT: 0	RDK: 30	
-	VIT: 41	RPO: 50	VIT: 182	RPO: 50	

MONSTER LOCATION(S)  
9 in Fairy Spring;

MONSTER CARD DESCRIPTION

Hair grows on its feet. Can walk silently.

NORMAL MODE RARES

ADVANCE MODE RARES

Hobbit Soldier	512/65536	Hobbit Soldier	512/65536
Knight Shield	16/65536	-	-
Thorn Helm	256/65536	-	-

#####

HOBBIT LEADER	NORMAL MODE STATS		ADVANCE MODE STATS	
E: Hobbit Leader	Lv. 40	Exp: 120	Lv. 130	Exp: 390
F: Hobbit chef	HP: 279	SP: 0	HP: 858	SP: 0
G: Halbling-Führer	ATK: 40	RFR: 50	ATK: 120	RFR: 50
I: Leader degli hobbit	DEF: 40	RIC: 50	DEF: 220	RIC: 50
S: Hobbit líder	SPD: 160	RTH: 50	SPD: 210	RTH: 50
- - - - -	DEX: 28	RLT: 70	DEX: 96	RLT: 70
Monster Type:	INT: 0	RDK: 30	INT: 0	RDK: 30
-	VIT: 93	RPO: 50	VIT: 286	RPO: 50

MONSTER LOCATION(S)

2 in Fairy Spring; 17 in Mushroom Forest;

MONSTER CARD DESCRIPTION

Has a stout build and lives in a hole.

NORMAL MODE RARES

ADVANCE MODE RARES

Hobbit Leader	512/65536	Hobbit Leader	512/65536
Knight Shield	16/65536	-	-
Thorn Helm	256/65536	-	-

#####

HOBBIT MARKSMAN	NORMAL MODE STATS		ADVANCE MODE STATS	
E: Hobbit Marksman	Lv. 32	Exp: 96	Lv. 122	Exp: 366
F: Hobbit tireur	HP: 114	SP: 0	HP: 528	SP: 0
G: Halbling-Scharfschütze	ATK: 28	RFR: 50	ATK: 106	RFR: 50
I: Tiratore scelto hobbit	DEF: 32	RIC: 50	DEF: 202	RIC: 50
S: Hobbit tirador	SPD: 160	RTH: 50	SPD: 210	RTH: 50
- - - - -	DEX: 23	RLT: 70	DEX: 88	RLT: 70
Monster Type:	INT: 0	RDK: 30	INT: 0	RDK: 30
-	VIT: 38	RPO: 50	VIT: 176	RPO: 50

MONSTER LOCATION(S)

4 in Fairy Spring;

MONSTER CARD DESCRIPTION

Learned to throw rocks and enjoys wreaking havoc.

NORMAL MODE RARES

ADVANCE MODE RARES

Hobbit Marksman	512/65536	Hobbit Marksman	512/65536
Robin's Beret	16/65536	-	-
Hobbit Cap	256/65536	-	-

#####

HOBBIT SNIPER	NORMAL MODE STATS		ADVANCE MODE STATS	
E: Hobbit Sniper	Lv. 37	Exp: 111	Lv. 127	Exp: 381
F: Hobbit sniper	HP: 120	SP: 0	HP: 540	SP: 0
G: Halbling-Heckenschütze	ATK: 30	RFR: 50	ATK: 108	RFR: 50
I: Cecchino hobbit	DEF: 34	RIC: 50	DEF: 207	RIC: 50
S: Hobbit francotirador	SPD: 160	RTH: 50	SPD: 210	RTH: 50
- - - - -	DEX: 25	RLT: 70	DEX: 91	RLT: 70
Monster Type:	INT: 0	RDK: 30	INT: 0	RDK: 30
-	VIT: 40	RPO: 50	VIT: 180	RPO: 50

MONSTER LOCATION(S)

10 in Fairy Spring;

MONSTER CARD DESCRIPTION

Throws rocks with precise control to hit its target.

NORMAL MODE RARES

ADVANCE MODE RARES

Hobbit Sniper	512/65536	Hobbit Sniper	512/65536
Robin's Beret	16/65536	-	-
Hobbit Cap	256/65536	-	-

#####

HOBBIT ACE	NORMAL MODE STATS		ADVANCE MODE STATS	
E: Hobbit Ace	Lv. 42	Exp: 126	Lv. 132	Exp: 396
F: Hobbit As	HP: 174	SP: 0	HP: 648	SP: 0
G: Halbling-Ass	ATK: 36	RFR: 50	ATK: 115	RFR: 50
I: Asso hobbit	DEF: 38	RIC: 50	DEF: 216	RIC: 50
S: Hobbit de hielo	SPD: 160	RTH: 50	SPD: 210	RTH: 50
- - - - -	DEX: 27	RLT: 70	DEX: 94	RLT: 70
Monster Type:	INT: 0	RDK: 30	INT: 0	RDK: 30
-	VIT: 58	RPO: 50	VIT: 216	RPO: 50

MONSTER LOCATION(S)

1 in Fairy Spring; 3 in Mushroom Forest;

MONSTER CARD DESCRIPTION

Throws rocks accurately to hit weak spots.

NORMAL MODE RARES

ADVANCE MODE RARES

Hobbit Ace	512/65536	Hobbit Ace	512/65536
Robin's Beret	16/65536	-	-
Hobbit Cap	256/65536	-	-

#####

GHOST	NORMAL MODE STATS		ADVANCE MODE STATS	
E: Ghost	Lv. 45	Exp: 135	Lv. 135	Exp: 405
F: Fantôme	HP: 126	SP: 30	HP: 552	SP: 180
G: Gespenst	ATK: 32	RFR: 40	ATK: 110	RFR: 40
I: Fantasma	DEF: 34	RIC: 50	DEF: 207	RIC: 50
S: Espiritu	SPD: 128	RTH: 50	SPD: 178	RTH: 50
- - - - -	DEX: 25	RLT: 10	DEX: 91	RLT: 10
Monster Type:	INT: 10	RDK: 80	INT: 60	RDK: 80
Undead	VIT: 42	RPO: 50	VIT: 184	RPO: 50

MONSTER LOCATION(S)

28 in Robert's Pirate Ship; 21 in Unknown Derelict; 3 in Underground Labyrinth;

MONSTER CARD DESCRIPTION

Monster without a form. Can be hurt by weapons.

NORMAL MODE RARES

ADVANCE MODE RARES

Ghost	512/65536	Ghost	512/65536
Ghost Robe	256/65536	-	-
Darkness Hood	16/65536	-	-

#####

PHANTOM	NORMAL MODE STATS		ADVANCE MODE STATS	
E: Phantom	Lv. 50	Exp: 150	Lv. 140	Exp: 420
F: Revenant	HP: 135	SP: 45	HP: 570	SP: 195
G: Phantom	ATK: 34	RFR: 40	ATK: 113	RFR: 40
I: Spettro	DEF: 36	RIC: 50	DEF: 211	RIC: 50

S: Fantasma	SPD: 128	RTH: 50	SPD: 178	RTH: 50
-----	DEX: 27	RLT: 10	DEX: 94	RLT: 10
Monster Type:	INT: 15	RDK: 80	INT: 65	RDK: 80
Undead	VIT: 45	RPO: 50	VIT: 190	RPO: 50

MONSTER LOCATION(S)

17 in Robert's Pirate Ship; 3 in Unknown Derelict;  
3 in Underground Labyrinth;

MONSTER CARD DESCRIPTION

Holds a lamp in one hand and appears unexpectedly.

NORMAL MODE RARES		ADVANCE MODE RARES	
Phantom	512/65536	Phantom	512/65536
Ghost Robe	256/65536	-	-
Darkness Hood	16/65536	-	-

#####

WRAITH	NORMAL MODE STATS		ADVANCE MODE STATS	
E: Wraith	Lv. 55	Exp: 165	Lv. 145	Exp: 435
F: Spectre	HP: 210	SP: 120	HP: 720	SP: 270
G: Erscheinung	ATK: 45	RFR: 40	ATK: 126	RFR: 40
I: Spirito	DEF: 42	RIC: 50	DEF: 224	RIC: 50
S: Espectro	SPD: 128	RTH: 50	SPD: 178	RTH: 50
-----	DEX: 30	RLT: 10	DEX: 99	RLT: 10
Monster Type:	INT: 40	RDK: 80	INT: 90	RDK: 80
Undead	VIT: 70	RPO: 50	VIT: 240	RPO: 50

MONSTER LOCATION(S)

1 in Robert's Pirate Ship; 5 in Unknown Derelict;  
6 in Underground Labyrinth;

MONSTER CARD DESCRIPTION

Difficult to capture in its true form.

NORMAL MODE RARES		ADVANCE MODE RARES	
Wraith	512/65536	Wraith	512/65536
Ghost Robe	256/65536	-	-
Darkness Hood	16/65536	-	-

#####

VIKING	NORMAL MODE STATS		ADVANCE MODE STATS	
E: Viking	Lv. 43	Exp: 129	Lv. 133	Exp: 399
F: Viking	HP: 144	SP: 0	HP: 588	SP: 0
G: Wikinger	ATK: 38	RFR: 50	ATK: 118	RFR: 50
I: Vichingo	DEF: 42	RIC: 50	DEF: 224	RIC: 50
S: Vikingo	SPD: 160	RTH: 50	SPD: 210	RTH: 50
-----	DEX: 26	RLT: 50	DEX: 93	RLT: 50
Monster Type:	INT: 0	RDK: 50	INT: 0	RDK: 50
-	VIT: 48	RPO: 50	VIT: 196	RPO: 50

MONSTER LOCATION(S)

41 in Robert's Pirate Ship;

MONSTER CARD DESCRIPTION

Warrior that can sail ships. Very tough.

NORMAL MODE RARES		ADVANCE MODE RARES	
Viking	512/65536	Viking	512/65536
Viking Shield	256/65536	-	-
-	-	-	-

#####

VIKING LORD	NORMAL MODE STATS		ADVANCE MODE STATS	
E: Viking Lord	Lv. 48	Exp: 144	Lv. 138	Exp: 414
F: Viking lord	HP: 204	SP: 0	HP: 708	SP: 0
G: Wikinger-Lord	ATK: 40	RFR: 70	ATK: 120	RFR: 70
I: Signore vichingo	DEF: 43	RIC: 50	DEF: 227	RIC: 50
S: Lord vikingo	SPD: 160	RTH: 50	SPD: 210	RTH: 50
- - - - -	DEX: 30	RLT: 50	DEX: 99	RLT: 50
Monster Type:	INT: 0	RDK: 50	INT: 0	RDK: 50
-	VIT: 68	RPO: 50	VIT: 236	RPO: 50

MONSTER LOCATION(S)

31 in Robert's Pirate Ship;

MONSTER CARD DESCRIPTION

Lives near shore and is hard working.

NORMAL MODE RARES		ADVANCE MODE RARES	
Viking Lord	512/65536	Viking Lord	512/65536
Viking Shield	256/65536	-	-
-	-	-	-

#####

VIKING LEADER	NORMAL MODE STATS		ADVANCE MODE STATS	
E: Viking Leader	Lv. 53	Exp: 159	Lv. 143	Exp: 429
F: Viking chef	HP: 330	SP: 0	HP: 960	SP: 0
G: Wikinger-Führer	ATK: 52	RFR: 50	ATK: 134	RFR: 50
I: Leader dei vichinghi	DEF: 45	RIC: 50	DEF: 231	RIC: 50
S: Vikingo líder	SPD: 160	RTH: 50	SPD: 210	RTH: 50
- - - - -	DEX: 40	RLT: 50	DEX: 115	RLT: 50
Monster Type:	INT: 0	RDK: 50	INT: 0	RDK: 50
-	VIT: 110	RPO: 50	VIT: 320	RPO: 50

MONSTER LOCATION(S)

1 in Robert's Pirate Ship;

MONSTER CARD DESCRIPTION

Good at fist fights and using weapons.

NORMAL MODE RARES		ADVANCE MODE RARES	
Viking Leader	512/65536	Viking Leader	512/65536
Viking Shield	256/65536	-	-
-	-	-	-

#####

WATCHER	NORMAL MODE STATS		ADVANCE MODE STATS	
E: Watcher	Lv. 48	Exp: 144	Lv. 138	Exp: 414
F: Sentinelle	HP: 135	SP: 45	HP: 570	SP: 195
G: Beobachter	ATK: 0	RFR: 60	ATK: 72	RFR: 60
I: Guardiano	DEF: 32	RIC: 60	DEF: 202	RIC: 60
S: Observador	SPD: 160	RTH: 60	SPD: 210	RTH: 60
- - - - -	DEX: 28	RLT: 60	DEX: 96	RLT: 60
Monster Type:	INT: 15	RDK: 60	INT: 65	RDK: 60
Flying	VIT: 45	RPO: 60	VIT: 190	RPO: 60

MONSTER LOCATION(S)

9 in Robert's Pirate Ship;

MONSTER CARD DESCRIPTION

Paralyzes prey with its gaze. Good at magic too.

NORMAL MODE RARES		ADVANCE MODE RARES	
Watcher	512/65536	Watcher	512/65536

Eyeball Ring	128/65536	Eyeball Necklace	128/65536
Fuuma's Skullcap	16/65536	-	-

#####

BLOODSHOT EYE	NORMAL MODE STATS		ADVANCE MODE STATS	
E: Bloodshot Eye	Lv. 53	Exp: 159	Lv. 143	Exp: 429
F: Eil sanguin	HP: 270	SP: 60	HP: 840	SP: 210
G: Blutiges Auge	ATK: 0	RFR: 80	ATK: 72	RFR: 80
I: Occhio-di-sangue	DEF: 40	RIC: 30	DEF: 220	RIC: 30
S: Ojo inyectado de sangre	SPD: 160	RTH: 60	SPD: 210	RTH: 60
- - - - -	DEX: 28	RLT: 60	DEX: 96	RLT: 60
Monster Type:	INT: 20	RDK: 60	INT: 70	RDK: 60
Flying	VIT: 90	RPO: 60	VIT: 280	RPO: 60

-----

MONSTER LOCATION(S)

3 in Robert's Pirate Ship;

-----

MONSTER CARD DESCRIPTION

Its eye, Monocle, glows in the Darkness.

-----

NORMAL MODE RARES

ADVANCE MODE RARES

Bloodshot Eye	512/65536	Bloodshot Eye	512/65536
Eyeball Ring	128/65536	Eyeball Necklace	128/65536
Fuuma's Skullcap	16/65536	-	-

#####

FOREST EYE	NORMAL MODE STATS		ADVANCE MODE STATS	
E: Forest Eye	Lv. 72	Exp: 216	Lv. 162	Exp: 486
F: Eil de la forêt	HP: 1800	SP: 300	HP: 3900	SP: 450
G: Waldauge	ATK: 0	RFR: 60	ATK: 72	RFR: 60
I: Occhio della foresta	DEF: 50	RIC: 60	DEF: 242	RIC: 60
S: Ojo del bosque	SPD: 160	RTH: 60	SPD: 210	RTH: 60
- - - - -	DEX: 42	RLT: 60	DEX: 118	RLT: 60
Monster Type:	INT: 100	RDK: 60	INT: 150	RDK: 60
Flying	VIT: 600	RPO: 60	VIT: 1300	RPO: 60

-----

MONSTER LOCATION(S)

1 in Mushroom Forest;

-----

MONSTER CARD DESCRIPTION

Anyone who looks into its eye loses all hope.

-----

NORMAL MODE RARES

ADVANCE MODE RARES

Forest Eye	512/65536	Forest Eye	512/65536
Eyeball Ring	128/65536	Eyeball Necklace	128/65536
Fuuma's Skullcap	16/65536	-	-

#####

EVIL EYE	NORMAL MODE STATS		ADVANCE MODE STATS	
E: Evil Eye	Lv. 93	Exp: 279	Lv. 183	Exp: 549
F: Eil maléfique	HP: 285	SP: 90	HP: 870	SP: 240
G: Böses Auge	ATK: 0	RFR: 60	ATK: 72	RFR: 60
I: Occhio del male	DEF: 52	RIC: 60	DEF: 246	RIC: 60
S: Ojo malvado	SPD: 160	RTH: 60	SPD: 210	RTH: 60
- - - - -	DEX: 55	RLT: 60	DEX: 139	RLT: 60
Monster Type:	INT: 30	RDK: 60	INT: 80	RDK: 60
Flying	VIT: 95	RPO: 60	VIT: 290	RPO: 60

-----

MONSTER LOCATION(S)

2 in Ancient Ruins of Heroes;

-----

MONSTER CARD DESCRIPTION

No larger than similar monsters, but slower.

NORMAL MODE RARES		ADVANCE MODE RARES	
Evil Eye	512/65536	Evil Eye	512/65536
Eyeball Ring	128/65536	Eyeball Necklace	128/65536
Fuuma's Skullcap	16/65536	-	-

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DEATH ARCHER		NORMAL MODE STATS		ADVANCE MODE STATS	
E: Death Archer	Lv. 42	Exp: 126	Lv. 132	Exp: 396	
F: Archer de la mort	HP: 120	SP: 0	HP: 540	SP: 0	
G: Todesschütze	ATK: 39	RFR: 50	ATK: 119	RFR: 50	
I: Arciere della morte	DEF: 39	RIC: 50	DEF: 218	RIC: 50	
S: Arquero de la muerte	SPD: 256	RTH: 50	SPD: 306	RTH: 50	
- - - - -	DEX: 25	RLT: 50	DEX: 91	RLT: 50	
Monster Type:	INT: 0	RDK: 50	INT: 0	RDK: 50	
-	VIT: 40	RPO: 50	VIT: 180	RPO: 50	

MONSTER LOCATION(S)  
 4 in Ipa's Palace Shop; 34 in Robert's Pirate Ship; 10 in Mushroom Forest;

MONSTER CARD DESCRIPTION  
 Most powerful archer. Stay in close range.

NORMAL MODE RARES		ADVANCE MODE RARES	
Death Archer	512/65536	Death Archer	512/65536
-	-	-	-
-	-	-	-

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DARK SNIPER		NORMAL MODE STATS		ADVANCE MODE STATS	
E: Dark Sniper	Lv. 53	Exp: 159	Lv. 143	Exp: 429	
F: Sniper sombre	HP: 150	SP: 0	HP: 600	SP: 0	
G: Dunkeler Heckenschütze	ATK: 43	RFR: 50	ATK: 124	RFR: 50	
I: Cecchino oscuro	DEF: 35	RIC: 50	DEF: 209	RIC: 50	
S: Francotirador sombrío	SPD: 256	RTH: 50	SPD: 306	RTH: 50	
- - - - -	DEX: 30	RLT: 50	DEX: 99	RLT: 50	
Monster Type:	INT: 0	RDK: 50	INT: 0	RDK: 50	
-	VIT: 50	RPO: 50	VIT: 200	RPO: 50	

MONSTER LOCATION(S)  
 24 in Driazhek Desert;

MONSTER CARD DESCRIPTION  
 Assassin that lurks in the Darkness! Watch your back.

NORMAL MODE RARES		ADVANCE MODE RARES	
Dark Sniper	512/65536	Dark Sniper	512/65536
-	-	-	-
-	-	-	-

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BOW MASTER		NORMAL MODE STATS		ADVANCE MODE STATS	
E: Bow Master	Lv. 74	Exp: 222	Lv. 164	Exp: 492	
F: Maître archer	HP: 180	SP: 0	HP: 660	SP: 0	
G: Bogenmeister	ATK: 56	RFR: 50	ATK: 139	RFR: 50	
I: Arciere maestro	DEF: 40	RIC: 50	DEF: 220	RIC: 50	
S: Maestro de arco	SPD: 256	RTH: 50	SPD: 306	RTH: 50	
- - - - -	DEX: 38	RLT: 50	DEX: 112	RLT: 50	
Monster Type:	INT: 0	RDK: 50	INT: 0	RDK: 50	
-	VIT: 60	RPO: 50	VIT: 220	RPO: 50	

MONSTER LOCATION(S)  
 8 in Demons' Tower;



MONSTER CARD DESCRIPTION

Ultimate archer. Can kill you before you know it.

NORMAL MODE RARES

ADVANCE MODE RARES

Bow Master	512/65536	Bow Master	512/65536
Robin's Bow	16/65536	Master Bow	256/65536
Robin's Vest	16/65536	-	-

#####

CHAOS ARCHER	NORMAL MODE STATS		ADVANCE MODE STATS	
E: Chaos Archer	Lv. 91	Exp: 273	Lv. 181	Exp: 543
F: Archer du chaos	HP: 240	SP: 0	HP: 780	SP: 0
G: Chaos-Bogenschütze	ATK: 70	RFR: 50	ATK: 156	RFR: 50
I: Arciere del caos	DEF: 50	RIC: 50	DEF: 242	RIC: 50
S: Arquero del caos	SPD: 256	RTH: 50	SPD: 306	RTH: 50
- - - - -	DEX: 60	RLT: 50	DEX: 147	RLT: 50
Monster Type:	INT: 0	RDK: 50	INT: 0	RDK: 50
-	VIT: 80	RPO: 50	VIT: 260	RPO: 50

MONSTER LOCATION(S)

26 in Chaos Castle; 3 in Forgotten Dungeon;

MONSTER CARD DESCRIPTION

Is Light or Darkness its target?

NORMAL MODE RARES

ADVANCE MODE RARES

Chaos Archer	512/65536	Chaos Archer	512/65536
Robin's Bow	16/65536	Master Bow	256/65536
Robin's Vest	16/65536	-	-

#####

WORM	NORMAL MODE STATS		ADVANCE MODE STATS	
E: Worm	Lv. 50	Exp: 150	Lv. 140	Exp: 420
F: Ver	HP: 171	SP: 0	HP: 642	SP: 0
G: Wurm	ATK: 42	RFR: 50	ATK: 122	RFR: 50
I: Verme	DEF: 50	RIC: 40	DEF: 242	RIC: 40
S: Gusano	SPD: 200	RTH: 50	SPD: 250	RTH: 50
- - - - -	DEX: 31	RLT: 50	DEX: 101	RLT: 50
Monster Type:	INT: 0	RDK: 50	INT: 0	RDK: 50
-	VIT: 57	RPO: 50	VIT: 214	RPO: 50

MONSTER LOCATION(S)

62 in Driazhek Desert;

MONSTER CARD DESCRIPTION

Huge worm that eats people alive.

NORMAL MODE RARES

ADVANCE MODE RARES

Worm	512/65536	Worm	512/65536
Scale	512/65536	Scale	512/65536
Mercenary Cap	16/65536	-	-

#####

EVIL WORM	NORMAL MODE STATS		ADVANCE MODE STATS	
E: Evil Worm	Lv. 55	Exp: 165	Lv. 145	Exp: 435
F: Ver maléfique	HP: 180	SP: 0	HP: 660	SP: 0
G: Teufels Wurm	ATK: 44	RFR: 50	ATK: 125	RFR: 50
I: Verme del male	DEF: 50	RIC: 40	DEF: 242	RIC: 40
S: Gusano malvado	SPD: 200	RTH: 50	SPD: 250	RTH: 50
- - - - -	DEX: 32	RLT: 50	DEX: 102	RLT: 50
Monster Type:	INT: 0	RDK: 50	INT: 0	RDK: 50
-	VIT: 60	RPO: 50	VIT: 220	RPO: 50

MONSTER LOCATION(S)

50 in Driazhek Desert;

MONSTER CARD DESCRIPTION

Has an immense appetite. Even eats rock!

NORMAL MODE RARES

ADVANCE MODE RARES

Evil Worm	512/65536	Evil Worm	512/65536
Scale	512/65536	Scale	512/65536
Mercenary Cap	16/65536	-	-

#####

PURPLE WORM	NORMAL MODE STATS		ADVANCE MODE STATS	
E: Purple Worm	Lv. 60	Exp: 180	Lv. 150	Exp: 450
F: Ver pourpre	HP: 300	SP: 0	HP: 900	SP: 0
G: Lila Worm	ATK: 40	RFR: 50	ATK: 120	RFR: 50
I: Verme porpora	DEF: 52	RIC: 40	DEF: 246	RIC: 40
S: Gusano morado	SPD: 200	RTH: 50	SPD: 250	RTH: 50
- - - - -	DEX: 34	RLT: 50	DEX: 106	RLT: 50
Monster Type:	INT: 0	RDK: 50	INT: 0	RDK: 50
-	VIT: 100	RPO: 90	VIT: 300	RPO: 90

MONSTER LOCATION(S)

5 in Driazhek Desert;

MONSTER CARD DESCRIPTION

Its breath poisons water and air even in its sleep.

NORMAL MODE RARES

ADVANCE MODE RARES

Purple Worm	512/65536	Purple Worm	512/65536
Scale	512/65536	Scale	512/65536
Mercenary Cap	16/65536	-	-

#####

LAVA WORM	NORMAL MODE STATS		ADVANCE MODE STATS	
E: Lava Worm	Lv. 85	Exp: 255	Lv. 175	Exp: 525
F: Ver de lave	HP: 246	SP: 0	HP: 792	SP: 0
G: Lavawurm	ATK: 59	RFR: 50	ATK: 143	RFR: 50
I: Verme di lava	DEF: 70	RIC: 40	DEF: 286	RIC: 40
S: Gusano de lava	SPD: 256	RTH: 50	SPD: 306	RTH: 50
- - - - -	DEX: 46	RLT: 50	DEX: 125	RLT: 50
Monster Type:	INT: 0	RDK: 50	INT: 0	RDK: 50
-	VIT: 82	RPO: 50	VIT: 264	RPO: 50

MONSTER LOCATION(S)

18 in Hottazhek Volcano;

MONSTER CARD DESCRIPTION

Lives in magma. Hates anything cold.

NORMAL MODE RARES

ADVANCE MODE RARES

Lava Worm	512/65536	Lava Worm	512/65536
Scale	512/65536	Scale	512/65536
Mercenary Cap	16/65536	-	-

#####

SCORPION	NORMAL MODE STATS		ADVANCE MODE STATS	
E: Scorpion	Lv. 52	Exp: 156	Lv. 142	Exp: 426
F: Scorpion	HP: 165	SP: 0	HP: 630	SP: 0
G: Skorpion	ATK: 30	RFR: 50	ATK: 108	RFR: 50
I: Scorpione	DEF: 48	RIC: 50	DEF: 238	RIC: 50
S: Escorpión	SPD: 160	RTH: 50	SPD: 210	RTH: 50

```

- - - - - | DEX: 31 | RLT: 50 | DEX: 101 | RLT: 50 |
| Monster Type: | INT: 0 | RDK: 50 | INT: 0 | RDK: 50 |
| - | VIT: 55 | RPO: 90 | VIT: 210 | RPO: 90 |

```

MONSTER LOCATION(S)

45 in Driazhek Desert;

MONSTER CARD DESCRIPTION

Has a poisonous tail, huge claws, and a hard shell.

NORMAL MODE RARES		ADVANCE MODE RARES	
Scorpion	512/65536	Scorpion	512/65536
Combat Claw	16/65536	-	-
Sphinx Claw	256/65536	-	-

#####

KING SCORPION		NORMAL MODE STATS		ADVANCE MODE STATS	
E: King Scorpion	Lv. 58	Exp: 174	Lv. 148	Exp: 444	
F: Scorpion roi	HP: 180	SP: 0	HP: 660	SP: 0	
G: Skorpienenkönig	ATK: 45	RFR: 50	ATK: 126	RFR: 50	
I: Re degli scorpioni	DEF: 49	RIC: 70	DEF: 240	RIC: 70	
S: Rey escorpión	SPD: 300	RTH: 50	SPD: 350	RTH: 50	
- - - - -	DEX: 32	RLT: 50	DEX: 102	RLT: 50	
Monster Type:	INT: 0	RDK: 50	INT: 0	RDK: 50	
-	VIT: 60	RPO: 70	VIT: 220	RPO: 70	

MONSTER LOCATION(S)

14 in Driazhek Desert;

MONSTER CARD DESCRIPTION

Prefers a dry habitat. Similar to a scorpion.

NORMAL MODE RARES		ADVANCE MODE RARES	
King Scorpion	512/65536	King Scorpion	512/65536
Combat Claw	16/65536	-	-
Sphinx Claw	256/65536	-	-

#####

DEATH SCORPION		NORMAL MODE STATS		ADVANCE MODE STATS	
E: Death Scorpion	Lv. 65	Exp: 195	Lv. 155	Exp: 465	
F: Scorpion de la mort	HP: 270	SP: 0	HP: 840	SP: 0	
G: Todesskorpion	ATK: 38	RFR: 50	ATK: 118	RFR: 50	
I: Scorpione della morte	DEF: 50	RIC: 50	DEF: 242	RIC: 50	
S: Escorpión de la muerte	SPD: 160	RTH: 50	SPD: 210	RTH: 50	
- - - - -	DEX: 35	RLT: 50	DEX: 107	RLT: 50	
Monster Type:	INT: 0	RDK: 50	INT: 0	RDK: 50	
-	VIT: 90	RPO: 90	VIT: 280	RPO: 90	

MONSTER LOCATION(S)

8 in Driazhek Desert;

MONSTER CARD DESCRIPTION

Not very big, but has deadly poison.

NORMAL MODE RARES		ADVANCE MODE RARES	
Death Scorpion	512/65536	Death Scorpion	512/65536
Combat Claw	16/65536	-	-
Sphinx Claw	256/65536	-	-

#####

HARPY		NORMAL MODE STATS		ADVANCE MODE STATS	
E: Harpy	Lv. 58	Exp: 174	Lv. 148	Exp: 444	
F: Harpie	HP: 180	SP: 90	HP: 660	SP: 240	

G: Harpyie	ATK: 45	RFR: 50	ATK: 126	RFR: 50
I: Arpia	DEF: 50	RIC: 50	DEF: 242	RIC: 50
S: Arpia	SPD: 160	RTH: 50	SPD: 210	RTH: 50
- - - - -	DEX: 32	RLT: 50	DEX: 102	RLT: 50
Monster Type:	INT: 30	RDK: 50	INT: 80	RDK: 50
Flying	VIT: 60	RPO: 50	VIT: 220	RPO: 50

MONSTER LOCATION(S)

8 in Driazhek Desert;

MONSTER CARD DESCRIPTION

Shrieking creature that picks on the weak.

NORMAL MODE RARES		ADVANCE MODE RARES	
Harpy	512/65536	Harpy	512/65536
Fuuma's Attire	16/65536	-	-
Anubis' Mask	256/65536	-	-

#####

HARPY QUEEN		NORMAL MODE STATS		ADVANCE MODE STATS	
E: Harpy Queen	Lv. 76	Exp: 228	Lv. 166	Exp: 498	
F: Harpie reine	HP: 228	SP: 120	HP: 756	SP: 270	
G: Harpyie-Königin	ATK: 52	RFR: 60	ATK: 134	RFR: 60	
I: Regina delle Arpie	DEF: 62	RIC: 60	DEF: 268	RIC: 60	
S: Reina de las arpías	SPD: 160	RTH: 60	SPD: 210	RTH: 60	
- - - - -	DEX: 45	RLT: 60	DEX: 123	RLT: 60	
Monster Type:	INT: 40	RDK: 60	INT: 90	RDK: 60	
Flying	VIT: 76	RPO: 60	VIT: 252	RPO: 60	

MONSTER LOCATION(S)

1 in Driazhek Desert; 7 in Demons' Tower;

MONSTER CARD DESCRIPTION

Smelly, dirty and dangerous.

NORMAL MODE RARES		ADVANCE MODE RARES	
Harpy Queen	512/65536	Harpy Queen	512/65536
Fuuma's Attire	16/65536	-	-
Anubis' Mask	256/65536	-	-

#####

POISON HARPY		NORMAL MODE STATS		ADVANCE MODE STATS	
E: Poison Harpy	Lv. 75	Exp: 225	Lv. 160	Exp: 480	
F: Harpy poison	HP: 264	SP: 30	HP: 828	SP: 180	
G: Giftharpyie	ATK: 36	RFR: 60	ATK: 115	RFR: 60	
I: Arpia velenosa	DEF: 65	RIC: 60	DEF: 275	RIC: 60	
S: Arpia venenosa	SPD: 160	RTH: 60	SPD: 210	RTH: 60	
- - - - -	DEX: 42	RLT: 60	DEX: 118	RLT: 60	
Monster Type:	INT: 10	RDK: 60	INT: 60	RDK: 60	
Flying	VIT: 88	RPO: 60	VIT: 276	RPO: 60	

MONSTER LOCATION(S)

5 in Mushroom Forest;

MONSTER CARD DESCRIPTION

Its filth is horrendous. Drops poison.

NORMAL MODE RARES		ADVANCE MODE RARES	
Poison Harpy	512/65536	Poison Harpy	512/65536
Fuuma's Attire	16/65536	-	-
Anubis' Mask	256/65536	-	-

#####

	NORMAL MODE STATS		ADVANCE MODE STATS	
E: Toadstool	Lv. 72	Exp: 216	Lv. 162	Exp: 486
F: Champignon vénéneux	HP: 195	SP: 0	HP: 690	SP: 0
G: Giftpilz	ATK: 40	RFR: 40	ATK: 120	RFR: 40
I: Toadstool	DEF: 50	RIC: 50	DEF: 242	RIC: 50
S: Hongo	SPD: 160	RTH: 50	SPD: 210	RTH: 50
- - - - -	DEX: 40	RLT: 50	DEX: 115	RLT: 50
Monster Type:	INT: 0	RDK: 50	INT: 0	RDK: 50
-	VIT: 65	RPO: 90	VIT: 230	RPO: 90

MONSTER LOCATION(S)

8 in Mushroom Forest;

MONSTER CARD DESCRIPTION

Might be poisonous, but it's hard to tell...

NORMAL MODE RARES

ADVANCE MODE RARES

Toadstool	512/65536	Toadstool	512/65536
Toadstool	2048/65536	Toadstool	2048/65536
Red Mushroom	512/65536	Red Mushroom	512/65536

#####

	NORMAL MODE STATS		ADVANCE MODE STATS	
E: Matango	Lv. 48	Exp: 144	Lv. 138	Exp: 414
F: Matango	HP: 150	SP: 0	HP: 600	SP: 0
G: Matango	ATK: 41	RFR: 40	ATK: 121	RFR: 40
I: Matango	DEF: 40	RIC: 50	DEF: 220	RIC: 50
S: Matango	SPD: 160	RTH: 50	SPD: 210	RTH: 50
- - - - -	DEX: 28	RLT: 50	DEX: 96	RLT: 50
Monster Type:	INT: 0	RDK: 50	INT: 0	RDK: 50
-	VIT: 50	RPO: 50	VIT: 200	RPO: 50

MONSTER LOCATION(S)

12 in Driazhek Desert; 3 in Mushroom Forest;

MONSTER CARD DESCRIPTION

Has a slick head. Expels dust when surprised.

NORMAL MODE RARES

ADVANCE MODE RARES

Matango	512/65536	Matango	512/65536
Mushroom	2048/65536	Mushroom	2048/65536
Matsutake	256/65536	Matsutake	256/65536

#####

	NORMAL MODE STATS		ADVANCE MODE STATS	
E: Myconid	Lv. 50	Exp: 150	Lv. 140	Exp: 420
F: Myconide	HP: 150	SP: 0	HP: 600	SP: 0
G: Myconid	ATK: 28	RFR: 40	ATK: 106	RFR: 40
I: Miconide	DEF: 40	RIC: 50	DEF: 220	RIC: 50
S: Miconoido	SPD: 160	RTH: 50	SPD: 210	RTH: 50
- - - - -	DEX: 28	RLT: 50	DEX: 96	RLT: 50
Monster Type:	INT: 0	RDK: 50	INT: 0	RDK: 50
-	VIT: 50	RPO: 50	VIT: 200	RPO: 50

MONSTER LOCATION(S)

6 in Driazhek Desert; 2 in Mushroom Forest;

MONSTER CARD DESCRIPTION

Inactive during the day, but eats dirt at night.

NORMAL MODE RARES

ADVANCE MODE RARES

Myconid	512/65536	Myconid	512/65536
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| Toadstool | 2048/65536 | Toadstool | 2048/65536 |  
| Red Mushroom | 512/65536 | Red Mushroom | 512/65536 |

#####

YETI	NORMAL MODE STATS		ADVANCE MODE STATS	
E: Yeti	Lv. 60	Exp: 180	Lv. 153	Exp: 459
F: Yéti	HP: 210	SP: 0	HP: 720	SP: 0
G: Yeti	ATK: 52	RFR: 30	ATK: 134	RFR: 30
I: Yeti	DEF: 58	RIC: 90	DEF: 260	RIC: 90
S: Yeti	SPD: 160	RTH: 50	SPD: 210	RTH: 50
- - - - -	DEX: 35	RLT: 50	DEX: 107	RLT: 50
Monster Type:	INT: 0	RDK: 50	INT: 0	RDK: 50
-	VIT: 70	RPO: 50	VIT: 240	RPO: 50

-----  
| MONSTER LOCATION(S) |  
| 19 in Koldazhek Cave; |

-----  
| MONSTER CARD DESCRIPTION |  
| Protective of its home. Can't be reasoned with. |

NORMAL MODE RARES		ADVANCE MODE RARES	
Yeti	512/65536	Yeti	512/65536
Holy Flail	16/65536	-	-
Proserpina I	64/65536	Proserpina II	575/65536

#####

BIGFOOT	NORMAL MODE STATS		ADVANCE MODE STATS	
E: Bigfoot	Lv. 65	Exp: 195	Lv. 155	Exp: 465
F: Grand pied	HP: 276	SP: 0	HP: 852	SP: 0
G: Bigfoot	ATK: 54	RFR: 90	ATK: 137	RFR: 90
I: Bigfoot	DEF: 60	RIC: 30	DEF: 264	RIC: 30
S: Piesgrandes	SPD: 160	RTH: 50	SPD: 210	RTH: 50
- - - - -	DEX: 38	RLT: 50	DEX: 112	RLT: 50
Monster Type:	INT: 0	RDK: 50	INT: 0	RDK: 50
-	VIT: 92	RPO: 50	VIT: 284	RPO: 50

-----  
| MONSTER LOCATION(S) |  
| 8 in Koldazhek Cave; |

-----  
| MONSTER CARD DESCRIPTION |  
| Mainly eats goats. Aggressive towards humans. |

NORMAL MODE RARES		ADVANCE MODE RARES	
Bigfoot	512/65536	Bigfoot	512/65536
Holy Flail	16/65536	-	-
-	-	-	-

#####

MAD APE	NORMAL MODE STATS		ADVANCE MODE STATS	
E: Mad Ape	Lv. 85	Exp: 255	Lv. 175	Exp: 525
F: Singe fou	HP: 390	SP: 0	HP: 1080	SP: 0
G: Verrückter Affe	ATK: 70	RFR: 50	ATK: 156	RFR: 50
I: Scimmia pazza	DEF: 60	RIC: 50	DEF: 264	RIC: 50
S: Simio loco	SPD: 160	RTH: 50	SPD: 210	RTH: 50
- - - - -	DEX: 50	RLT: 50	DEX: 131	RLT: 50
Monster Type:	INT: 0	RDK: 50	INT: 0	RDK: 50
-	VIT: 130	RPO: 50	VIT: 360	RPO: 50

-----  
| MONSTER LOCATION(S) |  
| 1 in Koldazhek Cave; 21 in Beast Mountain; |

-----  
| MONSTER CARD DESCRIPTION |  
| Hairy creature that can climb cliffs by jumping. |

NORMAL MODE RARES		ADVANCE MODE RARES	
Mad Ape	512/65536	Mad Ape	512/65536
Holy Flail	16/65536	-	-
-	-	-	-

#####

MINOTAUR		NORMAL MODE STATS		ADVANCE MODE STATS	
E: Minotaur	Lv. 78	Exp: 234	Lv. 119	Exp: 357	
F: Minotaure	HP: 252	SP: 0	HP: 804	SP: 0	
G: Minotaurus	ATK: 68	RFR: 50	ATK: 154	RFR: 50	
I: Minotauro	DEF: 75	RIC: 50	DEF: 297	RIC: 50	
S: Minotauro	SPD: 160	RTH: 50	SPD: 210	RTH: 50	
- - - - -	DEX: 48	RLT: 50	DEX: 128	RLT: 50	
Monster Type:	INT: 0	RDK: 50	INT: 0	RDK: 50	
-	VIT: 84	RPO: 50	VIT: 268	RPO: 50	

MONSTER LOCATION(S)  
| 13 in Demons' Tower;

MONSTER CARD DESCRIPTION  
| Legendary guardian of the Labyrinth! Very powerful.

NORMAL MODE RARES		ADVANCE MODE RARES	
Minotaur	512/65536	Minotaur	512/65536
Knight Plate	16/65536	Giant's Ironball	256/65536
Ryujin's Armor	16/65536	-	-

#####

DEATH MINOTAUR		NORMAL MODE STATS		ADVANCE MODE STATS	
E: Death Minotaur	Lv. 88	Exp: 264	Lv. 119	Exp: 357	
F: Minotaure de la mort	HP: 270	SP: 0	HP: 840	SP: 0	
G: Todesminotaurus	ATK: 72	RFR: 50	ATK: 158	RFR: 50	
I: Minotauro della morte	DEF: 85	RIC: 50	DEF: 319	RIC: 50	
S: Minotauro de la muerte	SPD: 160	RTH: 50	SPD: 210	RTH: 50	
- - - - -	DEX: 50	RLT: 50	DEX: 131	RLT: 50	
Monster Type:	INT: 0	RDK: 50	INT: 0	RDK: 50	
-	VIT: 90	RPO: 50	VIT: 280	RPO: 50	

MONSTER LOCATION(S)  
| 9 in Hottazhek Volcano;

MONSTER CARD DESCRIPTION  
| Monster that's half human, half bull. Eats children.

NORMAL MODE RARES		ADVANCE MODE RARES	
Death Minotaur	512/65536	Death Minotaur	512/65536
Knight Plate	16/65536	Giant's Ironball	256/65536
Ryujin's Armor	16/65536	-	-

#####

DARK MINOTAUR		NORMAL MODE STATS		ADVANCE MODE STATS	
E: Dark Minotaur	Lv. 97	Exp: 291	Lv. 119	Exp: 357	
F: Minotaur sombre	HP: 540	SP: 0	HP: 1380	SP: 0	
G: Dunkeler Minotaurus	ATK: 110	RFR: 50	ATK: 204	RFR: 50	
I: Minotauro oscuro	DEF: 110	RIC: 50	DEF: 374	RIC: 50	
S: Minotauro de la noche	SPD: 160	RTH: 50	SPD: 210	RTH: 50	
- - - - -	DEX: 75	RLT: 50	DEX: 171	RLT: 50	
Monster Type:	INT: 0	RDK: 50	INT: 0	RDK: 50	
-	VIT: 180	RPO: 50	VIT: 460	RPO: 50	

MONSTER LOCATION(S)  
| 4 in Forgotten Dungeon; 8 in Ancient Ruins of Heroes;

MONSTER CARD DESCRIPTION

Its weapon is very rare and valuable.

NORMAL MODE RARES

ADVANCE MODE RARES

Dark Minotaur	512/65536	Dark Minotaur	512/65536
Knight Plate	16/65536	Giant's Ironball	256/65536
Ryujin's Armor	16/65536	-	-

#####

WISP	NORMAL MODE STATS		ADVANCE MODE STATS	
E: Wisp	Lv. 65	Exp: 195	Lv. 155	Exp: 465
F: Brin	HP: 60	SP: 0	HP: 420	SP: 0
G: Irrlicht	ATK: 45	RFR: 80	ATK: 126	RFR: 80
I: Fuoco fatuo	DEF: 100	RIC: 80	DEF: 352	RIC: 80
S: Alfeñique	SPD: 96	RTH: 80	SPD: 146	RTH: 80
- - - - -	DEX: 200	RLT: 80	DEX: 371	RLT: 80
Monster Type:	INT: 0	RDK: 80	INT: 0	RDK: 80
Flying	VIT: 20	RPO: 80	VIT: 140	RPO: 80

MONSTER LOCATION(S)

13 in Koldazhek Cave; 2 in Beast Mountain when there's no snow.;

MONSTER CARD DESCRIPTION

A gaseous monster that once was a human spirit.

NORMAL MODE RARES

ADVANCE MODE RARES

Wisp	512/65536	Wisp	512/65536
Witch's Rod	16/65536	-	-
Witch's Robe	16/65536	-	-

#####

SNOW ELEMENTAL	NORMAL MODE STATS		ADVANCE MODE STATS	
E: Snow Elemental	Lv. 70	Exp: 210	Lv. 160	Exp: 480
F: Neige élémentaire	HP: 75	SP: 0	HP: 450	SP: 0
G: Schnee Elementar	ATK: 38	RFR: 30	ATK: 118	RFR: 30
I: Neve degli elementi	DEF: 100	RIC: 100	DEF: 352	RIC: 100
S: Nieve elemental	SPD: 96	RTH: 80	SPD: 146	RTH: 80
- - - - -	DEX: 220	RLT: 80	DEX: 403	RLT: 80
Monster Type:	INT: 0	RDK: 80	INT: 0	RDK: 80
Flying	VIT: 25	RPO: 80	VIT: 150	RPO: 80

MONSTER LOCATION(S)

3 in Koldazhek Cave; 2 in Beast Mountain when there's snow.;

MONSTER CARD DESCRIPTION

The spirit of a child that froze to death in snow.

NORMAL MODE RARES

ADVANCE MODE RARES

Snow Elemental	512/65536	Snow Elemental	512/65536
Witch's Rod	16/65536	-	-
Witch's Robe	16/65536	-	-

#####

WICKED FLAME	NORMAL MODE STATS		ADVANCE MODE STATS	
E: Wicked Flame	Lv. 53	Exp: 159	Lv. 143	Exp: 429
F: Flamme méchante	HP: 150	SP: 0	HP: 600	SP: 0
G: Böse Flamme	ATK: 28	RFR: 100	ATK: 106	RFR: 100
I: Fiamma malvagia	DEF: 60	RIC: 50	DEF: 264	RIC: 50
S: Llama perversa	SPD: 96	RTH: 80	SPD: 146	RTH: 80
- - - - -	DEX: 180	RLT: 80	DEX: 339	RLT: 80
Monster Type:	INT: 0	RDK: 80	INT: 0	RDK: 80
Flying	VIT: 50	RPO: 80	VIT: 200	RPO: 80



MONSTER LOCATION(S)

8 in Unknown Derelict; 1 in Hottazhek Volcano;

MONSTER CARD DESCRIPTION

Fire from a burning corpse.

NORMAL MODE RARES

ADVANCE MODE RARES

Wicked Flame	512/65536	Wicked Flame	512/65536
Witch's Rod	16/65536	-	-
Witch's Robe	16/65536	-	-

#####

DARK SPIRIT	NORMAL MODE STATS		ADVANCE MODE STATS	
E: Dark Spirit	Lv. 60	Exp: 180	Lv. 150	Exp: 450
F: Esprit sombre	HP: 750	SP: 150	HP: 1800	SP: 300
G: Dunkeler Geist	ATK: 32	RFR: 80	ATK: 110	RFR: 80
I: Spirito oscuro	DEF: 70	RIC: 80	DEF: 286	RIC: 80
S: Espiritu de la noche	SPD: 96	RTH: 80	SPD: 146	RTH: 80
- - - - -	DEX: 200	RLT: 30	DEX: 371	RLT: 30
Monster Type:	INT: 50	RDK: 100	INT: 100	RDK: 100
Flying	VIT: 250	RPO: 80	VIT: 600	RPO: 80

MONSTER LOCATION(S)

1 in Unknown Derelict;

MONSTER CARD DESCRIPTION

Wandering spirit. Dislikes the smell of burnt beans.

NORMAL MODE RARES

ADVANCE MODE RARES

Dark Spirit	512/65536	Dark Spirit	512/65536
Witch's Rod	16/65536	-	-
Witch's Robe	16/65536	-	-

#####

RUNE KNIGHT	NORMAL MODE STATS		ADVANCE MODE STATS	
E: Rune Knight	Lv. 73	Exp: 219	Lv. 163	Exp: 489
F: Chevalier rune	HP: 225	SP: 0	HP: 750	SP: 0
G: Runenritter	ATK: 40	RFR: 70	ATK: 120	RFR: 70
I: Cavaliere delle rune	DEF: 80	RIC: 70	DEF: 308	RIC: 70
S: Caballero del augurio	SPD: 180	RTH: 70	SPD: 230	RTH: 70
- - - - -	DEX: 42	RLT: 70	DEX: 118	RLT: 70
Monster Type:	INT: 0	RDK: 70	INT: 0	RDK: 70
-	VIT: 75	RPO: 70	VIT: 250	RPO: 70

MONSTER LOCATION(S)

24 in Demons' Tower;

MONSTER CARD DESCRIPTION

Human/horse warrior made by an evil sorcerer.

NORMAL MODE RARES

ADVANCE MODE RARES

Rune Knight	512/65536	Rune Knight	512/65536
Knight's Sword	16/65536	Master Sword	256/65536
Knight Helm	16/65536	-	-

#####

SILVER KNIGHT	NORMAL MODE STATS		ADVANCE MODE STATS	
E: Silver Knight	Lv. 78	Exp: 234	Lv. 168	Exp: 504
F: Chevalier d'argent	HP: 255	SP: 0	HP: 810	SP: 0
G: Silberritter	ATK: 45	RFR: 70	ATK: 126	RFR: 70
I: Cavaliere d'argento	DEF: 85	RIC: 70	DEF: 319	RIC: 70
S: Caballero de plata	SPD: 180	RTH: 70	SPD: 230	RTH: 70

```

- - - - - | DEX: 45 | RLT: 70 | DEX: 123 | RLT: 70 |
| Monster Type: | INT: 0 | RDK: 70 | INT: 0 | RDK: 70 |
| - | VIT: 85 | RPO: 70 | VIT: 270 | RPO: 70 |

```

-----  
MONSTER LOCATION(S)  
-----

8 in Demons' Tower;

MONSTER CARD DESCRIPTION  
-----

Protects the cavalry. Part of an elite force.

NORMAL MODE RARES		ADVANCE MODE RARES	
Silver Knight	512/65536	Silver Knight	512/65536
Knight's Sword	16/65536	Master Sword	256/65536
Knight Helm	16/65536	-	-

#####

DARK KNIGHT		NORMAL MODE STATS		ADVANCE MODE STATS	
E: Dark Knight	Lv. 90	Exp: 270	Lv. 180	Exp: 540	
F: Chevalier sombre	HP: 285	SP: 0	HP: 870	SP: 0	
G: Dunkeler Ritter	ATK: 60	RFR: 70	ATK: 144	RFR: 70	
I: Cavaliere oscuro	DEF: 90	RIC: 70	DEF: 330	RIC: 70	
S: Caballero de la noche	SPD: 200	RTH: 70	SPD: 250	RTH: 70	
- - - - -	DEX: 65	RLT: 70	DEX: 155	RLT: 70	
Monster Type:	INT: 0	RDK: 70	INT: 0	RDK: 70	
-	VIT: 95	RPO: 70	VIT: 290	RPO: 70	

-----  
MONSTER LOCATION(S)  
-----

39 in Chaos Castle; 14 in Forgotten Dungeon;

MONSTER CARD DESCRIPTION  
-----

Chaotic knight accompanied by ghosts and ghouls.

NORMAL MODE RARES		ADVANCE MODE RARES	
Dark Knight	512/65536	Dark Knight	512/65536
Knight's Sword	16/65536	Master Sword	256/65536
Knight Helm	16/65536	-	-

#####

GARGOYLE		NORMAL MODE STATS		ADVANCE MODE STATS	
E: Gargoyle	Lv. 75	Exp: 225	Lv. 165	Exp: 495	
F: Gargouille	HP: 240	SP: 0	HP: 780	SP: 0	
G: Gargyle	ATK: 54	RFR: 60	ATK: 137	RFR: 60	
I: Gargoyle	DEF: 66	RIC: 60	DEF: 277	RIC: 60	
S: Gárgola	SPD: 160	RTH: 60	SPD: 210	RTH: 60	
- - - - -	DEX: 40	RLT: 60	DEX: 115	RLT: 60	
Monster Type:	INT: 0	RDK: 60	INT: 0	RDK: 60	
Flying	VIT: 80	RPO: 60	VIT: 260	RPO: 60	

-----  
MONSTER LOCATION(S)  
-----

7 in Demons' Tower;

MONSTER CARD DESCRIPTION  
-----

Evil sculpture that comes to life.

NORMAL MODE RARES		ADVANCE MODE RARES	
Gargoyle	512/65536	Gargoyle	512/65536
Tower Key	1024/65536	Black Ring	128/65536
Ryujin's Axe	16/65536	-	-

#####

ICE GARGOYLE		NORMAL MODE STATS		ADVANCE MODE STATS	
E: Ice Gargoyle	Lv. 80	Exp: 240	Lv. 170	Exp: 510	
F: Gargouille de glace	HP: 360	SP: 0	HP: 1020	SP: 0	

G: Eisgargyle	ATK: 50	RFR: 30	ATK: 132	RFR: 30
I: Gargoyle di ghiaccio	DEF: 68	RIC: 90	DEF: 282	RIC: 90
S: Gárgola de hielo	SPD: 160	RTH: 60	SPD: 210	RTH: 60
- - - - -	DEX: 42	RLT: 60	DEX: 118	RLT: 60
Monster Type:	INT: 0	RDK: 60	INT: 0	RDK: 60
Flying	VIT: 120	RPO: 60	VIT: 340	RPO: 60

MONSTER LOCATION(S)

1 in Demons' Tower;

MONSTER CARD DESCRIPTION

Remains stationary until an intruder approaches.

NORMAL MODE RARES

ADVANCE MODE RARES

Ice Gargoyle	512/65536	Ice Gargoyle	512/65536
Evil Ring	128/65536	Black Ring	128/65536
Ryujiin's Axe	16/65536	-	-

#####

BELIAL	NORMAL MODE STATS		ADVANCE MODE STATS	
E: Belial	Lv. 85	Exp: 255	Lv. 175	Exp: 525
F: Déchu	HP: 375	SP: 0	HP: 1050	SP: 0
G: Belial	ATK: 70	RFR: 60	ATK: 156	RFR: 60
I: Belial	DEF: 78	RIC: 60	DEF: 304	RIC: 60
S: Belial	SPD: 160	RTH: 60	SPD: 210	RTH: 60
- - - - -	DEX: 45	RLT: 60	DEX: 123	RLT: 60
Monster Type:	INT: 0	RDK: 60	INT: 0	RDK: 60
Flying	VIT: 125	RPO: 60	VIT: 350	RPO: 60

MONSTER LOCATION(S)

11 in Hottazhek Volcano; 3 in Ancient Ruins of Heroes;

It can be summoned by Gillespie in Chaos Castle. (Summoned monsters don't drop rares.)

MONSTER CARD DESCRIPTION

Once was a god, but was transformed into a demon.

NORMAL MODE RARES

ADVANCE MODE RARES

Belial	512/65536	Belial	512/65536
Evil Ring	128/65536	Black Ring	128/65536
Ryujiin's Axe	16/65536	-	-

#####

COLOSSUS	NORMAL MODE STATS		ADVANCE MODE STATS	
E: Colossus	Lv. 64	Exp: 192	Lv. 154	Exp: 462
F: Colosse	HP: 234	SP: 0	HP: 768	SP: 0
G: Koloss	ATK: 52	RFR: 50	ATK: 134	RFR: 50
I: Colosso	DEF: 67	RIC: 80	DEF: 279	RIC: 80
S: Coloso	SPD: 96	RTH: 30	SPD: 146	RTH: 30
- - - - -	DEX: 38	RLT: 60	DEX: 112	RLT: 60
Monster Type:	INT: 0	RDK: 60	INT: 0	RDK: 60
Flying	VIT: 78	RPO: 100	VIT: 256	RPO: 100

MONSTER LOCATION(S)

16 in Demons' Tower;

MONSTER CARD DESCRIPTION

Machine warrior that can't tell friend from foe.

NORMAL MODE RARES

ADVANCE MODE RARES

Colossus	512/65536	Colossus	512/65536
----------	-----------	----------	-----------

Ancient Ring	128/65536	Ancient Charm	128/65536
Holy Garb	16/65536	-	-

#####

COLOSSUS II	NORMAL MODE STATS		ADVANCE MODE STATS	
E: Colossus II	Lv. 68	Exp: 204	Lv. 158	Exp: 474
F: Colosse II	HP: 330	SP: 0	HP: 960	SP: 0
G: Koloss II	ATK: 62	RFR: 50	ATK: 146	RFR: 50
I: Colosso II	DEF: 70	RIC: 80	DEF: 286	RIC: 80
S: Coloso II	SPD: 96	RTH: 30	SPD: 146	RTH: 30
- - - - -	DEX: 42	RLT: 60	DEX: 118	RLT: 60
Monster Type:	INT: 0	RDK: 60	INT: 0	RDK: 60
Flying	VIT: 110	RPO: 100	VIT: 320	RPO: 100

MONSTER LOCATION(S)

1 in Demons' Tower; 11 in Ancient Ruins of Heroes;

MONSTER CARD DESCRIPTION

Powered by magic. Devoid of life.

NORMAL MODE RARES		ADVANCE MODE RARES	
Colossus II	512/65536	Colossus II	512/65536
Ancient Ring	128/65536	Ancient Charm	128/65536
Holy Garb	16/65536	-	-

#####

COLOSSUS III	NORMAL MODE STATS		ADVANCE MODE STATS	
E: Colossus III	Lv. 95	Exp: 285	Lv. 119	Exp: 357
F: Colosse III	HP: 330	SP: 0	HP: 960	SP: 0
G: Koloss III	ATK: 70	RFR: 50	ATK: 156	RFR: 50
I: Colosso III	DEF: 120	RIC: 80	DEF: 396	RIC: 80
S: Coloso III	SPD: 96	RTH: 30	SPD: 146	RTH: 30
- - - - -	DEX: 63	RLT: 60	DEX: 152	RLT: 60
Monster Type:	INT: 0	RDK: 60	INT: 0	RDK: 60
Flying	VIT: 110	RPO: 100	VIT: 320	RPO: 100

MONSTER LOCATION(S)

9 in Chaos Castle; 1 in Ancient Ruins of Heroes;

MONSTER CARD DESCRIPTION

Machine that has gone totally out of control.

NORMAL MODE RARES		ADVANCE MODE RARES	
Colossus III	512/65536	Colossus III	512/65536
Ancient Ring	128/65536	Ancient Charm	128/65536
Holy Garb	16/65536	-	-

#####

LESSER DEMON	NORMAL MODE STATS		ADVANCE MODE STATS	
E: Lesser Demon	Lv. 72	Exp: 216	Lv. 162	Exp: 486
F: Moindre démon	HP: 246	SP: 120	HP: 792	SP: 270
G: Niederer Dämon	ATK: 56	RFR: 60	ATK: 139	RFR: 60
I: Demone inferiore	DEF: 58	RIC: 60	DEF: 260	RIC: 60
S: Demonio menor	SPD: 160	RTH: 60	SPD: 210	RTH: 60
- - - - -	DEX: 44	RLT: 60	DEX: 122	RLT: 60
Monster Type:	INT: 40	RDK: 60	INT: 90	RDK: 60
Flying	VIT: 82	RPO: 60	VIT: 264	RPO: 60

MONSTER LOCATION(S)

18 in Demons' Tower;

MONSTER CARD DESCRIPTION

Its true body is in the underworld. Can revive.

NORMAL MODE RARES		ADVANCE MODE RARES	
Lesser Demon	512/65536	Lesser Demon	512/65536
Tower Key	1024/65536	Fiend Ring	128/65536
Darkness Rod	16/65536	-	-

#####

DEMON		NORMAL MODE STATS		ADVANCE MODE STATS	
E: Demon	Lv. 80	Exp: 240	Lv. 170	Exp: 510	
F: Démon	HP: 345	SP: 120	HP: 990	SP: 270	
G: Dämon	ATK: 68	RFR: 70	ATK: 154	RFR: 70	
I: Demone	DEF: 60	RIC: 70	DEF: 264	RIC: 70	
S: Demonio	SPD: 160	RTH: 70	SPD: 210	RTH: 70	
- - - - -	DEX: 45	RLT: 70	DEX: 123	RLT: 70	
Monster Type:	INT: 40	RDK: 70	INT: 90	RDK: 70	
Flying	VIT: 115	RPO: 70	VIT: 330	RPO: 70	

MONSTER LOCATION(S)

1 in Demons' Tower;

MONSTER CARD DESCRIPTION

Summoned from the underworld.

NORMAL MODE RARES		ADVANCE MODE RARES	
Demon	512/65536	Demon	512/65536
Demon Ring	128/65536	Fiend Ring	128/65536
Darkness Rod	16/65536	-	-

#####

ARCH DEMON		NORMAL MODE STATS		ADVANCE MODE STATS	
E: Arch Demon	Lv. 90	Exp: 270	Lv. 180	Exp: 540	
F: Archidémon	HP: 1140	SP: 240	HP: 2580	SP: 390	
G: Erzdämon	ATK: 120	RFR: 70	ATK: 216	RFR: 70	
I: Arci-demone	DEF: 110	RIC: 70	DEF: 374	RIC: 70	
S: Demonio de arco	SPD: 160	RTH: 70	SPD: 210	RTH: 70	
- - - - -	DEX: 58	RLT: 70	DEX: 144	RLT: 70	
Monster Type:	INT: 80	RDK: 70	INT: 130	RDK: 70	
Flying	VIT: 380	RPO: 70	VIT: 860	RPO: 70	

MONSTER LOCATION(S)

1 in Ancient Ruins of Heroes;

MONSTER CARD DESCRIPTION

Fallen archangel. Leads demons in destruction.

NORMAL MODE RARES		ADVANCE MODE RARES	
Arch Demon	512/65536	Arch Demon	512/65536
Demon Ring	128/65536	Fiend Ring	128/65536
Raijin III	64/65536	Raijin IV	64/65536

#####

CERBERUS		NORMAL MODE STATS		ADVANCE MODE STATS	
E: Cerberus	Lv. 80	Exp: 240	Lv. 170	Exp: 510	
F: Cerbère	HP: 252	SP: 90	HP: 804	SP: 240	
G: Cerberus	ATK: 60	RFR: 80	ATK: 144	RFR: 80	
I: Cerbero	DEF: 74	RIC: 50	DEF: 295	RIC: 50	
S: Cancerbero	SPD: 160	RTH: 50	SPD: 210	RTH: 50	
- - - - -	DEX: 44	RLT: 50	DEX: 122	RLT: 50	
Monster Type:	INT: 30	RDK: 50	INT: 80	RDK: 50	
-	VIT: 84	RPO: 50	VIT: 268	RPO: 50	

MONSTER LOCATION(S)

18 in Beast Mountain; 15 in Hottazhek Volcano;

MONSTER CARD DESCRIPTION

Guards the king of the underworld. Has 3 heads.

NORMAL MODE RARES

ADVANCE MODE RARES

Cerberus	512/65536	Cerberus	512/65536
Mercenary Garb	16/65536	-	-
-	-	-	-

#####

HELL HOUND	NORMAL MODE STATS		ADVANCE MODE STATS	
E: Hell Hound	Lv. 85	Exp: 255	Lv. 175	Exp: 525
F: Chien d'enfer	HP: 264	SP: 90	HP: 828	SP: 240
G: Höllenhund	ATK: 62	RFR: 80	ATK: 146	RFR: 80
I: Mastino infernale	DEF: 75	RIC: 50	DEF: 297	RIC: 50
S: Sabueso del infierno	SPD: 160	RTH: 50	SPD: 210	RTH: 50
- - - - -	DEX: 44	RLT: 50	DEX: 122	RLT: 50
Monster Type:	INT: 30	RDK: 50	INT: 80	RDK: 50
-	VIT: 88	RPO: 50	VIT: 276	RPO: 50

MONSTER LOCATION(S)

4 in Beast Mountain; 10 in Hottazhek Volcano;

MONSTER CARD DESCRIPTION

Loyal to demons. Never lets its prey escape.

NORMAL MODE RARES

ADVANCE MODE RARES

Hell Hound	512/65536	Hell Hound	512/65536
Mercenary Garb	16/65536	-	-
-	-	-	-

#####

POISON HOUND	NORMAL MODE STATS		ADVANCE MODE STATS	
E: Poison Hound	Lv. 96	Exp: 288	Lv. 189	Exp: 567
F: Chien poison	HP: 285	SP: 0	HP: 870	SP: 0
G: Gifthund	ATK: 54	RFR: 80	ATK: 137	RFR: 80
I: Mastino velenoso	DEF: 76	RIC: 50	DEF: 299	RIC: 50
S: Sabueso venenoso	SPD: 160	RTH: 50	SPD: 210	RTH: 50
- - - - -	DEX: 50	RLT: 50	DEX: 131	RLT: 50
Monster Type:	INT: 0	RDK: 50	INT: 0	RDK: 50
-	VIT: 95	RPO: 90	VIT: 290	RPO: 90

MONSTER LOCATION(S)

3 in Beast Mountain;

MONSTER CARD DESCRIPTION

Demon hound that's poison can kill a giant.

NORMAL MODE RARES

ADVANCE MODE RARES

Poison Hound	512/65536	Poison Hound	512/65536
Mercenary Garb	16/65536	-	-
Azuzra III	64/65536	Azuzra IV	575/65536

#####

GOLEM	NORMAL MODE STATS		ADVANCE MODE STATS	
E: Golem	Lv. 60	Exp: 180	Lv. 150	Exp: 450
F: Golem	HP: 300	SP: 0	HP: 900	SP: 0
G: Golem	ATK: 80	RFR: 60	ATK: 168	RFR: 60
I: Golem	DEF: 150	RIC: 60	DEF: 462	RIC: 60
S: Golem	SPD: 96	RTH: 60	SPD: 146	RTH: 60
- - - - -	DEX: 35	RLT: 60	DEX: 107	RLT: 60
Monster Type:	INT: 0	RDK: 60	INT: 0	RDK: 60
-	VIT: 100	RPO: 60	VIT: 300	RPO: 60

MONSTER LOCATION(S)

19 in Driazhek Desert;

MONSTER CARD DESCRIPTION

Slave created by magic, but moves rather slow.

NORMAL MODE RARES

ADVANCE MODE RARES

Golem	512/65536	Golem	512/65536
Golem I	64/65536	Golem II	64/65536
Ryujin's Helm	16/65536	-	-

#####

ICE GOLEM	NORMAL MODE STATS		ADVANCE MODE STATS	
E: Ice Golem	Lv. 69	Exp: 207	Lv. 159	Exp: 477
F: Golem de glace	HP: 339	SP: 0	HP: 978	SP: 0
G: Eis-Golem	ATK: 60	RFR: 30	ATK: 144	RFR: 30
I: Golem di ghiaccio	DEF: 180	RIC: 90	DEF: 528	RIC: 90
S: Golem de hielo	SPD: 96	RTH: 60	SPD: 146	RTH: 60
- - - - -	DEX: 35	RLT: 60	DEX: 107	RLT: 60
Monster Type:	INT: 0	RDK: 60	INT: 0	RDK: 60
-	VIT: 113	RPO: 60	VIT: 326	RPO: 60

MONSTER LOCATION(S)

9 in Koldazhek Cave;

MONSTER CARD DESCRIPTION

Has the property of ice. Created by a high wizard.

NORMAL MODE RARES

ADVANCE MODE RARES

Ice Golem	512/65536	Ice Golem	512/65536
Golem II	64/65536	Golem III	64/65536
Ryujin's Helm	16/65536	-	-

#####

MUDMAN	NORMAL MODE STATS		ADVANCE MODE STATS	
E: Mudman	Lv. 85	Exp: 255	Lv. 175	Exp: 525
F: Homme de boue	HP: 390	SP: 0	HP: 1080	SP: 0
G: Schlammmann	ATK: 100	RFR: 60	ATK: 192	RFR: 60
I: Uomo di fango	DEF: 220	RIC: 60	DEF: 616	RIC: 60
S: Hombre de barro	SPD: 96	RTH: 60	SPD: 146	RTH: 60
- - - - -	DEX: 40	RLT: 60	DEX: 115	RLT: 60
Monster Type:	INT: 0	RDK: 60	INT: 0	RDK: 60
-	VIT: 130	RPO: 60	VIT: 360	RPO: 60

MONSTER LOCATION(S)

7 in Hottazhek Volcano; 11 in Forgotten Dungeon;

MONSTER CARD DESCRIPTION

Mass produced warrior that has gone berserk.

NORMAL MODE RARES

ADVANCE MODE RARES

Mudman	512/65536	Mudman	512/65536
Golem III	64/65536	Golem IV	64/65536
Ryujin's Helm	16/65536	-	-

#####

SNOW LIZARD	NORMAL MODE STATS		ADVANCE MODE STATS	
E: Snow Lizard	Lv. 60	Exp: 180	Lv. 156	Exp: 468
F: Lézard des neiges	HP: 246	SP: 150	HP: 792	SP: 300
G: Schnee-Eidechse	ATK: 58	RFR: 30	ATK: 142	RFR: 30
I: Lucertola della neve	DEF: 66	RIC: 90	DEF: 277	RIC: 90
S: Lagarto de nieve	SPD: 96	RTH: 50	SPD: 146	RTH: 50

```

- - - - - | DEX: 34 | RLT: 50 | DEX: 106 | RLT: 50 |
| Monster Type: | INT: 50 | RDK: 50 | INT: 100 | RDK: 50 |
| - | VIT: 82 | RPO: 50 | VIT: 264 | RPO: 50 |

```

MONSTER LOCATION(S)

15 in Koldazhek Cave;

MONSTER CARD DESCRIPTION

Also known as a Frost Salamander. Weak to fire.

NORMAL MODE RARES		ADVANCE MODE RARES	
Snow Lizard	512/65536	Snow Lizard	512/65536
Scale	512/65536	Scale	512/65536
Proserpina II	64/65536	Proserpina III	64/65536

#####

SALAMANDER		NORMAL MODE STATS		ADVANCE MODE STATS	
E: Salamander	Lv. 84	Exp: 252	Lv. 174	Exp: 522	
F: Salamandre	HP: 300	SP: 120	HP: 900	SP: 270	
G: Salamander	ATK: 68	RFR: 90	ATK: 154	RFR: 90	
I: Salamandra	DEF: 85	RIC: 30	DEF: 319	RIC: 30	
S: Salamandra	SPD: 96	RTH: 50	SPD: 146	RTH: 50	
- - - - -	DEX: 46	RLT: 50	DEX: 125	RLT: 50	
Monster Type:	INT: 40	RDK: 50	INT: 90	RDK: 50	
-	VIT: 100	RPO: 50	VIT: 300	RPO: 50	

MONSTER LOCATION(S)

4 in Hottazhek Volcano;

MONSTER CARD DESCRIPTION

Lives near lava flows.

NORMAL MODE RARES		ADVANCE MODE RARES	
Salamander	512/65536	Salamander	512/65536
Scale	512/65536	Scale	512/65536
Atom Dragon II	64/65536	Atom Dragon III	64/65536

#####

VAMPIRE LIZARD		NORMAL MODE STATS		ADVANCE MODE STATS	
E: Vampire Lizard	Lv. 87	Exp: 261	Lv. 177	Exp: 531	
F: Lézard vampire	HP: 300	SP: 0	HP: 900	SP: 0	
G: Vampir-Eidechse	ATK: 65	RFR: 50	ATK: 150	RFR: 50	
I: Lucertola-vampiro	DEF: 150	RIC: 50	DEF: 462	RIC: 50	
S: Lagarto vampiro	SPD: 180	RTH: 50	SPD: 230	RTH: 50	
- - - - -	DEX: 55	RLT: 50	DEX: 139	RLT: 50	
Monster Type:	INT: 0	RDK: 50	INT: 0	RDK: 50	
-	VIT: 100	RPO: 50	VIT: 300	RPO: 50	

MONSTER LOCATION(S)

23 in Beast Mountain;

MONSTER CARD DESCRIPTION

Loves extremely hot areas. Covered with thick scales.

NORMAL MODE RARES		ADVANCE MODE RARES	
Vampire Lizard	512/65536	Vampire Lizard	512/65536
Scale	512/65536	Scale	512/65536
-	-	-	-

#####

DRAGON		NORMAL MODE STATS		ADVANCE MODE STATS	
E: Dragon	Lv. 100	Exp: 300	Lv. 190	Exp: 570	
F: Dragon	HP: 900	SP: 150	HP: 2100	SP: 300	



G: Drachen	ATK: 150	RFR: 70	ATK: 252	RFR: 70
I: Drago	DEF: 150	RIC: 70	DEF: 462	RIC: 70
S: Dragón	SPD: 256	RTH: 70	SPD: 306	RTH: 70
- - - - -	DEX: 65	RLT: 70	DEX: 155	RLT: 70
Monster Type:	INT: 50	RDK: 70	INT: 100	RDK: 70
Flying	VIT: 300	RPO: 70	VIT: 700	RPO: 70

MONSTER LOCATION(S)

1 in Beast Mountain when there's no snow. 2 in Hottazhek Volcano;  
 1 in Chaos Castle; 1 in Forgotten Dungeon; 3 in Ancient Ruins of Heroes;

MONSTER CARD DESCRIPTION

Strong enough to do battle with a god!

NORMAL MODE RARES		ADVANCE MODE RARES	
Dragon	512/65536	Dragon	512/65536
Scale	512/65536	Scale	512/65536
Dragon's Charm	128/65536	Dragon's Eye	128/65536

#####

WHITE DRAGON		NORMAL MODE STATS		ADVANCE MODE STATS	
E: White Dragon	Lv. 110	Exp: 330	Lv. 200	Exp: 600	
F: Dragon blanc	HP: 960	SP: 150	HP: 2220	SP: 300	
G: Weißer Drachen	ATK: 140	RFR: 20	ATK: 240	RFR: 20	
I: Drago bianco	DEF: 140	RIC: 100	DEF: 440	RIC: 100	
S: Dragón blanco	SPD: 256	RTH: 70	SPD: 306	RTH: 70	
- - - - -	DEX: 65	RLT: 70	DEX: 155	RLT: 70	
Monster Type:	INT: 50	RDK: 70	INT: 100	RDK: 70	
Flying	VIT: 320	RPO: 70	VIT: 740	RPO: 70	

MONSTER LOCATION(S)

1 in Beast Mountain when there's snow; 1 in Ancient Ruins of Heroes;

MONSTER CARD DESCRIPTION

Lives in cold places. Supposedly not very smart.

NORMAL MODE RARES		ADVANCE MODE RARES	
White Dragon	512/65536	White Dragon	512/65536
Scale	512/65536	Scale	512/65536
Dragon's Charm	128/65536	Dragon's Eye	128/65536

#####

SOUL DRAGON		NORMAL MODE STATS		ADVANCE MODE STATS	
E: Soul Dragon	Lv. 120	Exp: 360	Lv. 210	Exp: 630	
F: Dragon d'âme	HP: 1350	SP: 240	HP: 3000	SP: 390	
G: Seelendrachen	ATK: 220	RFR: 70	ATK: 336	RFR: 70	
I: Drago dell'anima	DEF: 180	RIC: 70	DEF: 528	RIC: 70	
S: Dragón del alma	SPD: 256	RTH: 70	SPD: 306	RTH: 70	
- - - - -	DEX: 80	RLT: 70	DEX: 179	RLT: 70	
Monster Type:	INT: 80	RDK: 70	INT: 130	RDK: 70	
Flying	VIT: 450	RPO: 70	VIT: 1000	RPO: 70	

MONSTER LOCATION(S)

1 in Chaos Castle; 1 in Ancient Ruins of Heroes;

MONSTER CARD DESCRIPTION

Raided heaven and hell long ago, losing its body.

NORMAL MODE RARES		ADVANCE MODE RARES	
Soul Dragon	512/65536	Soul Dragon	512/65536
Scale	512/65536	Scale	512/65536
Atom Dragon III	64/65536	Atom Dragon IV	64/65536

```
#####
| ANGEL | NORMAL MODE STATS | ADVANCE MODE STATS | | |
| E: Angel | Lv. 89 | Exp: 267 | Lv. 180 | Exp: 540 |
| F: Ange | HP: 300 | SP: 90 | HP: 900 | SP: 240 |
| G: Engel | ATK: 51 | RFR: 50 | ATK: 133 | RFR: 50 |
| I: Angelo | DEF: 75 | RIC: 50 | DEF: 297 | RIC: 50 |
| S: Ángel | SPD: 160 | RTH: 50 | SPD: 210 | RTH: 50 |
| - - - - - | DEX: 60 | RLT: 100 | DEX: 147 | RLT: 100 |
| Monster Type: | INT: 30 | RDK: 10 | INT: 80 | RDK: 10 |
| - | VIT: 100 | RPO: 50 | VIT: 300 | RPO: 50 |
|-----|
```

MONSTER LOCATION(S)

7 in Chaos Castle;

MONSTER CARD DESCRIPTION

Heaven's holy envoy, but now an enemy.

```
#####
| NORMAL MODE RARES | ADVANCE MODE RARES | | |
| Angel | 512/65536 | Angel | 512/65536 |
| Angel Earrings | 128/65536 | Angel's Charm | 128/65536 |
| Witch's Hat | 16/65536 | - | - |
|-----|
```

```
#####
| SERAPH | NORMAL MODE STATS | ADVANCE MODE STATS | | |
| E: Seraph | Lv. 92 | Exp: 276 | Lv. 185 | Exp: 555 |
| F: Séraphin | HP: 360 | SP: 120 | HP: 1020 | SP: 270 |
| G: Seraph | ATK: 53 | RFR: 50 | ATK: 136 | RFR: 50 |
| I: Serafino | DEF: 80 | RIC: 50 | DEF: 308 | RIC: 50 |
| S: Serafin | SPD: 160 | RTH: 50 | SPD: 210 | RTH: 50 |
| - - - - - | DEX: 65 | RLT: 100 | DEX: 155 | RLT: 100 |
| Monster Type: | INT: 40 | RDK: 10 | INT: 90 | RDK: 10 |
| - | VIT: 120 | RPO: 50 | VIT: 340 | RPO: 50 |
|-----|
```

MONSTER LOCATION(S)

4 in Chaos Castle;

MONSTER CARD DESCRIPTION

Supposed to guide humans, but...

```
#####
| NORMAL MODE RARES | ADVANCE MODE RARES | | |
| Seraph | 512/65536 | Seraph | 512/65536 |
| Angel Earrings | 128/65536 | Angel's Charm | 128/65536 |
| Witch's Hat | 16/65536 | - | - |
|-----|
```

```
#####
| ARCHANGEL | NORMAL MODE STATS | ADVANCE MODE STATS | | |
| E: Archangel | Lv. 102 | Exp: 306 | Lv. 190 | Exp: 570 |
| F: Archange | HP: 600 | SP: 150 | HP: 1500 | SP: 300 |
| G: Erzengel | ATK: 62 | RFR: 50 | ATK: 146 | RFR: 50 |
| I: Arcangelo | DEF: 90 | RIC: 50 | DEF: 330 | RIC: 50 |
| S: Arcángel | SPD: 160 | RTH: 50 | SPD: 210 | RTH: 50 |
| - - - - - | DEX: 70 | RLT: 100 | DEX: 163 | RLT: 100 |
| Monster Type: | INT: 50 | RDK: 10 | INT: 100 | RDK: 10 |
| - | VIT: 200 | RPO: 50 | VIT: 500 | RPO: 50 |
|-----|
```

MONSTER LOCATION(S)

1 in Ancient Ruins of Heroes;

MONSTER CARD DESCRIPTION

The reason that it fights is not known...

```
#####
| NORMAL MODE RARES | ADVANCE MODE RARES |
|-----|
```

Archangel	512/65536	Archangel	512/65536
Angel Earrings	128/65536	Angel's Charm	128/65536
Witch's Hat	16/65536	-	-

#####

VAMPIRE	NORMAL MODE STATS		ADVANCE MODE STATS	
E: Vampire	Lv. 93	Exp: 279	Lv. 180	Exp: 540
F: Vampire	HP: 285	SP: 120	HP: 870	SP: 270
G: Vampir	ATK: 64	RFR: 40	ATK: 149	RFR: 40
I: Vampiro	DEF: 80	RIC: 60	DEF: 308	RIC: 60
S: Vampiro	SPD: 200	RTH: 50	SPD: 250	RTH: 50
- - - - -	DEX: 60	RLT: 20	DEX: 147	RLT: 20
Monster Type:	INT: 40	RDK: 70	INT: 90	RDK: 70
Undead	VIT: 95	RPO: 60	VIT: 290	RPO: 60

MONSTER LOCATION(S)

6 in Underground Labyrinth; 14 in Ancient Ruins of Heroes;  
 31 in Chaos Castle; It can be summoned by Gillespie in Chaos Castle.  
 (Summoned monsters don't drop rares.)

MONSTER CARD DESCRIPTION

Extremely powerful undead creature of Darkness.

NORMAL MODE RARES		ADVANCE MODE RARES	
Vampire	512/65536	Vampire	512/65536
Oblivion II	64/65536	Oblivion III	64/65536
Darkness Robe	16/65536	-	-

#####

BLOOD FIEND	NORMAL MODE STATS		ADVANCE MODE STATS	
E: Blood Fiend	Lv. 97	Exp: 291	Lv. 185	Exp: 555
F: Monstre sanguin	HP: 540	SP: 180	HP: 1380	SP: 330
G: Blutteufel	ATK: 70	RFR: 40	ATK: 156	RFR: 40
I: Demone di sangue	DEF: 82	RIC: 60	DEF: 312	RIC: 60
S: Maniaco de sangre	SPD: 220	RTH: 50	SPD: 270	RTH: 50
- - - - -	DEX: 62	RLT: 20	DEX: 150	RLT: 20
Monster Type:	INT: 60	RDK: 70	INT: 110	RDK: 70
Undead	VIT: 180	RPO: 60	VIT: 460	RPO: 60

MONSTER LOCATION(S)

2 in Chaos Castle; 12 in Underground Labyrinth;  
 1 in Ancient Ruins of Heroes;

MONSTER CARD DESCRIPTION

Vampire which has tasted the blood of a king.

NORMAL MODE RARES		ADVANCE MODE RARES	
Blood Fiend	512/65536	Blood Fiend	512/65536
Oblivion II	64/65536	Oblivion III	64/65536
Darkness Robe	16/65536	-	-

#####

VAMPIRE LORD	NORMAL MODE STATS		ADVANCE MODE STATS	
E: Vampire Lord	Lv. 104	Exp: 312	Lv. 190	Exp: 570
F: Vampire lord	HP: 1050	SP: 240	HP: 2400	SP: 390
G: Vampir-Lord	ATK: 78	RFR: 40	ATK: 166	RFR: 40
I: Signore dei vampiri	DEF: 95	RIC: 60	DEF: 341	RIC: 60
S: Señor de los vampiros	SPD: 256	RTH: 50	SPD: 306	RTH: 50
- - - - -	DEX: 70	RLT: 20	DEX: 163	RLT: 20
Monster Type:	INT: 80	RDK: 70	INT: 130	RDK: 70
Undead	VIT: 350	RPO: 60	VIT: 800	RPO: 60

MONSTER LOCATION(S)

| 2 in Underground Labyrinth;

MONSTER CARD DESCRIPTION

| Vampire lord that altered its body with black magic.

NORMAL MODE RARES

ADVANCE MODE RARES

Vampire Lord	512/65536	Vampire Lord	512/65536
Oblivion II	64/65536	Oblivion IV	64/65536
Darkness Robe	16/65536	-	-

#####

REAPER NORMAL MODE STATS ADVANCE MODE STATS

E: Reaper	Lv. 92	Exp: 276	Lv. 180	Exp: 540
F: Faucheur	HP: 300	SP: 0	HP: 900	SP: 0
G: Sensenmann	ATK: 66	RFR: 40	ATK: 151	RFR: 40
I: La mietitrice	DEF: 82	RIC: 60	DEF: 312	RIC: 60
S: La parca	SPD: 240	RTH: 50	SPD: 290	RTH: 50
- - - - -	DEX: 62	RLT: 20	DEX: 150	RLT: 20
Monster Type:	INT: 0	RDK: 70	INT: 0	RDK: 70
Undead	VIT: 100	RPO: 60	VIT: 300	RPO: 60

MONSTER LOCATION(S)

| 4 in Underground Labyrinth; 5 in Ancient Ruins of Heroes;  
| 37 in Chaos Castle; It can be summoned by Gillespie in Chaos Castle.  
| (Summoned monsters don't drop rares.)

MONSTER CARD DESCRIPTION

| Takes life away from mortals. Feared and hated.

NORMAL MODE RARES

ADVANCE MODE RARES

Reaper	512/65536	Reaper	512/65536
Labyrinth Map	256/65536	Labyrinth Map	256/65536
Bone	512/65536	Bone	512/65536

#####

SPECTER NORMAL MODE STATS ADVANCE MODE STATS

E: Specter	Lv. 96	Exp: 288	Lv. 185	Exp: 555
F: Spectre	HP: 600	SP: 0	HP: 1500	SP: 0
G: Schreckgespenst	ATK: 80	RFR: 40	ATK: 168	RFR: 40
I: Apparizione spettrale	DEF: 84	RIC: 60	DEF: 317	RIC: 60
S: Espectro	SPD: 250	RTH: 50	SPD: 300	RTH: 50
- - - - -	DEX: 67	RLT: 20	DEX: 158	RLT: 20
Monster Type:	INT: 0	RDK: 70	INT: 0	RDK: 70
Undead	VIT: 200	RPO: 60	VIT: 500	RPO: 60

MONSTER LOCATION(S)

| 3 in Chaos Castle; 10 in Underground Labyrinth;

MONSTER CARD DESCRIPTION

| Ill mortals pass away when he is standing near.

NORMAL MODE RARES

ADVANCE MODE RARES

Specter	512/65536	Specter	512/65536
Labyrinth Map	256/65536	Labyrinth Map	256/65536
Bone	512/65536	Bone	512/65536

#####

ENVOY OF DEATH NORMAL MODE STATS ADVANCE MODE STATS

E: Envoy of Death	Lv. 103	Exp: 309	Lv. 190	Exp: 570
F: Envoi de mort	HP: 1200	SP: 0	HP: 2700	SP: 0
G: Bote des Todes	ATK: 90	RFR: 40	ATK: 180	RFR: 40
I: Messo della morte	DEF: 85	RIC: 60	DEF: 319	RIC: 60
S: Enviado de la muerte	SPD: 280	RTH: 50	SPD: 330	RTH: 50

-----| DEX: 82 | RLT: 20 | DEX: 182 | RLT: 20 |  
| Monster Type: | INT: 0 | RDK: 70 | INT: 0 | RDK: 70 |  
| Undead | VIT: 400 | RPO: 60 | VIT: 900 | RPO: 60 |

-----  
| MONSTER LOCATION(S) |

| 2 in Underground Labyrinth; |

-----  
| MONSTER CARD DESCRIPTION |

| Controls humans in battle. Loves bloodshed. |

-----  
| NORMAL MODE RARES |

| ADVANCE MODE RARES |

Envoy of Death	512/65536	Envoy of Death	512/65536
Labyrinth Map	256/65536	Labyrinth Map	256/65536
Bone	512/65536	Bone	512/65536

#####

| HOLY GIANT | NORMAL MODE STATS | ADVANCE MODE STATS |

| E: Holy Giant | Lv. 91 | Exp: 273 | Lv. 180 | Exp: 540 |

| F: Géant saint | HP: 450 | SP: 0 | HP: 1200 | SP: 0 |

| G: Heilger Riese | ATK: 120 | RFR: 50 | ATK: 216 | RFR: 50 |

| I: Gigante sacro | DEF: 250 | RIC: 50 | DEF: 682 | RIC: 50 |

| S: Gigante sagrado | SPD: 256 | RTH: 50 | SPD: 306 | RTH: 50 |

-----| DEX: 80 | RLT: 90 | DEX: 179 | RLT: 90 |

| Monster Type: | INT: 0 | RDK: 10 | INT: 0 | RDK: 10 |

| - | VIT: 150 | RPO: 50 | VIT: 400 | RPO: 50 |

-----  
| MONSTER LOCATION(S) |

| 6 in Chaos Castle; 2 in Forgotten Dungeon; 2 in Ancient Ruins of Heroes; |

-----  
| MONSTER CARD DESCRIPTION |

| Very powerful giant. Descendent of a god. |

-----  
| NORMAL MODE RARES |

| ADVANCE MODE RARES |

| Holy Giant | 512/65536 | Holy Giant | 512/65536 |  
Arbiter II	64/65536	Arbiter III	64/65536

#####

| BLUE GIANT | NORMAL MODE STATS | ADVANCE MODE STATS |

| E: Blue Giant | Lv. 96 | Exp: 288 | Lv. 185 | Exp: 555 |

| F: Géant bleu | HP: 480 | SP: 0 | HP: 1260 | SP: 0 |

| G: Blauer Riese | ATK: 130 | RFR: 50 | ATK: 228 | RFR: 50 |

| I: Gigante blu | DEF: 255 | RIC: 50 | DEF: 693 | RIC: 50 |

| S: Gigante azul | SPD: 256 | RTH: 50 | SPD: 306 | RTH: 50 |

-----| DEX: 83 | RLT: 90 | DEX: 184 | RLT: 90 |

| Monster Type: | INT: 0 | RDK: 10 | INT: 0 | RDK: 10 |

| - | VIT: 160 | RPO: 50 | VIT: 420 | RPO: 50 |

-----  
| MONSTER LOCATION(S) |

| 3 in Chaos Castle; 1 in Forgotten Dungeon; 2 in Ancient Ruins of Heroes; |

-----  
| MONSTER CARD DESCRIPTION |

| Stronger than a normal giant. Absorbs Light. |

-----  
| NORMAL MODE RARES |

| ADVANCE MODE RARES |

| Blue Giant | 512/65536 | Blue Giant | 512/65536 |  
Arbiter II	64/65536	Arbiter III	64/65536

#####

| TITAN | NORMAL MODE STATS | ADVANCE MODE STATS |

| E: Titan | Lv. 101 | Exp: 303 | Lv. 190 | Exp: 570 |

| F: Titan | HP: 2100 | SP: 0 | HP: 4500 | SP: 0 |

G: Titan	ATK: 140	RFR: 50	ATK: 240	RFR: 50
I: Titano	DEF: 260	RIC: 50	DEF: 704	RIC: 50
S: Titán	SPD: 300	RTH: 50	SPD: 350	RTH: 50
- - - - -	DEX: 90	RLT: 90	DEX: 195	RLT: 90
Monster Type:	INT: 0	RDK: 10	INT: 0	RDK: 10
-	VIT: 700	RPO: 50	VIT: 1500	RPO: 50

MONSTER LOCATION(S)

1 in Underground Labyrinth;

MONSTER CARD DESCRIPTION

A giant that has absorbed too much Light.

NORMAL MODE RARES		ADVANCE MODE RARES	
Titan	512/65536	Titan	512/65536
Arbiter III	64/65536	Arbiter IV	64/65536
-	-	-	-

#####

FLAMING EYE		NORMAL MODE STATS		ADVANCE MODE STATS	
E: Flaming Eye	Lv. 65	Exp: 195	Lv. 155	Exp: 465	
F: Œil flamboyant	HP: 216	SP: 60	HP: 732	SP: 210	
G: Flammendes Auge	ATK: 50	RFR: 50	ATK: 132	RFR: 50	
I: Occhio di fiamma	DEF: 68	RIC: 80	DEF: 282	RIC: 80	
S: Ojo llameante	SPD: 192	RTH: 30	SPD: 242	RTH: 30	
- - - - -	DEX: 42	RLT: 60	DEX: 118	RLT: 60	
Monster Type:	INT: 20	RDK: 60	INT: 70	RDK: 60	
-	VIT: 72	RPO: 100	VIT: 244	RPO: 100	

MONSTER LOCATION(S)

2 in Demons' Tower; 3 in Ancient Ruins of Heroes;

MONSTER CARD DESCRIPTION

Ancient automaton warrior. Fights without a cause.

NORMAL MODE RARES		ADVANCE MODE RARES	
Flaming Eye	512/65536	Flaming Eye	512/65536
Ancient Ring	128/65536	Ancient Charm	128/65536
Shuriken	16/65536	-	-

#####

FRIGID EYE		NORMAL MODE STATS		ADVANCE MODE STATS	
E: Frigid Eye	Lv. 92	Exp: 276	Lv. 159	Exp: 477	
F: Œil frigide	HP: 240	SP: 120	HP: 780	SP: 270	
G: Kaltes Auge	ATK: 60	RFR: 50	ATK: 144	RFR: 50	
I: Occhio glaciale	DEF: 80	RIC: 80	DEF: 308	RIC: 80	
S: Ojo frígido	SPD: 192	RTH: 30	SPD: 242	RTH: 30	
- - - - -	DEX: 52	RLT: 60	DEX: 134	RLT: 60	
Monster Type:	INT: 40	RDK: 60	INT: 90	RDK: 60	
-	VIT: 80	RPO: 100	VIT: 260	RPO: 100	

MONSTER LOCATION(S)

14 in Chaos Castle;

MONSTER CARD DESCRIPTION

Automaton that spews balls of Ice.

NORMAL MODE RARES		ADVANCE MODE RARES	
Frigid Eye	512/65536	Frigid Eye	512/65536
Ancient Ring	128/65536	Ancient Charm	128/65536
Shuriken	16/65536	-	-

#####

	NORMAL MODE STATS		ADVANCE MODE STATS	
E: Dark Eye	Lv. 96	Exp: 288	Lv. 119	Exp: 357
F: Eil sombre	HP: 450	SP: 240	HP: 1200	SP: 390
G: Dunkeles Auge	ATK: 72	RFR: 50	ATK: 158	RFR: 50
I: Occhio oscuro	DEF: 105	RIC: 80	DEF: 363	RIC: 80
S: Ojo de la noche	SPD: 192	RTH: 30	SPD: 242	RTH: 30
- - - - -	DEX: 55	RLT: 60	DEX: 139	RLT: 60
Monster Type:	INT: 80	RDK: 60	INT: 130	RDK: 60
-	VIT: 150	RPO: 100	VIT: 400	RPO: 100

MONSTER LOCATION(S)

1 in Chaos Castle;

MONSTER CARD DESCRIPTION

Automaton that spews balls of Darkness.

NORMAL MODE RARES		ADVANCE MODE RARES	
Dark Eye	512/65536	Dark Eye	512/65536
Ancient Ring	128/65536	Ancient Charm	128/65536
Shuriken	16/65536	-	-

#####

	NORMAL MODE STATS		ADVANCE MODE STATS	
E: Sunmoon	Lv. 120	Exp: 360	Lv. 210	Exp: 630
F: Sommation	HP: 285	SP: 150	HP: 870	SP: 300
G: Sonnenmond	ATK: 85	RFR: 50	ATK: 174	RFR: 50
I: Soleluna	DEF: 70	RIC: 50	DEF: 286	RIC: 50
S: Soluna	SPD: 192	RTH: 50	SPD: 242	RTH: 50
- - - - -	DEX: 88	RLT: 100	DEX: 192	RLT: 100
Monster Type:	INT: 50	RDK: 50	INT: 100	RDK: 50
-	VIT: 95	RPO: 50	VIT: 290	RPO: 50

MONSTER LOCATION(S)

12 in Ancient Ruins of Heroes;

MONSTER CARD DESCRIPTION

Active during the day. Not aggressive.

NORMAL MODE RARES		ADVANCE MODE RARES	
Sunmoon	512/65536	Sunmoon	512/65536
Elemental Robe	256/65536	-	-
-	-	-	-

#####

	NORMAL MODE STATS		ADVANCE MODE STATS	
E: Kitten Champ	Lv. 120	Exp: 360	Lv. 210	Exp: 630
F: Chaton champion	HP: 300	SP: 0	HP: 900	SP: 0
G: Kätzchen-Champion	ATK: 105	RFR: 50	ATK: 198	RFR: 50
I: Campionessa gattina	DEF: 82	RIC: 50	DEF: 312	RIC: 50
S: Campeón de los gatitos	SPD: 310	RTH: 50	SPD: 360	RTH: 50
- - - - -	DEX: 92	RLT: 50	DEX: 198	RLT: 50
Monster Type:	INT: 0	RDK: 50	INT: 0	RDK: 50
-	VIT: 100	RPO: 50	VIT: 300	RPO: 50

MONSTER LOCATION(S)

25 in Ancient Ruins of Heroes;

MONSTER CARD DESCRIPTION

Knocks out opponents with fast footwork and jabs!

NORMAL MODE RARES		ADVANCE MODE RARES	
Kitten Champ	512/65536	Kitten Champ	512/65536

```

| - | - | - | -
| - | - | - | -
#####
| MUGA | NORMAL MODE STATS | ADVANCE MODE STATS | | |
| E: Muga | Lv. 120 | Exp: 360 | Lv. 210 | Exp: 630 |
| F: Muga | HP: 540 | SP: 0 | HP: 1380 | SP: 0 |
| G: Muga | ATK: 100 | RFR: 50 | ATK: 192 | RFR: 50 |
| I: Muga | DEF: 92 | RIC: 50 | DEF: 334 | RIC: 50 |
| S: Muga | SPD: 192 | RTH: 50 | SPD: 242 | RTH: 50 |
| - - - - - | DEX: 78 | RLT: 40 | DEX: 176 | RLT: 40 |
| Monster Type: | INT: 0 | RDK: 50 | INT: 0 | RDK: 50 |
| - | VIT: 180 | RPO: 50 | VIT: 460 | RPO: 50 |

```

-----  
MONSTER LOCATION(S)

51 in Forgotten Dungeon;

MONSTER CARD DESCRIPTION

Monster near extinction. True name: Mukigachar.

NORMAL MODE RARES

ADVANCE MODE RARES

```

| Muga | 512/65536 | Muga | 512/65536 |
| - | - | - | - |
| - | - | - | - |
#####

```

```

| CAPTAIN GULLY | NORMAL MODE STATS | ADVANCE MODE STATS | | |
| E: Captain Gully | Lv. 10 | Exp: 30 | Lv. 100 | Exp: 300 |
| F: Capitaine Gully | HP: 120 | SP: 0 | HP: 900 | SP: 0 |
| G: Kapitän Gully | ATK: 20 | RFR: 40 | ATK: 115 | RFR: 50 |
| I: Capitan Gully | DEF: 15 | RIC: 50 | DEF: 165 | RIC: 50 |
| S: Capitán Gully | SPD: 224 | RTH: 50 | SPD: 300 | RTH: 50 |
| - - - - - | DEX: 10 | RLT: 50 | DEX: 67 | RLT: 50 |
| Monster Type: | INT: 0 | RDK: 50 | INT: 0 | RDK: 50 |
| - | VIT: 40 | RPO: 50 | VIT: 300 | RPO: 50 |

```

-----  
MONSTER LOCATION(S)

1 in Goblin Fort. This monster is apart of the story.

MONSTER CARD DESCRIPTION

Goblin leader desperately in search of the key.

NORMAL MODE RARES

ADVANCE MODE RARES

```

| Captain Gully | 512/65536 | Captain Gully | 512/65536 |
| - | - | - | - |
| - | - | - | - |
#####

```

```

| GIANT | NORMAL MODE STATS | ADVANCE MODE STATS | | |
| E: Giant | Lv. 20 | Exp: 60 | Lv. 110 | Exp: 330 |
| F: Géant | HP: 240 | SP: 0 | HP: 750 | SP: 0 |
| G: Riese | ATK: 35 | RFR: 50 | ATK: 120 | RFR: 50 |
| I: Gigante | DEF: 35 | RIC: 50 | DEF: 209 | RIC: 50 |
| S: Gigante | SPD: 224 | RTH: 50 | SPD: 274 | RTH: 50 |
| - - - - - | DEX: 15 | RLT: 50 | DEX: 75 | RLT: 50 |
| Monster Type: | INT: 0 | RDK: 50 | INT: 0 | RDK: 50 |
| - | VIT: 80 | RPO: 50 | VIT: 250 | RPO: 50 |

```

-----  
MONSTER LOCATION(S)

3 in Giant's Graveyard;

MONSTER CARD DESCRIPTION

Lives in the cemetery and protects the graves.



NORMAL MODE RARES		ADVANCE MODE RARES	
Giant	512/65536	Giant	512/65536
-	-	-	-
-	-	-	-

#####

HAUNTED ARMOR		NORMAL MODE STATS		ADVANCE MODE STATS	
E: Haunted Armor	Lv. 28	Exp: 84	Lv. 118	Exp: 354	
F: Armure hanté	HP: 300	SP: 0	HP: 900	SP: 0	
G: Spukrüstung	ATK: 50	RFR: 50	ATK: 125	RFR: 50	
I: Armatura stregata	DEF: 80	RIC: 50	DEF: 308	RIC: 50	
S: Armadura embrujada	SPD: 192	RTH: 50	SPD: 242	RTH: 50	
- - - - -	DEX: 20	RLT: 50	DEX: 83	RLT: 50	
Monster Type:	INT: 0	RDK: 50	INT: 0	RDK: 50	
-	VIT: 100	RPO: 50	VIT: 300	RPO: 50	

MONSTER LOCATION(S)  
5 in Wizari's Palace;

MONSTER CARD DESCRIPTION  
Not just any old armor. It can fight on its own!

NORMAL MODE RARES		ADVANCE MODE RARES	
Haunted Armor	512/65536	Haunted Armor	512/65536
-	-	-	-
-	-	-	-

#####

YETI KING		NORMAL MODE STATS		ADVANCE MODE STATS	
E: Yeti King	Lv. 70	Exp: 210	Lv. 160	Exp: 480	
F: Roi yéti	HP: 1350	SP: 0	HP: 3000	SP: 0	
G: Yeti-König	ATK: 80	RFR: 30	ATK: 155	RFR: 30	
I: Re yeti	DEF: 60	RIC: 70	DEF: 264	RIC: 70	
S: Yeti rey	SPD: 300	RTH: 50	SPD: 350	RTH: 50	
- - - - -	DEX: 55	RLT: 50	DEX: 139	RLT: 50	
Monster Type:	INT: 0	RDK: 50	INT: 0	RDK: 50	
-	VIT: 450	RPO: 50	VIT: 1000	RPO: 50	

MONSTER LOCATION(S)  
1 in Koldazhek Cave. This monster is apart of the story.

MONSTER CARD DESCRIPTION  
Master of Koldazhek Cave. Big body, small brain.

NORMAL MODE RARES		ADVANCE MODE RARES	
Yeti King	512/65536	Yeti King	512/65536
-	-	-	-
-	-	-	-

#####