

Azure Dreams FAQ/Walkthrough

by Haste

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FAQ/Walkthrough

For the Sony PlayStation

Written by Jai Stuart

'...slumbering in the depths of the tower are the the eggs of monsters no man
hasever seen...'

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ii. Revision History

v1.0 21/08/07 First submission. Monster Appendix is incomplete, as is the Quest Guide to the Tower section (monsters still need to be filled in). This will be finished in a later revision.

1. Introduction

Azure Dreams was released some years ago for the Sony PlayStation and a

sleeper-hit that many never played. It explains very little in and of itself which furthers the incredibly frustrating beginning experience of the game, when you keep dying and have no idea where all your stuff keeps going. However, when the game is stuck with for a small amount of time, its strengths show through and will win you over.

In essence Azure Dream is a monster-raising game, made addictive by hunting for the eggs of these monsters in a huge tower and building them up as your familiars (pets) until they're awesome. As your pets grow stronger you can advance further into the tower, obtain more powerful items and possibly find rarer eggs to take home and hatch. You can also fuse monsters together to obtain unique and powerful combinations.

You can also upgrade various aspects of the town which is fun in its own right, and flirt with a large variety of the women around Monsbaiya until they're waking you up with kisses every morning. You play the game as Koh (one of the few main characters in an RPG I rename), a young boy who has just turned 15 and is free to enter the monster tower in search of the riches and precious monster eggs within. Koh's father, Guy, was reknown as the greatest monster tamer of all, but one night he mysteriously disappeared inside the tower and never returned.

Koh's family is small and poor, having sold all of the familiars Guy left behind to make ends meet. Now Koh is 15 and ready to march into the monster tower, to bring gold back so his family can survive and to find out what happened to his father.

And that's where the game starts.

2. The Basics

2.1 Before You Begin

This will roughly run you through the beginning of the game, and help you understand various functions of it on your first play through.

When you select New Game, an angel pops up asking you for your name. Name your guy whatever (I'll refer to him as Koh from now on). It's not real important. The next few minutes are spent showing Koh's birth, his childhood and his father disappearing, with the tower erupting in bursts of light. For your information, Guy's familiar that comes back in this scene is a Unicorn.

Eventually you gain control of Koh. The directional buttons move him (no analog support here). Triangle is jump, Square opens up your inventory, hold Circle to run, and X is talk/confirm/action. R1/L1 spin the map (but it's fairly useless here in town).

In the next room is your mother and sister. Mum is where you save your game and put items into your safe (two very important things). As you upgrade your house, you can put more items in the safe, from 10 (right now) to 30 (first upgrade) to 60 (second upgrade). Talk to her before you leave and she'll give you a Pita Fruit. Do this every morning, each time you wake up, for a free Pita Fruit every day.

Which brings me to the day system implemented in Azure Dreams. Each time you go into the tower and return, you'll go to sleep, and wake up to a new day. This day system is important to keep in mind, as things around the town will change on every new day. Girls will have different things to say, anything you ordered built will have been built, and basically any intown story events would have progressed.

--- Saving ---

After you've grabbed your Pita Fruit, save your game. Azure Dreams uses a weird saving system. Basically you can save here in town, and in the tower. However, if you save in the tower, *reload that save and die*, you cannot reload that tower save again to retry. Instead, on loading it the second time, you'll wake up in town and all your items will be gone. And you can't make that save multiple times. Once you've saved in the tower, the game quits to the main New Game / Load Game / Options screen.

This is why whenever you save in the tower, you save in a different block. One block for town, the other for the tower. Because if you just use one block for both, save in the tower and then reload and die (or even if the game just locks up in there), you're stuffed.

After you've saved in your house, head out the door and a little to the right, then follow the prominent path north until you come to a bridge. Attempt to cross the bridge and a blue dragon familiar will fly up. This is Kewne. Say you'll take him with you (you can't get out of it) and head into the tower doors.

Kewne can take over on your first tower introduction here. Just listen to him, grab the items and head up the elevator. There's more to read about the tower in the next section, including how to get out (very important), so read on.

2.2 Handling the Tower for Beginners

The Monster Tower is where you're going to be spending the majority of the game. It has 40 levels to it, with an elevator (green icon on the map) on each floor that leads to the one above. The first thing to keep in mind is that each floor is randomly generated (not entirely, but there do seem to be dozens of variations), so providing a walkthrough for each floor is essentially impossible.

--- Koh ---

Koh always begins each time in the tower as level 1. This means whenever you enter floor 1, you will be at level 1 again. The way the game works around this is that your familiars retain their levels, so as you progress through multiple tower trips they get stronger and can eventually take on tougher monsters in there. There is one way to retain Koh's power, and that is with Tempered equipment (read equipment section below for information on tempering). You can only go into the tower with 5 items (items include familiars).

--- Familiars ---

Familiars are your tamed pets. They are hatched at home as eggs, and brought with you as items into the tower. They collect experience as you defeat monsters, but unlike Koh, they keep their levels when you leave and return. In this way they get stronger and can take you further into the tower. There are 3 elements of familiars. Fire, Wind, Water. Fire beats Wind, Wind beats Water, Water beats Fire. The genus (element) of a familiar can be changed, by giving it a certain seed. Changing a familiar's element also changes the element of its spells.

Familiars have four main stats. HP, MP, Attack and Defense. HP is your monster's total health, MP is his magic power, Attack his how powerful he is when he directly attacks someone, and Defense is how much damage is reduced when someone attacks him. MP is important in that it is used whenever your monster attacks, uses mixture magic, and slowly while he moves. When it is reduced to 0, the monster will go into MP withdrawal and fall asleep (he'll glow blue and won't blue). You won't be able to continue using him unless you feed him a Pita Fruit so he regains his MP. A familiar running out of MP is a good way to have to leave the tower, so it's important to always try and have a Pita Fruit with you.

Your familiar might also have a spell. Spells come with their own levels. The higher level the spell, the more powerful it is. Whenever your familiar levels, his spell levels too - unless you have changed his natural element. A Flame, for example, is a Fire genus monster. If you change him to a Water genus monster with a Sea Seed, or through fusion, his Sled spell will not level anymore until you change him back.

Familiars have two ways of attacking. They can add 'mixture magic' to your attack, which means whenever your weapon attacks have added damage, from the element of your familiar's magic. They can also physically attack the enemy. Familiar AI can be set in the tower Menu under Line Up > Change AI. You can also select where in reference to Koh the familiar will stand; at his side, at his back, etc. When using a familiar for mixture magic, he should be set at your back. When using one to directly attack, place him at your side or at your front, so he can gain the advantage quicker.

You can feed your familiars things like Medicinal Herbs or Pita Fruit from Menu > Item, then selecting the item, pressing X and selecting 'Give'. R2/L2 switch between the selected familiar you want to give it to (if you have two out at once). However, you can also feed them by selecting 'Have' and then throwing the item at them by pressing [Circle + X] when you're facing in their direction. The item will hit them and be consumed (as long as it's a fruit and not, say, a sword).

You can also feed things to enemy monsters by throwing them at em in this same manner. Why would you do that, you ask? Some items, such as a Tumna Fruit (turns recipient into a frog..don't eat it or feed it to your familiars) or an Oleem Fruit (when used on your familiar it will banish them forever and let you out of the tower..when used on a monster it will simply banish them so you don't have to fight them) can be used offensively.

Kewne will be your first familiar, and is one of the best out of what you can obtain early. He will help you scale higher into the tower as you search for more powerful eggs. Other strong familiars in the early game include Manoeva and Flame. Manoeva has good stats and a great spell, and Flame evolves at level 20 and ends up quite powerful. If you end up with any of these two eggs, hatch them right away.

(Note: You can also hatch eggs in the tower, by warming them up to 100%.

These familiars will be the same as Koh's level, however, once you leave the tower they'll be gone for good, so it's the best idea to hatch them at home)

--- Dying in the Tower ---

Dying in the tower sucks (actually you don't really die, you just faint and your familiar apparently drag you out somehow). Basically, you lose EVERYTHING you had on you except for the familiars you entered with. Any items you entered with, any items you picked up on the way, all the money you picked up on the way, you lose it all. For this reason it's important to never make a tower save over your save at home. If you die after reloading that save, and if it is the only one you have, you will have permanently lost your tempered equipment and whatever else you took in.

In short, don't save in the tower over the save you made at home, make it on a different slot. And if you ever die in there and lose your tempered equipment, reload the save you made at home.

--- Escaping ---

There are three ways to leave the tower. The first is dying, as explained above, but this is usually worthless except under certain circumstances because you lose everything.

The second is to use a Wind Crystal. Wind Crystals are hugely important and I don't think Kewne explains them. They look like little blue crystals, and when you use them they transport you out of the tower and back to your home in Monsbaiya. In the early game, whatever Wind Crystals you find, use one and bank any others you might have found at home. Don't start going in with a spare one just yet, just bank them and focus on getting Kewne's level up. There is a reason for this: whatever items you have banked in the safe will show up more commonly in the tower. When you have 3+ Wind Crystals in your safe, you are always going to be guaranteed to find one, basically. And this will be very important when you start getting higher levels.

The third way is to use an Oleem Fruit. Basically, it lets you out of the tower, but whatever familiar you fed it to disappears FOR GOOD. Don't use this as a way out, ever, unless you hatched an egg inside the tower (by hatching it inside the tower and not at home, the familiar will not come home with you and will remain in the tower when you leave either way).

In short, Wind Crystals are good. At the start of the game pick up every one you see.

--- Items ---

Throughout the tower you'll run into an abundance of items, shown as a blue icon on the tower map. Most are self-explanatory. They can either be 'Used' (which mean Koh himself uses them, or they occupy Koh's square on the grid), 'Given' to a pet familiar, or picked up and held with 'Have' from which they can then be calmly placed down [X] or thrown at monsters [Circle + X]. That that items can ONLY be used in the tower. Even things like seeds, and Red/Blue Sands.

--- Equipment and Tempering ---

Equipment comes in three flavours, swords, wands and shields. Swords and wands are equipped by Koh in order to damage enemies, and come in different strengths (Copper, Iron, etc.) which are stronger than the last. They each have different Attack Powers, and can be 'tempered' through Red Sands. Red Sand is a rare item that adds +1 damage to your sword, making it stronger. However, swords have a smaller damage boost to mixture magic than wands do.

Wands come in different types, such as a Fire genus wand, Water genus wand, a wand that paralyzes monsters randomly, etc. They also do a large amount of damage when using a familiar's mix magic. However, wands cannot be tempered with Red Sands, and thus have a base damage of 1 that cannot be improved (the exception to this is the Trained Wand, which can be tempered and is the best weapon in the game..but also extremely rare).

Shields come with a +Defense rating, which enables Koh to take less damage. Some are genus shields; these shields take less damage from the genus they are strong against, but make Koh take bonus damage to the genus they are weak against. Others have different effects. Shields can be tempered with Blue Sands, which adds +1 defense to the shield, making it protect against more damage.

Tempering a set of weapon and armor is an important point of getting to the higher tower floors. However, there are things called 'Rust Traps' which if you step on them, rust your equipment down a level (a +3 sword would become +2, for example). These things are everywhere and will put your rare sands to waste. The way around it is by finding a Gold Sword, and Mirror Shield or Diamond Shield. None of these rust and so whatever sand you use on them is permanent. Until you find one of these, save all your sands at home, and then start bringing them into the tower to use on your equipment.

It's fun hunting for sand.

2.3 Handling the Town for Beginners

Monsbaiya is a great place to hang out. There's a bunch of hot anime chicks, a cool furniture shop, and a multitude of other things to keep you interested. Basically you're here inbetween tower trips to spend your money, get girlfriends, bank important items and upgrade the town.

--- The Monster Hut and Item Safe ---

The Monster Hut is the room leading out of Koh's bedroom. In here is where you place your treasured monster eggs, and where you can hatch them into familiars. You can also change their names in here and put them into your bag to take to the tower.

The safe can be accessed by talking to your mother. In here is where you'll put your important items inbetween trips to the tower. The amount of items you can fit in the safe depends on your house size. At the start of the game it is 10 items, then 30 items after the first upgrade, then 60 items after the second. There is a secret with the safe in that, whatever items you store in there are more likely to show up in the tower. For that reason you should always try to keep 3 or so of your favourite items in there. Some good ideas are:

- * Wind and Water Crystals
- * Red and Blue Sands

- * Mazzar Seeds
- * Hazak/Shomuro Seeds
- * Big Pita Fruit

Leave 3 of each of these type of things in the safe, and the amount you find in the tower will more than pay off.

--- Upgrading the Town ---

Upgrading the town is pretty much the only thing you spend money on in this game. While you interact with the people around town, several will ask you for money to build various places, such as a Hospital, Library and Theatre. Building these things is usually a requirement to getting a certain girlfriend, though some things (like the Race Track) is good for making money (to..build more buildings). By visiting the Carpenter's in town and talking to him, you can also build various other buildings, such as upgrading your house. The Carpenter's is the building with the big hammer on it.

--- Girlfriends ---

In the game are various girls you can 'date' - mostly you flirt with them enough until they start to fall for you. You can choose romantic answers to their questions, visit them, and give them gifts until this happens. When a girl is in love with you she'll randomly wake you up and give you a kiss in the morning. When you upgrade your house the second time, all the girlfriends you have will be there to wake you up in the morning. This gets hilarious, it's also pretty cool.

--- Tower Quests from Town ---

Some people in Monsbaiya will ask you for help - this usually comes with getting something for them from the Monster Tower and returning it to them. Often this help comes in the form of grabbing some item from the tower for them. These things are mostly found in the medium-to-high tower floors. Tell them you'll grab their stuff, but you can worry about it later.

3. Quest Guide to the Tower

The tower is made up of randomly generated floors, so giving a Walkthrough is impossible. This section will list the more dangerous monsters on each floor, along with items you should be gunning for around these levels, and any special quest items that are found on these levels.

FLOOR 1

Items to Grab: * Everything - with a focus on any fire-spell Balls (Flame, Pillar, that other one) and if you come across one, a Wind Crystal. The aim is to try and have a Crystal everytime before Floor 10.

Trolls ~`~ Trolls are evil critters on your first trip into the tower. They pack a wallop and can end your trip prematurely if you underestimate them. They also have the most HP of the monsters on this level. You'll come across

trolls all throughout the tower - at the higher levels they'll have different weapons.

FLOOR 2

Ghosh ~`~ Sometimes on Floor 2 you'll run into Ghosh (sometimes it will be his sister, Selfi). If you answer 'I'll feel lonelier' and then 'I accept your challenge' you'll have to fight him. He's strong enough to kill a level 2 Koh without a shield in 2 hits or so. Head diagonally away from him back towards your familiar (he'll wait at the entrance as you walk into the room) so you can both attack him. If you beat him, he'll drop a Medicinal Herb and a Wind Crystal. Whenever you refight him on Floor 2 it's the same deal - except the Wind Crystal is only guaranteed the first time you fight him (on my last playthrough it was the only time he dropped one, but I remember him dropping them multiple times in the past).

If he beats you, no matter, you won't faint. The elevator is in the top right corner of the floor.

FLOOR 3

Flames ~`~ Flames are the fire knight guys. They hit harder than trolls, but their main threat right now is their ranged magic attack, Sled. It can hit you when you're not looking, and will be the first magical spell you'll come across.

Cyclones ~-- These guys hit pretty hard, and have more HP than Flames. They can make your familiar 'Anorexic', but the debuff is pretty much pointless, so don't worry about it.

FLOOR 5

Items to Grab: * Grab and save one Star Glasses or Treasure Loupe for Floor 12. More info further down.

Balloons ~~~ Very mean in your first couple of tower trips when you're not packing a shield. Hit very hard for this level. Also have a rather huge amount of HP. Be very careful. Make sure you wait [Circle + Triangle] when they're one square away, so they move to you and you get in the first attack.

Manoeva ~-- Manoevas are a huge pain in the ass for me the entire way through the game. The first lot of Manoevas you encounter (this one) only attacks - later on they get other abilities, like transforming into items/other monsters and ambushing you. They hit fairly hard, have high HP, and are Water genus, so they have the advantage over Kewne. Also, whenever you attack one, there's a chance a second Manoeva will split apart from the one you just attacked. Focus on the main one, because the copies usually only hit for 1 damage, and one attack will kill them anyway.

FLOOR 6

Blumes ~--` Ugly plant things with a big face. Lots of HP, and can also Brainwash your familiars. Luckily Kewne is unbrainwashable (innate trait), but when you start rolling through here with different familiars look out. A brainwashed Killer, for example, and you are goneskis.

FLOOR 7

U-Boats ~~~ U-Boats are a perfect example of the way the tower scales in difficulty. Basically you'll be peachy up until you encounter the next stepping stone of monster that will basically rape you. The U-Boat is perhaps the start of this vicious chain. He hits very hard, and basically will always get the first shot in - he moves around underwater (skill of his) and can't be hit until he pops out of it when he attacks you. Be very careful. (Kewne is also at risk because of his Fire genus.)

FLOOR 8

Clowns ~`~ Clowns have overall low HP, and low physical abilities. However, they are very annoying for one thing: their spell LoDown. While it's a crap spell if you have your own Clown, it's something worth looking out for when you're fighting them. It lowers the level of whoever it hits by 1 - dropping them within 5xp of regaining it. However, if your level 28 Dragon is about to level, and he gets hit by LoDown, he basically loses an entire level that he won't get back without regaining all that exp. LoDown is basically nothing to Koh, so make sure familiars stay out of range and you take Clowns down yourself.

FLOOR 11

Griffons ~`~ These guys still dent through my Mirror Shield+20 (by dent I mean do more than 1 damage). They are the toughest monsters you will have encountered by this point. They also have a hard-hitting spell, Rise. Get close so you don't have to eat one and then burn them down.

FLOOR 12

Item~!! Blue Collar

The second magical collar (blue in colour) can be found on this floor. You will want to save a Wind Crystal for here, so you can run around and find it before hearthing out if it's too dangerous. Hopefully you read my note above and held onto a Star Glasses/Treasure Loupe so you can run through for the blue dots and quickly find it. After finding it monster fusion opens up for you, along with having two familiars out at once.

FLOOR 15

Item~!! Oil Pot

Guru's Oil Pot can be found here; it allows the windmills to be fixed in town and opens up the octopus dumplings' stand.

FLOOR 20

Item~!! Blue Cape

This cape belongs to a monster tamer that the bar owner used to love. Take it to her at the bar; it'll upset her at first, but she'll come around. It also lets you meet Vivian.

FLOOR 25

Item~!! W. Medal

The Water Medal can be found here, carried by a unique white Picket. Kill him and grab it back, then take it to the guy at the swimming pool. After returning it to him the pool will be reopened and you can find your girlfriends there.

FLOOR 28

Item~!! Healing Herb

The Healing Herb can cure Cherrl of her illness. It looks like a normal Medicinal Herb, so may sure you pay attention when you look for it. Take it to the doctor and he'll cure Cherrl with it.

FLOOR 40

The last floor of the Monster Tower. What lies in store for you?

4. Familiar Guide

4.1 Raising Familiars

Raising familiars is what the whole game is about, travelling up the tower, finding eggs to hatch at home, and raising them to kick ass ass you move up into the later levels. If you faint in the tower, you lose every time you had on you and whatever gold you made up there on that trip, which can effectively cost you a tempered weapon or shield. You also start at level 1 each time you enter the tower. However, a familiar's level doesn't reset, making them the constant thing that grows powerful and can help you ascend higher and higher each time you go in.

--- Training ---

Please read section 2. The Basics before going on, it contains a great primer for familiar training in the familiar section.

At the start of the game you will have access to Kewne, the little familiar you meet just before you enter the tower for the first time. Kewne is a great starting familiar, and you won't find better than him unless you luck out and find a Flame or Manoeva that you can fuse with something cool (more on fusion in the next section). Kewne will also be the first familiar that can help you climb higher; as his level goes up, you will be able to make it further and further.

Collecting eggs is HUGELY important, if you see an egg at the corner of your vision your goal should instantly be to get to it quickly and grab it. If you are on the Viper floor levels, make sure you kill them, because they may be carrying an egg (they eat them). If a Picket steals one, you must grab it back. Truth glasses can be used on eggs in the tower to determine what type of monster they are without having to go home. Note that if you pick up two

types of the SAME monster egg, identifying one will identify the other. Never sell eggs, you can always use the monsters to help with fusion.

Fusion is an important part of raising monsters, in that two monsters are fused together to create a single, more-powerful monster, with the resulting monster taking the form of the one that was higher level prior to the fusion. You must have obtained the second Collar off Floor 12 to fuse monsters.

Genus is important. Fire beats Wind which beats Water which beats Fire. Fire > Wind > Water > Fire As in, a Fire genus monster is going to take a lot more damage from a Water genus monster, and not so much from a Wind genus monster. Also, Fire is the most common monster type in the tower, followed by Water and then Wind. What's this mean to you? It means in general Water genus is a good genus to have your familiars, and Wind should really be avoided. Also, familiars' spells have a natural genus. If you change the genus of a familiar it also changes the genuses of its spells.

WHILE OUT OF ITS NATURAL GENUS A SPELL WILL NOT LEVEL WITH THE FAMILIAR. So if you change Kewne to a Water genus, his Brid spell will turn into NeaBrid, and will stop gaining levels. Keep this in mind when changing genus. (Genus can be changed via fusion or special seeds.)

Upgraded your monster hut is a necessity; as soon as it is closing in on full, it's time for an upgrade. Eggs that you can't fit on the grid can be kept in your safe, but you won't be able to hatch them until you can fit them in the nursery.

Finally, maximum HP and MP can be increased by feeding a familiar a Medicinal Herb (+1 HP) or a Pita Fruit (+1 MP) when their HP or MP is full. You can only do this with Medicinal Herbs found in the tower, not those bought in town.

4.2 Fusion

Fusion is the act of fusing two monsters together to create a single, stronger one. You need to obtain the Blue Collar off Floor 12 before you can fuse, as it requires two familiars to be out of the bag at once. Once you have this, just pull both monsters out and select 'Fuse' from the menu. Depending on certain rules (listed below), you will get a new stronger monster!

When reading these rules, the 'dominant' monster refers to the monster that absorbs the other one, while the 'recessive' monster is the one that got absorbed.

Here are the rules regarding fusion:

1. The high level monster will always absorb the lower level one. If both familiars are the same, the monster on the red collar will absorb the one on the blue. (Kewne will never be absorbed; also, the familiar from the Ultimate Egg will ALWAYS be absorbed, and hence can't be fused with anything and remain the dominant fusion).
2. The resulting monster will always have the Dominant Genus of the two monsters that were fused. If a Fire genus familiar and a Wind genus familiar were fused, the resulting familiar would have the Fire genus. This is easily fixed with a Genus changing seed, if it troubles you.

3. The dominant monster can absorb at max, ONE trait and ONE magic spell from the recessive monster. Spells and traits are ALWAYS absorbed, if they are there. If the recessive monster has two traits or spells (through fusion, as any monster only naturally has one trait and one spell), then he passes on his natural trait and/or natural spell. Likewise, a monster can only ever possess TWO traits and/or TWO spells, and since only one can be passed on, a monster would have to have a natural trait and his spell unlocked to have two traits and two spells. Just off the top of my head I can only think of a couple of familiars that could achieve this.
4. If the dominant monster has a trait that is non-natural (he acquired it by absorbing a monster), and fuses with another monster, he will LOSE the trait. If the new monster he fuses and absorbs has a trait, he will gain that one. If they do not, he will end up with NO trait.
5. If the dominant monster fuses with a monster with NO spells, he will NOT LOSE any spells. Spells can only be overwritten, they don't just disappear through fusion like traits do.
6. Every monster has a spell; if they don't have one naturally, their spells are 'hidden' and to unlock them you must fuse them with another monster, and they must be the dominant fusion. They will then end up with their spell unlocked, which you can fuse into other monsters if you desire.

Here's a quick list of traits and the monsters that have them:

Trait	Monster	Effect
Atrocious Strength Increased	Killer Arachne/Ashura	Increases critical strike rate Doubles current Attack Power and any Attack Power gained there-on
Lowering Attack	Viper	Randomly lowers Attack Power of monsters the familiar hits
Blind-Proof Electric Shock Body	Unicorn/Univern Kraken	Familiar is immune to blind Familiar counterattacks with electric shock when damaged, doing around 1/4 of the damage he was hit for
Growth Promoted Hard	Barong Block/Metal	I have no idea* Doubles current Defense and any Defense gained there-on
HP Increased	Naplass	Doubles current HP and any HP gained there-on
MP Consumption Decreased	Cyclone	All MP used by the familiar is reduced by 50%
Magic Attack Increased	Clown/Death	All spell levels of familiar are doubled
Paralysis-Proof Poison-Proof Quick	Zu Nyuel/Battnel Pickett	Familiar is immune to paralysis Familiar is immune to poison Familiar takes two turns for every one of yours
Rust-Proof	Stealth	If given to a Troll, makes their Swords/Maces rust-proof
Sleep-Proof Spell-Proof	Dreamin Noise	Familiar is immune to sleep Familiar is immune to all status

Unbrainwashable

Kewne

changing magic

Kewne is immune to brainwash
(cannot be passed to other
familiaris)

* Growth Promoted was rumoured to give you double exp, but quick tests show this isn't true. It was also rumoured to give more HP, but, again, this isn't true. Apparently Barongs WERE meant to have a double exp trait but as far as I know Growth Promoted doesn't function.

Because of the restrictions of disappearing traits, and overwriting traits/spells, you have to be careful and plan what to fuse and WHEN to fuse it. For example, take Nighty, my Ifrit/Flame. I leveled him to 35 and fused him with a level 25 Manoeva. The Manoeva had had its hidden spell DeForth unlocked, so when I fused him with Nighty Nighty resulted in a level 35 Water genus Ifrit, with the spells NeaSled (lv35, Water version of Sled) and DeForth (lv25, from the Manoeva). Then I fused him with a Naplass, which gave him the Double HP trait, but DIDN'T overwrite any of his spells as the Naplass did not have one (I chose not to unlock it before I fused him out).

By paying attention like this you can make successful fusions too. It's all practice anyway, so just save before you go into the tower and have some fun with it.

4.3 My Team

Here you can view some of my familiaris to see what I have done with them.

`~`NIGHTY~`~`~`

Type: Ifrit [evolved Flame]

Genus: Water

Level 35

HP: 200

MP: 80

Attack: 72

Defense: 56

Spells: NeaSled (lv35)

DeForth (lv25)

Comments

Nighty was my main man on this playthrough. I used him pure until the late 20s/early 30s, and spent whatever Medicinal Herbs I found on him (boosted his HP by 20..I think), and later fused him with my Manoeva to give him DeForth. Next I fused him with a Naplass to give him twice his HP. DeForth and NeaSled give the same mixture magic, and DeForth as a lone spell always heals your HP to full, so a level 1 DeForth would have been just as effective as level 25 here. But what can I say, I had the Manoeva and like looking at rounded spell levels. :) Nighty was strong enough to take me to the top of the tower without the Naplass fusion. That was just for fun.

Me and Nighty beat the tower when he was level 32 - but I also had a Trained Wand +19, and his mix magic was incredibly powerful with it. So I fused him up and went at it again with a Gold Sword +18, putting his AI on direct

attack. Me and Nighty succeeded, and what's more is that I had raised him from very early in the game, because Flame's are found on floors 3-8.

If I could have changed anything, I would have fused him with a Block or Arachne. I'm pretty sure the Block fusion would have been at least 2x as effective..but I didn't have a Block. :) The Arachne fusion would have put us up into the one-shot category again just like our mix magic was with the Trained Wand. However, I wanted to use common eggs and raising strategies to beef him up, to show that it could be done. The Naplass fusion was mostly to round him out after we had already gone through the tower - his main strengths lie in the buffed Medicinal Herb HP, DeForth, and the Water genus (one of the most important things). No, he could not ramage through Killers/Dragons/Maximums like a Block+Arachne fusion could, but he was powerful enough to take me through the tower with careful strategy and use of items..which is what was important. :)

````HAPPY````

Type: Death [evolved Clown]

Genus: Water

Level 26

HP: 70

MP: 80

Attack: 46

Defense: 46

Spells: LeDown (lv52)

DeRock (lv44)

Comments

I hatched Happy when I luckily came across a Clown egg on Floor..9ish. I raised him up until level 20 where he evolved and then gradually built him up to level 26 as Nighty's backup while I moved up the tower. Clown's have Magic Attack Up as a trait, which doubles all spell levels currently on them. Once he was level 26, his LoDown was level 52, so they make powerful mix magic support familiars, along with powerful magic users in general (except LoDown is rather worthless as a direct spell, so when you fuse a Clown out you're always going to end up with one douche spell). I fused him with a level 22 U-Boat to get him lv44 DeRock, and kept him as Water genus.

DeRock is a great all-round spell. It creates a rock-thing in front of the familiar when you use it, and monsters usually focus on attacking the rock instead of you or the familiar. The obstacles also have a huge HP, so you can easily kill the attacker before it goes down. However, DeRock is also a hugely awesome mix magic spell, as it summons a snake called Seiryu whenever you attack with it. Basically Seiryu sweeps the whole room and attacks whatever's in it for heavy Water damage. You don't even need to be next to a monster to start it, you can simply command it through the Command Menu and hit an empty square.

Later on I fused him with a Cyclone for the Double MP trait, and the fusion was pure in that the Cyclone doesn't have any spells that would overwrite the ones Happy already had. My next plan for Happy is to start bringing him in with a Pita Fruit each time to buff his MP to 100. There's nothing I would really change about him - he's great support and helped me climb the tower. Physically though he is very weak, and I had to be careful he didn't accidentally move in front of me where he could be 1 or 2 shot. Again, Happy is an example of what can be done with low-floor monsters.

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## 5. Tips 'n Tricks

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### ~~~~~ Monster AWAAAY ~~~~~

Using an Oleem Fruit on one of your familiar sacrifices him to leave the tower. However, if you throw one at an enemy monster, it automatically warps that monster out..meaning you don't have to fight it.

### ~~~~~ Holy Scrolls to the Rescue ~~~~~

If you throw a Holy Scroll at an enemy monster, the monster will follow you around until you leave the floor and act as a second or third familiar for the duration of your stay. This is an awesome trick on the higher floors, when you can throw one at a Dragon/Maximum/Golem.

### `~~~~ Ghost Ride Da Aura Bike ~~~~~`

Although most of the things bought at Fur's shop are for decorating your home, the Aura Bike you can buy from her is actually a bike that gets parked up outside your house. If you move onto it you can zoom around Monsbaiya at top speeds. You can also buy the booster pack thing, which makes the bike go faster.

### ~~~~~ The Safe ~~~~~

Although mentioned somewhere else in this FAQ, the safe is a very important part of your adventures, because items stored in it are more likely to be found in the tower. You should ALWAYS have 3x Red Sand/Blue Sand and Wind Crystals in here. Don't use those set of three, just leave them in there, because the amounts you'll pick up in the tower as a result will greatly outweigh them.

### ~`~~ Backing up Tower Data ~`~~~

There's a way to get around the odd save system involved in Azure Dreams which - I think - was instituted so that you couldn't save/reload your way floor by floor to the top of the tower while vastly underpowered and just running for the exits. Here's what you do (you need 2 Memory Cards):

1. Save at home on slot 1 of Memory Card 1
2. Go to the tower, get to the floor elevator of where you want to save, and save on slot 2 of Memory Card 1
3. The game will quit to the main screen, turn off the PlayStation's power, and open the lid. Turn the PlayStation back on, go into the Memory Card manager.
4. Copy the slot 2 data of Azure Dreams over to Memory Card 2. Note each saved game of Azure Dreams takes up 3 blocks of data, so you need at least 3 blocks spare on Memory Card 2.
5. Turn the PlayStation off, remove Memory Card 2, slut the lid and turn PlayStation back on.
6. Let Azure Dreams load, and load your tower saved game from Memory Card 1.

Now if you die or whatever, go back to the Memory Card manager and delete the slot 2 data. Then put in Memory Card 2 and copy its slot 2 data, back to Memory Card 1. Rinse and repeat.

## 5.1 Barong Guide

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The Barong is an odd monster you will encounter on floors 16, 26 and 36 of the tower. Essentially he looks like a little orange man in a blue hat. He doesn't really pose much of a threat. However, there is something awesome about him.

Whenever you throw an item at him, the Barong will spit out another item - which is usually better than the one you threw at him. This also negates his turn for the round, which means he won't be hitting you inbetween.

What's so great about this? He's the best source for the RARE items in the game:

- \* Trained Wands, Holy and Dark Swords
- \* Mazarr/Hazak/Shomuro Seeds
- \* Red and Blue Sands
- \* Geropitas and Roache Fruit (!!!)

Basically you keep throwing items at him until he runs out of MP (everytime he spits out an item he loses a chunk of MP). After he's out of MP, you can feed him a Pita Fruit by throwing it at him (it'll be eaten, instead of swallowed and spat out, while he has no MP). However if you don't have a Pita Fruit, you can instead throw any Herb/Fruit at him and it will give him enough MP to spit out one more item. You can repeat this for whatever Herb or Fruit you have on you.

IF he spits out a Roache Fruit, wait until he's out of MP, then throw it at him and he'll be turned into an egg. Warp out with your prized egg and hatch him. :) You can also find an egg of him in the tower of course, I was lucky enough to find one on Floor 16 (I was looking for the Barong himself and ironically ran across an egg..and no wild Barong).

If you Roache him, or find an egg and identify it as a Barong, IMMEDIATELY warp. It is possibly the best thing in the game, because of all the rare item possibilities. Once you have him I recommend fusing him with a Cyclone, so he uses half-MP (and can therefore spit out twice as many items, before falling into MP sleep). You can also bring some Manoevas in with you, and have them transform into him so they can spit out items too.

Also, if you put the TRANSFORMED Manoeva back into your bag before his MP runs out by throwing too much stuff at him, he'll get his full MP back.

Whenever you're passing by Floor 16, 26 or 36 it's worth having a look around for the Barong. Good luck with it.

## 5.2 Item Dupe

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To dupe items you need the following:

- 1x Manoeva
- 1x Picket

1x Wind Crystal, to get out after you're done duping  
1x Item you want to dupe

You also need the Blue Collar, so you can bring both the Manoeva and Picket out at the same time. I would also recommend bringing in your tempered weapon or shield.

When you enter the tower, collar both the Manoeva and Picket and drop the item to be duped on the ground. Command the Manoeva to transform into the Picket, and then have the Manoeva steal the item on the ground. Then open the Menu > Items > select the Manoeva and use the command 'Return'. The Manoeva will switch forms back. It'll still have the stolen item. Command the Manoeva to transform into the Picket again, and throw the item up. Then return the Manoeva. You can repeat this until the Manoeva runs out of MP.

Best done with Roche Fruit, though it may kill the fun of the game and I'd recommend holding off until you've climbed to the top of the tower.

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## 6. Frequently Asked Questions

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?~` I died in the tower and lost all my stuff! What do I do???

In the beginning you are going to die up there a lot. Before you can start banking Wind Crystals, you will go through a phase in the beginning where you won't be able to find one before you get killed. This is normal. While you do lose treasure and items, your familiars gains levels and keeps them, so your first few trips up the tower should be dedicated to levelling your familiar until he is strong enough to help you move out of this 'phase', and into the next phase of the game where you can actually make it far enough to get more than one Wind Crystal - and, therefore, the phase of the game where you can start tempering a weapon and shield and not losing them when by dying.

?~` What happens if I save in the tower?

You should always have two save slots. One for home, and one for the tower. Never overwrite your home file with a tower save. Because whenever you save in the tower, that's it: the game closes down, and upon reloading that save next time, it saves AGAIN, automatically. If you were to die after reloading that saved game in the tower, you will end up back in Monsbaiya after losing all your stuff, and when you try to reload the savegame you won't be in the tower a second time: you'll be back home, as if you just died up there (which you did). This is especially bad because you're also stuffed if you have a power outage or something. This is a nasty saving system designed to make sure you can't just save on every floor and run to exits.

?~` Is there anyway to bypass that annoying tower save thing?

Yep. Like I said, save on two slots, and never overwrite that save you make in Monsbaiya. The second way if you REALLY desperately can't play anymore, or you're worried, is to make a tower save (on a fresh slot of course) and then copy that save slot to a second Memory Card. You can then reload this save on the second Memory Card and, should you die, immediately turn off your game, go back into the Memory Card Manager, delete the tower save on the

second Memory Card and recopy it again from the Memory Card in slot 1. As long as you never load the savegame in Azure Dreams from slot 1, you can do this again and again.

?~` What's some good fusion combos?

The best is probably Block + Arachne with Block dominant. Eventually it'll one-shot the top tiers (Golem, Maximums, Killers) while taking very little damage itself. Killer + Arachne is fun, though can be taken out by the top tiers if it doesn't kill them first (though it probably will). Cyclones with anything are great for their 50% MP consumption talent. Basically it's all about using what you find...for example you may never find a Block egg, so it's about training and making the best of what you've got.

?~` I heard all these rumours you have to make it to the top floor of the tower with Kewne! Is that true?

Nah.

?~` What's a good familiar to raise early?

Flames definitely! But damn those eggs are rare, so probably 'whatever you can find'. Avoid Balloons, Trolls are cute and nice if you can buff them with seeds (they are weak though; their high point is definitely the cuteness of the fellas), you can also temper their weapons with Red Sand. Clowns are also great, as are Gryphons if you can find one. Give Kewne some love too, he really is a great familiar to use, and a well-trained Kewne should be a part of everybody's team.

?~` Can you really date Ghosh in the Japanese version?

Apparently! Though I don't think it was a 'dating' thing so much as a 'got to be buddies' thing, you know? I came to like him more over the course of the game.

?~` Any last tips for climbing the tower?

Temper a sword, temper a shield, get a strong team of 3 familiars behind you with good traits and fusions around level 15+ (18+ is great) and just go for it. I'm not sure what + amount my sword and shield were at before I decided to go for the top. I think it may have been around 25 each. More is always better. You just have to get to the phase of the game where you can start banking Wind Crystals, and then everything starts falling into place. That phase is only a couple of tower runs in anyway, so good luck with it. And when you start closing in on the top, remember if your goal is to make it to the top floor, start running for those elevators like a crazy person and try to take out the Killers/Golems/Maxims from range before they close in on you. THESE THINGS WILL PROBABLY STILL TWO-SHOT YOU, SO YOU MUST PLAY CAREFULLY.

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## 7. Building Monsbaiya

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Money is really only good for one thing in this game: upgrading the town.

There are a whole bunch of buildings you can upgrade, or build from scratch, and they all do a bunch of different things as well as making the townspeople like you more. I first suggest upgrading your home for the extra safe room, and then your nursery at least once. Then you can do whatever.

~`~`~` Home ~`~`~`

House Upgrade 1                      Cost: 6000g

The first house upgrade makes your safe hold 30 items instead of 10. It's also a much nicer looking house, and you can buy more sorts of furniture at Fur's shop for it. (If you bought any furniture previously, that's okay, it will be moved into your new upgraded house.)

House Upgrade 2                      Cost: 60000g

The second house upgrade doubles your safe size again; it can now hold 60 items. It's also a mansion with a swimming pool on the roof (you can't actually swim in it like the pool though unfortunately). Also, all of Fur's furniture can now be bought. Finally, EVERY SINGLE GIRLFRIEND YOU HAVE will be in the house in the morning each time you wake up, and they ALL kiss you goodbye. They fight over you too. It's cool being a monster hunter.

~`~`~` Nursery ~`~`~`

Hut Expand 1                         Cost: 4000g

The first nursery upgrade expands the egg grid to 3x3, allowing you to hold 9 familiars. These upgrades are quite important; as soon as you are noticing your nursery filling up, you should upgrade it.

Hut Expand 2                         Cost: 6000g

The second nursery upgrade expands the egg grid to 3x3, allowing you to hold 16 familiars. This should also be brought fairly early, as it is cheap and you will quickly need the room.

Hut Expand 3                         Cost: 20000g

The third nursery upgrade expands the egg grid to 3x3, allowing you to hold 36 familiars. More expensive than the last two; only build it when you come to need the room.

Hut Expand 4                         Cost: 60000g

The fourth nursery upgrade expands the egg grid to 3x3, allowing you to hold 64 familiars. This is the last nursery upgrade.

~`~`~` Building Upgrades ~`~`~`

Temple                                 Cost: 4000g

The Temple is available to build after you upgrade your house for the first time. It is suggested by Jorda, the little town elder. Give him 4000g and the next time you return to town from the tower, it'll be built. The Temple is needed to build a Casino. It also makes the townspeople like you more.

Hospital Cost: 4000g

The small Hospital to the west of your house can be upgraded by talking to the doctor enough times. You need an upgraded Hospital to meet Cherrl.

Library Cost: 8000g

Dr. Hal is the guy with all the books that lives in the small house in the north-eastern part of town. If you visit him regularly he'll eventually suggest building a library so that all his books will have a home and all the townspeople can read them. You need a Library to meet Mia.

~```` New Buildings ~````

Bowling Alley Cost: 40000g

Jorda suggests building this after you've upgraded the Temple. In it you can play a bowling mini-game for some fun, you also get the last Water-genus monster added to Wendy's monster book.

Gym Cost: 30000g

Barry the Blacksmith suggests building the Gym if you speak to him behind the counter enough, you also have to make it a certain way into the tower so that he likes you enough to suggest it. You can play a minigame in here involving throwing weights, the game itself is pretty basic and there isn't any reward.

Racing Circuit Cost: 30000g

The old guy called Silver suggests this one; he lives in the northwestern part of town with a bunch of Nyuels (ostrich/horse familiars). You can make a lot of money here by saving at mom beforehand, betting on the highest odds that don't include jockey 1 (you), and going out and throwing the race. Hopefully the one's you bet on will win; you can also try to veer the jockey you didn't bet on off the track by staying in front of him and not letting him past, furthering your chances of winning.

Theater Cost: 8000g

The hippy looking guy Fon suggests this (he stands outside the carpenter's building). You can go inside and do some stand up comedy, but mostly the Theater is used for dating Vivian.

Casino Cost: 100000g

Jorda suggests this after you build the Bowling Alley. In here you can play on a slot machine, or a roulette machine. The slot machine can be timed, so once you start getting the timing down aim for the 7s. You can win up to 60000g if you nail the three 7s. Also, you can save before you come in, and max bets on the roulette table. If you lose too much there, just reload.

Amusement Center Cost: 3000g

The assistant carpenter suggests this one. It lets you play a couple of simple minigames (you don't win anything). Like the gym you will also have to make it a fair way into the tower before he suggests it.

~```` Others ~````

Town Fountain

Cost: 2000g

Upgrading the town fountain is part of getting Nico as a girlfriend. You have to donate 1000g two times to her, and then the fountain will be built in the middle of the town.

Windmills

Requires: Oil Pot from Floor 15

The windmills along the south part of town are broken, and by grabbing the oil pot and giving it to the guy down there you can fix them. Fixing them also opens an octopus dumplings stand (Fur really likes them).

Swimming Pool

Requires: W. Medal from Floor 25

A thief stole the Water Medal from the swimming pool staff, and by getting it back you can reopen the pool. It's being carried by a white Picket on floor 25, kill him and he'll drop it, then take it to the guy at the swimming pool.

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## 8. Girlfriends

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Throughout the course of the game you will be given the chance to interact with a wide range of females. Woo! Basically it's all a whole lot of flirting and choosing dialogue options, with some scenarios thrown in here or there where you meet a chick at the pool or something. When you finally 'get' a girlfriend, she will randomly come to wake you up in the morning, along with having her picture changed when she talks to you and her face will be added to one of the hearts in your save file.

~ <3 Nico <3 ~~

Nico is the green-haired chick who wakes you up in the morning before you get any other girlfriends. She's Koh's childhood friend, and a tomboy.

Nico's house is the to the right of yours, so go in there and talk to her every day. She mentions something about a fountain. Keep visiting her until you start seeing her in the town square; she will be asking for donations. Donate 1000g two times (you can donate once a day) or enough money over time to equal 2000g. Ghosh will show up and be an ass and donate 1g more than you each time. He'll also start flirting with Nico. Ignore him. Eventually one day a musician will be at the fountain, speak to him and it'll start a scene where Ghosh will try to kick the guy out. Defend the musician from Ghosh, and after visitng Nico a couple more times in town, she'll realise she likes you. Bam!

~ <3 Fur <3 ~~

Fur is the shop-keeper at the general store. She starts off sort of shallow, but comes around when she falls for you. I'm also pretty sure I saw Fur in Koh's childhood near the start of the game, but maybe I remember wrong.

To start with buy something expensive from her store, and always talk to her behind the counter. You'll start seeing Ghosh in the store. One day she'll get pissed at him, and he'll leave. Talk to her behind the counter and choose 'forget it'. She'll get pissed at you too. Next time you're in

there, she'll still be upset. Choose 'I don't like you anymore' and then 'it's because you hurt me'. She'll get upset. The next time you visit she'll have fallen for you.

~ <3 Selfi <3 ~~

Selfi's the sister of Ghosh, the blue-haired chick in the witch costume you sometimes meet on floor 2 of the tower.

Most times you'll fight Ghosh on Floor 2 of the tower; however sometimes his sister will be there. Eventually Selfi will start asking you questions about rumours being spread about you in the town. Answer whatever you like to them. Eventually she'll be attacked by a Pulunpa. Save her, and she'll run off. Keep visiting the tower until a strange scene happens on floor 2; Koh will be attacked by a U-Boat and start running around the room and Selfi will appear and save you. Start visiting her at her home, and when she asks why she saved you, tell her it's because she loves you. She'll laugh at you, but the next time you visit she will have changed her mind.

~ <3 Patty <3 ~~

Patty is the waitress at the restaurant; she'll always take your orders, and chase you if you leave without paying. Patty takes a while to seduce.

You have to buy everything on the menu at least once (if Koh describes the taste of the food, that's the first time you'll have bought it). Then one day you'll visit and the restaurant is empty. Patty will offer to cook you a meal; order Shining Prawn, her speciality. Tell her it's good. Go in again the next day, Patty will ask you not to tell anyone about yesterday's visit, but Ghosh will overhear the conversation. Say 'it's my and Patty's secret' and order Shining Prawn again. Come in again the next day and Ghosh will argue with her again. Order Shining Prawn, and Ghosh will walk out (without paying!). Tell her Ghosh left when she comes back and tell her the food looks great. In a couple more visits she will come to love you.

~ <3 Vivian <3 ~~

Vivian is a dancer from outside Monsbaiya, that ends up working at the local bar. To get her you need a Casino built, a Theater built, and you also have to get the Blue Cloak off floor 20 of the tower.

Once you have the Blue Cloak, enter the bar. The barkeeper lady freaks out; it was the cloak of some guy she used to know. She gets depressed and closes down the bar. Keep visiting her until she offers you something to drink. Choose whatever and Koh will faint, even though there wasn't any alcohol in the drink. You'll cheer her up and she'll re-open. The next time you come in, Vivian will be there. Talk to her every day. Eventually she won't be there. Go to the Casino and talk to her there. There will be a more scene; from now on start visiting the Theater. Eventually you will see her dancing. Compliment her and choose option 1, then option 2.

One day you'll see her alone. Try to cheer her up, and then ask her to walk with you. Ghosh will show up, and actually act like a gentleman. Ask him to join you. Convince her to go to the bar again; be nice to Ghosh, and you two will watch her dance together. The next day go to the Theater and Vivian will be there again. Be nice to her each time you visit. Eventually she'll love you.

~ <3 Mia <3 ~~

Mia is the library geek, but also pretty cool. She is also REALLY HOT without her glasses. To get her as a girlfriend you have to build a library and the pool has to be fixed.

Start visiting her in the library. She doesn't say much, but choose the options that are nice to her. One day Ghosh will come in and knock her glasses off (check her out without the glasses on! woo). Be nice to her and try to cheer her up. Keep visiting her until she agrees to go to the pool with you. Ghosh shows up. Go to the library and talk to her again. Keep visiting her until you can catch her stalking you; tell her to stop following you. She'll then fall in love with you.

~ <3 Cherrl <3 ~~

Cherrl is the sick girl with the teddy bear. To get her as a girlfriend you need to build the upgraded Hospital, and you will eventually need the Healing Herb off floor 28.

After upgrading the Hospital, walk by the house just above it. Cherrl will throw her teddy bear out the window. Pick it up and take it inside. Be nice to her and be her friend. Keep visiting and eventually she'll ask you to go for a walk with her. Go with her and Ghosh will show up and annoy the two of you. Cherrl faints and you carry her to the hospital. Talk to the doctor and he'll tell you about the Healing Herb. The next time you visit Cherrl's mom will ask you to look after her for a little while. Agree to do it. Now you have to get the Healing Herb off Floor 28; once you get it, give it to the doctor, but ask to remain anonymous. Keep visiting until she tells you she wants to become a nurse; tell her it's a good idea, and keep visiting her at the hospital.

Eventually one day while she's out, you can talk to the doctor about her recovery. She'll walk in and overhear the conversation and fall in love with you.

~ <3 ???? <3 ~~

The last heart is filled in when you make it to the top floor of the tower. In the Japanese version it was apparently Ghosh, who you could befriend over the course of the game.

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## 9. Item Appendix

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### ``~Equipment~``

#### Swords

Swords are physically powerful, but do not gain much bonus damage from mixture magic. Considered 'metallic' in regards to the Kraken's Electric Shock trait

#### Wands

Physically weak, but gain large bonus damage from mixture magic and have several unique effects (chance on hit for whenever Koh strikes with one). Cannot be tempered (with

and rust traps (all swords rust except for the Gold Sword).

exception of the Trained Wand). Cannot rust.

Name	Comments	Atk	Name	Comments	Atk
Gold	Coated with gold.	1	Wooden	A wand made of wood.	1
Copper	Made of Copper.	2	Gulf	A wand of wind.	1
Iron	Made of Iron.	3	Scarlet	A wand of fire.	1
Steel	Made of Steel.	4	Stream	A wand of water.	1
Blizzard	Water genus.	5	Paralyze	Sometimes freezes monster's mobility.	1
Fire	Fire genus.	5	Seal	Sometimes seals the special powers of monsters.	1
Gulfwind	Wind genus.	5	Life	Recovers HP slightly if monster is hit.	1
Vital	Prevents opponent from multiplying.	5	Money	Sometimes changes killed monsters into money.	1
Holy	Holy sword with divine protection.	7	Trained	Can be tempered with the Red Sand.	1
Seraphim	Guy's keepsake sword.	8			
Dark	A cursed sword.	10			

Notes!:: Guy's sword Seraphim supposedly has the chance to turn a monster into an egg when struck. I have personally never seen this happen, but you never know.

The Dark Sword supposedly lowers your hit percentage, making you miss more. Once again I'm not sure as to the validity of this rumor, I have not noticed missing more often when using my Dark Sword.

The Trained Wand is the best weapon in the game, as it can be tempered AND provides a huge boost to mix magic. It is also incredibly rare and you will probably never see it unless you start tower-hunting for Barongs (see 5.1 Barong Guide)

### Shields

Shields improve Koh's Defense, which means he takes less damage when he's hit. Certain shields are immune to rust (Leather, Wood, Mirror and Diamond). Mirror and Diamond shields are both great for tempering - the Diamond has +4 more Defense, while the Mirror often reflects spells cast on Koh.

Name	Comments	Def
Leather	Tanned leather shield.	1
Wood	Wooden shield.	2
Mirror	Shield polished into a mirror.	3
Copper	A copper shield.	4
Iron	An iron shield.	5
Ice	Water genus shield.	5
Scorch	Fire genus shield.	5
Earth	Wind genus shield.	5
Live	Sometimes retaliates when its hit.	5
Steel	A very tough steel shield.	6
Diamond	Shield made of diamond	7

Fruit are generally given to your familiars, or in the case of negative effect ones, thrown at enemy monsters.

Name	Description
Pita	Restores 50 MP to familiar
Big Pita	Restores 100 MP to familiar
Geropita	Recipient loses all MP
Leolam	MP of recipient will not decrease for a set amount of turns.
Laev	Recipient expends MP faster.
Leva	Recipient will not change form after the next fusion (after that fusion, he will)
Limit	Target is more likely to do critical attacks.
Oleem	Sacrifices a familiar to escape the tower - familiar vanishes permanently and Koh returns to town.
Roche	Turns recipient monster or familiar back into an egg.
Tumna	Turns recipient into a frog for a set amount of turns.

``~Herbs~``

Herbs can be eaten by Koh, fed to his familiars, or thrown at enemy monsters. They heal various status alignments and recover HP.

Name	Description
Medicinal	Restores HP
Antichaos	Cures 'confusion'
Antidote	Cures 'poison'
Roeam	Cures 'blindness'
Wake-Up	Cures 'sleep'
Cure-All	Cures all status alignments
Hazak	Recovers lowered Attack Power
Shomuro	Recovers lowered Defense
Paralyze	Paralyzes recipient
Poison	Poisons recipient
Harash	Lowers Attack Power
Healing	Quest Item - can heal disease of Cherrl (found on Floor 18)

``~Seeds~``

Seeds can be eaten by Koh, fed to his familiars, or thrown at enemy monsters. However it is wasteful for Koh to eat them, as his stats and level reset each time he visits the tower. Feed them to your familiars for maximum effect.

Name	Description
Mazarr	Increases the level of recipient by 1.
Hazak	Increases Attack Power of recipient permanently by 1.
Shomuro	Increases Defense of recipient permanently by 1
Tovar	Increases 'Luck'
Mahell	Increases speed of recipient (double moves).
Slow	Lowers the speed of recipient (half moves).
Lar	Lowers the level of recipient by 1.
Light	Changes the genus of a familiar to fire.
Sea	Changes the genus of a familiar to water.

Wind Changes the genus of a familiar to wind.

``~Crystals~``

Wind Crystals are the only way to safely leave the tower, and the proper way. Water Crystals are very powerful restoration items, and Fire Crystals can be useful on the lower floors. Priority should always be given to Wind and Water Crystals.

Name Description  
-----

Wind	Brings the player, familiar and items back safely from the tower.
Water	Recovers all active familiars HP and MP to full, and heals all status alignments.
Fire	Summons a Salamander for a short time, that attacks enemy monsters.

``~Sands~``

Sands are items that look like small red bags. They are extremely important, as they are the only way for Koh to retain power in-between tower trips, by powering up his equipment.

Name Description  
-----

Red	Increases Attack Power of a sword by 1.
Blue	Increases Defense of a shield by 1.
White	Increases the charges held in a Magic Ball by 1.

``~Magic Balls~``

Magic Balls are Koh's only form of magic. They are used and generally fire in a straight line in front of him until they hit a target. They come with a certain amount of charges that is unknown until the Ball is identified, Koh leaves the tower, or it is shown as empty when he tries to use it and it has run out of charges.

Name Sell Price Description  
-----

Recovery	800	Restores HP to target
Binding	500	Causes paralysis
Blinder	500	Causes blindness
Poison	800	Causes poison
Sleep	800	Causes sleep
Water	500	Target will be encased in a protective water barrier
Repel	500	Target will be encased in a reflect spell - spells cast on this target will reflect to the caster
Acid Rain	800	All enemys in current room are hit for heavy water damage (will kill anything except a Golem)
Fire	300	Shoots a fire arrow through the air for low fire damage
Blaze	500	Shoots a fireball along the ground for medium fire damage
Flame	800	Shoots a fireball through the air for heavy fire damage
Pillar	1000	Shoots a fiery pillar along the ground for heavy fire damage
Ice Rock	800	Drops an iceberg obstacle in front of Koh - blocks passage

and also gathers monsters' attention (they will usually attack it before Koh or his familiars)

Weak            500            Lowers target's level by 1

(Balls sell for a lot of money - the prices listed above are what those balls sell for when they are empty on charges, price is increased depending on how many charges they retain)

``~Scrolls~``

Scrolls are one-use items with various effects. Holy Scrolls are one of the most powerful items in the game, as they give you a temporary second familiar by throwing them at an enemy monster.

Name            Description  
-----

Alchemic	Replaces all items on the floor with gold coins
De-Curse	Removes any curses on equipped items
Flat	Flattens all terrain on the current floor
Holy	Creates beam of light on current square in which you cannot be attacked - can be thrown at enemy monsters who will then follow and protect Koh for the duration of his stay on that floor
Malicious	Creates beam of confusion on current square that confuses anything that passes through it - like Holy Scroll, can be thrown to be used
Restore	Revives a fainted familiar
Trap	All traps on current floor become reset, then visible

``~Bells~``

Uncommon items that are useful in specific circumstances. A Familiar Bell is extremely useful for when Koh steps on a warp trap. Note Holy and Malicious Bells only affect the monsters and room Koh is currently standing in.

Name            Description  
-----

Familiar	Summons familiars back to Koh's side
Holy	Chases all enemy monsters out of the room it is used inside - useless when used in hallways
Malicious	Increases the level of enemy monsters in the room by 1 - also affects any of your familiars if they are confused

``~Glasses~``

Glasses are very useful - for both identifying eggs before you return home and satisfying curiosity, to identifying the entire floor layout so strategy can be formed (note Star Glasses do not identify traps or monster locations)

Name            Description  
-----

Star Glasses	Makes the entire current floor visible.
Truth Glasses	Identifies objects in blue text (what monster is contained in an egg, how many charges a Magic Ball has, whether a sword is cursed, etc.)

``~Loupes~``

Loupes quickly locate certain things on the map, so they can be rushed to quickly. Although useful it is not recommended that they be kept in inventory, and instead used when come across.

Name	Description
Exit	Identifies the location of elevators
Monster	Identifies the location of all monsters on the floor
Trap	Makes all traps visible - but not disarmed
Treasure	Identifies the location of all treasure and coins on the floor

``~Quest Items~``

Special one-of-a-kind items that are used for various quests obtained in Monsbaiya.

Name	Found on...	Description
Blue Collar	Floor 12	Allows a second familiar to be collared
Oil Pot	Floor 15	Fixes the windmills in Monsbaiya
Blue Cape	Floor 20	A momento of the tavern owner's lover
Water Medal	Floor 25	Fixes the town pool in Monsbaiya (kill the white Picket found on Floor 25 and he will drop it)

10. Monster Appendix

Fire Genus

01. Kewne

Habitat: Monsbaiya

A KEWNE is a dragon which was popular several hundred years ago for personal protection. However, it became extinct due to its poor reproductive ability. The name comes from their cry that sounds like "KEWNE".

- |                           |                                       |
|---------------------------|---------------------------------------|
| Pros: * Great all-rounder | Cons: * May struggle at higher floors |
| * Huge MP                 | without a solid fusion                |
| * Useful mixture magic    | * Not much besides that, c'mon        |
| * Unbrainwashable (lol?)  | it's Kewne                            |

Comments: Kewne is the first little monster you get as a familiar. He's strong, balanced, and has great MP (you will soon notice how great it is the second you hatch another familiar). He can't be brainwashed, and is always the dominant monster in a fusion. As a familiar Kewne can easily go to the 20th floor with you; with some good fusion he can easily make it into the team that takes you right to the top. Fuse him with a good trait-passer and you'll be with him right to the end.

Rating: 8/10

## 02. Dragon

Habitat: Cave

Ability: Eat Metal (eats anything metal to regain HP, including coins)

Its fame and strength won the name, "King of the Monsters." A wild dragon usually lives deep in a cave. Its intensely hot breath and hard scales distinguish it. It is extremely difficult for a human to raise one.

Pros: \* Huge stats  
\* Can be fed ANYTHING metal to regain FULL MP (including Copper Coins)

Cons: \* None, this thing is a beast

Comments: Dragons are my favourite monsters. They are massively strong, have great HP, great defense, a strong spell AND they can eat metal items to regain..all of their MP. This includes coins. That's crazy, these guys are crazy. I'd personally put them above Maximum and the like solely for that ability, but it's a personal choice really.

Rating: 10/10

## 03. Kid

Habitat: Cave

Ability: Eat Metal (eats anything metal to regain HP, including coins)

The word "KID" in the Monsbaiya Region means an infant dragon. Compared to a dragon, a Kid's magical power is weaker. Although it can be tamed by the person who hatched its egg, it is still difficult to raise one since it has a severe temper and it only eats metals.

Pros: \* Cute little buggers  
\* Packs a whallop  
\* Evolves into Dragons, and can eat metals like them

Cons: \* Eggs are very rare :(

Comments: The unevolved version of Dragons, Kids are great familiars even before they change forms. They're strong, with great HP and defense, and just like their older brothers they can eat metal items to regain their MP. The only con is that the eggs are so very rare, and by the time you're on those levels where you might find one it can be very dangerous wandering around looking. If you get one though, or manage to Roache one, you're in for awesome times.

Rating: 10/10

## 04. Ifrit

Habitat: Volcanic Crater

This is a malevolent deity that rules fire. It is a spirit of fire when it obtains a high magical power. In its body is a compressed flame, and its punch is said to melt even steel. It is highly loyal, absolutely obedient to its master, but will never listen to others.

Pros: \* Great balanced stats                      Cons: \* Flame eggs are rare :(  
\* Can be found at low-levels

Comments: The evolved form of Flame. Great familiar to have around. I went through the tower with one called Nighty, who I fused with a Manoeva to give him DeForth, then changed him to Water genus. Ifrits have great stats considering they come from a monster off of Floor 3 - you can fuse him with an Arachne or Block for damage/tanking duties, or round him out with whatever.

Rating: 8/10

#### 05. Flame

Habitat: Volcanic Crater

A kind of spirit of fire born from sparks. It is a common monster which can be spotted anywhere, and is used to build a fire in the Monsbaiya Region. Its appearance looks like a fire dressed in armor. Its knight-like appearance represents its loyalty to its master.

Pros: \* Great HP/MP for low-level familiar      Cons: \* Flame eggs are rare  
\* Sled is a useful spell  
\* Evolves at level 20

Comments: Flames make a great first familiar. They pack a whallop for low-floor monsters and come straight out of the box with magic, which makes them an effective choice even before fusion is possible. Their stats are fairly balanced, so you can basically do what you want with them. They also evolve at level 20, at which point their stats start increasing more when they level.

Rating: 8/10

#### 06. Grineut

Habitat: Rocky Mountains

A GRINEUT is a transformed GRIFFON which has lived with humans for an extended period of time. It is sometimes called a GRIFONUTE. Its wings are metamorphosed into arms, and therefore it cannot fly anymore. Still, its strength and courage remain strong.

Pros: \* Good offensive strength up              Cons: \* Defensively weak, will start  
to the mid-game                                      getting rocked by higher  
\* Makes a solid familiar if                      floor monsters early  
fused properly

Comments: Grineut's are the evolved versions of Griffons. They lose the wings and gain arms, which looks sort of ugly, but what can you do. Like their little brothers they can bring on the offensive power a good way up the tower, but you must play them carefully as they can't take on too many hits themselves. If you're attached to one though they are good enough to raise and train well.

Rating: 8/10

#### 07. Griffon

Habitat: Rocky Mountain

This is a monster that originally lived in nests in a rocky mountain area. It looks down from the top of a cliff for its prey. It will dive and attack with its sharp claws even if its prey is several times larger than itself. It has both strength and courage.

Pros: \* Very strong at the lower levels  
\* Rise is a good spell  
\* Evolves to a Grineut at level 20

Cons: \* Eventually, their defense gets low and they become a liability

Comments: When you start to encounter them for the first time, Griffons will probably rock you. If you do manage to grab an egg, they are great little guys to have in the early to mid stages. However, they do eventually end up a little weak, despite their transformation.

Rating: 7/10

#### 08. Troll

Habitat: Mountains

This is a monster, curious about everything, and is very quick to learn how to use the tools humans use just by observing them. However, they can be a threat to travelers going over the mountains.

Pros: \* Can use different weapons  
\* Cute ^\_^

Cons: \* Mediocre stats  
\* Weapons can't be tempered

Comments: Trolls, while being a continual pain in the ass on your way through the tower until you temper up a shield, are not really that great as familiars. Their stats are overall low, they're not really that strong, their spell is hidden, and they aren't gifted with any innate traits. The different weapons are fun though, though they can't be tempered like some say. If you fuse them with a Stealth they're immune to rust. Troll eggs are rather rare, and I'd raise one just for the hell of it if you find one. A side project to work on once you complete the tower, perhaps.

Rating: 4/10

#### 09. Balloon

Habitat: In The Air

Command: Fly (takes you up a level in the tower, you cannot save, and cannot be used to go to a higher level of the tower than the level of the Balloon itself)

A monster which floats in the air without its own nest. Its shape resembles a balloon. A balloon-like portion is its exposed lung which enables it to elevate by inhaling air. It is sturdier than it looks, and is difficult to be penetrated.

Pros: \* Hidden Breath spell is powerful and good for being passed on  
\* Uh..can Fly up to higher floors?

Cons: \* Weak  
\* Fly consumes huge amounts of MP

Comments: Balloons are weird ones. They're ugly, which is no good, and they're not really all that strong, nor do they ever really get that strong. They can use their command Fly to bring Koh up a

floor in the tower, but this consumes a ton of MP and the Balloon also can't fly up to a tower floor that is higher than his level. All in all, don't bother - but their hidden spell Breath is quite nice. BTW, they ugly.

Rating: 5/10

#### 10. Volcano

Habitat: Volcano

This monster lives on a volcano in a group. It is basically omnivorous, but favors lava. Once the lava is all consumed, the entire group moves onto another volcano. It excretes the stored lava from its behind to build a nest. Its temper is violent, and is considered to be dangerous.

Pros: * Strong for mid-level tower adventure	Cons: * Hidden spell
* Can build obstacles that distract and stop enemies	* Not great and probably not worth bothering with if you've already started work on a familiar

Comments: Some people swear by their Volcanos, but all in all they are basically mediocre. Their command is useful in certain circumstances, but requires MP - and for you to actually have a Volcano that you're using. They're out-classed entirely by another monster found on the same floors, Griffons, and are probably not worth bothering with if you've started work building up a familiar. Their stats are okay, but will probably not pull you through to the top of the tower.

Rating: 6/10

#### 11. Barong

Habitat: Prairie

Ability: Regurgitate - throw an item at him, and he'll spit out a better one

A strange monster that consumes any substance, transforms it inside its body after ingesting enough nutrients, and then vomits out a new substance. Its internal constitution is currently unknown. It does not live in a pack, and is a loner.

Pros: * The easiest way to get rare items in the game!!!!	Cons: * None, if you get a Barong egg, Wind Crystal out and save your game, these guys are a must-have
--------------------------------------------------------------	-----------------------------------------------------------------------------------------------------------------

Comments: Barongs are amazing familiars. Basically, if you throw an item at one, it'll chew it up and spit out another one (which is usually better than the one you threw in). This includes things like Dark and Holy Swords, the Trained Wand, all sorts of Sands and the ROCHE FRUIT. When it runs out of MP you'll have to feed it - either a Pita Fruit, or any sort of herb/fruit which will give it enough MP to spit out another item. Section 5.1 Barong Guide goes into detail about getting items from the Barong.

As a familiar, he hits moderately hard and has a lot of HP. He is also the only monster in the game with Growth Promoted, which seems

to increase the speed that he levels, and the only monster with the Poison spell (it's hidden). But first and foremost he should be an item-maker. See section 5.1 Barong Guide for more information.

Rating: 10/10

## 12. Weadog

Habitat: Monster Tower

Command: Throw Meat - throws meat onto the floor that attracts nearby monster

A kind of monster that has been protecting the Monster Tower since the days of antiquity. Why it protects the tower is unknown. It is skilled in taming other monsters, and is said to be capable of pacifying even the most atrocious of monsters at once. Some people say that it is a "Servant of the God of Monsters".

Pros: \* Strong

\* Useful command ability

Cons: \* Useful up to the point of

the floors you find them in the tower...so little point to raising one

Comments: Weadogs are sort of mediocre. They're strong, but not that strong, and their HP is good while their defense is average. They can go a fair way up the tower if you took the time to raise one, but not much further than where you find them, making raising one pointless.

Rating: 6/10

## 13. Naplass

Habitat: Wetland

Trait: HP Increased - doubles all HP

This monster loves to nap, and spends most of each day dozing. It is, however, very sensitive to the slightest noise, and will attack angrily if it hears a loud noise. A NAPLASS deprived of sleep is the most powerful weapon. It butts with its head which is harder than steel.

Pros: \* Massive HP

\* Can be fused with a Dreamin to stop the napping

Cons: \* Randomly falls asleep

Comments: Naplasses are actually quite good, they have a solid attack power and their trait gives them massive health. When fused with a Dreamin they become immune to sleep, so they stop napping, and can become a rocking familiar. Probably best used to fuse out HP Increased, but they are good enough to use by themselves too.

Rating: 8/10 (when sleep-proof)

## 14. Killer

Habitat: Tropics

Trait: Atrocious - increased critical strike rate

This monster has a giant axe-like hump on each arm. The humps used to be nails in ancient times, but are thought to have evolved to their present shape to cope with their fighting nature and environment. It can smash rocks with its

awesome destructive power.

Pros: \* MASSIVE Attack power  
\* Destroys stuff

Cons: \* Lower Defense than its rivals  
(Maximums, Golems, Dragons)

Comments: Killers are awesome, and the first indication that you are up to the big boy levels. When you see them coming you MUST be careful, and make sure they don't get the opening hit. I had one take me down to 2HP one time I made a mistake, and because of the other monsters in the room I couldn't take the risk of not killing the Killer in one shot. These things make awesome familiars, assuming you find an egg. Compared to Golems and Maximums their defense is a little low, but they are offensively stronger.

Rating: 10/10

#### 15. Tyrant

Habitat: Desert

Command: Berserk - raises critical strike rate, but makes him attack both monsters and friendlies

A violent monster also known as a "Desert Ruffian". It is extremely greedy, and is quick to jump to any feed given it. Male TYRANT fight duels over females. Once this monster starts rampaging, even the most famous tamer cannot stop it.

Pros: \* Quite strong  
\* Cute points!  
\* Like a little version of a Maximum

Cons: \* Berserk is dodgy, and  
and not great  
\* Doesn't stack up to top  
tiers

Comments: Tyrants are great little things to have with you. They're strong, both offensively and defensively, and if you find one you should definitely use it. Well-balanced familiars, although they won't be able to take the damage of a Maximum/Golem. Use Berserk at your own risk; give it a decent fusion and you have a familiar that will easily make it to the top with you.

Rating: 8/10

#### 16. Maximum

Habitat: Monster Tower

A MAXIMUM was born in the Monster Tower, the strongest of a completely new species. Since it lives near the top floor of the tower, no one has seen it in the past except the famous Beastmaster "Guy" from Monsbaiya.

Pros: \* Best overall stats in the game  
\* Huge offensive and defensive power

Cons: \* You may never find an  
egg  
\* That's the only one

Comments: Maximums are probably the best pure monster in the game, tied with Dragons because of the Dragons metal eating ability, but with better stats. If you find an egg on the top floors you must go for it, and pray for one of these guys. They are a bit ugly, but what can you do? It's a damn MAXIMUM. (Funny story, the first time I was at the elevator to the 40th floor I moved into the room just as a Maximum did, and even though I moved the best way I could to the

elevator he was one step ahead and next to it when I was one step away and with only a quarter health. Yeah, I had to Wind Crystal.)

## Water Genus

### 17. Saber

Habitat: Snowy Mountain

A grown up SNOWMAN is called a SABER. Its name comes from its long sword-like canines. The teeth, however, don't seem to give much edge in hunting prey, and SABERS mostly use their strength for hunting.

### 18. Snowman

Habitat: Snowy Mountain

This monster lives in the coldest and snowiest mountains. Its body is covered with hair, protecting it from the cold. The monster is easily tamed, but has a tough life force that allows it to survive in the severe weather condition, as well as the power of a wild monster.

### 19. Ashra

Habitat: Water's Edge

An ARACHNE metamorphoses into this figure over a long period of time. It has 3 faces and 6 arms, and has a powerful attacking force. Because of its belligerent nature, it is often worshiped among warriors as a god of war. It only appears to brave boys.

### 20. Arachne

Habitat: Water's Edge

ARACHNE is a monster which has 8 limbs, resembling a spider. At water's edge, a typical habitat of ARACHNES, one can often see an ARACHNE weaving a spider's web on a tree to hunt prey. It eats preys even if they are larger than itself, but seldom attacks humans.

### 21. Battnel

Habitat: Plains

A BATTNEL is a NYUEL raised for battles. Since a NYUEL has superior adaptability, it will transform into this figure as long as it keeps fighting. However, as its natural fighting power is poor, it is difficult to raise one without it being killed in battle.

### 22. Nyuel

Habitat: Plain

A domestic monster used for travelling through deserts and for pulling carriages. It is very friendly to people, and even a wild one is not much of a threat. It can adapt to almost any environment, and transforms differently depending on how it is raised. The monster represents the personality of its master.

23. Pulunpa

Habitat: Streets

The weakest and most timid kind of monster. It used to live on prairies and in desert sa long time ago, but now lives in a city since it is such easy prey for other monsters. One can be sometimes seen in a back alley.

24. U-Boat

Habitat: In the Sea

A monster submerged in the water like a submarine. The periscope-like part is an eye, and it also has countless small holes from which it inhales air from above the water. It mainly feeds on small fish. In the Monster Tower, it can also go underground because the ground has some magical properties.

25. Blume

Habitat: Plateau

Although it is a insectivorous plant, it lays eggs. Its males flowers release pollen, and the pollinated female flowers lay eggs. The pollen have a special secent that control monsters as they wish. The purpose probably is to make the monsters carry their pollen. Its flower language is "indiscretions of youth".

26. Manoeva

Habitat: Marshland

An amoeba-like single cell life, the MANOEVA behaves as its instincts command. It is capable of transforming into the shape of what it has seen and is capable of dividing. It attacks animals that approach marshes by pulling them into the marsh and absorbing them.

27. Kraken

Habitat: Deep Sea

A mollusk-like monster, resembling a squid. It surfaces in the sea, and occasionally attacks ships. Its entire body is electrically charged and generates intese electricity when it senses danger. Since the electric current amplifies as it travels through metals, use of weapons resistant to eletricity, or attacking from a long distance is recommended when fighting against one.

28. Viper

Habitat: Jungle

A monster shaped like a viper and human combined. It hides in a dense forest, and attacks invaders. Its claws and fangs have poisons that paralyze nerves, and the power of the attack is weakened by it. This poison cannot be neturalized with the common Antidote Herb. Its favourite food is eggs, gulping them down no matter how big they may be.

29. Mandara

Habitat: Ruins

Incredible monsters that attack villages and cities in a group, and then live in the ruins. And yet, they are very territorial. They have their own

language, incomprehensible to humans. Spotted patterns on their body can make humans go dizzy and fall over.

### 30. Glacier

Habitat: Iceberg

Its characteristics is the crystal shaped wart on its back, which helps to camouflage itself in its habitat: icebergs. Despite its frightful appearance, it is timid. It exhales air that is chilled inside its body, and creates ice walls to protect itself.

### 31. Takopoo

Habitat: Tidal Pool

It is often seen in a tidal pool on a beach, or hanging along rocks in shallow waters. What differentiates it from an ordinary octopus is that its ink comes out as a ball rather than liquid, as it tightly compresses the ink inside its body. It is edible.

### 32. Mushroom

Habitat: Pond

A stationary monster clinging onto a decayed tree trunk with radiating foot-shaped roots. It does not harm people, or harbor any malicious intent. Still, it is hated as it glares at anything that comes close to them. It is used as pins in bowling alleys.

### Wind Genus

### 33. Death

Habitat: Ravine

An adult CLOWN turns into this shape. Its cruelty does not change, and is feared by travelers. Despite its doll-like appearance, swinging a sickle with an expressionless face gives it an eerie aura.

### 34. Clown

Habitat: Ravine

A monster that lives in a windy place, mainly in ravines. It hovers in the air in high speed, and cuts off the neck of a prey with a large sickle. Its rather innocent looks conceals its cruelty. It is also called "Devil of the Wind," and is feared by people who travel through the valley.

### 35. Univern

Habitat: Tree Top

A grown UNICORN is called a UNIVERN. Its wings are solid enough to support its body weight, and it can fly freely in the sky. The bond between parent and offspring is strong, and the parent will be protective to the death.

### 36. Unicorn

Habitat: Tree Top

This monster has horizontal stripes all over its body. It spends its childhood in a nest built by its parents on a tall tree. Since its wings are too weak to fly, it is fed by the parents. It lives exactly like a bird chick, but it fights bravely against invaders.

37. Metal

Habitat: Mine

This is an aggressive BLOCK monster. It is tempered in battles, and its guarded body is like a sharpened blade. It is a little more belligerent than BLOCK, but still remains friendly to humans. It will be a reliable comrade in battle.

38. Block

Habitat: Mine

This monster is a kind of magical one with a body made of metal. Although its movements are slow and heavy, its body is extremely hard and resistant to conventional attack. It is also very friendly to humans, and is indispensable for tasks requiring physical strength such as construction work.

39. Noise

Habitat: Forest

A music-loving cheerful monster. The sound of the flute it plays can block the magic of veteran magicians. However, even if you run to their recital in a forest, you should not be deceived by the cheerful music and approach carefully.

40. Dreamin

Habitat: Monster World

This monster used to be a devil that gave nightmares to humans, but its magic is not as potent anymore and is just enough to put people to sleep. It is mainly nocturnal and active in darkness. It is so dazed in the daytime that it is difficult to believe it is a devil.

41. Cyclone

Habitat: Wasteland

This monster has a large eye. It is well known that anybody who meets its eyes cannot swallow any food. However, 12 years ago, it was discovered that if an anorexic person looks at the eye of a CYCLONE, the disease is cured. Since then, its eggs have sold like hot cakes to women on diets or to anorexic people.

42. Picket

Habitat: Bush

A monster that loves to steal. It steals anything whether it be money or other objects. It often hides in an ordinary bush, and if you step on it, your belongings could be stolen.

#### 43. Stealth

Habitat: Subterranean

This monster has a hard shell and a powerful pair of scissors. It uses the scissors like a drill and moves by drilling holes in the ground. Since it lives underground, its eyes have atrophied. Its shell acts like the skin of a chameleon, which can protect itself with its changing color.

#### 44. Zu

Habitat: Marshy District

This monster is like a mix of lion and bird. It threatens its enemies with loud barking. Its barking seems to make the air tremble. It usually flies over wetlands like a dragonfly, but will persistently pursue prey, and expose its violent nature.

#### 45. Gardua

Habitat: Monster Tower

This is a kind of monster that has been protecting the Monster Tower since ancient times. Why they protect the tower is unknown. Its body is half machine and is thought to be a magical life form created by a magician. Once it detects danger, it attempts to divide the enemy.

#### 46. Golem

Habitat: Monster Tower

This monster has been protecting the Monster Tower since ancient times. Why they protect the tower is unknown. It is a magical life form created by a magician, has no emotion, and it executes commands of its creator alone. Its movements are slow and heavy, but it has a powerful defensive force and endures well.

#### 47. Maliling

Habitat: Monsbaiya

A quiet monster which likes to change into a ball and roll around. Since it cannot roll by itself once it is in the ball shape, it is often spotted at a top of a hill waiting for a wind to blow. As it generates electricity inside its body from rolling, it is also used as a generator.

#### 48. Soil Claw

Habitat: Subterranean

This is a subfamily of the monster, STEALTH. Since it eats garbage in the soil and converts it into energy within its body, this monster is often used in vacuum machines. Since it is gentle, it does not get angry even if it is hit in a "Hit-A-Mole" game.

#### Miscellaneous

#### 49. Hikewne

Habitat: Monsbaiya

This monster used to be an egg of KEWNE which was laid and left on the highest floor of the Monster Tower where the magical power is strongest. Over time, it has become "the Ultimate Egg." The legend of "The Ultimate Egg" which is said to be capable of ruling the world, has now been unveiled in Monsbaiya.

50. Lazyfrog

Habitat: Pond

The academic name is Monsbaiya Lazy Frog. Just like the name, it is a new species of frog discovered in Monsbaiya. Since it does not protect itself from enemies, it has earned this name. The frogs are traded frequently as an ingredient for magic.

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#### 7. End Stuff & Contact Information

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Thanks for reading. This FAQ was brought to you by Jai Stuart. If you want to, feel free to e-mail me at [rollthesevensbaby@hotmail.com](mailto:rollthesevensbaby@hotmail.com) I'll try my best to get back to you when I can. Azure Dreams is a great game, so good luck with it and goodbye.

Jai

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