

Azure Dreams Info Stream

by DiegoS

Updated to v3.64 on Oct 30, 2003

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#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#
I MADE THIS DOCUMENT WITH PLEASURE FOR EVERYONE INTERESTED IN THE GAME
;PLEASE ENJOY IT!
This Document was designed to be viewed with a fixed width font
(I personally made it using the font "lucida console" on bold
with a size of 16 pt)

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- I know that these are fixed pitch fonts:
- Courier
 - Courier New
 - Fixed Miriam Transparent
 - Fixedsys
 - GulimChe
 - Lucida Console (I like this one because it looks like a fusion of Verdana and Courier)
 - MingLiU
 - Modern
 - MS Gothic
 - MS Mincho
 - OCR A Extended (this is nice)
 - Terminal (I like this one)

KONAMI COMPUTER ENTERTAINMENT TOKIO MADE
 AZURE DREAMS FIVE YEARS AGO, NOT ME, THEY ARE THE OWNERS
 OF THE GAME'S TRADEMARKS AND COPYRIGHT.

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Version          dd/mm/yy,h:mm:ss a.m/p.m.
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0.3 beta UNPUBLISHED 05/08/03,4:21:11 a.m.:
Will I release this? It needs willpower...
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0.88 beta UNPUBLISHED 05/08/03,6:07:25 a.m.:
This can be released ;)
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1.00          UNPUBLISHED 05/08/03,8:47:24 p.m.:
Ready to Strike...
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1.21          UNPUBLISHED 06/08/03,5:58:14 a.m.:
Added the items list,that was very tiring...
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1.23          UNPUBLISHED 06/08/03,4:04:44 p.m.:
Fixed the width of the items list so they
can fit on the screen...
Added buildings section
-----

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1.9           UNPUBLISHED 06/08/03,7:59:04 p.m.:
Added conquering girls section
Added controls section
Added Game Credits section
Added Quests section

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Jorda's Teachings of the tower

\*\*\*\*\*

Jorda: I'm going to teach into you thoroughly so, listen up.

First point:

When entering the dungeon of the tower, you'd be able to obtain rare items and monster eggs. If you bring that back with you, you'd be able to exchange these for money. But the tower is a monster nest. Danger will always follow you. You may be an adult now, but in the eyes of veteran hunters you're still a kid. Whether or not you can survive the dungeon all depends on your ability to control the monsters .That's a quality your ancestors had, so you were born with those skills. You should be able to have monster eggs hatch, and train the young monsters to fight for you. In other words, the key to your success depends on how well you can train monsters to fight for you .As you know you can also sell monsters, but they are not as valuable as the unhatched monster eggs. Also the value of the eggs themselves can differ. Give some thought to

which eggs you want to use as your monsters and which you want to sell.

Second Point:

There are three secrets to the tower.

First, it is said you will always get lost when entering the tower.

Why do you think this is? There a spell cast on the inner structure so that the interior will change .This is the firs secret. Next, even the warriors that repeatedly challenge return after only reaching the lower levels...

Why do you think this is? Because there is a spell cast on the entrance to reduce the power of human beings. That's why every one starts at the first

level each and every time. This is the second secret. The last secret as to do with what you have. If you try to enter the tower with too many items, the entrance will close, not allowing you to enter. Probably because it's the monster tower, a place where [Monsters] with empty heats, rest.

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After the explanation pick either [yes] or [I'm going no matter what] because there will be no difference, you will receive the Red collar from Wreath, your mother, the item that allows you to use familiars in the tower, finally the priest leaves, your mother asks you if you are going to the tower, pick either answer to receive a pita fruit and finally you are free to go to the tower. Go directly to the tower (the entrance is in the middle upper side of the town) to meet Kewne who will join (no matter which answers you pick he'll join you) and invite you to enter the tower.

The first floor of the first trip:

Kewne will teach you the Basics of the game, you'll get an egg, a sword, a magic ball, a shield, you'll fight your first monster (a pulunpa).The only thing to do here is follow the route and pick all the items

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\*\*Kewne's Teachings\*\*:

After you enter the tower:•About Saved games: The only time you can stop

(and save) the adventure while you're within the tower is when you are in the elevator moving up to the next level. It erases the record at the tower from the adventure data that you loaded. So, never, ever press the Reset button or turn the machine (Playstation) off. All you have done will be ruined (you'll lose all your items and money got in the tower).

Handle data with extreme caution during the adventure.

- About the map: Places you have been to once before shown green on the map. Select button gives you the full view The shining yellow dot on the map is Koh. Blues are items and Reds are monsters .Familiars have red lights too because we are monsters ourselves .

After getting a fire ball:•About Magic Balls: It's a ball that has magic inside. You can use the magic inside, but after you use all the magical power, it just becomes a regular ball . When you become able to tell the magic balls from the regular ones , you will see the a remaining number after the name, a number like '5' , that shows how many times you can use them .

After getting a copper sword:•About equipment: Once you get your weapons and armor , you have to put them on. Otherwise they won't work . Press button to select your [Items] and [Equipment] yourself with the necessary weapons and armor. You will not lose turns by changing directions and equipment. A [+1] after a name means that the weapon has an additional power of one. But a [-1] means there is weakened power as well .

- About picking and throwing items and enemies: You can lift the object placed next to you hex by pressing button while you're pressing button. You will not lose turns with this motion . To put an object which you lifted, press button ,. If you want to throw it , press button , while you are pressing button ,. These two motions will cost turns . If it's an easy enemy, you can push them aside by continuing to press Directional button .

- About view control: When it's hard to locate the enemy because of a difference in the level, you should look from a different angle . The camera view will rotate left or right by pressing button or button . If you want to change the angle higher, press button while you're pressing button.

- About turn skipping: When Koh has nothing to do, or if you want to recover HP at a grip, press button while you're pressing button . This will make you skip your turn as long as you want . But you have to be careful, our MP is going down in the meantime .

After getting your first egg:•About eggs: To hatch a familiar from an egg, select an egg and [Heat up] it. Each time you press button , it is incubated, and once it gets warmed up completely ,a familiar will be born . It's better to hatch them at home . A familiar born in the monster shed will go home with Koh after leaving the tower , but one that was born in the tower will leave from the bag. They don't have any attachment to Koh's house . No problem. It's a dirty hovel , right ? Let's bring back some eggs if we want to increase the number of familiars .

- About magic: Familiars have three main abilities. Start from the ones that have least MP consumption. [Mixture Magic] increases the attacking ability of Koh.Second, [Direct Attack] is just physical force. [Direct Magic] will use most MP. Some monsters have special abilities



(and wining) you can receive a medicinal herb and sometimes a Wind Crystal too. If you lose you get nothing but you will remain in the tower (you will not faint).

2.Leave:Pick either [No thank you] or [I don't have time for that]

C.

ITEM: NONE

exception: if you save Selfi from the pulunpa you'll get an egg in Monsbaiya.

Meet Selfi or meet Selfi and Ghosh arguing.

Floors 3 to 39

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ITEMS:

Random

About all these floors:

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The enemies that appear on these floors are listed in the tower information section.

The items that appear on these floor are random, excepting the eggs ( see FAQ ) and Quest items.

Well how to make it to the top....that is the subject of this Walkthrough, all the other Stuff about the game can be found in the other part of this document. Forty floors separate you from the final battle and the end of the game. The floors's labyrinthine structures are never the same (with the exceptions of the first and second floor).

Raise the power of your familiars

Each time you enter the tower your level goes back to 1, but it is a relief that this does not apply to familiars hatched on the hut (and Kewne). So the best way to go stronger is to raise the status of your familiars. Resuming, to finish this game fast and to fully enjoy it you have to concentrate on your familiars ,concentrate on leveling them up and using every item you have on your power to increase their abilities.

How to raise the power of your familiars

- Give your familiar a Medicinal herb when its current hp is at max to raise its max hp by one (this applies only to herbs found in the tower, the ones bought in Monsbaiya do not have this property)
- Give your familiar a Pita (or big pita or meat) when its current mp is at max to raise his max mp by one
- Give a mazarr seed to your familiar to raise its experience level by one (I recommend doing this when your familiar is on high exp level because it is harder to raise levels normally at high exp levels)
- Give a Hazak seed to your familiar to raise its attack
- Give a Shomuro seed to your familiar to raise its defense
- Give a Tovar seed to your familiar to raise its luck (Status change resistance and Hit deflection)

## Raise Your power

Each time you re-enter the tower your level is always 1, but you still can raise your defense and attack power using your preferred couple of non rust equipment weapon and shield. Why I say non rust? Because the rusteable equipment will become useless very fast if you step on a couple of rust traps during your trips in the tower. This way you can help your familiar when fighting in the tower or do a part (or the entirety) of the way to the top floor alone! Yes, it is possible to do a trip to the top floor alone but you need a very good weapon and a very good shield.

## How to raise Your power

Here is a list of the weapons and shields that do not rust and how to level them up.

### Shields that do not rust:

- Wood Shield
- Leather Shield
- Mirror Shield [Reflects Magic Spells -not 100% effective on this matter-]

### Diamond Shield

-Use Blue sands on the shield to raise its defense level

### Sword that does not rust: •Gold Sword

-Use Red sands on the sword to raise its attack level

### Wand that does not rust: •Trained Wand

-Use Red sands on the wand to raise its attack level

### Priorities (for surviving in the tower):

- Find a Wind Crystal.
- Never save inside the tower or have a backup save if you do. At the beginning of the game it is better to use Ai 3 .You and your familiar work well and lose little mp but as the status of your familiar raises it is better to use other strategies for example letting the familiar to do all the job with Ai 4 or 5 (I had a Dragon so powerful it killed every enemy in one hit).

### The floors 16,26 and 36

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On these floors you find Barong monsters (not always) ,if you throw an item to these monsters they'll eat it and spit out a different one. The chance of getting rare items is enhanced so give it a try! If lucky you can get a roche fruit ,if this happens I recommend to pick up the roche fruit and keep throwing other items to the barong till it loses all his MP (a monster or familiar that has lost all his MP sleeps and flashes) , then throw the roche fruit to the Barong to turn it into an egg and then HATCH IT AT HOME so you can get rare items easier by taking it to the tower and throwing items to it!!

### The 31st floor

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You meet Beldo's projection who challenges you to get to the top floor and then leaves.

### The top floor:

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Guy: Wow! this is the ultimate egg!

[Beldo attacks Guy]

Guy:W...what're you doing , Beldo!!

Beldo:I owe you for what you have done so far , Guy.

I appreciate that. But this egg belongs to me.

Beldo:I am the one who is going to use its power.

I'm the properciate bearer of the ultimate power..

Guy:B...Beldo...You are...g

Beldo:I am the best and the only monster tamer in the world who can fuse with monsters.

Beldo:I shall take this egg. It will be part of me and the world will be mine.

Guy: I won't let you

[Guy cuts beldo's arm with a sword attack]

Beldo:Wooooow...!

[Guy and Beldo are fighting]

Guy:Ha Ha Ha..!

Guy: The Fire, The Water, The Wind . And the power of all nature!

[Guy casts a spell]

Guy: Born between the fine line of humans and monsters, let this egg be sealed for the sake of my blood.Abra cadabra!

Beldo:You Idiot!

[Beldo kills Guy with a magic attack]

Beldo:You will regret your stupidity!Although...Almost..

But you have died and I have survived...

Beldo:Haaaa!

[Beldo fuses with Kewne (Guy's Familiar) ]

Huh...

Beldo:The netherworld...Sealed by the blood of a monster tamer...Well, that's alright. All I need is the blood of a monster tamer. The blood of someone who is strong enough to reach the top floor or the blood of a monster tamer who is even stronger.

~End of Beldo's Story.

Beldo:Do you understand, Mr. ?

Beldo:Thats right!The blood is yours.

[Beldo strikes the Hero and blood spreads in the room]

Beldo:Now I've got new blood to open the seal of the monster tamer's blood.

Beldo:Three gods and souls. I command here on the blood of the monster tamer .Break this spell!

[The seal is broken and now Beldo can take the ultimate Egg and rule the world, but before that...]

Beldo:You are going to be killed by the sword of you own father.

[;Fight against Beldo!]

[After the battle:]

[Suddenly Kewne separates from Beldo]

Beldo:Ohhh?! W...what happened!

Beldo:You are part of me now .You won't survive without me.

Kewne:This man is my master.Koh, he is the very best monster tamer in body and mind.

Kewne:I can't take any command but his.

Kewne:Koh!This is the sword of Guy, your father. It is a masterpiece, Soul Shooter !

Kewne:Please avenge Guy with this!

[Koh receives Soul Shooter from Kewne]

[Koh uses Soul Shooter against Beldo]

Kewne:Woooo! For the blood and love of your father! Lethal Soul Shooter!

Beldo:Oh my god! I do' wanna die...

[Koh gathers power...]

[;And Beldo receives a fatal Strike!]

Beldo:Oh my god!

Kewne:You will regret your stupidity

[Beldo is defeated]

Kewne:Hmmm... Oh yeah... I didn't die. What...

Kewne:Ah!



### The Rode Family house

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Here you can meet with Selfi Rode (Ghosh's Sister) after your first trip on the tower, after conquering her she will not appear here anymore. There is nothing to do inside this place.

Monster Shop

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Nothing important in this place excepting that you can sell eggs (and sell only , although it is a monster Shop you can only sell anything, but not buy eggs) here and get different advices from the hunters as you reach higher levels.

### Blacksmith's

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You can buy medicinal herbs and copper swords here

Restaurant

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You can do only two things here: Eat food and (through this ) conquer Patty

### Bar

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You can get advice from the hunters here (what they tell you change as you reach higher levels in the tower), drink juice (100 gold) or milk (120 gold) and finally (after reaching enough levels in the tower) be able to find the blue Warrior (but what you find of him is his cape) .

Nico's house

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Nico and her father live here. Most of the houses in Monsbaiya look like Nico's Home.

### The fortune teller Mademoiselle Sheila's House ( a.k.a. Fortune Place)

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You can have fun here answering Sheila's questions to get some clues about Love life (conquering Girls), Fighting in the tower (Similar to Kewne's Teachings and Jorda's Teachings) and Life improvement (all the things you can do in the game)

Hospital

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You can buy medicinal herbs here 15 gold cheaper than in the blacksmith's. You can upgrade this building.

### Cherrl's House

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You will notice (at the beginning of the game) that you can not enter this house. If you want to enter you will have to upgrade the hospital.

Temple

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You can receive advice from the priest ( Jorda ) here.

### Expand 1

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The house is quite run-down.

Weedy has grown-up too.

Cost:6000

How to build:Just go to the Carpenter's and buy it.

Location:Fixed

Advantages:You can Store more furniture (from Fur's General Store) and you can Store up to 30 items in the house's safe(talking to Wreath , Koh's mother)

Expand 2

~~~~~

A huge House with a swimming pool!

Cost:60000

How to build:Build expand ,then go to the carpenter's and buy it.

Location:Fixed

Advantages:You can Store even more furniture (from Fur's General Store) and you can Store up to 60 (talking to Wreath , Koh's mother)

Hut

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I should expand the Monster Hut before it becomes full

Cost:4000

How to build:Buy it at the carpenter's

Location:Fixed

Advantages:You can have up to 9 familiars

Hut 2

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I should expand the Monster Hut before it becomes full

Cost:6000

How to build:Buy it at the carpenter's after buying hut

Location:Fixed

Advantages:You can have up to 16 familiars

Hut 3

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I should expand the Monster Hut before it becomes full

Cost:20000

How to build:Buy it at the carpenter's after buying hut and hut 2

Location:Fixed

Advantages:You can have up to 36 familiars

Hut 4

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I should expand the Monster Hut before it becomes full

Cost: 60000

How to build:Buy it at the carpenter's after buying hut ,hut 2 and hut 3

Location:Fixed

Advantages:You can have up to 64 familiars.

Casino

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Wow, a casino.

Cost:100000

How to build:Upgrade the temple then Speak with Jorda and he'll suggest

you to build it, then go to the carpenter's and buy it.

Location:Selectable.

Advantages:You can get lots of money here if you are good enough with the slot machine of the main room (tip:Take the greater wage, then try to get three 7's ,it is the easiest way to get money in this game \$_\$), you can get money with the mini game in the left room but it is harder.

Alley

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Bowling must be a part of recreation to relieve stress.

How to build:Upgrade the temple.Jorda will suggest you to build it.

Cost:40000

Location:Selectable

Advantages:None, but you can play a bowling mini-game.

Amusement Center

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Cost:3000

How to build:After reaching enough high levels in the tower (which I should check) speak to the carpenter's apprentice once before going to the tower, keep doing this and after a time he'll ask you to pay him for building it.

Location:Selectable

Advantages:Unlocks the Takapoo and Soilclaw and you can play two mini-games

Gym

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Cost:30000

How to build:After reaching enough high levels in the tower (which I should check) speak to the blacksmith once before going to the tower, keep doing this and after a time he'll ask you to pay him for building it.

Location:Selectable

Advantages:Unlocks the Mashroom and Mailing monsters on the monster book and you can play a mini-game

Theatre

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Fon talks about the show all the time. Is he going to show me something...

Cost:8000

How to build:speak with fon (he is at the right side of the carpenter's entrance) and pick the following answer:

[I am the entertainment!].Then enter the Carpenter's and buy the theatre.

Location:Selectable.

Advantages: You can play a mini-game (to finish this mini game push the buttons in the following order during it: o,x,o,o,x,o,o,o,x,x,o,x,o) with fon and without this building you are unable to advance in the conquering of Vivian.

Fountain

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Cost:2000

How to build:Begin Conquering Nico till you finish step 5

Location:Fixed at the center of Monsbaiya.



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This energetic youth has the blood of the Monster Tamer in his veins. Though his father is dead the boy wants to be an adventurer like him. Now he is searching with all his might for Monster Eggs within the Monster Tower. If he is successful, he believes his family will be able to live a better life. He is 15 years old.

Guy

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Koh's father. A renowned monster hunter. Guy hasn't been heard of since he entered the Monster Tower seven years ago. He should be 34 years old (but he was 27 when he disappeared on the tower seven years ago).

Wreath

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Koh's mother. After her husband Guy passed away, Wreath single-handedly raised Koh and Weedy. She is 33 years old.

Weedy

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Weedy, Koh's sister, was still unborn when her father disappeared. Caretaker of the monster book. She is 7 years old.

Kewne

~~~~~

This demon waits for the player at the entrance of the tower. Being the only monster that talks, he will become the player's good friend. But where did he come from? In combining (fusing) with another, this demon will not change in shape or colour.

Jorda

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The priest of Monsbaiya

Nico Southey

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Friend of Koh since childhood, you can think of her as the hero's other sister...but not for long [;!]. She is 15 years old

Selfi Rode

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The younger sister of Ghosh Rode. She wants to be a sorceress. She is 16 years old

Patty Pan

~~~~~

Patty is the waitress in his father restaurant. She is 14 years old.

Fur Gots

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Fur, the owner of the General Store, only thinks about money, or is that what she thinks? She is 15 years old.

Mia Myria

~~~~~

Fanatic of Yuki Katsu's Books, usually shy...but talkative in confidence...those glasses hide a beautiful face. She is 13 years old.

happen with and U-Boat that will attack you , Selfi will save you.

8-Repeat steps three and four until she admits she loves you.

Nico

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1-Go to Nico's house and talk to her father after a little dialogue Nico will enter in the house and begin to talk you about her plan to make Monsbaiya a better place.

2-Go to the tower.

3-After leaving the tower go to the east side of the town's pond , you will find Nico collecting money to build a fountain .Here you can donate 0, 1, 100 or 1000 Gold, donate as much as possible, after that (if you donated more than zero Gold) you will watch a small scene and see how Ghosh tries to impress Nico.

4-Repeat Steps two and three until the amount of donated money to Nico surpasses 1400 Gold.Finally go to the tower.

5-After leaving the Tower, go to Monsbaiya's center .Now the fountain is complete!

6-Go to the tower again.

7-Now Nico and Ghosh will be dating.(it won't be like this forever so take it easy ;) )

8-Go to the tower once again, after going back, you'll notice a new character in the fountain (a musician called Chello) just talk to him and hear his music to trigger a scene, no matter what answers you choose here (this will ONLY happen if step 6 of conquering Selfi has already happened in the game).

9-To finish conquering Nico go to her house to talk to her and then go to the tower, repeat.

Vivian

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1-Make the Theatre and finish the Blue Cape Quest.

2-Go to the bar to meet with Vivian.

3-

a-Afterwards (if the theatre was built), Vivian will star to work as dancer in the theatre, although her dancing skill will not be perfect

b-Continue visiting her after your trips to the Tower.

4-After several times of repeating step 3 b Vivian will want to go to the bar , go with her, after the scene Vivian will recover her trust, the only thing left is to repeat step 3 b until she becomes the best dancer of the theatre (when she appears in the middle of the stage you will need to repeat step 3b one more time).

Cherrl

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1-Upgrade the hospital.

2-Go to Cherrl's house, approach to the girl on the window, after the scene take the and bring it to the girl.Enter the house, have a chat with Cherrl and her mother.

3-Go to the tower.

4-Talk with Cherrl after coming back from the tower.

5-Repeat steps three and four until Cherrl asks you to go outside, agree with her to watch a scene.After this scene the Doctor will cure Cherrl with the healing herb you brought to her.

6-Talk with the doctor to begin the Healing herb Quest.







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|----|----------|-------|----------|----------|--|
| 06 | Grinuet  | Fire  | Rise     |          |  |
| 07 | Griffon  | Fire  | Rise     |          |  |
| 08 | Troll    | Fire  |          | Brid     |  |
| 09 | Balloon  | Fire  |          | Breath   |  |
| 10 | Volcano  | Fire  |          | Sled     |  |
| 11 | Barong   | Fire  |          | Poison   |  |
| 12 | Weadog   | Fire  |          | Brid     |  |
| 13 | Naplass  | Fire  |          | Rise     |  |
| 14 | Killer   | Fire  |          | Sled     |  |
| 15 | Tyrant   | Fire  |          | Rise     |  |
| 16 | Maximum  | Fire  |          | Breath   |  |
| 17 | Saber    | Water | DeWall   |          |  |
| 18 | Snowman  | Water | DeWall   |          |  |
| 19 | Ashra    | Water | DeMirror |          |  |
| 20 | Arachne  | Water | DeMirror |          |  |
| 21 | Battnel  | Water | DeHeal   |          |  |
| 22 | Nyuel    | Water | DeHeal   |          |  |
| 23 | Pulumpa  | Water |          | DeHeal   |  |
| 24 | UBoat    | Water |          | DeRock   |  |
| 25 | Blume    | Water |          | DeWall   |  |
| 26 | Manoeva  | Water |          | DeForth  |  |
| 27 | Kraken   | Water |          | DeRock   |  |
| 28 | Viper    | Water |          | DeMirror |  |
| 29 | Mandara  | Water |          | DeForth  |  |
| 30 | Glacier  | Water |          | DeMirror |  |
| 31 | Takapoo  | Water |          |          |  |
| 32 | Mashroom | Water |          |          |  |
| 33 | Death    | Air   | LoDown   |          |  |
| 34 | Clown    | Air   | LoDown   |          |  |
| 35 | Univern  | Air   | LoBlind  |          |  |

|    |          |        |          |         |
|----|----------|--------|----------|---------|
| 36 | Unicorn  | Air    | LoBlind  |         |
| 37 | Block    | Air    | LoBind   |         |
| 38 | Metal    | Air    | LoBind   |         |
| 39 | Noise    | Air    | LoSleep  |         |
| 40 | Dreamin  | Air    |          | LoSleep |
| 41 | Cyclone  | Air    |          | LoGrave |
| 42 | Picket   | Air    |          | LoDown  |
| 43 | Stealth  | Air    |          | LoBlind |
| 44 | Zu       | Air    |          | LoGrave |
| 45 | Garuda   | Air    |          | LoDown  |
| 46 | Golem    | Air    |          | LoBind  |
| 47 | Mailing  | Air    |          |         |
| 48 | Soilclaw | Air    |          |         |
| 49 | Hikewne  | Fusion | DarkWave |         |
| 50 | LazyFrog | Water  |          |         |

| Number | Name    | Traits          |  |
|--------|---------|-----------------|--|
| 01     | Kewne   | Unbrainwashable |  |
| 02     | Dragon  |                 |  |
| 03     | Kid     |                 |  |
| 04     | Ifrit   |                 |  |
| 05     | Flame   |                 |  |
| 06     | Grinuet |                 |  |
| 07     | Griffon |                 |  |
| 08     | Troll   |                 |  |
| 09     | Balloon |                 |  |
| 10     | Volcano |                 |  |
| 11     | Barong  | Growth promoted |  |
| 12     | Weadog  |                 |  |

|    |          |                              |  |
|----|----------|------------------------------|--|
| 13 | Naplass  | HP increased                 |  |
| 14 | Killer   | Atrocious                    |  |
| 15 | Tyrant   |                              |  |
| 16 | Maximum  |                              |  |
| 17 | Saber    |                              |  |
| 18 | Snowman  |                              |  |
| 19 | Ashra    | Strength Increased           |  |
| 20 | Arachne  | Strength Increased           |  |
| 21 | Battnel  | PoisonProof                  |  |
| 22 | Nyuel    | PoisonProof                  |  |
| 23 | Pulumpa  |                              |  |
| 24 | UBoat    |                              |  |
| 25 | Blume    |                              |  |
| 26 | Manoeva  |                              |  |
| 27 | Kraken   | Electric Shock               |  |
| 28 | Viper    | Lowering Attack may not work |  |
| 29 | Mandara  |                              |  |
| 30 | Glacier  |                              |  |
| 31 | Takapoo  |                              |  |
| 32 | Mashroom |                              |  |
| 33 | Death    | Magic level increased        |  |
| 34 | Clown    | Magic level increased        |  |
| 35 | Univern  | BlinderProof                 |  |
| 36 | Unicorn  | BlinderProof                 |  |
| 37 | Block    | Hard                         |  |
| 38 | Metal    |                              |  |
| 39 | Noise    | SpellProof                   |  |
| 40 | Dreamin  | SleepProof                   |  |
| 41 | Cyclone  | Magic consumption decreased  |  |
| 42 | Picket   | Quick                        |  |

|    |          |                 |  |
|----|----------|-----------------|--|
| 43 | Stealth  | RustProof       |  |
| 44 | Zu       | Paralipsisproof |  |
| 45 | Garuda   |                 |  |
| 46 | Golem    |                 |  |
| 47 | Mailing  |                 |  |
| 48 | Soilclaw |                 |  |
| 49 | Hikewne  |                 |  |
| 50 | LazyFrog |                 |  |

|   |      |                    |  |
|---|------|--------------------|--|
|   |      |                    |  |
| N |      |                    |  |
| u |      |                    |  |
| m | Name | Abilities(as ally) |  |
| b |      |                    |  |
| e |      |                    |  |
| r |      |                    |  |

|    |         |                                                                                                                    |  |
|----|---------|--------------------------------------------------------------------------------------------------------------------|--|
| 01 | Kewne   |                                                                                                                    |  |
| 02 | Dragon  | Can eat any item to recover MP<br> but the metal ones refill 50 MP                                                 |  |
| 03 | Kid     | Same as Dragon                                                                                                     |  |
| 04 | Ifrit   |                                                                                                                    |  |
| 05 | Flame   |                                                                                                                    |  |
| 06 | Grinuet |                                                                                                                    |  |
| 07 | Griffon |                                                                                                                    |  |
| 08 | Troll   | Can use three different weapons                                                                                    |  |
| 09 | Balloon | Can take you to the next floor<br> (as long as its experience level is<br> equal or greater of the floor to reach) |  |
| 10 | Volcano | Can put Volcanic Rocks as obstacles                                                                                |  |
| 11 | Barong  | If you throw him an item it<br> swallows it and vomits a different one                                             |  |
| 12 | Weadog  | Throws Meat to lure our low MP familiar/s<br> so he can attack them                                                |  |
| 13 | Naplass | Can Sleep to recover HP quicker                                                                                    |  |
| 14 | Killer  | Can increase the critical hit percentage                                                                           |  |
| 15 | Tyrant  | Go berserk (raises attack power) and                                                                               |  |

|       |          |                                                     |  |
|-------|----------|-----------------------------------------------------|--|
|       |          | attacks everyone (even Koh)                         |  |
| ----- |          |                                                     |  |
| 16    | Maximum  |                                                     |  |
| ----- |          |                                                     |  |
| 17    | Saber    |                                                     |  |
| ----- |          |                                                     |  |
| 18    | Snowman  | Can Break obstacles (like the                       |  |
|       |          | ones the volcano creates)                           |  |
| ----- |          |                                                     |  |
| 19    | Ashra    |                                                     |  |
| ----- |          |                                                     |  |
| 20    | Arachne  |                                                     |  |
| ----- |          |                                                     |  |
| 21    | Battnel  |                                                     |  |
| ----- |          |                                                     |  |
| 22    | Nyuel    |                                                     |  |
| ----- |          |                                                     |  |
| 23    | Pulumpa  |                                                     |  |
|       |          |                                                     |  |
|       |          |                                                     |  |
| ----- |          |                                                     |  |
| 24    | UBoat    | Can dive and Scout (Get full                        |  |
|       |          | information about the current floor)                |  |
| ----- |          |                                                     |  |
| 25    | Blume    | Can brainwash enemy monsters                        |  |
| ----- |          |                                                     |  |
| 26    | Manoeva  | Can copy the shape of any nearby item               |  |
|       |          | /familiar/enemy (can not copy Koh's shape)          |  |
| ----- |          |                                                     |  |
| 27    | Kraken   |                                                     |  |
| ----- |          |                                                     |  |
| 28    | Viper    | Weakens enemy attack                                |  |
| ----- |          |                                                     |  |
| 29    | Mandara  | Can confuse the enemies.                            |  |
| ----- |          |                                                     |  |
| 30    | Glacier  | Attack with an iceberg that pushes                  |  |
|       |          | the enemy until making contact with                 |  |
|       |          | something (pit, familiar, enemy monster, obstacle). |  |
| ----- |          |                                                     |  |
| 31    | Takapoo  |                                                     |  |
| ----- |          |                                                     |  |
| 32    | Mashroom |                                                     |  |
| ----- |          |                                                     |  |
| 33    | Death    |                                                     |  |
| ----- |          |                                                     |  |
| 34    | Clown    |                                                     |  |
| ----- |          |                                                     |  |
| 35    | Univern  |                                                     |  |
| ----- |          |                                                     |  |
| 36    | Unicorn  |                                                     |  |
| ----- |          |                                                     |  |
| 37    | Block    |                                                     |  |
| ----- |          |                                                     |  |
| 38    | Metal    |                                                     |  |
| ----- |          |                                                     |  |
| 39    | Noise    | Nullifies the target's spells temporally            |  |
| ----- |          |                                                     |  |
| 40    | Dreamin  | Put an enemy to sleep temporally                    |  |
| ----- |          |                                                     |  |
| 41    | Cyclone  | Makes an enemy unable to eat temporally             |  |

|    |          |                                                                |  |
|----|----------|----------------------------------------------------------------|--|
| 42 | Picket   | Can steal items to nearby targets                              |  |
|    |          |                                                                |  |
| 43 | Stealth  | Can make himself invisible                                     |  |
| 44 | Zu       | Can paralyze our enemies                                       |  |
| 45 | Garuda   | Takes the target to another<br>  location of the current floor |  |
| 46 | Golem    | Can use a strong long range attack                             |  |
| 47 | Mailing  |                                                                |  |
| 48 | Soilclaw |                                                                |  |
| 49 | Hikewne  |                                                                |  |
| 50 | LazyFrog |                                                                |  |

| m | Name | Abilities(as enemy) |  |
|---|------|---------------------|--|
| b |      |                     |  |
| e |      |                     |  |
| r |      |                     |  |

|    |         |                                                                         |  |
|----|---------|-------------------------------------------------------------------------|--|
| 01 | Kewne   | Invincible when fused with Beldo                                        |  |
| 02 | Dragon  |                                                                         |  |
| 03 | Kid     |                                                                         |  |
| 04 | Ifrit   |                                                                         |  |
| 05 | Flame   |                                                                         |  |
| 06 | Grinuet |                                                                         |  |
| 07 | Griffon |                                                                         |  |
| 08 | Troll   | Can use three different weapons                                         |  |
| 09 | Balloon |                                                                         |  |
|    |         |                                                                         |  |
| 10 | Volcano | Can put Volcanic Rocks as obstacles                                     |  |
| 11 | Barong  | If you throw him an item it<br>  swallows it and vomits a different one |  |
| 12 | Weadog  | Throws Meat to lure our low MP familiar/s<br>  so he can attack them    |  |

|    |          |                                                                                                                                              |  |
|----|----------|----------------------------------------------------------------------------------------------------------------------------------------------|--|
| 13 | Naplass  | Can Sleep to recover HP quicker                                                                                                              |  |
| 14 | Killer   |                                                                                                                                              |  |
| 15 | Tyrant   | Go berserk (raises attack power) and<br>    attacks everyone (even Koh)                                                                      |  |
| 16 | Maximum  |                                                                                                                                              |  |
| 17 | Saber    |                                                                                                                                              |  |
| 18 | Snowman  | Can Break obstacles (like the<br>    ones the volcano creates)                                                                               |  |
| 19 | Ashra    |                                                                                                                                              |  |
| 20 | Arachne  |                                                                                                                                              |  |
| 21 | Battnel  |                                                                                                                                              |  |
| 22 | Nyuel    |                                                                                                                                              |  |
| 23 | Pulumpa  | The dark green ones found over the 19th floor<br>    can steal red and/ or blue collar/s<br>    from the familiar confining them to the bag. |  |
| 24 | UBoat    | Can dive.                                                                                                                                    |  |
| 25 | Blume    | Can brainwash familiar/s                                                                                                                     |  |
| 26 | Manoeva  | Can copy the shape of any nearby item<br>    //familiar/enemy (can not copy Koh's shape)                                                     |  |
| 27 | Kraken   |                                                                                                                                              |  |
| 28 | Viper    | Weakens target's attack                                                                                                                      |  |
| 29 | Mandara  | Can confuse Kohand/or familiar/s                                                                                                             |  |
| 30 | Glacier  | Attack with an iceberg that pushes<br>    you back until making contact with<br>    something (pit, familiar, enemy ).                       |  |
| 31 | Takapoo  |                                                                                                                                              |  |
| 32 | Mashroom |                                                                                                                                              |  |
| 33 | Death    |                                                                                                                                              |  |
| 34 | Clown    |                                                                                                                                              |  |
| 35 | Univern  |                                                                                                                                              |  |
| 36 | Unicorn  |                                                                                                                                              |  |
| 37 | Block    |                                                                                                                                              |  |
| 38 | Metal    |                                                                                                                                              |  |



Q.What is the best elemental alignment?

A.The fusion elemental alignment is the best one (this Koh's elemental alignment since he's not a monster and Hikewne type familiars because of their nature).

Q.What is the best magic Spell?

A.For its effects Dark Wave is The best, But my favourite is Breath.

Q.Which familiars evolve, and in what do they turn into?

A.The familiars that evolve are:  
Kid evolves into Dragon  
Flame evolves into Ifrit  
Griffon evolves into Grineut  
Snowman evolves into Saber  
Arachne evolves into Ashra  
Nyuel evolves into Battnel  
Clown evolves into Death  
Unicorn evolves into Univern  
Block evolves into Metal

Q.How do I do the duplication trick?

A.Well you have to be in the tower, have a Manoeva, a Picket, the blue collar and the item to duplicate.

1-Take both monsters out of the bag.

2-Use the command morph (Manoeva) on the Picket.Now the Manoeva will look like a picket.

3-Put the item that you want to duplicate on the floor.

4-Use the morphed Manoeva's command steal to make it pick the item up.

5-Put the Picket in inside the bag.

6-The manoeva will go back to its original form.(but the manoeva has the item to duplicate)

7-Take the Picket out of the bag.

8-Use the command morph(Manoeva) on the Picket.Now the Manoeva will look like a picket.(now a bug occurs and the manoeva has two items of the same kind!!)

9-Use the Picket's command steal on the morphed Manoeva to take the item.Then use the command throw of the picket and take the duplicated item to add it to your inventory.

10-To keep duplicating the item repeat steps 5,6,7,8 and 9.

11-After that use the command steal of the Picket on the manoeva (on its original form) to take the original item and the command throw to be able to add it to the inventory.

Q.What does the Tovar seed do?

A.It raises luck (a hidden status) , this luck controls the character's hit deflection and status change rates. so if you have very high luck you will deflect attacks very easily and will hardly ever be poisoned, etc.

Q.Is the effect of the Tovar seed permanent?

A.I am sure that the effect is permanent on the familiars, in the case of Koh it is just temporal (lasts until you leave the Monster Tower).

Q.How does the game determines which egg type can be found on each floor?

A.You can find a certain monster's egg if the egg is found in a floor which number is equal or greater than the floor in which you find the monster normally.

(for example: pulunpas appear first time on floor 1 so you could find pulunpas eggs on every floor , but maximums appear first time on floor 35 so you could find maximum egg on floors 35,36,etc).

Q.How can I get a Barong egg from a Barong monster?

A.To get a Barong monster as a familiar you will need a roche fruit and

a Barong monster nearby:

- 1-Throw any item to the Barong (not the roche fruit, you will need it later)
- 2-Keep doing this (throwing items to the Barong monster) until the barong tires up (it will be flashing and looking asleep)
- 3-Throw the roche fruit to the barong (the Barong will turn into an egg)
- 4-Get the barong egg

#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#  
 Items~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#  
 #~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#

Here is the list of all the items you can find in the monster tower.  
 I arranged them in tables so it is easier to find what you are looking for.In the characteristics column of the table I put first the game's description of the item , after that I put a little extra info (prefixed with a '~') that I am sure you will find very useful.

#### Swords

| Name           | Characteristics                                                                                 | Attack | Sale price       |
|----------------|-------------------------------------------------------------------------------------------------|--------|------------------|
| Gold Sword     | Coated with gold ~This sword does not rust                                                      | 1      | 1000G            |
| Copper Sword   | Made of copper                                                                                  | 2      | 50G              |
| Iron Sword     | Made of iron                                                                                    | 3      | 100G             |
| Steel Sword    | Made of steel                                                                                   | 4      | 150G             |
| Fire Sword     | Fire genus Good against Air Genus Monsters                                                      | 5      | 400G             |
| Blizzard Sword | Water genus Good against Fire Genus Monsters                                                    | 5      | 400G             |
| Gulfwind Sword | Wind genus Good against Water Genus Monsters                                                    | 5      | 400G             |
| Vital Sword    | Prevents opponent from multiplying~If you hit<br>  manoevas with this sword they won't multiply | 5      | 800G             |
| Holy Sword     | Holy sword with divine protection                                                               | 7      | 10000G           |
| Seraphim Sword | Guy's keepsake Sword Seraphim ATK 8                                                             | 8      | 1000G            |
| Dark Sword     | A cursed sword~If you use a de curse Scroll<br>  on this Sword its price will drops             | 10     | 10000G<br>50000G |

#### Wands

| Name          | Characteristics                      | Attack | Sale price |
|---------------|--------------------------------------|--------|------------|
| Wooden Wand   | A wand made of wood                  | 1      | 10G        |
| Paralyze Wand | Sometimes freezes Monster's mobility | 1      | 100G       |
| Gulf Wand     | A wand of wind~Good against          | 1      | 150G       |
| Gulf Wand     | Water Genus Monsters                 |        |            |

|              |                                              |   |       |  |
|--------------|----------------------------------------------|---|-------|--|
| Scarlet Wand | A wand of fire~Good against                  | 1 | 150G  |  |
|              | Air Genus Monsters                           |   |       |  |
| Stream Wand  | A wand of water~Good against                 | 1 | 150G  |  |
|              | Fire Genus Monsters                          |   |       |  |
| Seal Wand    | Sometimes seals the special                  | 1 | 500G  |  |
|              | powers of monsters                           |   |       |  |
| Life Wand    | Recovers HP slightly if an opponent is hit   | 1 | 1000G |  |
| Money Wand   | Sometimes changes killed Monsters into money | 1 | 1000G |  |
| Trained Wand | Can be tempered with Red Sand~Rare item and  | 1 | 5000G |  |
|              | the best weapon                              |   |       |  |

## Balls

Plus ten percent of original price by charge (i. e. an Acid Rain +2 Ball'll have a price of 960g because an acid rain ball is 800 and the other two charges are 80 each, so :  $800 + 80 + 80 = 960$ )

| Name           | Characteristics                 | Sale price        | Charge |  |
|----------------|---------------------------------|-------------------|--------|--|
|                |                                 | (with no charges) | Price  |  |
| Acid Rain Ball | Contains acid rain and attacks  | 800G              | 80G    |  |
|                | enemies ~If used inside a room  |                   |        |  |
|                | all enemies will receive damage |                   |        |  |
| Binding Ball   | A ball that has the power to    | 500G              | 50G    |  |
|                | bind monsters with thunder      |                   |        |  |
| Blaze Ball     | A ball that blazes along the    | 500G              | 50G    |  |
|                | ground in a straight line       |                   |        |  |
| Blinder Ball   | Contains darkness which blinds  | 500G              | 50G    |  |
|                | the eyes of enemies             |                   |        |  |
| Fire Ball      | A ball that contains a fire     | 300G              | 30G    |  |
|                | arrow                           |                   |        |  |
| Flame Ball     | A ball that contains a fireball | 800G              | 80G    |  |
| Ice Rock Ball  | Contains a huge iceberg which   | 800G              | 80G    |  |
|                | blocks one's way                |                   |        |  |
| Pillar Ball    | Contains a fiery pillar which   | 1000G             | 100G   |  |
|                | ascends from the ground         |                   |        |  |
| Poison Ball    | Contains poison contagious to   | 800G              | 80G    |  |
|                | all enemies in the same room    |                   |        |  |
| Recovery Ball  | Contains a soap bubble which    | 800G              | 80G    |  |
|                | recovers HP                     |                   |        |  |
| Repel Ball     | A ball that has the power to    | 500G              | 50G    |  |
|                | repel magic                     |                   |        |  |

|            |                                                           |      |      |
|------------|-----------------------------------------------------------|------|------|
| Sleep Ball | A ball that contains Morpheus and puts enemies to sleep   | 800G | 80G  |
| Water Ball | A ball that contains a water wall which protects the user | 500G | 150G |
| Weak Ball  | Contains a beam which decreases level of enemies          | 500G | 150G |

### Shields

| Name           | Characteristics                                                                                   | Defense | Sale price |
|----------------|---------------------------------------------------------------------------------------------------|---------|------------|
| Leather Shield | Tanned leather shield~Does not rust                                                               | 1       | 30G        |
| Wood Shield    | Wooden shield~Does not rust                                                                       | 2       | 50G        |
| Mirror Shield  | Shield polished into a mirror~Does not rust and reflect spells when equipped (not 100% effective) | 3       | 1000G      |
| Copper Shield  | A copper shield                                                                                   | 4       | 100G       |
| Iron Shield    | An iron shield                                                                                    | 5       | 150G       |
| Earth Shield   | Wind genus shield                                                                                 | 5       | 600G       |
| Ice Shield     | Water genus shield                                                                                | 5       | 600G       |
| Scorch Shield  | Fire genus shield                                                                                 | 5       | 600G       |
| Live Shield    | Sometimes retaliates when it's hit                                                                | 5       | 600G       |
| Steel Shield   | A very tough steel shield                                                                         | 6       | 300G       |
| Diamond Shield | Shield made of diamond~Does not Rust                                                              | 7       | 1500G      |

### Crystals

| Name          | Characteristics                                              | Sale price |
|---------------|--------------------------------------------------------------|------------|
| Wind Crystal  | Makes it possible to return to a town                        | 200G       |
| Water Crystal | Restores status of familiar and recovers MP & HP to maximum  | 400G       |
| Fire Crystal  | Summons SALAMANDER, which burns up enemies one after another | 400G       |

### Fruits

| Name     | Characteristics                      | Sale price |
|----------|--------------------------------------|------------|
| Big Pita | Food for familiar Recovers MP by 100 | 10G        |

|          |                                                                                                                                                                                                                                                                                                                     |       |  |
|----------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------|--|
| Geropita | Vanishes MP of the monster ate this fruit~Rare item                                                                                                                                                                                                                                                                 | 100G  |  |
| Laev     | MP of monsters tends to decrease on that level                                                                                                                                                                                                                                                                      | 20G   |  |
| Leva     | Familiar will not change form after the next fusion<br> ~If two monsters have were feed with this, they cannot<br> be fused. If a monster which was feed with this tries<br> to be fused with kewne, nothing will happen. Monsters<br> that evolve will not evolve if they are feed with this<br> before evolution. | 20G   |  |
| Leolam   | MP of the monster will not decrease for a while                                                                                                                                                                                                                                                                     | 100G  |  |
| Limit    | Increase percentage of critical hits for a while                                                                                                                                                                                                                                                                    | 100G  |  |
| Pita     | Food for familiar Recovers MP by 50                                                                                                                                                                                                                                                                                 | 5G    |  |
| Roche    | Transforms monsters into eggs Rare item                                                                                                                                                                                                                                                                             | 5000G |  |
| Tumna    | Turns into a frog for a while                                                                                                                                                                                                                                                                                       | 20G   |  |
| Oleem    | Vanishes familiar, and the player escapes from the<br> tower                                                                                                                                                                                                                                                        | 100G  |  |

#### Herbs

| Name      | Characteristics                                                                                                             | Sale price |  |
|-----------|-----------------------------------------------------------------------------------------------------------------------------|------------|--|
| Antichaos | Herb that restores chaos                                                                                                    | 20G        |  |
| Antidote  | Herb neutralizes a poison                                                                                                   | 15G        |  |
| Cure all  | Herb that restores everything~Cancels all<br> status ailments                                                               | 200G       |  |
| Harash    | Weakens attacking power~Rare item                                                                                           | 10G        |  |
| Hazak     | Recovers weakened attack                                                                                                    | 80G        |  |
| Medicinal | Herb that restores HP~The ones found in<br> the tower can raise user's max HP by one<br> if used when current HP is at max. | 7G         |  |
| Paralyze  | Herb that freezes motion ~Rare item                                                                                         | 10G        |  |
| Roeam     | Enables eye sight                                                                                                           | 20G        |  |
| Poison    | Toxic herb                                                                                                                  | 5G         |  |
| Shomuro   | Restores weakened defense~Rare item                                                                                         | 80G        |  |
| Wake up   | Wakes up a sleeping familiar                                                                                                | 20G        |  |

#### Seeds

| Name  | Characteristics           | Sale price |  |
|-------|---------------------------|------------|--|
| Hazak | Increases attacking power | 500G       |  |

|         |                                                  |       |
|---------|--------------------------------------------------|-------|
| Lar     | Eating this seed lowers a level~Rare item        | 50G   |
| Light   | Changes the genus of a familiar to fire          | 150G  |
| Mahell  | Increases speed for a while                      | 50G   |
| Mazarr  | Increases the level                              | 200G  |
| Sea     | Changes the genus of a familiar to water         | 150G  |
| Shomuro | Increases defensive power                        | 500G  |
| Slow    | Eating this seed decreased speed~Rare item       | 50G   |
| Tovar   | Eating this seed leads to good fortune~Rare item | 1000G |
|         | Increases luck                                   |       |
| Wind    | Changes the genus of a familiar to wind          | 150G  |

### Scrolls

| Name      | Characteristics                                                | Sale price |
|-----------|----------------------------------------------------------------|------------|
| Alchemic  | The beam turns all items on the floor to gold coins~Rare Item  | 80G        |
| De curse  | The beam removes a curse cast upon equipment                   | 100G       |
| Flat      | The beam removes steps and flattens the entire floor~Rare item | 100G       |
| Holy      | Holy beam protects the reader from enemy attack for a while    | 150G       |
| Malicious | Malicious beam bringing chaos for a while                      | 150G       |
| Restore   | The beam resuscitates a fainted familiar                       | 400G       |
| Trap      | All traps on the floor become visible                          | 400G       |

### Bells

| Name           | Characteristics                       | Sale price |
|----------------|---------------------------------------|------------|
| Familiar Bell  | Call back familiars to you            | 400G       |
| Holy Bell      | Chases a monster out of a room        | 100G       |
| Malicious Bell | Increases the level of enemy monsters | 800G       |

### Loupes

| Name | Characteristics | Sale price |
|------|-----------------|------------|
|------|-----------------|------------|

|                |                                             |       |       |
|----------------|---------------------------------------------|-------|-------|
| Exit loupe     | Identifies the location of elevators        | 50G   |       |
| -----          | -----                                       | ----- | ----- |
| Monster loupe  | Identifies the location of monsters         | 50G   |       |
| -----          | -----                                       | ----- | ----- |
| Trap loupe     | Makes traps visible                         | 100G  |       |
| -----          | -----                                       | ----- | ----- |
| Treasure loupe | Loupe that identifies the location of items | 50G   |       |
| -----          | -----                                       | ----- | ----- |

#### Glasses

| Name          | Characteristics                          | Sale price |
|---------------|------------------------------------------|------------|
| Star Glasses  | Makes the current floor entirely visible | 50G        |
| Truth Glasses | Identify items Even types of eggs        | 100G       |

#### Sands

| Name       | Characteristics                                  | Sale price |
|------------|--------------------------------------------------|------------|
| Blue Sand  | Tempers a shield                                 | 100G       |
| Red Sand   | Tempers a sword~Can also temper the Trained Wand | 100G       |
| White Sand | Increases the number of times a ball can be used | 100G       |

#### Coins

| Name         | Characteristics                  | Sale price |
|--------------|----------------------------------|------------|
| Copper Coins | Copper coins Not very valuable   | 16-24G     |
| Silver Coins | Silver coins Moderately valuable | 80-120G    |
| Gold Coins   | Gold coins Highly valuable       | 160-240G   |

#### Troll Type Weapons

| Name    | Characteristics                                       | Sale price |
|---------|-------------------------------------------------------|------------|
| Hammer  | A mace type club weapon Exclusive to Troll types      | 1000G      |
| Sword   | Can't be blocked by a Shield Exclusive to Troll types | 1000G      |
| Bow Gun | A long range weapon Exclusive to Troll types          | 4000G      |

#### Meat

| Name | Characteristics                   | Sale price |
|------|-----------------------------------|------------|
| Meat | Delicious meat that monsters love | None       |
|      | ~Weadog monsters throw these      |            |

#### Quest items

| Name         | Floor | Characteristics                                                   | Sale price      |
|--------------|-------|-------------------------------------------------------------------|-----------------|
| B Collar     | 12    | ~You can use two familiars at the same time and fuse if you want. | Can not be sold |
| Oil Pot      | 15    | A pot containing ample oil to use for a windmill                  | Can not be sold |
| B Cape       | 20    | A worn out blue cape. Not likely to fit me.                       | Can not be sold |
| Healing      | 28    | Can heal disease of Cherrl.                                       | Can not be sold |
| WMedal       | 25    | A water cleansing medal stolen from the pool                      | 2000G           |
| Seraphim     | 40    | Guy's keepsake Sword Seraphim ATK 8                               | 1000G           |
| Ultimate egg | 40    | The ultimate egg                                                  | 50000G          |

#### Eggs

| Name    | Sale price | Sale price (after hatching) |
|---------|------------|-----------------------------|
| Kewne   | None       | Can not be sold             |
| Dragon  | None       | 3000G                       |
| Kid     | 15000G     | 1000G                       |
| Ifrit   | None       | 600G                        |
| Flame   | 600G       | 50G                         |
| Grineut | None       | 3890G                       |
| Griffon | 2000G      | 325G                        |
| Troll   | 800G       | 200G                        |
| Balloon | 1000G      | 135G                        |
| Volcano | 1600G      | 200G                        |
| Barong  | 8000G      | 2600G                       |
| Weadog  | 3000G      | 625G                        |
| Naplass | 7600G      | 1400G                       |
| Killer  | 8000G      | 1600G                       |
| Tyrant  | 10000G     | 2000G                       |
| Maximum | 35000G     | 6400G                       |

|          |        |        |  |
|----------|--------|--------|--|
| Death    | None   | 375G   |  |
| -----    |        |        |  |
| Clown    | 1000G  | 150G   |  |
| -----    |        |        |  |
| Univern  | None   | 1250G  |  |
| -----    |        |        |  |
| Unicorn  | 3200G  | 500G   |  |
| -----    |        |        |  |
| Metal    | None   | 2000G  |  |
| -----    |        |        |  |
| Block    | 4000G  | 800G   |  |
| -----    |        |        |  |
| Noise    | 600G   | 40G    |  |
| -----    |        |        |  |
| Dreamin  | 1300G  | 150G   |  |
| -----    |        |        |  |
| Cyclone  | 800G   | 70G    |  |
| -----    |        |        |  |
| Picket   | 2400G  | 320G   |  |
| -----    |        |        |  |
| Stealth  | 3600G  | 700G   |  |
| -----    |        |        |  |
| Zu       | 5000G  | 1000G  |  |
| -----    |        |        |  |
| Garuda   | 2400G  | 280G   |  |
| -----    |        |        |  |
| Golem    | 23000G | 4000G  |  |
| -----    |        |        |  |
| Saber    | None   | 3000G  |  |
| -----    |        |        |  |
| Snowman  | 6000G  | 1200G  |  |
| -----    |        |        |  |
| Ashra    | None   | 1000G  |  |
| -----    |        |        |  |
| Arachne  | 2400G  | 400G   |  |
| -----    |        |        |  |
| Battnel  | None   | 500G   |  |
| -----    |        |        |  |
| Nyuel    | 1800G  | 200G   |  |
| -----    |        |        |  |
| Pulunpa  | 400G   | 20G    |  |
| -----    |        |        |  |
| U Boat   | 1200G  | 120G   |  |
| -----    |        |        |  |
| Blume    | 800G   | 80G    |  |
| -----    |        |        |  |
| Manoeva  | 800G   | 100G   |  |
| -----    |        |        |  |
| Kraken   | 2200G  | 280G   |  |
| -----    |        |        |  |
| Viper    | 4500G  | 840G   |  |
| -----    |        |        |  |
| Mandara  | 5000G  | 1100G  |  |
| -----    |        |        |  |
| Glacier  | 12000G | 2000G  |  |
| -----    |        |        |  |
| Ultimate | 50000G | 12500G |  |
| -----    |        |        |  |



|region. |

-----  
|Wall P. 1 |

| - - - - -  
|Price:1000G |

|Tacky wallpaper. Absolutely pop. |

-----  
|Wall P. 2 |

| - - - - -  
|Price:5000G |

|Fashionable wallpaper. Designer brand. |

-----  
|Wall P. 3 |

| - - - - -  
|Price:3000G |

|Peaceful wallpaper.My mom will be happy  
|with it. |

-----  
|Painting |

| - - - - -  
|Price:1000G |

|Strange painting.Painted by toir, a  
|genius of magic art. |

-----  
|Scroll |

| - - - - -  
|Price:5000G |

|A scroll painting. |

-----  
|Poster |

| - - - - -  
|Price:10000G |

|Oh my... |

-----  
|Sculpture |

| - - - - -  
|Price:12000G |

|A sculpture of Venus. |

-----  
|Something |

| - - - - -  
|Price:5000G |

|Magical life form for which you need a  
|large room. (available to buy after  
|upgrading your house) |

-----  
|TV |

| - - - - -  
|Price:2000G |

|A television.Thish is TV?Looks like a  
|crystal ball. |

-----  
|Fridge |

| - - - - -  
|Price:200G |

|A refrigerator. Keep me cool in summer  
|too. |

-----  
|W Machine |

| - - - - -  
|Price:1500G  
|Washing machine.

|Range

| - - - - -  
|Price:1500G  
|An aura range.

|Light

| - - - - -  
|Price:1000G  
|A fancy light. Now I fell safe at night.

|Good Vest

| - - - - -  
|Price:500G  
|A good vest. Look just like the ones  
|I am wearing.

|Jacket

| - - - - -  
|Price:1000G  
|A good jacket.Same design as the one  
|I am wearing.

|Trousers

| - - - - -  
|Price:800G  
|A good trousers. Look just the ones  
|I am wearing.

|Shoes

| - - - - -  
|Price:500G  
|Good Shoes. Called air something. How  
|similar  
|they look to mine

|Aura Bike

| - - - - -  
|Price:20000G  
|An aura bike. Someday I will get one.

|Booster

| - - - - -  
|Price:15000G  
|A booster. Output reinforcing for an  
|aura bike.

|Telephone

| - - - - -  
|Price:5000G  
|A telephone. (available to buy after  
|upgrading your house)

|Trophy

| - - - - -  
|Price:5000G  
|A trophy. (available to buy after

|upgrading your house) |

-----  
|Cream |

| - - - - -  
|Price:100G |

|Beauty cream that makes your skin |  
|really smooth. |

-----  
|Roses |

| - - - - -  
|Price:400G |

|The ones Ghosh often gives to girls. |

-----  
|Hand Bag |

| - - - - -  
|Price:1500G |

|The kind that girls like. |

-----  
|Ring |

| - - - - -  
|Price:8000G |

|When you want to express passion . |  
|Ruby is the gem. |

-----  
|Duck |

| - - - - -  
|Price:10G |

|It's Quack the Duck. Cute little thing. |

-----  
|Remove |

| - - - - -  
|Price:2000G |

|I like a simple room. Okay throw away all |  
|the furnishing. |

-----  
|Restaurant's Items |

-----  
|The only true use of these items is to |  
|conquer Patty Pan's heart. |

-----  
|Rice |

| - - - - -  
|Price:20G |

|Yes,it's rice. |

-----  
|Soy Beans/ Natto Soy Beans |

| - - - - -  
|Price:30G |

|The fermentes soy bean dish, Natto, |  
|reflects the heart of Monsbaiya.I hear |  
|they do not eat this in the western |  
|side of the land.But as far as I'm |  
|concerned although my parents come |  
|from the west, they both eat Natto, |  
|and thus I was brought up eating Natto. |

-----  
|Tofu/ Hiyayakko tofu |

| - - - - -

|Price:40G

|I love this dish, and feel sorry for  
|those who don't understand this great  
|taste.Yes, this tofu has taste to it.  
|And the green onion used is diced  
|cleanly, leaving it fresh and crispy,  
|and bringing out the taste of tofu.

-----  
|Sandsand

| - - - - -  
|Price:60G

|This dish uses the sand fish that  
|cross the desert from the north in  
|large schools every year.The sand  
|fish are fish about the size of the  
|palm of your hand, and live in the  
|sand.Underneath its tough scales,  
|its meat is soaked with oil and  
|water to help it get across the  
|desert.Its great taste is loved by  
|everyone.Our sand fish sandwich is  
|called the Sand-sand.When the chef  
|here makes something using this  
|fish, he can amazingly improve the  
|flavor.

-----  
|Cutlet/ Zuroro Cutlet

| - - - - -  
|Price:70G

|If you want Zuroro, with yam  
|grated into it, to keep the  
|breaded coating on your cutlet  
|firm, Koppe would be the chef  
|to do it for you.This makes  
|the breaded coating light and  
|crispy, and will bring out  
|the true taste of the meat.

-----  
|Crystal Curry

| - - - - -  
|Price:80G

|The crystallization of the  
|spice pop up here under like  
|crystal balls.The curry made  
|here is not aiming to be the  
|high class curry at your common  
|Indian restaurant, but more something  
|you would enjoy at home , bringing  
|out that homely flavor.It's a  
|taste that does not discriminate,  
|that is fit for everyone.Having  
|said that, though , it's not  
|something that you could make  
|at home.the smoothness and depth  
|in it's taste is something only  
|a professional chef could possibly make.

-----  
|Spiral Rice/ Spiral fried rice

| - - - - -  
|Price:90G

|The rice in Monsbaiya is famous  
|for its uniqueness in that when  
|the rice is fried, as heat passes  
|through, the rice grain twists.But  
|Koppe is something else.When he  
|makes fried rice, he manages to  
|get each and every last grain  
|twisted, adding texture to the  
|rice.It takes fried rice to a  
|whole new level.

---

|Chicken/ Yakitori chicken

---

|Price:100G

|I hear Koppe owns a Niwawa bird at  
|home.The comb of this Niwawa bird  
|apparently grows fairly quickly.  
|Every morning Koppe will cut a bit  
|of the comb off, and use it for  
|cooking.He'll soak this with sauce  
|several times.The meat and onions  
|are cooked with this sauce until  
|they soak up the taste.The harmony  
|between the juicy meat and the fresh  
|onion is just perfect.

---

|Shining Prawn/ Fried Shining Prawn

---

|Price:150G

|The prawns used are the best,  
|and there is great energy used  
|in preparing these dishes.The  
|prawns that can be seen peeking  
|through the batter, seems to  
|shine ever so brightly.They say  
|the brighter the prawns are, the  
|better the taste. Well, this one's  
|very bright and looks very delicious.

---

|Beef Rice/ Stewed Beef on Rice

---

|Price:290G

|I never thought I'd be able to eat  
|Stewed Beef on Rich in Monsbaiya.the  
|cow.This is the rare animal known to  
|have wandered from the mythical land.  
|The gods of this mythical land are  
|known to have enjoyed eating the meat  
|of this animal, which they call beef.  
|This dish is no doubt a mythical,  
|mystical dish loved by the gods.Yep!  
|This tastes great!

---

|Special

---

|Price:300G

|This tempura uses seasonal vegetables  
|and seafood.Since this city is located  
|in the middle of a desert, this dish,  
|where freshness of the ingredients is

essential, is considered a delicacy here. The raw ingredients are covered in batter and then fried quickly at high temperatures, so you get tempura that is crispy on the outside and juicy in the inside. Since the ingredients change daily, and it is not a heavy dish, you have people like Mr. Ghosh who will eat it every day. Koppe calls this dish his Special. I believe that shows that he's most confident about this dish out of the whole menu.

---

#### Red Sushi

---

Price: 500G

When vinegar is added to the rice of Monsbaiya, the rice will change to any of seven colors, depending on the proportion of vinegar used. This restaurant prepares four different batches of vinegared rice, each used for a different selection of the sushi ingredients. The vinegared rice here is slightly red. It's the highest grade, so the rice has more taste to it. With this sushi, you order the sushi to enjoy the taste of the rice rather than what comes on top. This really has the best tasting vinegared rice. It gives you the feeling that, yes, you are eating sushi!

---

#### Blue Sushi

---

Price: 500G

When vinegar is added to the rice of Monsbaiya, the rice will change to any of seven colors, depending on the proportion of vinegar used. This restaurant prepares four different batches of vinegared rice, each used for a different selection of the sushi ingredients. This vinegared rice here is slightly blue. It matches perfectly with any fish with a shiny outer skin. There are people that dislike this type of fish, but I recommend that you try it once with this vinegared rice.

---

#### Yellow Sushi

---

Price: 500G

When vinegar is added to the rice of Monsbaiya, the rice will change to any of seven colors, depending on the proportion of vinegar used. This restaurant prepares four different batches of vinegared rice, each

|used for a different selection of  
|the sushi ingredients.This vinegared  
|rice is slightly yellow.It has the  
|most common taste...So as you're eating,  
|the taste of the rice will mix with  
|the fresh ingredient, giving a  
|sensation of melting on your tongue...

---

|Green Sushi

| - - - - -  
|Price:500G

|When vinegar is added to the rice of  
|Monsbaiya, the rice will change to  
|any of seven colors,depending on the  
|proportion of vinegar used.This  
|restaurant prepares four different  
|batches of vinegared rice, each

|used for a different selection  
|of the sushi ingredients.This  
|vinegar here is slightly green.In the  
|language of the gods, fish in the  
|nearby sea is referred to as "Edomae".  
|Koppe says all the fish he uses are  
|Edomae.How in the world does he  
|bring these kind of fresh ingredients  
|to this city, in the middle of the  
|desert?... actually, the truth may be  
|frightening, it would probably be  
|better just not thinking about it...

---

|BlackSmith

---

|Copper Sword

| - - - - -  
|Price:100G

---

|Medicinal Herb

| - - - - -  
|Price:20G

---

|Hospital

---

|Medicinal Herb

| - - - - -  
|Price:15G

---

|Octopus Ball Restaurant

---

|Dumplings

| - - - - -  
|Delicious Octopus Dumplings.





|||||DEEP|||||  
|||||SPELLS|||||  
|||||INFO|||||  
|||||

~~~~~  
GROUP 1 ~~~Categories 1,2 and 3~~~
~~~~~

-----  
|SPELL NAME /ATTACK TYPES DESCRIPTION |MP | MIXTURE MAGIC|  
| | | ATTACK NAME |  
-----

|Breath |

-----  
|Direct: Attack enemy by shower or flame|12 | |  
|- - - - -|

|Mixture:Covers sword with flame |0.5 |Fire sword |  
| | |Flay finger |  
| | | (if no weapon |  
| | |is equipped) |  
-----

|NeaBreath |

-----  
|Direct:Chokes enemy by waterfall |12 | |  
|- - - - -|

|Mixture:Covers sword with ice |0.5 |Blizzard sword|  
| | |Ice finger |  
| | | (if no weapon |  
| | |is equipped) |  
-----

|NoaBreath |

-----  
|Direct:Attack enemy by sandstorm |12 | |  
|- - - - -|

|Mixture:Cover sword with wind |0.5 |Wind cutter |  
| | |Thunder finger|  
| | | (if no weapon |  
| | |is equipped) |  
-----

|Sled |

-----  
|Direct:Fire runs to the target |8 | |  
|- - - - -|

|Mixture:Covers sword with flame |0.5 |Fire sword |  
| | |Flay finger |  
| | | (if no weapon |  
| | |is equipped) |  
-----

|NeaSled |

-----  
|Direct:Chill runs to the target |8 | |  
|- - - - -|

|Mixture:Covers sword with ice |0.5 |Blizzard sword|  
| | |Ice finger |  
| | | (if no weapon |  
| | |is equipped) |  
-----

|NoaSled |

-----  
|Direct: Mud storm buries enemy |8 | |



|Poison |

|Direct:Poison fills the room |8 |

|Mixture:Throws a huge fireball to enemy|0.75|Heat Wave |

|NeaPoison |

|Direct:Virus fills the room |8 |

|Mixture:Throws snow storm to enemy |0.75|Snow Wave |

|NoaPoison |

|Direct:Disease fills the room |8 |

|Mixture:Throws heavy thunder to enemy |0.75|Thunder Wave |

|SPELL NAME /ATTACK TYPES DESCRIPTION |SPELL'S RANGE |

|Breath |

|Direct: Attack enemy by shower or flame|Straight line |

|Mixture:Covers sword with flame |Melee |

|NeaBreath |

|Direct:Chokes enemy by waterfall |Straight line |

|Mixture:Covers sword with ice |Melee |

|NoaBreath |

|Direct:Attack enemy by sandstorm |Straight line |

|Mixture:Cover sword with wind |Melee |

|Sled |

|Direct:Fire runs to the target |Straight line |

|Mixture:Covers sword with flame |Melee |

|NeaSled |

|Direct:Chill runs to the target |Straight line |

|Mixture:Covers sword with ice |Melee |

|NoaSled |

|Direct: Mud storm buries enemy |Straight line |

|Mixture:Cover sword with wind |Melee |

|Brid |

|                                         |                         |  |
|-----------------------------------------|-------------------------|--|
| Direct:Bullet of fire                   | Straight line           |  |
| -----                                   | -----                   |  |
| Mixture:Covers sword with flame         | Melee                   |  |
| NeaBrid                                 |                         |  |
| -----                                   | -----                   |  |
| Direct:Attack enemy with ice pillar     | Straight line           |  |
| -----                                   | -----                   |  |
| Mixture:Covers sword with ice           | Melee                   |  |
| NoaBrid                                 |                         |  |
| -----                                   | -----                   |  |
| Direct:Attack enemy with thunder        | Straight line           |  |
| -----                                   | -----                   |  |
| Mixture:Covers sword with wind          | Melee                   |  |
| Rise                                    |                         |  |
| -----                                   | -----                   |  |
| Direct:Fire pillar rises from ground    | Straight line           |  |
| -----                                   | -----                   |  |
| Mixture:Covers sword with flame         | Melee                   |  |
| NeaRise                                 |                         |  |
| -----                                   | -----                   |  |
| Direct:Ice pillar rises from ground     | Straight line           |  |
| -----                                   | -----                   |  |
| Mixture:Covers sword with ice           | Melee                   |  |
| NoaRise                                 |                         |  |
| -----                                   | -----                   |  |
| Direct:Thunder pillar spews             | Straight line           |  |
| -----                                   | -----                   |  |
| Mixture:Covers sword with wind          | Melee                   |  |
| Poison                                  |                         |  |
| -----                                   | -----                   |  |
| Direct:Poison fills the room            | Straight line,          |  |
|                                         | if the target is in a   |  |
|                                         | room all enemy monsters |  |
|                                         | in the room might       |  |
|                                         | be poisoned             |  |
| -----                                   | -----                   |  |
| Mixture:Throws a huge fireball to enemy | Two hits if             |  |
|                                         | target is next          |  |
|                                         | to Koh Straight line    |  |
| NeaPoison                               |                         |  |
| -----                                   | -----                   |  |
| Direct:Virus fills the room             | Straight line,          |  |
|                                         | if the target is in a   |  |
|                                         | room all enemy monsters |  |
|                                         | in the room might be    |  |
|                                         | poisoned                |  |
| -----                                   | -----                   |  |
| Mixture:Throws snow storm to enemy      | Two hits if             |  |
|                                         | target is next          |  |
|                                         | to Koh Straight line    |  |
| NoaPoison                               |                         |  |

```

-----
|Direct:Disease fills the room          |Straight line,          |
|                                       |if the target is in a |
|                                       |room all enemy monsters|
|                                       |in the room might be  |
|                                       |poisoned               |
|-----|-----|
|Mixture:Throws heavy thunder to enemy |Two hits if            |
|                                       |target is next         |
|                                       |to Koh Straight line  |
-----

```

```

~~~~~
GROUP 2 ~~~Categories 4,5 and 6~~~
~~~~~

```

| SPELL NAME /ATTACK TYPES DESCRIPTION    | MP  | MIXTURE MAGIC | ATTACK NAME |
|-----------------------------------------|-----|---------------|-------------|
| DeaWall                                 |     |               |             |
| Direct:Make a protect wall with fire    | 8   |               |             |
| Mixture:Spout hot steam to enemy        | 0.5 | Burning Blade |             |
| DeWall                                  |     |               |             |
| Direct:Make a protect wall with water   | 8   |               |             |
| Mixture:Drops fall of blade to enemy    | 0.5 | Aqua Blade    |             |
| DeoWall                                 |     |               |             |
| Direct:Make a protect wall with thunder | 8   |               |             |
| Mixture:Dorps thunder to enemy          | 0.5 | Thunder Blade |             |
| DeaMirror                               |     |               |             |
| Direct:Produces anti-wind mirror        | 8   |               |             |
| Mixture:Spout hot steam to enemy        | 0.5 | Burning Blade |             |
| DeMirror                                |     |               |             |
| Direct:Produces anti-magic mirror       | 8   |               |             |
| Mixture:Drops fall of blade to enemy    | 0.5 | Aqua Blade    |             |
| DeoMirror                               |     |               |             |
| Direct:Produces anti-water mirror       | 8   |               |             |
| Mixture:Dorps thunder to enemy          | 0.5 | Thunder Blade |             |
| DeaRock                                 |     |               |             |
| Direct:Summon rock as obstacle          | 6   |               |             |

|                                       |     |                |
|---------------------------------------|-----|----------------|
| Mixture:Summon Suzaku to pierce enemy | 2   | Fire Shoot     |
| DeRock                                |     |                |
| Direct:Summon iceberg as obstacle     | 6   |                |
| Mixture:Summon Seiriu to pierce enemy | 2   | Snow Shoot     |
| DeoRock                               |     |                |
| Direct:Summon tornado as obstacle     | 6   |                |
| Mixture:Summon Biakko to pierce enemy | 2   | Gaia Shoot     |
| DeaHeal                               |     |                |
| Direct:Recovers HP slightly by heat   | 10  |                |
| Mixture:Covers sword with flame       | 0.5 | Fire sword     |
|                                       |     | Flay finger    |
|                                       |     | (if no weapon  |
|                                       |     | is equipped)   |
| DeHeal                                |     |                |
| Direct:Recovers HP by bubble          | 10  |                |
| Mixture:Covers sword with ice         | 0.5 | Blizzard sword |
|                                       |     | Ice finger     |
|                                       |     | (if no weapon  |
|                                       |     | is equipped)   |
| DeoHeal                               |     |                |
| Direct:Recovers HP by tender win      | 10  |                |
| Mixture:Covers sword with wind        | 0.5 | Wind cutter    |
|                                       |     | Thunder finger |
|                                       |     | (if no weapon  |
|                                       |     | is equipped)   |
| DeaForth                              |     |                |
| Direct:Charge heat and release it     | 16  |                |
| Mixture:Covers sword with flame       | 0.5 | Fire sword     |
|                                       |     | Flay finger    |
|                                       |     | (if no weapon  |
|                                       |     | is equipped)   |
| DeForth                               |     |                |
| Direct:Charge holly water and release | 16  |                |
| Mixture:Covers sword with ice         | 0.5 | Blizzard sword |
|                                       |     | Ice finger     |
|                                       |     | (if no weapon  |
|                                       |     | is equipped)   |

|                                   |                 |  |
|-----------------------------------|-----------------|--|
| DeoForth                          |                 |  |
| -----                             |                 |  |
| Direct:Charge wind and release it | 16              |  |
| -----                             |                 |  |
| Mixture:Covers sword with wind    | 0.5 Wind cutter |  |
|                                   | Thunder finger  |  |
|                                   | (if no weapon   |  |
|                                   | is equipped)    |  |
| -----                             |                 |  |

| SPELL NAME /ATTACK TYPES DESCRIPTION    | SPELL'S RANGE           |  |
|-----------------------------------------|-------------------------|--|
| -----                                   |                         |  |
| DeaWall                                 |                         |  |
| -----                                   |                         |  |
| Direct:Make a protect wall with fire    | Straight line           |  |
| -----                                   |                         |  |
| Mixture:Spout hot steam to enemy        | Always blinds target    |  |
| -----                                   |                         |  |
| DeWall                                  |                         |  |
| -----                                   |                         |  |
| Direct:Make a protect wall with water   | Straight line           |  |
| -----                                   |                         |  |
| Mixture:Drops fall of blade to enemy    | Two hits                |  |
| -----                                   |                         |  |
| DeoWall                                 |                         |  |
| -----                                   |                         |  |
| Direct:Make a protect wall with thunder | Straight line           |  |
| -----                                   |                         |  |
| Mixture:Dorps thunder to enemy          | Always paralyzes target |  |
| -----                                   |                         |  |
| DeaMirror                               |                         |  |
| -----                                   |                         |  |
| Direct:Produces anti-wind mirror        | Straight line           |  |
|                                         | Only reflects           |  |
|                                         | wind spells             |  |
| -----                                   |                         |  |
| Mixture:Spout hot steam to enemy        | Always blinds target    |  |
| -----                                   |                         |  |
| DeMirror                                |                         |  |
| -----                                   |                         |  |
| Direct:Produces anti-magic mirror       | Straight line           |  |
|                                         | Reflects Magic          |  |
| -----                                   |                         |  |
| Mixture:Drops fall of blade to enemy    | Two hits                |  |
| -----                                   |                         |  |
| DeoMirror                               |                         |  |
| -----                                   |                         |  |
| Direct:Produces anti-water mirror       | Only reflects           |  |
|                                         | water spells            |  |
| -----                                   |                         |  |
| Mixture:Dorps thunder to enemy          | Always paralyzes Target |  |
| -----                                   |                         |  |
| DeaRock                                 |                         |  |
| -----                                   |                         |  |
| Direct:Summon rock as obstacle          | Melee(if the            |  |
|                                         | place is occupied       |  |
|                                         | then puts obstacle      |  |
|                                         | in the nearest place)   |  |

|                                       |                       |  |
|---------------------------------------|-----------------------|--|
| Mixture:Summon Suzaku to pierce enemy | Straight line         |  |
| -----                                 |                       |  |
| DeRock                                |                       |  |
| -----                                 |                       |  |
| Direct:Summon iceberg as obstacle     | Melee(if the          |  |
|                                       | place is occupied     |  |
|                                       | then puts obstacle    |  |
|                                       | in the nearest place) |  |
| -----                                 |                       |  |
| Mixture:Summon Seiriu to pierce enemy | Aleatory long range   |  |
| -----                                 |                       |  |
| DeoRock                               |                       |  |
| -----                                 |                       |  |
| Direct:Summon tornado as obstacle     | Melee(if the          |  |
|                                       | place is occupied     |  |
|                                       | then puts obstacle    |  |
|                                       | in the nearest place) |  |
| -----                                 |                       |  |
| Mixture:Summon Biakko to pierce enemy | Straight line         |  |
| -----                                 |                       |  |
| DeaHeal                               |                       |  |
| -----                                 |                       |  |
| Direct:Recovers HP slightly by heat   | Straight line         |  |
| -----                                 |                       |  |
| Mixture:Covers sword with flame       | Melee                 |  |
| -----                                 |                       |  |
| DeHeal                                |                       |  |
| -----                                 |                       |  |
| Direct:Recovers HP by bubble          | Straight line         |  |
| -----                                 |                       |  |
| Mixture:Covers sword with ice         | Melee                 |  |
| -----                                 |                       |  |
| DeoHeal                               |                       |  |
| -----                                 |                       |  |
| Direct:Recovers HP by tender win      | Straight line         |  |
| -----                                 |                       |  |
| Mixture:Covers sword with wind        | Melee                 |  |
| -----                                 |                       |  |
| DeaForth                              |                       |  |
| -----                                 |                       |  |
| Direct:Charge heat and release it     | Straight line,        |  |
|                                       | target recovers HP    |  |
| -----                                 |                       |  |
| Mixture:Covers sword with flame       | Melee                 |  |
| -----                                 |                       |  |
| DeForth                               |                       |  |
| -----                                 |                       |  |
| Direct:Charge holly water and release | Straight line,        |  |
|                                       | target recovers HP    |  |
|                                       | to its maximum        |  |
| -----                                 |                       |  |
| Mixture:Covers sword with ice         | Melee                 |  |
| -----                                 |                       |  |
| DeoForth                              |                       |  |
| -----                                 |                       |  |
| Direct:Charge wind and release it     | Straight line,        |  |
|                                       | target recovers HP    |  |
| -----                                 |                       |  |
| Mixture:Covers sword with wind        | Melee                 |  |

GROUP 3 ~~~Categories 7,8 and 9~~~

| SPELL NAME /ATTACK TYPES DESCRIPTION   | MP | MIXTURE MAGIC | ATTACK NAME |
|----------------------------------------|----|---------------|-------------|
| LaBlind                                |    |               |             |
| Direct:Confuse enemy by hot steam      | 8  |               |             |
| Mixture:Explode wide range with lava   | 4  | Mt Burn       |             |
| LeBlind                                |    |               |             |
| Direct:Confuse enemy by magic mist     | 8  |               |             |
| Mixture:Attack wide range with Tsunami | 4  | Aqua Wheel    |             |
| LoBlind                                |    |               |             |
| Direct:Blinds enemy with darkness      | 8  |               |             |
| Mixture:Shake wide range by earthquake | 4  | Earth Shaker  |             |
| LaBind                                 |    |               |             |
| Direct:Restraint wind monster by heat  | 12 |               |             |
| Mixture:Explode wide range with lava   | 4  | Mt Burn       |             |
| LeBind                                 |    |               |             |
| Direct:Restraint wind monster by cold  | 12 |               |             |
| Mixture:Attack wide range with Tsunami | 4  | Aqua Wheel    |             |
| LoBind                                 |    |               |             |
| Direct:Restraint monster by thunder    | 12 |               |             |
| Mixture:Shake wide range by earthquake | 4  | Earth Shaker  |             |
| LaSleep                                |    |               |             |
| Direct:Make enemy sleep by heat        | 10 |               |             |
| Mixture:Explode wide range with lava   | 4  | Mt Burn       |             |
| LeSleep                                |    |               |             |
| Direct:Make enemy sleep by cold        | 10 |               |             |
| Mixture:Attack wide range with Tsunami | 4  | Aqua Wheel    |             |
| LoSleep                                |    |               |             |

|                                         |      |              |  |
|-----------------------------------------|------|--------------|--|
| Direct:Make enemy sleep by wind         | 10   |              |  |
| -----                                   |      |              |  |
| Mixture:Shake wide range by earthquake  | 4    | Earth Shaker |  |
| -----                                   |      |              |  |
| LaDown                                  |      |              |  |
| -----                                   |      |              |  |
| Direct:Lowers ATK might by fire         | 9    |              |  |
| -----                                   |      |              |  |
| Mixture:Throws a huge fireball to enemy | 0.75 | Heat Wave    |  |
| -----                                   |      |              |  |
| LeDown                                  |      |              |  |
| -----                                   |      |              |  |
| Direct:Decreases strength by ice magic  | 9    |              |  |
| -----                                   |      |              |  |
| Mixture:Throws snow storm to enemy      | 0.75 | Snow Wave    |  |
| -----                                   |      |              |  |
| LoDown                                  |      |              |  |
| -----                                   |      |              |  |
| Direct:Decreases level by wind magic    | 9    |              |  |
| -----                                   |      |              |  |
| Mixture:Throws heavy thunder to enemy   | 0.75 | Thunder Wave |  |
| -----                                   |      |              |  |
| LaGrave                                 |      |              |  |
| -----                                   |      |              |  |
| Direct:Attack enemy by magic circle     | 12   |              |  |
| -----                                   |      |              |  |
| Mixture:Throws a huge fireball to enemy | 4    | Heat Wave    |  |
| -----                                   |      |              |  |
| LeGrave                                 |      |              |  |
| -----                                   |      |              |  |
| Direct:Attack enemy by meteor           | 12   |              |  |
| -----                                   |      |              |  |
| Mixture:Throws snow storm to enemy      | 4    | Snow Wave    |  |
| -----                                   |      |              |  |
| LoGrave                                 |      |              |  |
| -----                                   |      |              |  |
| Direct:Attack enemy by tornado          | 12   |              |  |
| -----                                   |      |              |  |
| Mixture:Throws heavy thunder to enemy   | 4    | Thunder Wave |  |
| -----                                   |      |              |  |

| SPELL NAME /ATTACK TYPES DESCRIPTION   | SPELL'S RANGE      |
|----------------------------------------|--------------------|
| LaBLind                                |                    |
| -----                                  |                    |
| Direct:Confuse enemy by hot steam      | Straight line      |
| -----                                  |                    |
| Mixture:Explode wide range with lava   | 7x7 Square         |
| -----                                  |                    |
| LeBlind                                |                    |
| -----                                  |                    |
| Direct:Confuse enemy by magic mist     | Straight line      |
| -----                                  |                    |
| Mixture:Attack wide range with Tsunami | If Koh is inside   |
|                                        | a room affects all |
|                                        | enemies within,    |
|                                        | if he is not,      |
|                                        | the range is Melee |
| -----                                  |                    |

|LoBlind | |

-----  
|Direct:Blinds enemy with darkness |Straight line |

|-----  
|Mixture:Shake wide range by earthquake |If Koh is inside |  
| |a room affects all |  
| |enemies within, |  
| |if he is not, |  
| |the range is Melee |

-----  
|LaBind | |

-----  
|Direct:Restraint wind monster by heat |Straight line |

|-----  
|Mixture:Explode wide range with lava |7x7 Square |

-----  
|LeBind | |

-----  
|Direct:Restraint wind monster by cold |Straight line |

|-----  
|Mixture:Attack wide range with Tsunami |If Koh is inside |  
| |a room affects all |  
| |enemies within, |  
| |if he is not, |  
| |the range is Melee |

-----  
|LoBind | |

-----  
|Direct:Restraint monster by thunder |Straight line |

|-----  
|Mixture:Shake wide range by earthquake |If Koh is inside |  
| |a room affects all |  
| |enemies within, |  
| |if he is not, |  
| |the range is Melee |

-----  
|LaSleep | |

-----  
|Direct:Make enemy sleep by heat |Straight line |

|-----  
|Mixture:Explode wide range with lava |7x7 |

-----  
|LeSleep | |

-----  
|Direct:Make enemy sleep by cold |Straight line |

|-----  
|Mixture:Attack wide range with Tsunami |If Koh is inside |  
| |a room affects all |  
| |enemies within, |  
| |if he is not, |  
| |the range is Melee |

-----  
|LoSleep | |

-----  
|Direct:Make enemy sleep by wind |Straight line |

|-----  
|Mixture:Shake wide range by earthquake |If Koh is inside |  
| |a room affects all |  
| |enemies within, |  
| |if he is not, |

|                                         |  |                    |  |
|-----------------------------------------|--|--------------------|--|
|                                         |  | the range is Melee |  |
| LaDown                                  |  |                    |  |
| Direct:Lowers ATK might by fire         |  | Straight line      |  |
| Mixture:Throws a huge fireball to enemy |  | Two hits if        |  |
|                                         |  | target is next to  |  |
|                                         |  | Koh.Straight line  |  |
| LeDown                                  |  |                    |  |
| Direct:Decreases strength by ice magic  |  | Straight line      |  |
| Mixture:Throws snow storm to enemy      |  | Two hits if        |  |
|                                         |  | target is next to  |  |
|                                         |  | Koh.Straight line  |  |
| LoDown                                  |  |                    |  |
| Direct:Decreases level by wind magic    |  | Straight line      |  |
| Mixture:Throws heavy thunder to enemy   |  | Two hits if        |  |
|                                         |  | target is next to  |  |
|                                         |  | Koh.Straight line  |  |
| LaGrave                                 |  |                    |  |
| Direct:Attack enemy by magic circle     |  | Straight line      |  |
| Mixture:Throws a huge fireball to enemy |  | Two hits if        |  |
|                                         |  | target is next to  |  |
|                                         |  | Koh.Straight line  |  |
| LeGrave                                 |  |                    |  |
| Direct:Attack enemy by meteor           |  | Straight line      |  |
| Mixture:Throws snow storm to enemy      |  | Two hits if        |  |
|                                         |  | target is next to  |  |
|                                         |  | Koh.Straight line  |  |
| LoGrave                                 |  |                    |  |
| Direct:Attack enemy by tornado          |  | Straight line      |  |
| Mixture:Throws heavy thunder to enemy   |  | Two hits if        |  |
|                                         |  | target is next to  |  |
|                                         |  | Koh Straight line  |  |

~~~~~  
GROUP FUSION ~~~Category 10~~~
~~~~~

| SPELL NAME /ATTACK TYPES DESCRIPTION | MP | MIXTURE     | MAGIC |
|--------------------------------------|----|-------------|-------|
|                                      |    | ATTACK NAME |       |
| DarkWave                             |    |             |       |





Name:Dragon  
Element:Fire  
Habitat:Cave

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.

#~~~~~

Number:03  
Name:Kid  
Element:Fire  
Habitat:Cave

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.

#~~~~~

Number:04  
Name:Ifrit  
Element:Fire  
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.

#~~~~~

Number:05  
Name:Flame  
  
Element:Fire  
Habitat:Volcanic crater

A kind of a 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.

#~~~~~

Number:06  
Name:Grineut  
  
Element:Fire  
Habitat:Rocky Mountain

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.

#~~~~~

Number:07  
Name:Griffon

Element:Fire  
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.

#~~~~~

Number:08  
Name:Troll  
Element:Fire  
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.

#~~~~~

Number:09  
Name:Balloon  
Element:Fire  
Habitat:In the air

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.

#~~~~~

Number:10  
Name:Volcano  
Element:Fire  
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.

#~~~~~

Number:11  
Name:Barong  
Element:Fire  
Habitat:Prarie

A strange Monster 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.

#~~~~~

Number:12  
Name:Weadog  
Element:Fire  
Habitat:Monster tower

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 Monsters at once.

Some people say that is a "Servant of the God of Monsters."

#~~~~~

Number:13  
Name:Naplass  
Element:Fire  
Habitat:Wetland

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.

#~~~~~

Number:14  
Name:Killer  
Element:Fire  
Habitat:Tropics

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 smack rocks with awesome destructive power.

#~~~~~

Number:15  
Name:Tyrant  
Element:Fire  
Habitat:Desert

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.

#~~~~~

Number:16  
Name:Maximum  
Element:Fire  
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.

#~~~~~

Water Element Monsters | Second page of the Monster Book

#~~~~~

Number:17  
Name:Saber  
Element:Water  
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.

#~~~~~

Number:18  
Name:Snowman  
Element:Water

Habitat:Snowy mountain

This Monster lives in the coldest and snowiest of 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.

#~~~~~

Number:19

Name:Ashra

Element:Water

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.

#~~~~~

Number:25

Name:Arachne

Element:Water

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 prey that are larger than itself, but seldom attacks humans.

#~~~~~

Number:21

Name:Battnel

Element:Water

Habitat:Plain

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.

#~~~~~

Number:22

Name:Nyuel

Element:Water

Habitat:Plain

A domestic Monster used for traveling 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.

#~~~~~

Number:23

Name:Pulunpa

Element:Water

Habitat:Streets

The weakest and most timid kind of Monster.

It used to live on prairies and in deserts a 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.

#~~~~~

Number:24  
Name:UBoat  
Element:Water  
Habitat:In the sea

A Monster submerged in 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.

#~~~~~

Number:25  
  
Name:Blume  
Element:Water  
Habitat:Plateau

Although it is a insectivorous plant, it lays eggs. Its male flowers release pollen, and the pollinated female flowers lay eggs. The pollen have a special scent that control Monsters as they wish. The purpose probably is to make the Monsters carry the pollen.

Its flower language is "indiscretion of youth."

#~~~~~

Number:26  
Name:Manoeva  
Element:Water  
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.

#~~~~~

Number:27  
Name:Kraken  
Element:Water  
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 intense electricity when it senses danger. Since the electric current amplifies as it travels through metals, use of weapons resistant to electricity, or attack from a long distance is recommended when fighting against one.

#~~~~~

Number:28  
Name:Viper  
Element:Water  
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 attacker is weakened by it. This poison cannot be neutralized with the common Antidote Herb.  
Its favorite food is eggs, gulping them down no matter how big they may be.

#~~~~~

Number:29  
Name:Mandara  
Element:Water  
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.

#~~~~~

Number:30  
Name:Glacier  
Element:Water  
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. Its exhales air that is chilled inside its body, and creates ice walls to protect itself.

#~~~~~

Number:31  
Name:Takapoo  
Element:Water  
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.

#~~~~~

Number:32  
Name:Mashroom  
Element:Water  
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.

#~~~~~

Air Element Monsters | Third page of the Monster Book

#~~~~~

Number:33  
Name:Death  
Element:Air  
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.

#~~~~~

Number:34  
Name:Clown  
Element:Air  
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 look conceals its cruelty. It is also called "Devil of the Wind," and is feared by people who travel through the valley.

#~~~~~

Number:35  
Name:Univern  
Element:Air  
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.

#~~~~~

Number:36  
Name:Unicorn  
Element:Air  
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.

#~~~~~

Number:37  
Name:Metal  
Element:Air  
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.

#~~~~~

Number:38  
Name:Block  
Element:Air  
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.

#~~~~~

Number:39  
Name:Noise  
Element:Air  
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.

#~~~~~

Number:40  
Name:Dreamin  
Element:Air  
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 the darkness. It is so dazed in the daytime that it is difficult to believe it is a devil.

#~~~~~

Number:41  
Name:Cyclone

Element:Air  
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.

#~~~~~

Number:42  
Name:Picket  
Element:Air  
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.

#~~~~~

Number:43  
Name:Stealth  
Element:Air  
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.

#~~~~~

Number:44  
Name:Zu  
Element:Air  
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.

#~~~~~

Number:45  
Name:Garuda  
Element:Air  
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.

#~~~~~

Number:46  
Name:Golem  
Element:Air  
Habitat:Monster tower

This 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.

#~~~~~

Number:47  
  
Name:Maliling  
Element:Air  
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.

#~~~~~

Number:48  
Name:Soilclaw  
Element:Air  
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.

#~~~~~





```
-----
|Floor Number 1                               |
|-----|
|Troll equipped with a Hammer                |
|Pulunpa                                       |
|Noise                                         |
|-----|
|Floor Number 2                               |
|-----|
|Ghosh and/or Selfi                           |
|(if it is your first trip you will find the same |
| monsters found in the first Floor and Ghosh  |
| and/or Selfi won't be seen)                 |
|-----|
|Floor Number 3                               |
|-----|
|Troll equipped with a Hammer                |
|Flame                                         |
|Pulunpa                                       |
|Cyclone                                       |
|-----|
|Floor Number 4                               |
|-----|
|Cyclone                                       |
|Troll equipped with a Hammer                |
|Flame                                         |
|-----|
|Floor Number 5                               |
|-----|
|Balloon                                       |
|Flame                                         |
|Cyclone                                       |
|Manoeva                                       |
|-----|
|Floor Number 6                               |
|-----|
|Blume                                         |
|Balloon                                       |
|Manoeva                                       |
|Cyclone                                       |
|-----|
|Floor Number 7                               |
|-----|
|Blume                                         |
|U-boat                                       |
|Balloon                                       |
|Manoeva                                       |
|-----|
|Floor Number 8                               |
|-----|
|Manoeva                                       |
|Blume                                         |
|U-boat                                       |
|Clown                                         |
|-----|
|Floor Number 9                               |
|-----|
|Clown                                         |
|Dreamin                                       |
|Blume                                         |
|-----|
```

|                               |  |
|-------------------------------|--|
| U-boat                        |  |
| -----                         |  |
| Floor Number 10               |  |
| -----                         |  |
| Clown                         |  |
| Dreamin                       |  |
| Troll equipped with a Bow Gun |  |
| Volcano                       |  |
| -----                         |  |
| Floor Number 11               |  |
| -----                         |  |
| Griffon                       |  |
| Volcano                       |  |
| Dreamin                       |  |
| Troll equipped with a Bow Gun |  |
| -----                         |  |
| Floor Number 12               |  |
| -----                         |  |
| Dreamin                       |  |
| Griffon                       |  |
| Volcano                       |  |
| Kraken                        |  |
| •Quest Item :BCollar          |  |
| -----                         |  |
| Floor Number 13               |  |
| -----                         |  |
| Kraken                        |  |
| Volcano                       |  |
| Griffon                       |  |
| Nyuel                         |  |
| -----                         |  |
| Floor Number 14               |  |
| -----                         |  |
| Nyuel                         |  |
| Kraken                        |  |
| Garuda                        |  |
| Troll equipped with a Sword   |  |
| -----                         |  |
| Floor Number 15               |  |
| -----                         |  |
| Nyuel                         |  |
| Garuda                        |  |
| Troll equipped with a Sword   |  |
| Kraken                        |  |
| •Quest Item :Oil pot          |  |
| -----                         |  |
| Floor Number 16               |  |
| -----                         |  |
| Barong                        |  |
| Troll equipped with a Sword   |  |
| Garuda                        |  |
| Manoeva                       |  |
| -----                         |  |
| Floor Number 17               |  |
| -----                         |  |
| Picket                        |  |
| Troll equipped with a Sword   |  |
| Troll equipped with a Bow Gun |  |
| Troll equipped with a Hammer  |  |
| Manoeva                       |  |

-----  
|Floor Number 18 |  
|- - - - - |  
|Picket |  
|Arachne |  
|Manoeva |  
-----

|Floor Number 19 |  
|- - - - - |  
|Weadog |  
|Arachne |  
|Picket |  
|Manoeva |  
-----

|Floor Number 20 |  
|- - - - - |  
|Viper |  
|Unicorn |  
|Weadog |  
|Arachne |  
|•Quest Item :B Cape |  
-----

|Floor Number 21 |  
|- - - - - |  
|Unicorn |  
|Viper |  
|Weadog |  
|Pulunpa (with the same level as the one found |  
|on the first Floor ) |  
-----

|Floor Number 22 |  
|- - - - - |  
|Viper |  
|Unicorn |  
|Pulunpa (with the same level as the one found |  
|on the first Floor ) |  
-----

|Floor Number 23 |  
|- - - - - |  
|Unicorn |  
|Viper |  
|Block |  
|Stealth |  
-----

|Floor Number 24 |  
|- - - - - |  
|Zu |  
|Stealth |  
|Block |  
|Viper |  
-----

|Floor Number 25 |  
|- - - - - |  
|Stealth |  
|Picket (he stole the wmedal) |  
|Block |  
|Zu |  
|•Quest Item :WMedal |  
-----

|Floor Number 26 |

| - - - - - |  
|Zu |  
|Snowman |  
|Mandara |  
|Barong |

-----  
|Floor Number 27 |  
| - - - - - |  
|Mandara |  
|Snowman |  
|Manoeva (copies the shape of the other monsters) |  
|Zu |

-----  
|Floor Number 28 |  
| - - - - - |  
|Mandara |  
|Manoeva |  
|Snowman |  
|Naplass |  
|•Quest Item :Healing Herb |

-----  
|Floor Number 29 |  
| - - - - - |  
|Snowman |  
|Killer |  
|Manoeva |  
|Naplass |

-----  
|Floor Number 30 |  
| - - - - - |  
|Tyrant |  
|Killer |  
|Naplass |  
|Manoeva |

-----  
|Floor Number 31 |  
| - - - - - |  
|Beldo's projection appears, talks to you, and leaves. |  
|But this only happens the first time you get to |  
|this floor. |  
|Tyrant |  
|Killer |  
|Naplass |

-----  
|Floor Number 32 |  
| - - - - - |  
|Glacier |  
|Dragon |  
|Killer |  
|Tyrant |

-----  
|Floor Number 33 |  
| - - - - - |  
|Dragon |  
|Tyrant |  
|Glacier |  
|Golem |

-----  
|Floor Number 34 |  
| - - - - - |



|                                                |  |
|------------------------------------------------|--|
| - - - - -                                      |  |
| the trap puts the player to sleep              |  |
| -----                                          |  |
| Bomb                                           |  |
| - - - - -                                      |  |
| it explodes and causes damage                  |  |
| -----                                          |  |
| Chaos                                          |  |
| - - - - -                                      |  |
| the trap puts the player into chaos            |  |
| -----                                          |  |
| Reversal                                       |  |
| - - - - -                                      |  |
| ceiling and floor will be turned upside down   |  |
| -----                                          |  |
| Seal                                           |  |
| - - - - -                                      |  |
| seals magic                                    |  |
| -----                                          |  |
| Bump                                           |  |
| - - - - -                                      |  |
| wakes up a sleeping monster                    |  |
| -----                                          |  |
| Frog                                           |  |
| - - - - -                                      |  |
| turns into a frog                              |  |
| -----                                          |  |
| Blinder                                        |  |
| - - - - -                                      |  |
| the trap blinds the player                     |  |
| -----                                          |  |
| Slow                                           |  |
| - - - - -                                      |  |
| speed will reduce by half                      |  |
| -----                                          |  |
| Rust                                           |  |
| - - - - -                                      |  |
| the equipment on hand will rust                |  |
| -----                                          |  |
| Prison                                         |  |
| - - - - -                                      |  |
| movement will be frozen and the player         |  |
| will become immobile                           |  |
| -----                                          |  |
| Poison                                         |  |
| - - - - -                                      |  |
| the player gets poisoned                       |  |
| -----                                          |  |
| Slam                                           |  |
| - - - - -                                      |  |
| an object falls onto the player                |  |
| -----                                          |  |
| Crack                                          |  |
| - - - - -                                      |  |
| the terrain caves in                           |  |
| -----                                          |  |
| Warp                                           |  |
| - - - - -                                      |  |
| the player will be shifted to another location |  |
| -----                                          |  |

```
|Upheaval |
|- - - - -|
|the terrain raises |
-----|
|Go up |
|- - - - -|
|the player will be shifted to an upper floor |
-----|

-----
---END OF FILE---
-----
```

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