

# Jade Cocoon: Story of the Tamamayu FAQ/Walkthrough

by MindWanderer

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Contents:

- I. About this FAQ
- II. The basics
- III. About breeding
- IV. Tips and tactics
- V. Walkthrough (spoiler-free)
- VI. Boss tips (contains spoilers)
- VII. Spells and abilities
- VIII. Monster list (in progress)
- IX. Bosses of the Eternal Corridor
- X. Frequently Asked Questions (contains minor spoilers)
- XI. Copyright information

New in version 0.99:

Eternal Corridor Bosses list added

Some minor changes

Re-ordered Eternal Corridor minion list to match the in-game list

Finished minion list (sort of)

New in version 0.98:

Minor updates and corrections

Many minions added, thanks to Bryan Chen and Lisa Brunner

FAQ section added

Chest contents and other items added to walkthrough

Added Hidden Monsters thanks to Brayze

Solved the problem of minion abilities disappearing

New in version 0.92:

Patbaran, Mardreg abilities added

A bunch of Eternal Corridor monsters added

More info about merging

Version 0.90: First release

I. About this FAQ

This was designed to be a guide to Jade Cocoon, North American version. It contains tips for playing the game, raising your minions and a brief, spoiler-free walkthrough. It is not terribly detailed but is guaranteed accurate. If you can supply missing information, witnessed directly and absolutely by yourself, no rumors, please let me know at [MindWanderer@juno.com](mailto:MindWanderer@juno.com).

Oh, and if you really want ASCII art in the title, look at the one by Stinger at <http://www.gamefaqs.com>, which also contains a nice section on GameShark codes. Go there if that's what you want. This game is easy enough that you shouldn't need codes, though, except to perfect your minions or buy the insanely expensive equipment in the

Eternal Corridor. BTW, if you did read that FAQ, he wasn't referring to me in section 10.

## II. The basics

As Levant, a young cocoon master, you must capture monsters (known as minions) in the forests, and raise them and merge them together with one another to make them powerful enough to fight for you. While Levant starts off reasonably strong, he becomes horribly weak before long and must rely exclusively on his minions to do his fighting for him. Characters in the game will explain the process more thoroughly.

Levant can improve his skills only by capturing minions. He does not gain experience by killing them. He can purchase better weapons and armor by selling minions which he has spun into silk. The higher the level of the minion, the more valuable the silk. Check the shops after each event in the plot to see if there are new weapons, armor, or items to be bought. Remember that you can only carry 20 of any one item at a time- silk spun beyond that will be lost.

Minions gain experience by killing other minions in combat or by being merged. The experience gained in either case is equal to one experience level if both minions are equal in level, half an experience level if the minion is greater than the other by one level, a quarter of a level if they differ by two, and so on. If your minion is lower in level than the other, your new experience level is equal to what it would be if yours was the other minion and you killed or merged with your own.

Minions also have three kinds of abilities, which are gained (or lost) only by merging. These types are Attacks, Attack Modifiers, and Spells. More on those in the next section.

## III. About breeding

The primary way of improving your minions is by fighting. This is pretty self-explanatory. Try to make sure that your minions are 2-3 levels above the wild minions in the area at any time. Note that a minion gains more when leveling by fighting than leveling by merging. So the strongest minions are those who you caught at a low level and which gained most of their levels by fighting. This effect seems to taper off at high levels, so that if, say, you have a Marrdreg that you caught at level 3 and used the whole game, and then caught a Spiral toward the end, if you get them up to level 30 or so in the Eternal Corridor, they should end up being comparable.

The less-frequent, but more important method of raising them is through Merging. In a merge, the first monster has its stats modified based on how the second monster's stats are different from its own, and also gains the abilities of the second. Regarding stats, you will notice that there is some variability in minion stats of the same species and equal level. This does not effect how much the stats change when used as the second minion in the merge. Similarly, if you fuse a minion to another which is itself a composite of two minions, it does not matter which of the other two is first or second (for instance, if you fuse a Skwoot to a Skaeab/Skawasp, the result is the same as a Skwoot mixed with a Skawasp/Skaeab).

The stats of the merged minion will be highly dependent upon the first minion in the mix. So if the minion's base type is a Riggus (high attack and defense, low magic and speed), no matter how much you merge it and to what, it will always have a relatively low speed.

When you fuse two monsters together of different elements, the result will be a mix of both. Many resulting proportions are possible through multiple mergings. If an element has not been merged to the minion within two generations, the element will be lost (for instance, if you merge a pataimel with a Skawasp, then merge the result with another Skawasp and that result with a third, the result will be entirely Air).

As mentioned before, minions have three types of abilities: Attacks, Attack Modifiers, and spells. Spells each have an element, and will always be transferred upon a fusion, with no maximum limit, as long as the minion contains the appropriate element. The exception is the Deva spells, which can only be learned if there is no creature of any other element anywhere in the minion's family tree. The effectiveness of spells is based on the creature's Magic Attack stat, as well as the amount of that element the minion contains.

Attacks are located in one of the minion's body parts: either Horn, Fang, Claw, Tail, or Foot. Each attack can be either elemental or non-elemental. Elemental attacks, like spells, disappear if the minion ever does not contain the appropriate element. Their effectiveness is also modified by the proportion of the correct element that creature has. Both types of attacks are based on the minion's Attack stat.

Attack modifiers give bonuses to the Attack they are located on. If they have no corresponding Attack, they will modify the minion's basic attack instead. They increase the mana cost of that attack by 10.

When inheriting abilities, note the following: if the primary and secondary minions each have an attack or modifier in the same body part, it only keeps one. If both abilities are -non-elemental Attacks-, the result will be whatever the primary one had. If both are -elemental attacks or modifiers-, it will be whatever the secondary monster had. If one is an elemental attack and the other is a non-elemental attack, the result is the elemental one.

For cosmetic purposes, merged minions will have the body type and action animations of the primary, and the skin patterns and stance of the secondary. The wings, jaw, and various other features come from the minion's entire history of merging, and the color is based on the minion's element(s), unless overridden by a particular skin (e.g. Terbeker skins are albino). In the Eternal Corridor, boss skins won in combat can be added to replace the normal one. These skins will be the color of the boss they came from unless you use it on a multi-element minion, in which case they will be based on the minion's natural color.

#### IV. Tips and tactics

Your chance of capturing is based on your level, your target's level, and how injured it is. Sometimes you fail for no particular reason; try again before trying to weaken it so much you might kill it by mistake.

The amount of damage an attack does does not vary randomly by much, particularly at the beginning. If you hit a pataimel (29 HP) for 13 points, go ahead and hit it again. It won't die unless you crit.

Minions get back HP and mana after every fight, regardless of whether they participated. So if you have one minion that's kind of beat up, pick fights with something you don't need that one for until it recovers.

Minions gain mana back when they defend, too. And since defending dramatically reduces damage you take, it is often wise to defend for a few turns, then hit 'em back with a powerful (and expensive) attack. You can also use this with Medina (the healing spell) to make sure you end a fight in perfect shape.

Minions gain experience if they deal the finishing blow to an enemy. You can therefore raise levels quickly by using your most powerful minion to weaken a foe, then finish it off with a weaker one.

Elemental advantages make a tremendous difference. So does the element of the area (as affected by the Deva spells, etc.) Pay attention for easy wins.

If an enemy attacks you from behind, they'll get a free attack, and if they're reasonably fast, they'll get a second free attack after you summon a minion. In other words, don't let it happen.

Each wild minion can be one of two different ones. It will change from one to the other every time you see the "loading" dragonfly appear in the corner while the screen is black, which happens when you leave a screen containing a plot point or save point. Use this to plan your collections.

Since you can only have three minions equipped, and a minion's powers are worse if they are mixed-element, try to use two minions of one element each and one of two elements. The last of these should have two "adjacent" elements so it can benefit from the special defense as well as attack.

Some minions occasionally do not have their special abilities. This happens when you catch the minion, save, then turn the power off and reload without purifying first. To avoid this, always use the "load" function rather than the reset or power buttons on the Playstation. You also may want to do this intentionally if you want a core creature with an unwanted ability.

There are some other glitches about minion abilities. I once caught an Asha (a Fire minion) with Horn- Water Attack and Vahlis. It's possible that this has made some of my listings incorrect. Notify me if you spot any such mistakes.

Minions who use Poison, Flesh to Stone, or Sleep are highly resistant to those attacks. This resistance can be conferred onto another by merging. I'm not sure how the mechanics of it work, though. It seems the minion has to actually have the attack to be resistant.

You can take advantage of the fact that elemental abilities are lost by breeding the element away. For example, Mukshab has the powerful Water Attack+Critical ability on its tail. Merge it with two, say, Fire minions, then merge that with your favorite fire minion. The result: your fire minion now has +Critical on whatever it already has in its

tail slot.

After you beat the game, you have the option of saving one last time. If you continue from that save, you will have the option of entering the Eternal Corridor. Each hall of the Corridor has a couple of random minions, including many that do not actually appear in the game. You cannot return to any of the areas in the actual game, though. The shop here sells some incredible (and incredibly expensive) stuff, all the weapons, armor, and items in the game, in fact. At the end of each hall, you fight an easy mini-boss, and if you win, you may get its skin. Use the skin in a merge to change the skin coloration of your own minion to that of the mini-boss.

## V. Walkthrough (spoiler-free)

Sorry if this is kind of ambiguous. I'm deliberately leaving plot details out for people who hate to have the story spoiled.

Note that "Items:" means only non-plot items which are found on the ground.

You first gain control of what's going on when you meet Koris. Be sure to catch his Arpatron (it's a great minion, and the only one of its kind). You can also get 20 Mugworts from him by asking about attack and defense, then disobeying him. From now on, make sure you have lots of Mugwort- it's cheap and effective.

Note that if you talk to the blacksmith twice, he already has some stuff for sale that you might want.

### 1) Beetle Forest

New minions: Pataimel, Skawasp; Patalchu, Skaeeb; Mukhambu, Patash; Skwoot, Nushab; Marrdreg, Terfrayd.

Breeder's notes: Marrdreg and Terfrayd are very powerful, and will serve you well for the rest of the game if merged well. Mukhambu has the Medina spell, and Patash has Agnis, both very useful. Skwoot and Nushab have the Poison attack, which means they (or anything you merge them with) have resistance to Poison.

Items: Shab Liquor, Skeleton Key, Knowledge 1, Knowledge 2, Knowledge 3, Beetle Warp, Aquazor

Chest: 4 Meta-Mugwort, 4 Shab Liquor, Iron Headband

There is one treasure chest here, but it only contains items you can buy anyway. You may want to skip the first chest, to avoid having to double back in some areas. The first chest contains only purchasable items anyway. You can also find the Aquazor, a spear with the element of Water built in. Build a team of minions from these starting ones, make sure they're at least level five, and hurry on.

Skwoots can leave Great Walnuts when beaten, which increase your maximum HP by two each, and raise your current HP to the new maximum. You might want to collect a few. Mukhambu can (rarely) drop Bletilla Oil, which increases magic attack. You may want some if you like using magic.

### 2) Dragonfly Forest

New minions: Hiralco, Teralco; Ohma, Riggu; Terbeker, Maskhira; Ojiae, Frey.

Breeder's notes: Hiralco has Maltis, a good spell; Maskhira has Ad Slahm, Ojiae has Vahlis, and Frey has Agnis. Terbeker and Maskhira also have Sleep, so merge them to add resistance to that. None of these are very strong- that's probably why Marrdreg and Terfrayd reappear, the only time in the game when a minion appears in more than one forest.

Items: Skeleton Key x2, Kickleberry, Knowledge 4, Magic Usage 2, Magic Usage 1, Sleep Spores, Dragonfly Warp  
Chest in cellar: Chestnut Oil, Bletilla Oil, Tendai Uyaku  
Other chest: Agni's Seal 1 x5, Agni's Seal 2 x3, Silver Crown

This one's a bit more challenging. Take the left fork to get the key to open the door on the right fork. Ohma and Riggu are tough customers, and appear two at a time, so make sure you can handle them. Ohma can drop Kukumira Oil, which increases defense, very nice, and Teralco can drop Shishiudo Oil, which increases speed, even better.

Make sure to return to the blacksmith- he now sells the Sword of Speed, a must-have. He'll also ask you to give a message to Kelmar. Talk to Kelmar at the Watchtower several times, then return to the smith for a reward.

After you complete the area, you can return and use the Ocarina where you finished the level. Do this enough times and you'll get an item.

I don't know how to get and keep the Secret of Killing tablet. If you've done it, tell me.

### 3) Spider Forest

New minions: Rugdogle, Radgore; Radmole, Radoimel; Doglchu, Patakuga; Doghambu, Tergrip; Rashab, Skwmoaj; Maryen, Embla

Breeder's notes: Rugdogle, Radgore, Doghambu, and Doglchu have good spells. Radmole and Raoinel have the decent Flesh to Stone attack, which means merging them with your favorites will give them resistance to those attacks. Doglchu and Patakuga have the Critical attack, which almost never works, but when it does is devastating. Most important, Maryen and Embla have their respective Deva spells- get these at all costs. Rashab and Skwmoaj have +Power, which can be useful- but be warned, you can never remove the ability, you can only replace it, and it increases the cost of whatever it's on. At this point you can also make the hidden minion Sherick; see the "hidden minions" section for instructions.

Items: White Horn, Skeleton Key x2, Ikari Powder, Excellent Liquor, Knowledge 5, Merging 2, Divine Tablet, Spider Warp, Minion Fang, Merging 1  
Chest by Yami: Stone Choker, Malty's Seal 2 x3, Malti's Seal 1 x5  
Chest past barrier: Yellow Bead, Kukumira Oil, Ichishi Oil

Take the time to level up slowly. This area is large and rushing through it will get you killed in a hurry. Each of the people you meet here will only talk to you if you give them gifts (note- one of these gifts was back in the Dragonfly Forest), but it makes no difference whether or not you do, except for the one you're looking for. You'll complete a plot point, then return to finish the area.

Note that after finishing the area, you will have one chance to heal, play with minions, and buy equipment, and then you will be unable to do so until completing the Moth Forest. Also, the minions will change after you finish the area, so be sure you collect all you want first. You may want to buy the Little Bird- it has poor attack strength but increases your speed dramatically.

#### 4) Spider Forest 2

New minions: Yoalk, Nevan

Breeder's notes: Yoalk has Ad Mumuls, an instant death spell that targets all enemies. Read the note to the next section.

Nothing here but the spider minions. This is your only chance to get them.

#### 5) Moth Forest

New minions: Asha, Shulia; Raddlchu, Rادتodon; Mardreg, Patbaran

Breeder's notes: AARGH! Both the Raddlchu and the Yoalk (see above) have spells that no other creature in the regular game has. Unfortunately, you cannot get new empty cocoons until you finish the area, at which point you can -never return- to any of the 4 forests. That means you have very little room for error in your choices of what to catch. Asha and Shulia have the powerful Agnia and Maltia spells. If you want to create the hidden minion Tweengo, make sure you catch one of the spiders and have the other necessary minions ahead of time. Tweengo is an excellent minion with the +Critical ability, and should be made if at all possible.

Items: Whistler, Great Walnut, Skeleton Key x2

Chest in small room: Bitter Mugwort x2, Special Liquor x2, Tendai Uyaku

Chest by Dogs: Shishiudo Oil, Bletilla Oil, Ichishi Oil

Chest in ditch: Urvy's Blessing x3, Sparrow Ruff, Great Walnut

The only way to heal until you beat the Moth Forest is through items (which you can't buy for now) and winning fights. If you get badly beat up, you can exit, go to the Beetle Forest, and beat up weaklings until you recover. If Levant is hurt, you can fight Skwoots until they leave a Great Walnut.

Fill up your cocoons and move on. You can't afford to linger here for long. Get the key for the door on the left fork from the path to the right. Make sure you snag the Sparrow Ruff from the chest to the left of the locked gate, it's an accessory that increases speed by a lot.

#### 6) Beetle Forest 2

New minions: Srikarta, Swav; Skwimel, Patmanty; Patdreg, Hackaroo

Breeder's notes: Patdreg and Hackaroo, like their cousins Terfrayd and Marrdreg, are great. They also have the remaining Deva spells. Srikarta and Swav have Vahlia and Agnia.

Item: Skeleton Key

Chest: Vary's Blessing x3, Malty's Blessing x3, Hawk Ruff

This shouldn't take you long at all. Even the chest is in the same place as before, as is the end. Make sure you level up, though.

## 7) Dragonfly Forest 2

New minions: Hirasag, Amasag; Dogle, Skarunga; Zulmoo, Mugoo; Geenwee, Karn

Breeder's notes: Hirasag and Amasag have Vahlia and Ulvia, and Zulmoo has Ad Roqua. Everything here has either lousy attack or lousy speed. Get the spells and leave the rest (although Mugoo/Zulmoo can turn anything into a cyclops when merged with it, which is pretty cool).

Items: Thunderbolt, Skeleton Key  
Chest: Bletilla Oil, Chestnut Oil, Sleep Spores x3

Again, the end is in the same place, so you can finish this really quickly if you want. Four minions only appear on the left fork, though.

## 8) Spider Forest 3

New minions: Berbansa, Tragaron; Uglam, Turen; Robun, Noobwee; Carmine, Mukshab; Terhambu, Dogpara; Spiral, Jirahl

Breeder's notes: Spiral and Jirahl are simply awesome, and only have one ability that doesn't really matter much- they make great stat-boosters, or even core creatures. Berbansa and Tragaron have Maltia and Ulvia if you haven't gotten them yet. Most importantly, Carmine, Mukshab, Noobwee, Robun, Terhambu, and Dogpara all have the powerful +Critical ability, in various body parts. Make sure each of your minions has a +Critical on at least one elemental attack.

Items: Skeleton Key  
Chest near Barrier: Bitter Mugwort x3, Special Liquor x3, Great Walnut x2  
Chest in circular area: Urvy's Blessing x3, Agni's Blessing x3, Tendai Uyaku

Again, take this Spider Forest slowly. Level up thoroughly before wading into unknown territory. Spirals, Jirahls, Carmines, Mukshabs, Terhambus, and Dogparas will all kick your butt in a hurry, and the last four of those six usually appear in groups of two.

Robun can drop Divine Garb 2, an incredible piece of armor. Get this rather than buying the Forest Garb, if you haven't already.

I haven't found a second key in this area. If you know where it is, let me know.

And that's the end of the game. If you can't beat the bosses of any of the areas, check the next section.

## VI. Boss tips

### 1) Masked Boy

Err... right. Losing to this guy would be tough. If you have problems, just make sure your minions are about level 3 or so. You can actually skip him entirely by going left at the fork, but you'll miss the Aquazor and a Great Walnut.



## 2) The Poacher

You fight him three times, although you can skip him in the Spider Forest- all he has is a Skeleton Key. The first time, he uses a fire creature, the second, an air creature, and the third, an earth creature. Summon a minion of the appropriate element and you'll be fine. You may need to go to the Beetle Forest to heal after beating him in the Moth Forest.

## 3) Kikinak

A fire minion with Fire Attack and a high attack power and speed will do him in pretty easily. Just make sure your level is up to par- good enough to deal with Ohmas and Riggus is good enough for Kikinak. If your minion runs out of mana, either have it defend a few turns or switch to Levant and use a Shab Liquor.

## 4) Fire Boss

Okay, now this guy is a pain. You'll probably want two water minions for this, and a fire minion as well. Note that the Deva Agni spell is permanently in effect (and your Deva spells won't work). That means that your own Fire minion is in a position to deal worlds of hurt to the Boss. Note also that the Boss himself is not Fire type, only his minion, so he's not vulnerable to water. If you need to switch to Levant to use an Excellent liquor on a minion, go ahead. You shouldn't need to use Tendai Uyakus, but there aren't many better times to use one, if you have it.

## 5) Wind Boss

Pretty similar to Fire Boss. Just rotate your strategy 90 degrees. You may find Sel Selahm useful to prevent the sleep attack.

## 6) Earth Boss (optional)

You don't have to, but you can fight the Earth Boss where you met Yami, Yamu, and Kakayamu. He'll just attack, without summoning a minion. Use Deva Malti and Wind Attack for an easy victory and some good EXP.

## 7) Earth Boss (by Divine Tree)

Umm... you should have the idea by now. Go ahead and blow lots of Liquors, since this is just about the end. Remember, you'll have to use the same party for this as for the next fight, but this guy is by far the easiest of the Elemental Bosses. He can turn you to stone, so have Ikari Powder on hand or use Sel Selahm, and if he dances in place, you might want to defend. Use Earth Attack+Critical on the Earth boss himself and you might even be able to take him out in one hit- possibly even before he summons his minion.

## 8) Chosen One of Darkness

First, make sure that when the level up screen comes up after beating Earth Boss, go to the menu straight from there and use healing items, if you need them (which you should, for mana at least).

His minion changes element constantly, so just switch minions when

he does. Alternately, since it casts a Deva spell every time it switches, you can attack it with its own element for a good amount of damage. The Chosen One himself can't take much punishment. Go along with the last Deva used for extra oomph.

## VII. Spells and abilities

### 1) Spells

Agni, Malti, Vahli, Ulvi- Cost: 10 mana

The basic attack spell for Fire, Air, Water, and Earth, respectively. Generally not as effective as the elemental Attacks.

Agnis, Maltis, Vahlis, Ulvis- Cost: 15 mana

Same strength as the above, but hits all enemies.

Agnia, Maltia, Vahlia, Ulvia- Cost: 25 mana

A stronger version of the attack spell. One target only. Not too bad.

Deva Agni, Deva Malti, Deva Vali [sic], Deva Ulvi- Cost: 5 mana

Changes the dominant element of the area. Strengthens the element of the spell and weakens whatever that element is strong against. Very effective for fights that are a bit challenging. Cheap, too.

Medina- Cost: 15 mana- Element: Water

Minion heals itself. All your water minions should have this.

Selahm- Cost: 10 mana- Element: Water

Minion cures itself of any status ailments. Again, you want this.

Sel Selahm- Cost: 5 mana- Element: Air

The next three moves on you that might cause Sleep, Stone, Poison, or instant death do not. Doesn't matter whether or not the attack would have succeeded- an attack with Poison takes off one use even if it misses.

Ad Slahm- Cost: 10 mana- Element: Air

All enemies fall asleep.

Selahm Venon- Cost: 5 mana- Element: Earth

Minion cures itself of poison. No reason not to have this.

Ad Venon- Cost: 10 mana- Element: Earth

All enemies are poisoned.

Ad Roqua- Cost: 10 mana- Element: Earth

All enemies are petrified.

Ad Mumuls- Cost: 30 mana- Element: Fire

All enemies die. Low success rate. At least, when I use it.

Enemy minions pull this off pretty darn often. Success rate may be based on the minion's magic attack stat. Same for the other Ad spells.

### 2) Attacks

Water Attack, Fire Attack, Wind Attack, Earth attack- cost: 10 mana

Strike one enemy, hard, with an elemental bias. Slightly lower hit rate than a basic attack. Like elemental spells, the amount of that element that the minion has determines how effective the attack is, to a minimum of being equivalent to a regular attack.

Critical- cost: 35 mana

Target falls to one hit point. Low hit rate, but if you hit at all, it works. Not to be confused with the modifier, +Critical. Does not appear to be affected by +Accuracy.

Break Legs- cost: 5 mana

Bipedal target loses speed and accuracy and takes damage. Other creatures just take damage.

Rend Wings- cost: 5 mana

Flying target loses speed and accuracy and takes damage. Other creatures just take damage.

Poison- cost: 10 mana

Target is poisoned and takes damage. Lower success rate than Ad Venon.

Sleep- cost: 10 mana

Target falls asleep and takes damage. Lower success rate than Ad Slahm.

Flesh to Stone- cost: 10 mana

Target is petrified and takes damage. Lower success rate than Ad Roqua.

Absorb Hit Points- cost: 10 mana

Damage dealt is added to user's HP. Deals less damage than a basic attack.

Absorb Mana- cost: 0 mana

Takes target's mana and adds it to own. Deals no HP damage.

Destroy Mana- cost: 5 mana

Target loses mana. More effective than Absorb Mana.

All Enemies- cost: 15 mana

Hits all enemies, for a good amount of damage. The only foot move in the game, so give it to everyone.

### 3) Attack Modifiers

+Accuracy- cost: +10 mana

Modified attack is much more likely to hit. Can still miss, rarely.

+Power- cost: +10 mana

Modified attack deals more damage by about 50%.

+Critical- cost: +10 mana

Modified attack is much more likely to be critical.

### VIII. Monster list (in progress)

Minions are listed in pairs as per their specific locations.

Abilities are listed after. Element is specified (E/A/W/F) if you can't tell by name or abilities (Pat==Fire, Muk==Water, Sk==Air, Ter==Earth).

Note: All minions, to my knowledge, can also be found in the Eternal Corridor. Minions that have an identical form in the Corridor will not appear in their original forms. For instance, Mukhambu, Doghambu, and Terhambu are of the same general type but of different sub-species. So what you'll find in the Corridor are variants of their counterparts- Patash, Tergrip, and Dogpara. So you'll find Skagrip but not Doghambu, but they look the same, and have similar abilities and identical stats.

The same goes for all the other general species- you won't find -chus, -aimels, -shabs, or -dregs, either, but you'll find very similar creatures.

Please let me know of any errors I have made, including missing abilities or names.

Arpatron: Horn- Water Attack

Beetle Forest --

Skawasp: Malti; Pataimel: Agni

Patalchu: Horn- Fire Attack; Skaeeb: Fang- Wind Attack

Mukhambu: Medina; Patash: Fang- Fire Attack, Agnis

Skwoot: Claw- Poison; Nushab: Fang- Poison

Terfrayd: Fang- Earth Attack; Marrdreg: Horn- Wind Attack

Dragonfly Forest --

Terfrayd: Fang- Earth Attack; Marrdreg: Horn- Wind Attack

Hiralco: Horn +Accuracy, Maltis; Teralco: Ulvi, Fang +Accuracy

Riggu: (E) Foot- All Enemies; Ohma: (W) Foot- All Enemies

Terbeker: Claw- Sleep; Maskhira: Fang- Sleep, Ad Slahm

Ojiae: Fang +Accuracy, Vahlis; Frey: Claw +Accuracy, Agnis

Spider Forest --

Rugdogle: Tail- Earth Attack, Ulvis; Radgore: Horn- Water Attack, Vahlis

Radmole: (W) Claw- Flesh to Stone; Radoimel: (E) Fang- Flesh to Stone

Doglchu: Claw- Critical, Selahm; Patakuga: Tail- Critical

Doghambu: Tail- Wind Attack, Sel Selahm; Tergrip: Horn- Earth Attack

Rashab: Tail- Fire Attack+Power; Skwmoaj: Horn- Wind Attack+Power

Maryen: Ulvi, Deva Ulvi; Embla: Vahli, Deva Vali

Spider Forest 2 --

Yoalk: Horn- Fire Attack, Ad Mumuls; Nevan: Fang- Wind Attack, Ad Slahm

Moth Forest --

Asha: Fang +Accuracy, Agnia; Shulia: Claw +Accuracy, Maltia

Raddlchu: Claw +Accuracy, Selahm Venon, Ad Venon;

Radtodon: (W) Tail +Accuracy

Patbaran: Fang- Fire Attack+Power; Mardreg: Horn- Water Attack+Power

Beetle Forest 2 --

Srikarta: Claw- Break Legs+Accuracy, Vahlia; Swav: Tail- Break Legs, Agnia

Skwimel: (W) Fang- Absorb Hit Points; Patmanty: Claw- Absorb Hit Points

Patdreg: Horn- Fire Attack, Deva Agni;

Hackaroo- Fang- Wind Attack, Deva Malti

Dragonfly Forest 2 --

Hirasag: Fang- Absorb Mana, Ulvia; Amasag: Claw- Absorb Mana, Vahlia

Dogle: Claw +Power, Agnis; Skarunga: Horn +Power, Maltis

Zulmoo: (W) Foot- All Enemies; Mugoo: Foot- All Enemies, Ad Roqua

Geenwee: Claw- Destroy Mana, Deva Vali; Karn: Tail- Destroy Mana, Deva Agni

Spider Forest 3 --

Berbansa: Claw +Accuracy, Maltia; Tragaron: Tail +Accuracy, Ulvia

Uglam: Tail- Wind Attack+Accuracy, Deva Malti;

Turen: Horn- Earth Attack, Deva Ulvi

Robun: Fang- Water Attack+Critical, Vahlis;

Noobwee: Horn- Earth Attack, Fang +Critical

Carmine: Horn- Fire Attack+Critical; Mukshab: Tail- Water Attack+Critical  
Terhambu: Horn- Earth Attack+Critical;  
Dogpara; Fang- Water Attack+Critical  
Spiral: (F) Tail- Rend Wings; Jirahl: (W) Claw- Rend Wings

Total minions to this point: 65/171  
(67/171 if you made the hidden minions)

Eternal Corridor --

Mafrayd: Horn- Wind Attack  
Skbaran: Claw- Wind Attack+Power  
Hackaroo- Fang- Wind Attack, Deva Malti  
Sk gore: Claw- Wind Attack, Maltis  
Skarunga: Horn +Power, Maltis  
Skagaron: Claw +Accuracy, Maltia  
Skash: Claw- Wind Attack, Maltis  
Skagrip: Tail- Wind Attack  
Skapara: Tail- Wind Attack+Critical  
\$+Skalco: Horn +Accuracy, Malti  
Skbeker: Fang- Sleep, Ad Slahm  
\$+Tagosag: Horn- Absorb Mana, Maltia  
Skawasp: Malti  
Skamanty: Tail- Absorb HP  
Skumole: Horn- Flesh to Stone  
Skaeeb: Fang- Wind Attack  
\$+Skatodon: Fang +Accuracy  
Skwooga: Horn- Critical  
Skwoot: Claw- Poison  
Skwmoaj: Horn- Wind Attack+Power  
Skwmaine: Fang- Wind Attack+Critical  
Shulia: Claw +Accuracy, Maltia  
\$+Telma: Horn- Destroy Mana, Deva Malti  
Oajin: Malti, Deva Malti  
\$+Tuloon: Foot- All Enemies  
\$+Showven: Tail- Wind Attack+Critical, Maltis  
Sowl: Tail +Accuracy, Deva Malti  
Ankoo: Foot- All Enemies+Power  
\$+Carlidge: Horn- Break Legs, Maltia  
Fintan: Tail- Wind Attack, Deva Malti  
Nevan: Fang- Wind Attack, Ad Slahm  
Arvalzak: Horn- Rend Wings, Sel Selahm  
Armijar: {Unknown- Probably same as Greydon but Air}  
{Name unknown- related to Nupandra}

Terfrayd: Fang- Earth Attack  
Terbaran: Tail- Earth Attack+Power  
Clayble: Claw- Earth Attack, Deva Ulvi  
Tergore: Tail- Earth Attack, Ulvis  
\$+Terunga: Fang- Earth Attack+Power, Ulvis  
Tragaron: Tail +Accuracy, Ulvia  
Terash: Tail- Earth Attack, Ulvis  
Tergrip: Horn- Earth Attack  
Terpara: Horn- Earth Attack+Critical  
Teralco: Ulvi, Fang +Accuracy  
Terbeker: Claw- Sleep  
Morisag: Fang- Absorb Mana, Ulvia  
Terwasp: Ulvi  
Termanty: Horn- Absorb HP  
Termole: Fang- Flesh to Stone, Selahm Venon

Tereeb: Claw- Earth Attack, Ad Venon  
Tertodon: Claw +Accuracy, Ad Venon  
Terkooga: Fang- Critical, Ad Venon  
Teraoot: Tail- Poison  
Teramoaj: Fang- Earth Attack+Power  
Teramine: Claw- Earth Attack+Critical  
Shee: Tail +Accuracy, Ulvia  
Scul: Fang- Destroy Mana, Deva Ulvi  
Eavun: Ulvi, Deva Ulvi  
Pedingo: Foot- All Enemies, Ad Roqua  
Elu: Horn- Earth Attack+Critical, Ulvis  
Sgaj: Horn +Accuracy, Ulvi  
Galia: Foot- All Enemies+Critical  
Fugger: Fang- Break Legs, Ulvia  
Turen: Horn- Earth Attack, Deva Ulvi  
Aiona: Claw- Earth Attack, Ad Roqua  
Fedelco: Fang- Rend Wings  
Greydon: Horn- Earth Attack+Power, Fang- Earth Attack+Accuracy,  
Claw- Earth Attack+Critical, Tail- Earth Attack, Foot- All Enemies,  
Ulvi, Ulvis, Ulvia, Deva Ulvi  
{Name unknown- related to Nupandra}

Ragifrayd: Claw- Water Attack  
Ladbaran: Horn- Water Attack+Power  
Geible: Tail- Water Attack, Deva Vali  
Radgore: Horn- Water Attack, Vahlis  
Radunga: Claw- Water Attack+Power, Vahlis  
Doggaron: Horn +Accuracy, Vahlia  
Radrash: Horn- Water Attack, Medina, Vahlis  
Doggrip: Fang- Water Attack  
Dogpara; Fang- Water Attack+Critical  
Raddlco: Claw +Accuracy, Vahli  
Radbeker: Tail- Sleep  
Amasag: Claw- Absorb Mana, Vahlia  
Radwasp: Vahli  
\$+Radmanty: Fang- Absorb HP  
Radmole: (W) Claw- Flesh to Stone  
Radeeb: Tail- Water Attack, Medina  
Ratodon: (W) Tail +Accuracy  
Radkooga: Claw- Critical, Medina  
Radoot: Horn- Poison  
Radmoaj: Claw- Water Attack+Power  
Radmine: Tail- Water Attack+Critical  
\$+Fal: Horn +Accuracy, Vahlia  
Uld: Claw- Destroy Mana  
Embla: Vahli, Deva Vali  
Zulmoo: (W) Foot- All Enemies  
Robun: Fang- Water Attack+Critical, Vahlis  
Tiootz: Fang+Accuracy, Vahli  
Ohma: (W) Foot- All Enemies  
Id: Claw- Break Legs, Vahlia  
\$+Rainster: Fang- Water Attack, Deva Vali  
Ohzay: Tail- Water Attack  
\$+Kamra: Claw- Rend Wings, Selahm  
Agghai: Horn- Water Attack+Power, Fang- Water Attack+Accuracy,  
Claw- Water Attack+Critical, Tail- Water Attack, Foot- All Enemies,  
Agnis, Agnia, Vahli, Vahlis, Deva Vali {probably a glitch}  
{Name unknown- related to Nupandra}

Pataraid: Tail- Fire Attack

Patbaran: Fang- Fire Attack+Power  
Jitamble: Horn- Fire Attack, Deva Agni  
Patagore: Fang- Fire Attack, Agnis  
Drunga: Tail- Fire Attack+Power, Agnis  
Patgaron: Fang +Accuracy, Agnia  
Patash: Fang- Fire Attack, Agnis  
Patagrip: Claw- Fire Attack  
Patapara: Claw- Fire Attack+Critical  
Patalco: Tail +Accuracy, Agni  
Patbecker: Horn- Sleep  
Hikisag: Tail- Absorb Mana, Agnia  
Patawasp: Agni  
Patmanty: Claw- Absorb Hit Points  
Patamole: Tail- Flesh to Stone  
Pateeb: Horn- Fire Attack  
Patodon: Horn +Accuracy  
Patakuga: Tail- Critical  
Pataoot: Fang- Poison  
Patamoaj: Tail- Fire Attack+Power  
Carmine: Horn- Fire Attack+Critical  
Anash: Fang +Accuracy, Agnia  
Karn: Tail- Destroy Mana, Deva Agni  
Usk: Agni, Deva Agni  
Gabee: Foot- All Enemies  
Frigg: Claw- Fire Attack+Critical, Agnis  
Frey: Claw +Accuracy, Agnis  
Wardon: Foot- All Enemies+Accuracy  
Swav: Tail- Break Legs, Agnia  
Bawni: Tail- Fire Attack, Deva Agni  
Yates: Horn- Fire Attack, Ad Mumuls  
Spiral: (F) Tail- Rend Wings  
#Bauback: Horn- Fire Attack, Fang- Fire Attack+Critical  
    {this is probably incorrect- should be like Greydon}  
Nupandra: Horn- Critical, Fang- Absorb HP, Claw- Destroy Mana,  
    Tail- Absorb Mana, Foot- All Enemies, Ad Mumuls  
    {Looks exactly like Asha/Anash}

Hidden Minions: (thanks to Brayze!)

"Tweengo (water speed/attack type)==  
Combine -eeb, spider, -mole, and turtle types. Combine so that  
you get a merge between the -eeb and the spider, and the -mole  
and turtle. Then merge these two merges.

Sherrick (fire speed/magic type)==  
Combine -eeb, -gore, -grip, and -alco types.  
Follow same process as above.

Note that these are the base monster types, actual element is  
irrelevant (for example, -eeb means skaeeb, pateeb, radeeb or  
tereeb; it doesn't matter which one). "

Author's note: I've seen different instructions, it seems like  
the exact order doesn't matter as long as the result's grandparents  
are the required types.

Tweengo: Horn- Water Attack, Fang +Critical, Claw +Power,  
    Tail +Accuracy, Foot- All Enemies  
Sherick: Horn +Accuracy, Fang- Break Legs+Critical, Claw +Power,  
    Tail- Rend Wings+Critical, Agina, Ad Mumuls

#: Submitted by Bryan Chen.

\$: Submitted by Lisa Brunner.

+: Ones I've caught and verified since they were submitted.

## IX. Bosses of the Eternal Corridor

### 1) Palooja

Description: Dogle body with skin like a panda. Element Fire.

Uses basic attacks, sometimes with +'s. Shouldn't present a problem.

Can use Critical, which can be a problem if you're unlucky.

### 2) Ticker

Description: Patakuga body with green skin and eyes like Kermit the Frog. Element Earth. Uses Ulvi and Ulvia. Horrible defense. Again, this shouldn't be a problem.

### 3) Jeechwo

Description: Hirasag body with one eye and orange-and-black skin, with a blue mouth. Element Water. Uses basic attacks with some modifiers. Easy.

### 4) Kolna

Description: Rugdogle body with cheetah spotted skin. Element Air.

Casts Ad Mumuls. Basically you have three choices: hope you get lucky,

kill it in one hit (probably with Fire Attack+Critical or +Power)

before it can take a turn, or keep a Sel Selahm running at all times.

When they appear two or three at a time, option one is only feasible

with use of Deva Agni and Agnis, recommended by Heimdal. Goryus

suggests using three Agnias in a row if your minion has a high

enough speed and magic attack to take them out in one hit- if you

can do this to all of them from left to right, they shouldn't even

get a turn.

### 5) Sicanjal

Description: Raddreg body, tiger stripes with a white underbelly.

Element Air. Mostly just attacks, sometimes with +'s. Not hard.

### 6) Timaios

Description: Patdreg body, blue with patches of red scales, sort of

like a cross between a Jirahl and a poodle. Element Water. Uses

Absorb HP and Absorb Mana, but it's not too tough to keep ahead of it.

### 7) Yolga

Description: Riggu body, sickly blue skin with black spiderwebbing.

Element Water. Good attack and defense, but generally just attacks.

Likes to defend a lot, too. Just don't waste your mana while it

defends, and you ought to be fine.

### 8) Klarrgas

Description: Body of Srikarta, skin of a skeleton. Element Fire.

Uses attacks that stone, sleep, and poison you. I'm still

experimenting, but it seems like the only attacks that hurt it at

all are Poison, Absorb HP, Sleep, and Flesh to Stone. Your best bet

is probably Flesh to Stone or Poison and just try to survive with

Sel Selahm. Absorb HP works nicely as well.

9) And so on... at Corridor 9 you fight 2 Palooja, then two of all

the others, then three. And it just repeats from then on. Every

four bosses you beat, the level of enemies (bosses included) goes

up by one, to a maximum of 26. Congratulations, for all intents

and purposes, you've finished the Eternal Corridor!

## X. Frequently Asked Questions (contains minor spoilers)

Q: How do I get the Minion Fang?

A: First of all, you don't need it. If you delivered the Kickleberry and the Divine Tablet, you have an idea what the Minion Fang does for



you. But if you insist on finding it, it's in a bag two screens right of Totoyamu.

Q: What's that big black wall in the Spider Forest?

A: You have to find Totoyamu before you can enter here. Trade with him and he'll open the seal.

Q: Where do I go to save Mother Garai?

A: The Chief's Estate. From the courtyard just inside the entrance, go down and speak to the guard.

Q: How come Mahbu won't let me leave the Divine Magic screen?

A: You have too many minions in storage. There needs to be twelve empty slots before you can leave, so that if you catch twelve more there's a place to put them.

Q: Where/how do I find <name of minion here>?

They're all in the above lists. Stuff in the Eternal Corridor is totally random, so I can't help you find those. Sorry.

Q: Can I use your FAQ on my site?

A: Sure, no problem. Just make sure you take the entire thing and post it as a complete file, no windowing or anything. Take special care to keep the copyright info intact.

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