









The defense summary section is an explanation of the defense of the Monster. The Defense score that we see in the stat area is only the score vs. Slashing type attacks, and there are different scores for each of the different types: Slashing; Bludgeoning; Piercing; Heat; Cold; Thunder; and Light.

The HP Cond, is the maximum amount of hit points allowed for this form to be a viable transformation. I'm working on getting the minimums, but that's going to take quite awhile. A HP Cond. of NONE means that you don't have to worry about Min/Max HP. As long as you have these skills, you are guaranteed a transformation. An HP cond. of ??? means that there is no Max requirement.

The skills needed section is pretty simple. If there are two or more skills next to each other separated by a slash, then either skill will do. If the skills are stacked vertically, then both are required. For instance, the UnicornJr. form will be available if you have MagicHeal AND either Horn or CharmGaze.

The Notes section may have special tips or Cynicastic (Cynical + Sarcastic) remarks purely for entertainment value. These views are not necessarily those of the sponsoring website.

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 4.1 Animal Forms  
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Rocky:

Str: 8	WP: 22		Body A		Body B
Qui: 6			Hp Cond. x-250		HP Cond. x-???
Int: 4	JP: 12		Skills Needed:		Skills Needed:
Wil: 8			Da-Dum		Da-Dum
Psy: 3	LP: 6				
Vit: 10			Notes: Between 250 and 330 HP, Rocky turns into the		
Cha: 11	BHP: 70		MaskCat. Neither form is any good.		
Def: 9					

Defense Summary:		Def		Sla		Blu		Pie		Hea		Col		Thu		Lig	
BeastLeather		6		6		12		12		2		12		2		2	
SilkShirt		3		3		3		3		3		11		3		3	
Total:		9		9		15		15		5		23		5		5	

Razorback:

Str: 25	WP: 70		Body A		Body B
Qui: 22			Hp Cond. x-255		HP Cond. x-255
Int: 14	JP: 28		Skills Needed:		Skills Needed:
Wil: 24			Fang/FangCrush/DaggerJaw		Tackle/Dash/Stampede
Psy: 11	LP: 6				
Vit: 33			Notes: This is a lame and common form that pops up all too		
Cha: 31	BHP: 190		often. Fun Fact: In the Japanese version it's called		
Def: 14			Barghest, which is a wolf/goblin like creature.		

Defense Summary:		Def		Sla		Blu		Pie		Hea		Col		Thu		Lig	
BeastLeather		6		6		12		12		2		12		2		2	
SilkShirt		3		3		3		3		3		11		3		3	
YolkHat		5		5		5		5		2		10		3		3	
Total:		14		14		20		20		7		33		7		7	

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 Aperider:  
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Str: 29 WP: 78 | Body A  
 Qui: 39 | Hp Cond. x-275  
 Int: 6 JP: 36 | Skills Needed:  
 Wil: 34 | Hypnosis  
 Psy: 23 LP: 6 |  
 Vit: 34 | Notes: This form is among the best of the low tier forms.  
 Cha: 28 BHP: 250 |  
 Def: 14 |

Defense Summary:	Def	Sla	Blu	Pie	Hea	Col	Thu	Lig
BeastLeather	6	6	12	12	2	12	2	2
SilkShirt	3	3	3	3	3	11	3	3
YolkHat	5	5	5	5	2	10	3	3
Total:	14	14	20	20	7	33	7	7

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 Hellhound:

Str: 46 WP: 78 | Body A  
 Qui: 40 | Hp Cond. x-405  
 Int: 22 JP: 46 | Skills Needed:  
 Wil: 37 | FlameBreath/FlameBlast  
 Psy: 24 LP: 6 |  
 Vit: 26 | Notes: It almost seems that this form is too fragile.  
 Cha: 22 BHP: 305 | Stay away from these skills unless you're planning on  
 Def: 17 | the RedDragon form.

Defense Summary:	Def	Sla	Blu	Pie	Hea	Col	Thu	Lig
FlameLeather	16	16	16	16	48	16	16	16
SolGrail	1	1	1	1	100	1	1	1
Total:	17	17	17	17	148	17	17	17

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 Manticore:

Str: 64 WP: 104 | Body A Body B  
 Qui: 41 | Hp Cond. ??? HP Cond. x-430  
 Int: 31 JP: 54 | Skills Needed: Skills Needed:  
 Wil: 48 | Needles Ink/StinkGas  
 Psy: 20 LP: 6 |  
 Vit: 48 | Notes: This is my most hated monster form.  
 Cha: 29 BHP: 360 |  
 Def: 34 |

Defense Summary:	Def	Sla	Blu	Pie	Hea	Col	Thu	Lig
CelestialLeather	24	24	34	34	34	34	34	24
Protector	10	10	10	15	5	5	5	5
Total:	34	34	44	49	39	39	39	29

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 UnicornJr.:

Str: 46 WP: 142 | Body A Body B  
 Qui: 61 | Hp Cond. x-??? HP Cond. x-???  
 Int: 70 JP: 86 | Skills Needed: Skills Needed:  
 Wil: 45 | Horn/CharmGaze LifeRain  
 Psy: 49 LP: 5 | MagicHeal  
 Vit: 35 |  
 Cha: 71 BHP: 300 | Notes: It's almost too cute to be of any good use, kinda  
 Def: 33 | like a My Little Pony.

Defense Summary:	Def	Sla	Blu	Pie	Hea	Col	Thu	Lig
CelestialLeather	24	24	34	34	34	34	34	24

BeastLeather		6		6		12		12		2		12		2		2	
KrisKnife		3		3		3		3		13		13		13		13	
Total:		33		33		49		49		49		59		49		39	

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Butch:

Str: 51	WP: 124		Body A		Body B
Qui: 63			Hp Cond. x-???		HP Cond. x-???
Int: 44	JP: 76		Skills Needed:		Skills Needed:
Wil: 62			PoisonNeedle		MadAttack
Psy: 37	LP: 6				Spoil
Vit: 48					
Cha: 44	BHP: 420		Notes: Not bad for a mid-game form. I always think of this		
Def: 30			form as Cotton on crack.		

Defense Summary:		Def		Sla		Blu		Pie		Hea		Col		Thu		Lig	
CelestialLeather		24		24		34		34		34		34		34		24	
BeastLeather		6		6		12		12		2		12		2		2	
Total:		30		30		46		46		36		46		36		26	

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Chimera:

Str: 75	WP: 162		Body A
Qui: 64			Hp Cond. x-???
Int: 48	JP: 84		Skills Needed:
Wil: 67			GasFlame
Psy: 46	LP: 6		
Vit: 73			Notes: This is a very solid form, among the top in the
Cha: 57	BHP: 505		animal kingdom. Also, it's great that it only requires
Def: 40			the one skill, leaving room for 6 other skills to keep.

Defense Summary:		Def		Sla		Blu		Pie		Hea		Col		Thu		Lig	
CelestialLeather		24		24		34		34		34		34		34		24	
FlameLeather		16		16		16		16		48		16		16		16	
Total:		40		40		50		50		82		50		50		40	

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KylinJr.:

Str: 52	WP: 164		Body A
Qui: 71			Hp Cond. None
Int: 90	JP: 108		Skills Needed:
Wil: 48			Kylin'sSong
Psy: 70	LP: 5		
Vit: 41			Notes: Not the absolute best form, but far from the worst.
Cha: 82	BHP: 400		Kylin is one of my favorite monsters, and the space
Def: 49			magic is very handy. You may want to swap out a spell of
			your choice for Scream, which will let him alternate
			between this form and the Shrieker.

Defense Summary:		Def		Sla		Blu		Pie		Hea		Col		Thu		Lig	
CelestialLeather		24		24		34		34		34		34		34		24	
CelestialLeather		24		24		34		34		34		34		34		24	
AmuletOfSpirit		1		1		1		1		1		1		1		1	
Total:		49		49		69		69		69		69		69		49	

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Straysheep:

Str: 46	WP: 128		Body A
Qui: 38			Hp Cond. 255-325
Int: 16	JP: 32		Skills Needed:

Wil: 12 | Dash/Stampede  
 Psy: 28 LP: 6 | Lullaby  
 Vit: 44 | Notes: A difficult form to get and maintain because of the  
 Cha: 64 BHP: 220 | narrow range of HP's. Over this, and you're a Frillneck,  
 Def: 7 | and under, you're a Razorback.

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Defense Summary:	Def	Sla	Blu	Pie	Hea	Col	Thu	Lig
BeastLeather	6	6	12	12	2	12	2	2
AmuletOfSpirit	1	1	1	1	1	1	1	1
Total:	7	7	13	13	2	13	3	3

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MaskCat:

Str: 8 WP: 22 | Body A  
 Qui: 6 | Hp Cond. 250-330  
 Int: 4 JP: 12 | Skills Needed:  
 Wil: 8 | Da-Dum  
 Psy: 3 LP: 6 |  
 Vit: 10 | Notes: Another hard form to get and maintain, over and  
 Cha: 11 BHP: 70 | under the HP requirements and you're a Rocky. It's  
 Def: 29 | amazing how far the Def jumps with just a little mask.

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Defense Summary:	Def	Sla	Blu	Pie	Hea	Col	Thu	Lig
CelestialLeather	24	24	34	34	34	34	34	24
JunkHelm	4	4	6	6	4	1	1	1
AmuletOfSpirit	1	1	1	1	1	1	1	1
Total:	29	29	41	41	39	36	36	26

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LummoX (Pink):

Str: 4 WP: 10 | Body A  
 Qui: 4 | Hp Cond. None  
 Int: 4 JP: 10 | Skills Needed:  
 Wil: 4 | Chop  
 Psy: 4 LP: 6 | Claw  
 Vit: 4 | ElfShot  
 Cha: 4 BHP: 60 | Notes: Half as good as the green LummoX form, literally,  
 Def: 9 | the pink lummoX is a joke. You're guarenteed a morph  
 | when all the above skills are acquired.

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Defense Summary:	Def	Sla	Blu	Pie	Hea	Col	Thu	Lig
BeastLeather	6	6	12	12	2	12	2	2
SilkShirt	3	3	3	3	3	11	3	3
Total:	9	9	15	15	5	23	5	5

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LummoX (Green):

Str: 8 WP: 16 | Body A  
 Qui: 8 | Hp Cond.  
 Int: 8 JP: 12 | Skills Needed:  
 Wil: 8 | Can't Morph  
 Psy: 8 LP: 10 |  
 Vit: 8 |  
 Cha: 8 BHP: 60 | Notes: This is Riki's original form, and it can't be  
 Def: 6 | morphed into once it's lost.

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Defense Summary:	Def	Sla	Blu	Pie	Hea	Col	Thu	Lig
BeastLeather	6	6	12	12	2	12	2	2
Total:	6	6	12	12	2	12	2	2



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Tidi:

Str: 16 WP: 46 | Body A  
Qui: 31 | Hp Cond.  
Int: 12 JP: 20 | Skills Needed:  
Wil: 22 | Can't Morph  
Psy: 13 LP: 7 |  
Vit: 16 |  
Cha: 21 BHP: 180 | Notes: This form is only Cotton's original form, and can't  
Def: 24 | be mophed back into by him, nor can it be attained by  
| anyone else.

Defense Summary: | Def | Sla | Blu | Pie | Hea | Col | Thu | Lig |  
CelestialLeather | 24 | 24 | 34 | 34 | 34 | 34 | 34 | 24 |  
Total: | 24 | 24 | 34 | 34 | 34 | 34 | 34 | 24 |

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4.2 Plant Forms  
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Cactus:

Str: 4 WP: 14 | Body A  
Qui: 2 | Hp Cond. x-260  
Int: 7 JP: 18 | Skills Needed:  
Wil: 13 | Needles  
Psy: 8 LP: 6 |  
Vit: 11 | Notes: Good news about the Cactus, raise your PrimeHP and  
Cha: 7 BHP: 60 | you'll never see it again.  
Def: 8 |

Defense Summary: | Def | Sla | Blu | Pie | Hea | Col | Thu | Lig |  
FiberVest | 8 | 8 | 8 | 12 | 8 | 8 | 8 | 8 |  
Total: | 8 | 8 | 8 | 12 | 8 | 8 | 8 | 8 |

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Sporepile:  
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Str: 12 WP: 38 | Body A  
Qui: 6 | Hp Cond. x-250  
Int: 14 JP: 32 | Skills Needed:  
Wil: 19 | Spore  
Psy: 21 LP: 6 |  
Vit: 18 | Notes: It's abouncing, happy shroom. 'Nuff Said.  
Cha: 21 BHP: 110 |  
Def: 13 |

Defense Summary: | Def | Sla | Blu | Pie | Hea | Col | Thu | Lig |  
BeastLeather | 6 | 6 | 12 | 12 | 2 | 12 | 2 | 2 |  
Budowear | 7 | 7 | 12 | 7 | 7 | 7 | 7 | 7 |  
Total: | 13 | 13 | 24 | 19 | 9 | 19 | 9 | 9 |

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Mandrake:  
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Str: 17 WP: 32 | Body A  
Qui: 15 | Hp Cond. None  
Int: 25 JP: 10 | Skills Needed:  
Wil: 32 | ElfShot  
Psy: 29 LP: 10 | SleepGas  
Vit: 23 | Scream  
Cha: 25 BHP: 110 | Ink  
Def: 20 | Bloodsucker

Notes: It seems that they lost all sense of logic and made this form more trouble than it is worth to get. If you recruit this character in Asellus's quest and want to keep the form, make sure you bring the required skills to the top. At least it has 10 LP.

Defense Summary:	Def	Sla	Blu	Pie	Hea	Col	Thu	Lig
BeastLeather	6	6	12	12	2	12	2	2
Protector	10	10	10	15	5	5	5	5
LeatherGlove	4	4	4	4	4	2	2	2
Total:	20	20	26	31	11	19	9	9

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Trapvine:

Str: 26 WP: 64 | Body A  
 Qui: 16 | Hp Cond. ???  
 Int: 27 JP: 54 | Skills Needed:  
 Wil: 37 | Sweep  
 Psy: 34 LP: 6 |  
 Vit: 30 | Notes: Bleh.  
 Cha: 28 BHP: 180 |  
 Def: 15 |

Defense Summary:	Def	Sla	Blu	Pie	Hea	Col	Thu	Lig
HardLeather	12	12	16	22	12	12	12	12
Silk Shirt	3	3	3	3	3	11	3	3
Total:	15	15	19	25	15	23	15	15

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Nightshade:

Str: 34 WP: 76 | Body A  
 Qui: 20 | Hp Cond. ???  
 Int: 38 JP: 70 | Skills Needed:  
 Wil: 49 | StunGaze/CharmGaze/StoneGaze/Hypnotism  
 Psy: 43 LP: 6 |  
 Vit: 36 | Notes: What the heck is it? Who knows? Who cares?  
 Cha: 31 BHP: 225 |  
 Def: 15 |

Defense Summary:	Def	Sla	Blu	Pie	Hea	Col	Thu	Lig
HardLeather	12	12	16	22	12	12	12	12
Silk Shirt	3	3	3	3	3	11	3	3
Total:	15	15	19	25	15	23	15	15

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Treat:

Str: 41 WP: 108 | Body A  
 Qui: 23 | Hp Cond. x-420  
 Int: 50 JP: 88 | Skills Needed:  
 Wil: 55+9 | Photosynthesis  
 Psy: 62 LP: 6 |  
 Vit: 50 | Notes: It looks like a wizardly tree to me, and thee?  
 Cha: 52 BHP: 260 | Photosynthesis is all it needs, but it seems Chop can  
 Def: 27 | help stabalize the form.

Defense Summary:	Def	Sla	Blu	Pie	Hea	Col	Thu	Lig
ShadeRobe	9	9	9	9	24	24	24	24
BulletproofVest	18	18	22	60	18	18	18	18
Total:	27	27	31	69	42	42	42	42

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Sunflower:

Str: 44 WP: 114 | Body A  
 Qui: 25 | Hp Cond. 240-???  
 Int: 47 JP: 88 | Skills Needed:



SlimeSkin		8		8		32		16		8		8		8		8	
Total:		8		8		32		16		8		8		8		8	

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Platoonpus:

Str: 28	WP: 76		Body A		Body B
Qui: 25			Hp Cond. ???		HP Cond. ???
Int: 20	JP: 30		Skills Needed:		Skills Needed:
Wil: 22			Ink		Beak
Psy: 9	LP: 6				
Vit: 28					
Cha: 37	BHP: 205		Notes: At least it has a high block rate, for what it is.		
Def: 5					

Defense Summary:		Def		Sla		Blu		Pie		Hea		Col		Thu		Lig	
ShellShield		0		0		0		0		0		0		0		0	
YolkHat		5		5		5		5		10		5		5		10	
Total:		5		5		5		5		10		5		5		10	

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Frillneck:

Str: 35	WP: 84		Body A		Body B
Qui: 33			Hp Cond. 250-355		HP Cond. 255-355
Int: 29	JP: 38		Skills Needed:		Skills Needed:
Wil: 28			Kick		Dash/Tackle/Stampede
Psy: 12	LP: 6				
Vit: 36					
Cha: 32	BHP: 270		Notes: Everytime I see this guy, I think of Wayne Newton		
Def: 30			in Jurassic Park.		

Defense Summary:		Def		Sla		Blu		Pie		Hea		Col		Thu		Lig	
Protector		10		10		10		15		5		5		5		5	
HardLeather		12		12		16		22		12		12		12		12	
Total:		22		22		26		37		17		17		17		17	

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Gaeatoad:

Str: 44	WP: 78		Body A		Body B
Qui: 12			Hp Cond. 370		HP Cond. 350
Int: 40	JP: 48		Skills Needed:		Skills Needed:
Wil: 38			Trample		Grasp
Psy: 8	LP: 6				
Vit: 68					
Cha: 16	BHP: 355		Notes: It wasn't long ago that I realized it has 6 legs.		
Def: 38			It has even better Vit and Def scores than TrisaurJr.		

Defense Summary:		Def		Sla		Blu		Pie		Hea		Col		Thu		Lig	
SlimeSkin		8		8		32		16		8		8		8		8	
SH-Armlet/Anklet		10		10		10		10		10		10		-10		10	
BlueElf		20		20		20		20		25		25		25		25	
Total:		38		38		20		62		46		43		23		43	

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TrisaurJr.:

Str: 63	WP: 122		Body A		Notes: This form is sweet for early
Qui: 49			Hp Cond. 460		game, and there are a lot of ways
Int: 31	JP: 50		Skills Needed:		to get it. If you recruited Thunder
Wil: 39			Trample		don't change his skill lineup until
Psy: 21	LP: 7				you have a definite plan, because
Vit: 55			Body B		this can carry you through at least

Cha: 40 BHP: 410 | Hp Cond. 250 past mid-game.  
 Def: 30 | Skills Needed:  
 BoltBlast/BoltBreath

Body C  
 HP Cond. 475  
 Skills Needed:  
 Tremor/Quicksand

Body D  
 HP Cond. 475  
 Skills Needed:  
 Horn/FangCrush/DaggerJaw  
 Dash/Tackle/Stampede

Body E  
 HP Cond. 990 or 995  
 Skills Needed:  
 Horn/FangCrush  
 StoneGas

Defense Summary:	Def	Sla	Blu	Pie	Hea	Col	Thu	Lig
SH-Armlet/Anklet	10	10	10	10	10	10	-10	10
SH-Armlet/Anklet	10	10	10	10	10	10	-10	10
SH-Armlet/Anklet	10	10	10	10	10	10	-10	10
Total:	30	30	30	30	30	30	-30	30

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 Genbu:

Str: 64 WP: 144 | Body A  
 Qui: 38 | Hp Cond. ???  
 Int: 62 JP: 78 | Skills Needed:  
 Wil: 52 | ArcticBreath  
 Psy: 34 LP: 7 | MagneticStorm  
 Vit: 66 |  
 Cha: 60 BHP: 475 | Notes: A good, solid form, with a shield to boot! You  
 Def: 44 | can't go wrong with MagneticStorm either.

Defense Summary:	Def	Sla	Blu	Pie	Hea	Col	Thu	Lig
GenbuShield	0	0	0	0	0	0	0	0
BlueElf	20	20	20	20	25	25	25	25
CelestialLeather	24	24	34	34	34	34	34	24
Total:	44	44	54	54	59	59	59	49

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 Basilisk:

Str: 71 WP: 144 | Body A Body B  
 Qui: 51 | Hp Cond. ??? HP Cond. ???  
 Int: 56 JP: 76 | Skills Needed: Skills Needed:  
 Wil: 49 | StoneGaze StoneGaze  
 Psy: 38 LP: 7 | PoisonGrip PoisonGas  
 Vit: 62 |  
 Cha: 52 BHP: 540 | Notes: All of its skills might be a bit tricky to get, but  
 Def: 48 | totally worth the effort. Not many forms are this good  
 | with only 2 required skill slots.

Defense Summary:	Def	Sla	Blu	Pie	Hea	Col	Thu	Lig
CelestialLeather	24	24	34	34	34	34	34	24
CelestialLeather	24	24	34	34	34	34	34	24
Total:	48	48	68	68	68	68	68	48

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 kraken:

Str: 78 WP: 166 | Body A Body B  
 Qui: 54 | Hp Cond. ??? HP Cond. ???  
 Int: 62 JP: 74 | Skills Needed: Skills Needed:  
 Wil: 53 | Ink Feeler  
 Psy: 26+7 LP: 8 | Maelstrom/MightyCyclone Maelstrom  
 Vit: 90+7 |  
 Cha: 56 BHP: 600 | Body C Notes: The 19 Def is the only wrench  
 Def: 19 | Hp Cond. ??? in the proverbial cogs of this well

Skills Needed:  
Coils  
Maelstrom

made machine. It's best to use body C to get away from the Manticore and Whipjelly forms. This monster may be your only ticket to getting the Snowfolk form because of the high Base Hit Points.

Defense Summary:	Def	Sla	Blu	Pie	Hea	Col	Thu	Lig
SeaStone	3	3	3	3	23	23	3	23
SlimeSkin	8	8	32	16	8	8	8	8
SlimeSkin	8	8	32	16	8	8	8	8
Total:	19	19	67	35	39	39	19	39

Platyhooks:

Str: 51	WP: 112	Body A	Notes: If you CAN get BoomerangHook early on, then give this form a try.
Qui: 64		Hp Cond. ???	
Int: 8	JP: 52	Skills Needed:	Cotton in Red's Quest and Riki in his own are really the only ones likely to ever see this form. The Platyhooks enemy is just too rare to actively seek out this skill otherwise.
Wil: 59		Beak	
Psy: 28	LP: 6	AcidBreath	
Vit: 58		BoomerangHook	
Cha: 26	BHP: 280	WaterCannon	
Def: 26			

Defense Summary:	Def	Sla	Blu	Pie	Hea	Col	Thu	Lig
BlueElf	20	20	20	20	25	25	25	25
KrisKnife	3	3	3	3	13	13	13	13
KrisKnife	3	3	3	3	13	13	13	13
Total:	26	26	26	26	51	51	51	51

PlatyKing:

Str: 48	WP: 152	Body A	Body B
Qui: 55		Hp Cond. 520	HP Cond. 520
Int: 21	JP: 56	Skills Needed:	Skills Needed:
Wil: 58		Beak	AcidBreath
Psy: 26	LP: 6	Da-Dum	Da-Dum
Vit: 56			
Cha: 74	BHP: 320	Notes: Smarter and more charming than his cousin, but his other stats are weaker. Obviously not a power society.	
Def: 26			

Defense Summary:	Def	Sla	Blu	Pie	Hea	Col	Thu	Lig
BlueElf	20	20	20	20	25	25	25	25
KrisKnife	3	3	3	3	13	13	13	13
KrisKnife	3	3	3	3	13	13	13	13
Total:	26	26	26	26	51	51	51	51

4.4 Insect Forms

Shellworm:

Str: 9	WP: 24	Body A
Qui: 12		Hp Cond. 250
Int: 1	JP: 12	Skills Needed:
Wil: 12		Scissors
Psy: 3	LP: 6	
Vit: 12		
Cha: 8	BHP: 60	Notes: Another form to pass up.
Def: 15		

Defense Summary:	Def	Sla	Blu	Pie	Hea	Col	Thu	Lig
Protector	10	10	10	15	5	5	5	5
SilkShirt	3	3	3	3	3	11	3	3
PearlHeart	2	2	2	2	2	7	-3	2
Total:	15	15	15	20	10	23	5	10

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Armorpilla:

Str: 17	WP: 40	Body A
Qui: 6		Hp Cond. 250
Int: 3	JP: 24	Skills Needed:
Wil: 22		Horn
Psy: 15	LP: 6	
Vit: 27		
Cha: 15	BHP: 120	Notes:
Def: 18		

Defense Summary:	Def	Sla	Blu	Pie	Hea	Col	Thu	Lig
CombatSuit	15	15	10	15	20	20	10	10
CottonShirt	3	3	7	3	3	3	3	3
Total:	18	18	17	18	23	23	13	13

=====  
KillerBee:

Str: 18	WP: 66	Body A	Body B
Qui: 33		Hp Cond. 125	HP Cond. ???
Int: 9	JP: 34	Skills Needed:	Skills Needed:
Wil: 28		Stinger/PoisonNeedle	Thrust
Psy: 21	LP: 6		
Vit: 29		Body C	Notes: You'll see this
Cha: 26	BHP: 170	HP Cond. 250	form sabotaging the
Def: 15		Skills Needed:	Dullahan form.
		Ectoplasnet/BladeNet/SpiderNet	

Defense Summary:	Def	Sla	Blu	Pie	Hea	Col	Thu	Lig
HardLeather	12	12	16	22	12	12	12	12
CottonShirt	3	3	7	3	3	3	3	3
Total:	15	15	23	25	15	15	15	15

=====  
Scorpion:

Str: 32	WP: 76	Body A	Body B
Qui: 21		Hp Cond. 125	HP Cond. ???
Int: 12	JP: 42	Skills Needed:	Skills Needed:
Wil: 37		Scissors	PoisonNeedle
Psy: 26	LP: 6		
Vit: 44		Notes: This form has popped up a couple of times when I	
Cha: 28	BHP: 220	was playing around with the Zeroworm form. It's also not	
Def: 22		bad early on.	

Defense Summary:	Def	Sla	Blu	Pie	Hea	Col	Thu	Lig
CombatSuit	15	15	10	15	20	20	10	10
Budowear	7	7	12	7	7	7	7	7
Total:	22	22	22	22	27	27	17	17

=====  
Battlefly:

Str: 31	WP: 106	Body A
Qui: 47		Hp Cond. 345
Int: 16	JP: 50	Skills Needed:

Wil: 40 | PainPowder  
 Psy: 37 LP: 6 |  
 Vit: 46 |  
 Cha: 45 BHP: 260 | Notes: Battlefly has come in useful early on, but it does  
 Def: 15 | become obsolete.

---

Defense Summary:	Def	Sla	Blu	Pie	Hea	Col	Thu	Lig
CombatSuit	15	15	10	15	20	20	10	10
Total:	15	15	44	23	15	15	15	15

=====  
 IceWorm:

---

Str: 60 WP: 162 | Body A  
 Qui: 69 | Hp Cond. 990 or 995  
 Int: 27 JP: 74 | Skills Needed:  
 Wil: 72 | IceSmash/Scissors  
 Psy: 41 LP: 6 | ArcticBreath  
 Vit: 82 |  
 Cha: 58 BHP: 410 | Notes: Another solid form, easily capable of handling end  
 Def: 50 | boss fights. You may get this form sometimes when you  
 | have the skills set up to be a Snowfolk.

---

Defense Summary:	Def	Sla	Blu	Pie	Hea	Col	Thu	Lig
Hyperscale	30	30	20	30	20	10	20	20
BlueElf	20	20	20	20	25	25	25	25
Total:	50	50	40	50	45	35	45	45

=====  
 ZeroWorm:

---

Str: 69 WP: 184 | Body A  
 Qui: 75 | Hp Cond. ???  
 Int: 31 JP: 82 | Skills Needed:  
 Wil: 78 | FangCrush  
 Psy: 46 LP: 6 | Scissors  
 Vit: 86 | BoltBreath/BoltBlast  
 Cha: 70 BHP: 460 | Notes: The best insect form available. Very intimidating.  
 Def: 43 | Don't ask me what's up with the BoltBreath/BoltBlast  
 | requirement though.

---

Defense Summary:	Def	Sla	Blu	Pie	Hea	Col	Thu	Lig
Hyperscale	30	30	20	30	20	10	20	20
Protector	10	10	10	15	5	5	5	5
KrisKnife	3	3	3	3	13	13	13	13
Total:	43	43	33	48	38	28	38	38

=====  
 4.5 Bird Forms

=====  
 Pickbird:

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Str: 4 WP: 20 | Body A  
 Qui: 15 | Hp Cond. 105  
 Int: 3 JP: 14 | Skills Needed:  
 Wil: 9 | Beak  
 Psy: 9 LP: 5 |  
 Vit: 1 | Notes: If an enemy had a B-B gun, this monster would still  
 Cha: 11 BHP: 55 | get killed with one shot. Unless you need the beak skill,  
 Def: 9 | ditch it and never look at this form again.

---

Defense Summary:	Def	Sla	Blu	Pie	Hea	Col	Thu	Lig
BeastLeather	6	6	12	12	2	12	2	2



SilkShirt	3	3	3	3	3	11	3	3	
Total:	9	9	15	15	5	23	5	5	

=====  
Rabbat:

Str: 11	WP: 38	Body A
Qui: 23		Hp Cond. 250
Int: 9	JP: 32	Skills Needed:
Wil: 15		Bloodsucker
Psy: 22	LP: 6	
Vit: 9		Notes: If you can hang with this form until you get Death-
Cha: 21	BHP: 110	synthesis for the Ankheg form, then power to you.
Def: 12		

Defense Summary:	Def	Sla	Blu	Pie	Hea	Col	Thu	Lig	
BeastLeather	6	6	12	12	2	12	2	2	
SilkShirt	3	3	3	3	3	11	3	3	
SilkShirt	3	3	3	3	3	11	3	3	
Total:	12	12	18	18	8	34	8	8	

=====  
DragonPup:

Str: 21	WP: 64	Body A
Qui: 28		Hp Cond. 80-250
Int: 19	JP: 36	Skills Needed:
Wil: 20		FireBreath/FlameBlast/GasFlame
Psy: 26	LP: 5	
Vit: 17		Notes: At least when your Prime HP get high enough, this
Cha: 32	BHP: 170	form will be out of your morph-cabulary.
Def: 25		

Defense Summary:	Def	Sla	Blu	Pie	Hea	Col	Thu	Lig	
SolGrail	1	1	1	1	100	1	1	1	
CelestialLeather	24	24	34	34	34	34	34	24	
Total:	25	25	35	35	134	35	35	25	

=====  
Harpy:

Str: 27	WP: 94	Body A	Body B
Qui: 32		Hp Cond. 335	Hp Cond. 310
Int: 24	JP: 36	Skills Needed:	Skills Needed:
Wil: 22		Wing/Gliderspike	Scream
Psy: 18	LP: 5		
Vit: 28		Notes: Its wings are on it HEAD!!! Phhht! Sheesh!	
Cha: 51	BHP: 215		
Def: 9			

Defense Summary:	Def	Sla	Blu	Pie	Hea	Col	Thu	Lig	
BeastLeather	6	6	12	12	2	12	2	2	
SilkShirt	3	3	3	3	3	11	3	3	
ShellShield	0	0	0	0	0	0	0	0	
Total:	9	9	15	15	5	23	5	5	

=====  
Axebeak:

Str: 49	WP: 100	Body A	Body B	Body C
Qui: 38		Hp Cond. 400	Hp Cond. 400	Hp Cond. 250
Int: 17	JP: 44	Skills Needed:	Skills Needed:	Skills Needed:
Wil: 34		Beak	GroundHit	Tremor
Psy: 29	LP: 5			

Vit: 37 | Notes: This may well be one of the more powerful forms  
 Cha: 38 BHP: 270 | that can be seen by people without a working knowledge  
 Def: 9 | of morphing. To us - Weak Sauce!

Defense Summary:	Def	Sla	Blu	Pie	Hea	Col	Thu	Lig
BeastLeather	6	6	12	12	2	12	2	2
SilkShirt	3	3	3	3	3	11	3	3
Total:	9	9	15	15	5	23	5	5

=====

Wyvern:

Str: 53	WP: 120	Body A	Body B	Notes: A sub-par
Qui: 60		Hp Cond. 435	Hp Cond. 400	form, but better
Int: 26	JP: 64	Skills Needed:	Skills Needed:	than theAxebeak.
Wil: 45		Fang/FangCrush	PoisonNeedle	I still can't
Psy: 49	LP: 5	Wing/GliderSpike		figure out what
Vit: 29				its sprite is
Cha: 50	BHP: 320	Body C	Body D	supposed to look
Def: 27		Hp Cond. 505	Hp Cond. 470	like.
		Skills Needed:	Skills Needed:	
		Windblast	SeedVulcan	

Defense Summary:	Def	Sla	Blu	Pie	Hea	Col	Thu	Lig
CelestialLeather	24	24	34	34	34	34	34	24
SilkShirt	3	3	3	3	3	11	3	3
Total:	27	27	37	37	37	45	37	27

=====

Cockatrice:

Str: 55	WP: 132	Body A	Notes: Not a difficult form to get, and it works out to be
Qui: 61		Hp Cond. ???	a decent form, even though the stats aren't that much
Int: 28	JP: 76	Skills Needed:	better than Wyvern's. Take it anywhere but a boss fight.
Wil: 47		Petrify	
Psy: 67	LP: 5		
Vit: 39			
Cha: 55	BHP: 365		
Def: 27			

Defense Summary:	Def	Sla	Blu	Pie	Hea	Col	Thu	Lig
CelestialLeather	24	24	34	34	34	34	34	24
SilkShirt	3	3	3	3	3	11	3	3
Total:	27	27	37	37	37	45	37	27

=====

Sphinx:

Str: 43	WP: 140	Body A	Notes: Simple, straightforward, and extremely intellegent.
Qui: 58		Hp Cond. None	There is no HP requirement, if you have SphinxRiddle,
Int: 94	JP: 90	Skills Needed:	you are bound to change into a Sphinx.
Wil: 33		SphinxRiddle	
Psy: 46	LP: 5		
Vit: 51			
Cha: 64	BHP: 415		
Def: 27			

Defense Summary:	Def	Sla	Blu	Pie	Hea	Col	Thu	Lig
CelestialLeather	24	24	34	34	34	34	34	24
SilkShirt	3	3	3	3	3	11	3	3
Total:	27	27	37	37	37	45	37	27

=====

SuzakuJr.:

Str: 56 WP: 182 | Body A  
 Qui: 78 | Hp Cond. ???  
 Int: 45 JP: 80 | Skills Needed:  
 Wil: 51 | FireBarrier  
 Psy: 57 LP: 5 |  
 Vit: 66 | Notes: This is one of the two bird forms worth getting,  
 Cha: 82 BHP: 455 | although the actual character Suzaku has better stats in  
 Def: 41 | this form. Now fill up your other 6 slots with bootie-  
 | whomping skills and get on down wit-yo-bad-self.

Defense Summary:	Def	Sla	Blu	Pie	Hea	Col	Thu	Lig
CelestialLeather	24	24	34	34	34	34	34	24
SolGrail	1	1	1	1	100	1	1	1
FlameLeather	16	16	16	16	48	16	16	16
Total:	41	41	51	51	182	51	51	41

=====  
 SuzakuJr.\*\*:

Str: 62 WP: 108 | Body A  
 Qui: 80 | Hp Cond. ???  
 Int: 56 JP: 0 | Skills Needed:  
 Wil: 71 | FireBarrier  
 Psy: 68 LP: 8 |  
 Vit: 64 | Notes: The only time you'll ever see this version of this  
 Cha: 80 BHP: ??? | form is when you first recruit Suzaku as a character.  
 Def: 50 | Once he morphs into something else and back into this,  
 | it's the other form for him for the rest of his life.

Defense Summary:	Def	Sla	Blu	Pie	Hea	Col	Thu	Lig
CelestialLeather	24	24	34	34	34	34	34	24
Protector	10	10	10	15	5	5	5	5
FlameLeather	16	16	16	16	48	16	16	16
Total:	50	50	60	65	87	55	55	45

=====  
 GriffinJr.:

Str: 78 WP: 188 | Body A  
 Qui: 90 | Hp Cond. None  
 Int: 37 JP: 100 | Skills Needed:  
 Wil: 66 | Beak  
 Psy: 89 LP: 5 | Wing  
 Vit: 53 | GriffithScratch  
 Cha: 78 BHP: 450 | Tail  
 Def: 51 |

Notes: You really have to plan ahead,  
 work hard, and have luck to get  
 this form, but it is the best bird  
 form out there. I think its also  
 THE COOLEST looking form.

Defense Summary:	Def	Sla	Blu	Pie	Hea	Col	Thu	Lig
CelestialLeather	24	24	34	34	34	34	34	24
CelestialLeather	24	24	34	34	34	34	34	24
KrisKnife	3	3	3	3	13	13	13	13
Total:	51	51	71	71	81	81	81	61

=====  
 SonicBat:

Str: 26 WP: 84 | Body A  
 Qui: 47 | Hp Cond. 385  
 Int: 13 JP: 54 | Skills Needed:  
 Wil: 49 | SuperSonic/Scream  
 Psy: 37 LP: 6 |  
 Vit: 36 | Notes: I often find myself seeking out this form in early

Cha: 31 BHP: 280 | game. It's good for that time, and allows the extra  
Def: 33 | slots to gather skills you'll need for future forms.

---

Defense Summary:	Def	Sla	Blu	Pie	Hea	Col	Thu	Lig	
CelestialLeather	24	24	34	34	34	34	34	24	
SilkShirt	3	3	3	3	3	11	3	3	
SilkShirt	3	3	3	3	3	11	3	3	
KrisKnife	3	3	3	3	13	13	13	13	
Total:	33	33	43	43	53	69	53	43	

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#### 4.6 Inorganic Forms

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Xeno:

---

Str: 2 WP: 14 | Body A  
Qui: 2 | Hp Cond. x-120  
Int: 1 JP: 20 | Skills Needed:  
Wil: 16 | Fang  
Psy: 13 LP: 8 |  
Vit: 16 | Notes: Among the absolute worst out there.  
Cha: 4 BHP: 50 |  
Def: 11 |

---

Defense Summary:	Def	Sla	Blu	Pie	Hea	Col	Thu	Lig	
SlimeSkin	8	8	32	16	8	8	8	8	
KrisKnife	3	3	3	3	13	13	13	13	
Total:	11	11	35	19	21	21	21	21	

---

Slime:

---

Str: 8 WP: 26 | Body A  
Qui: 6 | Hp Cond. 0-x  
Int: 7 JP: 28 | Skills Needed:  
Wil: 22 | Solvent  
Psy: 24 LP: 10 |  
Vit: 28 | Notes: If you have the character Slime, you'll probably  
Cha: 4 BHP: 90 | only see this form once. Otherwise, ditch the solvent.  
Def: 16 |

---

Defense Summary:	Def	Sla	Blu	Pie	Hea	Col	Thu	Lig	
SlimeSkin	8	8	32	16	8	8	8	8	
SlimeSkin	8	8	32	16	8	8	8	8	
Total:	16	16	64	32	16	16	16	16	

---

Whipjelly:

---

Str: 16	WP: 48	Body A	Body B
Qui: 20		Hp Cond. 250	Hp Cond. 250
Int: 16	JP: 40	Skills Needed:	Skills Needed:
Wil: 21		Sweep	Feeler
Psy: 33	LP: 8		
Vit: 26		Notes: This form is just about guarenteed to come up when	
Cha: 18	BHP: 160	you have Feeler, meaning that kraken form you have set	
Def: 13		up is going to spend half it's life as a Jellyfish.	

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Defense Summary:	Def	Sla	Blu	Pie	Hea	Col	Thu	Lig	
SlimeSkin	8	8	32	16	8	8	8	8	
YolkHat	5	5	5	5	2	10	2	2	
Total:	13	13	37	21	10	18	10	10	

---

IceCrystal:

Str: 12 WP: 62 | Body A  
 Qui: 22 | Hp Cond. 300  
 Int: 17 JP: 50 | Skills Needed:  
 Wil: 31 | IceSmash  
 Psy: 44 LP: 8 |  
 Vit: 31 | Notes:  
 Cha: 30 BHP: 200 |  
 Def: 31 |

Defense Summary:	Def	Sla	Blu	Pie	Hea	Col	Thu	Lig
Sleetcoin	1	1	1	1	1	100?	1	1
Protector	10	10	10	15	5	5	5	5
Protector	10	10	10	15	5	5	5	5
AccelerationSys.	10	10	10	12	10	10	5	5
Total:	31	31	31	46	21	120?	16	16

Unknown:

Str: 22 WP: 56 | Body A  
 Qui: 24 | Hp Cond. 410  
 Int: 62 JP: 82 | Skills Needed:  
 Wil: 48 | Hypnotism/StoneGaze/CharmGaze/StunGaze  
 Psy: 46 LP: 8 |  
 Vit: 32 | Notes: This damn thing always ruins my romps as a Mariche.  
 Cha: 17 BHP: 260 | It's an absolute tie with the Manticore for my most  
 Def: 9 | hated form. At least it's resilient to some attacks.

Defense Summary:	Def	Sla	Blu	Pie	Hea	Col	Thu	Lig
SolGrail	1	1	1	1	100	1	1	1
Sleetcoin	1	1	1	1	1	100?	1	1
ThunderCharm	1	1	1	1	1	1	1	100
GelatinSuit	6	38	100?	38	6	6	6	6
Total:	9	41	103?	41	108	108?	9	108

Liquid Metal:

Str: 40 WP: 100 | Body A  
 Qui: 40 | Hp Cond. 455  
 Int: 40 JP: 64 | Skills Needed:  
 Wil: 40 | IceSmash/HeatSmash/Blade  
 Psy: 40 LP: 8 |  
 Vit: 40 | Notes: Pretty good for the first 2 to 3 hours of the game.  
 Cha: 40 BHP: 310 | Hang on to either one of the smashes and work on the  
 Def: 37 | Dullahan form.

Defense Summary:	Def	Sla	Blu	Pie	Hea	Col	Thu	Lig
BulletproofVest	18	18	22	60	18	18	18	18
BulletproofVest	18	18	22	60	18	18	18	18
AmuletOfSpirit	1	1	1	1	1	1	1	1
Total:	37	37	45	121	37	37	37	37

Gelatin:

Str: 32 WP: 110 | Body A  
 Qui: 36+5 | Hp Cond. ???  
 Int: 16 JP: 84 | Skills Needed:  
 Wil: 74+5 | BoltBarrier  
 Psy: 68 LP: 8 | BoltBreath/BoltBlast

Vit: 99 | Notes: Talk about resilience! This thing can take a beatn'  
 Cha: 28 BHP: 400 | all day long. One thumb up on this form!  
 Def: 12 |

Defense Summary:	Def	Sla	Blu	Pie	Hea	Col	Thu	Lig
WindShell	5	5	5	15	5	5	15	25
ThunderCharm	1	1	1	1	1	1	1	100
GelatinSuit	6	38	100?	38	6	6	6	6
Total:	12	44	106?	54	12	12	22	131

=====  
 Snowfolk:

Str: 56 WP: 184 | Body A  
 Qui: 46+5 | Hp Cond. ???  
 Int: 28 JP: 92 | Skills Needed:  
 Wil: 82+5 | IceSmash  
 Psy: 66 LP: 8 | ArcticBreath  
 Vit: 88 | Notes: The best Inorganic Form, and trickiest of all forms  
 Cha: 90 BHP: 440 | to get. Because of the 999 hp requirement, you'll need  
 Def: 12 | the kraken skillset, along with a PrimeHP of 400. When  
 | I do morph into this form though, I get a nice, happy  
 | feeling in the pit of my stomach. Expect to see the  
 | IceWorm form quite often with this skillset too.

Defense Summary:	Def	Sla	Blu	Pie	Hea	Col	Thu	Lig
WindShell	5	5	5	15	5	5	15	25
Sleetcoin	1	1	1	1	1	100?	1	1
GelatinSuit	6	38	100?	38	6	6	6	6
Total:	12	44	106?	54	12	111?	22	32

=====  
 BigSlime:

Str	WP	Body A	Body B
12	26		
3		Hp Cond. 405	Hp Cond. None
9	32	Skills Needed:	Skills Needed:
23		Solvent	Solvent
24	8		Spoil
30			HPDrain
4	200	Notes: This is not a form to be sought out, unless	
17		suicide is the ends you are trying to acheive. Bad form.	

Defense Summary:	Def	Sla	Blu	Pie	Hea	Col	Thu	Lig
SlimeSkin	8	8	32	16	8	8	8	8
SlimeSkin	8	8	32	16	8	8	8	8
AmuletOfSpirit	1	1	1	1	1	1	1	1
Total:	17	17	65	33	17	17	17	17

=====  
 FireCrystal:

Str: 10 WP: 60 | Body A  
 Qui: 22 | Hp Cond. 300  
 Int: 17 JP: 50 | Skills Needed:  
 Wil: 31 | HeatSmash  
 Psy: 44 LP: 8 |  
 Vit: 31 | Notes:  
 Cha: 30 BHP: 200 |  
 Def: 31 |

Defense Summary:	Def	Sla	Blu	Pie	Hea	Col	Thu	Lig
SolGrail	1	1	1	1	100	1	1	1

Protector		10		10		10		15		5		5		5		5	
Protector		10		10		10		15		5		5		5		5	
AccelerationSys.		10		10		10		15		10		10		5		5	
Total:		31		31		31		46		120		21		16		16	

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4.7 Living Artifact Forms  
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LivingAxe:

Str: 9	WP: 24		Body A		Body B
Qui: 7			Hp Cond. 110		Hp Cond. 250
Int: 1	JP: 16		Skills Needed:		Skills Needed:
Wil: 4			DoubleAxe		Blade
Psy: 18	LP: 5				
Vit: 13			Notes: It's a Tomahawk looking thing! Yeah!		
Cha: 11	BHP: 75				
Def: 14					No.

Defense Summary:		Def		Sla		Blu		Pie		Hea		Col		Thu		Lig	
JunkHelm		4		4		6		6		4		1		1		1	
AccelerationSys.		10		10		10		15		10		10		5		5	
Total:		11		11		35		21		21		21		21		21	

=====  
LivingLance:  
=====

Str: 15	WP: 36		Body A		
Qui: 14			Hp Cond. 250		
Int: 3	JP: 26		Skills Needed:		
Wil: 9			Thrust		
Psy: 31	LP: 5				
Vit: 14			Notes: It's more like a well decorated toothpick in my		
Cha: 16	BHP: 125		opinion. Well, it's as fragile and damaging as one.		
Def: 24					

Defense Summary:		Def		Sla		Blu		Pie		Hea		Col		Thu		Lig	
JunkHelm		4		4		6		6		4		1		1		1	
AccelerationSys.		10		10		10		15		10		10		5		5	
Protector		10		10		10		15		5		5		5		5	
Total:		24		24		26		36		19		16		11		11	

=====  
LivingArmor:  
=====

Str: 27	WP: 70		Body A		
Qui: 22			Hp Cond. 250		
Int: 29	JP: 52		Skills Needed:		
Wil: 16			Hypnosis/StunGaze/CharmGaze/StoneGaze		
Psy: 51	LP: 5		Dash/Trample/Stampede		
Vit: 35					
Cha: 28	BHP: 250		Notes: I think it's actually kinda cool looking.		
Def: 31					

Defense Summary:		Def		Sla		Blu		Pie		Hea		Col		Thu		Lig	
Living Armour		26		26		26		26		26		26		26		26	
EMES Tag		5		5		5		5		5		5		5		15	
Total:		31		31		31		31		31		31		31		41	

=====  
LivingSword:  
=====

Str: 35	WP: 86		Body A		
Qui: 35			Hp Cond. 500		

Int: 35 JP: 56 | Skills Needed:  
 Wil: 35 | Blade  
 Psy: 35 LP: 5 |  
 Vit: 35 | Notes: A hockey stick, right? It's funny how this has a  
 Cha: 35 BHP: 300 | higher ranking than the LiquidMetal, but the latter is  
 Def: 30 | more desirable in every aspect.

Defense Summary:	Def	Sla	Blu	Pie	Hea	Col	Thu	Lig
AccelerationSys.	10	10	10	15	10	10	5	5
Protector	10	10	10	15	5	5	5	5
Protector	10	10	10	15	5	5	5	5
Total:	30	30	30	45	20	20	15	15

=====  
 LivingMirror:

Str: 51 WP: 122 | Body A  
 Qui: 46 | Hp Cond. ???  
 Int: 22 JP: 74 | Skills Needed:  
 Wil: 34 | PsyReflector  
 Psy: 82 LP: 5 |  
 Vit: 45 | Notes: If only there were more magic-using crits in this  
 Cha: 51 BHP: 400 | game to make a skill with this much potential actually  
 Def: 30 | worthwhile to have.

Defense Summary:	Def	Sla	Blu	Pie	Hea	Col	Thu	Lig
AccelerationSys.	10	10	10	15	10	10	5	5
Protector	10	10	10	15	5	5	5	5
Protector	10	10	10	15	5	5	5	5
Total:	30	30	30	45	20	20	15	15

=====  
 RockScout:

Str: 77 WP: 158 | Body A  
 Qui: 70 | Hp Cond. ???  
 Int: 30 JP: 74 | Skills Needed:  
 Wil: 35 | StoneGaze  
 Psy: 74 LP: 5 | GrountHit/PowerBeat/Beat  
 Vit: 60 | Notes: You only need StoneGaze and one of the others, but  
 Cha: 55 BHP: 500 | getting both GroundHit and PowerBeat makes the form real  
 Def: 45 | stable. All 3 skills are pretty useful too. This is the  
 | pinnacle form among the living artifacts.

Defense Summary:	Def	Sla	Blu	Pie	Hea	Col	Thu	Lig
AccelerationSys.	10	10	10	15	10	10	5	5
Protector	10	10	10	15	5	5	5	5
ElectroArmor	25	25	25	33	35	35	35	35
Total:	45	45	45	63	50	50	45	45

=====  
 4.8 Undead Forms  
 =====

Skeleton:

Str: 11 WP: 22 | Body A  
 Qui: 8 | Hp Cond. 100  
 Int: 3 JP: 16 | Skills Needed:  
 Wil: 15 | Deathsynthesis  
 Psy: 4 LP: 4 |  
 Vit: 15 | Notes: There are worse forms to take. Not many though.  
 Cha: 6 BHP: 55 |  
 Def: 20 |



Defense Summary:	Def	Sla	Blu	Pie	Hea	Col	Thu	Lig
JunkHelm	4	4	6	6	4	1	1	1
SkeleMail	16	16	4	32	4	16	16	4
Total:	20	20	10	38	8	17	17	5

Ghost:

Str: 14 WP: 28 | Body A  
 Qui: 16 | Hp Cond. 250  
 Int: 13 JP: 30 | Skills Needed:  
 Wil: 22 | Deathsynthesis  
 Psy: 16 LP: 4 |  
 Vit: 12 | Notes: A small step up from the Skeleton.  
 Cha: 8 BHP: 90 |  
 Def: 24 |

Defense Summary:	Def	Sla	Blu	Pie	Hea	Col	Thu	Lig
DarkRobe	8	8	8	26	2	8	8	26
SkeleMail	16	16	4	32	4	16	16	4
Total:	24	24	12	58	6	24	24	30

Zombie:

Str: 28 WP: 40 | Body A  
 Qui: 6 | Hp Cond. 250  
 Int: 2 JP: 22 | Skills Needed:  
 Wil: 34 | Deathsynthesis  
 Psy: 1 LP: 4 |  
 Vit: 44 | Notes: Are you seeing the same pattern in required skills  
 Cha: 1 BHP: 145 | that I am?  
 Def: 16 |

Defense Summary:	Def	Sla	Blu	Pie	Hea	Col	Thu	Lig
SkeleMail	16	16	4	32	4	16	16	4
Total:	16	16	4	32	12	4	16	4

Ghostrider:

Str: ?? WP: ?? | Body A  
 Qui: ?? | Hp Cond. 305  
 Int: ?? JP: ?? | Skills Needed:  
 Wil: ?? | Deathsynthesis  
 Psy: ?? LP: 4 | Supersonic/Scream  
 Vit: ?? | Notes: No, not the Motorcycle Hero, just some little  
 Cha: ?? BHP: ?? | squirt on a musical flying contraption making horrible  
 Def: ?? | songs. I haven't been able to get this form yet.

Defense Summary:	Def	Sla	Blu	Pie	Hea	Col	Thu	Lig
SkeleMail	16	16	4	32	4	16	16	4
DarkRobe	8	8	8	26	2	8	8	26
Protector	10	10	10	15	5	5	5	5
KrisKnife	3	3	3	3	13	13	13	13
Total:	37	37	25	76	24	42	42	48

DeadKnight:

Str: 42 WP: 98 | Body A  
 Qui: 34 | Hp Cond. ???  
 Int: 24 JP: 48 | Skills Needed:

Wil: 41 | Deathsynthesis  
 Psy: 24 LP: 4 |  
 Vit: 40 | Notes: If you're getting this form, either ditch death-  
 Cha: 41 BHP: 225 | synthesis, or add some other skills to get better undead  
 Def: 42 | forms.

---

Defense Summary:	Def	Sla	Blu	Pie	Hea	Col	Thu	Lig
SkeleMail	16	16	4	32	4	16	16	4
SkeleMail	16	16	4	32	4	16	16	4
Protector	10	10	10	15	5	5	5	5
Total:	42	42	18	79	13	37	37	13

=====

Ankheg:

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Str: 57 WP: 94 | Body A  
 Qui: 51 | Hp Cond. x-445  
 Int: 19 JP: 52 | Skills Needed:  
 Wil: 46 | Fang/FangCrush/Bloodsucker  
 Psy: 29 LP: 4 | Deathsynthesis  
 Vit: 57 | Notes: This form is actually available ridiculously early  
 Cha: 13 BHP: 265 | in the game. Always one of the first forms I get.  
 Def: 42 |

---

Defense Summary:	Def	Sla	Blu	Pie	Hea	Col	Thu	Lig
SkeleMail	16	16	4	32	4	16	16	4
SkeleMail	16	16	4	32	4	16	16	4
Protector	10	10	10	15	5	5	5	5
Total:	42	42	18	79	13	37	37	13

=====

Skullasaurus:

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Str: 71 WP: 132 | Body A  
 Qui: 61 | Hp Cond. 445  
 Int: 37 JP: 78 | Skills Needed:  
 Wil: 77 | Fang/FangCrush  
 Psy: 34 LP: 4 | Deathsynthesis  
 Vit: 40 | Notes: I haven't yet tried, but I suspect this form is  
 Cha: 47 BHP: 350 | worthy of boss battles. It's a solid form either way.  
 Def: 52 |

---

Defense Summary:	Def	Sla	Blu	Pie	Hea	Col	Thu	Lig
SkeleMail	16	16	4	32	4	16	16	4
SkeleMail	16	16	4	32	4	16	16	4
Protector	10	10	10	15	5	5	5	5
Protector	10	10	10	15	5	5	5	5
Total:	52	52	28	94	18	42	42	18

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Dullahan:

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Str:	WP:	Body	Body
94+5	198	A	B
Qui: 72		Hp Cond. ???	Hp Cond. None
Int: 61	JP: 98	Skills Needed:	Skills Needed:
Wil: 72		Hypnosis/StunGaze/CharmGaze/StoneGaze	Thrust
Psy: 54	LP: 4	Blade/IceSmash/HeatSmash	Trample
Vit: 75+5		Deathsynthesis	Deathsynthesis
Cha: 79	BHP: 400		Siren
Def: 54			Stampede

---

Notes: Ahh, the Creme de le Creme, the Dullahan. One of my top two favorites of all forms in existence. The only thing that keeps it from being my

absolute favorite is that the skills it needs always make it morph into really weak monsters, like the LiquidMetal for body type A, and KillerBee for body type B. Body A can be pretty unstable. I find myself using StoneGaze, IceSmash, Deathsynthesis, and adding CharmGaze to make it stable (thanks to CaptainJ for that tip). Body B has that durned hard to get Siren, and all of it's skills are pretty weak.

Defense Summary:	Def	Sla	Blu	Pie	Hea	Col	Thu	Lig
SkeleMail	16	16	4	32	4	16	16	4
PlutoArmour	35	35	35	35	35	35	35	35
KrisKnife	3	3	3	3	13	13	13	13
DullahanShield	0	0	0	0	0	0	0	0
Total:	54	54	42	70	52	64	64	52

=====  
Nidheg:

Str: 59	WP: 92	Body A
Qui: 63		Hp Cond. None
Int: 13	JP: 34	Skills Needed:
Wil: 32		Deathsynthesis
Psy: 14	LP: 4	CentipedeCrush
Vit: 37		Notes: Another joke of the programmers. This form is a
Cha: 13	BHP: 240	complete waste. Get it once just so you can see what I'm
Def: 35		talking about.

Defense Summary:	Def	Sla	Blu	Pie	Hea	Col	Thu	Lig
SkeleMail	16	16	4	32	4	16	16	4
SkeleMail	16	16	4	32	4	16	16	4
KrisKnife	3	3	3	3	13	13	13	13
Total:	35	35	11	67	21	45	45	21

=====  
Deathlord:

Str: 41	WP: 99	Body A
Qui: 34		Hp Cond. None
Int: 34	JP: 66	Skills Needed:
Wil: 40		Deathsynthesis
Psy: 34	LP: 4	Kusanagi
Vit: 44		SacredSong
Cha: 40	BHP: 240	Notes: The only skill you can't re-absorb is Kusanagi, so
Def: 35		don't loose that one if you ever want to see this form
		again (Yeah Sei, I'm talking to you).

Defense Summary:	Def	Sla	Blu	Pie	Hea	Col	Thu	Lig
SkeleMail	16	16	4	32	4	16	16	4
SkeleMail	16	16	4	32	4	16	16	4
KrisKnife	3	3	3	3	13	13	13	13
Mizukagami	0	0	0	0	0	0	0	0
Total:	35	35	11	67	21	45	45	21

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4.9 Giant Forms

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Ogre:

Str: 27	WP: 40	Body A
Qui: 11		Hp Cond. None
Int: 16	JP: 28	Skills Needed:
Wil: 12		BoltBreath
Psy: 20	LP: 10	GroundHit
Vit: 24		Dash



GoldenFleece		28		28		28		28		38		38		38		38	
Total:		49		49		49		49		158		59		19		59	

=====

Thundragon:

Str: 62	WP: 154		Body A	Notes: This is a fun and colorful
Qui: 48			Hp Cond. ???	form, and pretty solid too. The
Int: 51	JP: 78		Skills Needed:	weakest of the dragon forms,
Wil: 46			Stinger	it's still awesome.
Psy: 52	LP: 6		BoltBreath/BoltBlast	
Vit: 80			Thunderbolt	
Cha: 60	BHP: 360			
Def: 32				

Defense Summary:		Def		Sla		Blu		Pie		Hea		Col		Thu		Lig	
ThunderCharm		1		1		1		1		1		1		1		100	
HarmoniumArmour		24		24		24		24		20		20		24		40	
Budowear		7		7		12		7		7		7		7		7	
Total:		32		32		37		32		28		28		32		147	

=====

BlackDragon:

Str: 89	WP: 182		Body A	Notes: The best Dragon form, and one of
Qui: 63			Hp Cond. ???	the 2 best overall IMHO. The only
Int: 49	JP: 96		Skills Needed:	difficult skill to get is StoneGas, and
Wil: 64			Fang	it just takes 15-20 minutes of fighting
Psy: 71+8	LP: 8		StoneGas	CrystalTrees to get it. With the high LP,
Vit: 92			TailHit	easy to get skills, and even Riki
Cha: 61+8	BHP: 330			starting out with one of them, I think
Def: 65				this form was madewith his quest in mind.

Defense Summary:		Def		Sla		Blu		Pie		Hea		Col		Thu		Lig	
MoonlightRobe		17		17		17		27		17		62		27		27	
SH-Armlet/Anklet		10		10		10		10		10		10		-10		10	
SH-Armlet/Anklet		10		10		10		10		10		10		-10		10	
GoldenFleece		28		28		28		28		38		38		38		38	
Total:		65		65		65		75		75		120		45		85	

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4.11 Undefined Forms

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Mariche:

Str: 77	WP: 192		Body A	Notes: The Mariche is a classic favorite
Qui: 77			Hp Cond. None	frequenting bar talk and children's
Int: 77	JP: 120		Skills Needed:	tales. When you don't know what to
Wil: 77			StunGaze	morph into, Mariche is always a good
Psy: 77	LP: 5		CharmGaze	choice.
Vit: 77			StoneGaze	
Cha: 77	BHP: 500		DeathGaze	
Def: 33				

Defense Summary:		Def		Sla		Blu		Pie		Hea		Col		Thu		Lig	
HarmoniumArmour		24		24		24		24		20		20		24		40	
KrisKnife		3		3		3		3		13		13		13		13	
KrisKnife		3		3		3		3		13		13		13		13	
KrisKnife		3		3		3		3		13		13		13		13	
Total:		33		33		33		33		59		59		63		79	

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Lunatic:

```
Str: 44   WP: 130 | Body A                    Notes: This cute little guy can't take
Qui: 64                | Hp Cond. 375                   a beating, but his psychout skill can
Int: 18   JP: 58 | Skills Needed:                really put the enemy Dullahans in a
Wil: 6                | Psychout                      fix (they can't block while stunned).
Psy: 84   LP: 6 | Tail/TailHit               Too bad he can't use MoonScrapaper.
Vit: 20                | Wing/GliderSpike
Cha: 66   BHP: 620 |
Def: 6                |
```

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Defense Summary:	Def	Sla	Blu	Pie	Hea	Col	Thu	Lig
BeastLeather	6	6	12	12	2	12	2	2
Total:	6	6	12	12	2	12	2	2

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RABI:

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```
Str: 10   WP: 24 | Body A                    Notes: What a monster. It has a secret
Qui: 10                | Hp Cond. None                LifeCandy battle-equipped item that can
Int: 10   JP: 20 | Skills Needed:                restore LP, so whoopedie-doo!
Wil: 10                | Fang
Psy: 10   LP: 6 | CharmGaze
Vit: 10                | Psychout
Cha: 10   BHP: 120 | Heal
Def: 48                | Tornado
```

---

Defense Summary:	Def	Sla	Blu	Pie	Hea	Col	Thu	Lig
CelestialLeather	24	24	34	34	34	34	34	24
CelestialLeather	24	24	34	34	34	34	34	24
LifeCandy	0	0	0	0	0	0	0	0
Total:	48	48	68	68	68	68	68	48

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```

                    555555555
                    555''''''
<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<< 555 ... >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
                    555555555.
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                           '55. .55
                           '55555'
```

The first four lists are something that I can take full credit for, and are something I am actually quite proud of. There are no assumptions in these lists and all are guaranteed to be accurate. A lot of hard work was put into these lists, so if you see me walking down the street, I expect a high-five from you.

The next one has been translated (of course) from <http://www.uri.sakura.ne.jp/~saga/sf1/transform/kyusyu.html> It seems to be nearly perfect, but there are a couple of unidentified errors, so until I find them, I'll keep it the way they have it.

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## 5.1 Absorbable Skills Sorted by Monster

This list is all the skills that your friendly neighborhood monster can absorb from an enemy monster. I have tried to organize them in frequency of occurrence, so with the Basilisk it is easiest to absorb Horn, and hardest to absorb Poison Gas, and PoisonGrip is easier to absorb than StoneGaze. It seems that each enemy monster only has 4 skills available for absorption, which is something

that many of the experts at GameFaq's community agree on and accept as fact. I have come up with this list by absorbing the skill and then writing it down. There are no assumptions here - They are all true and valid (although it might take hours to get a desired skill from a certain monster).

AbyssBat	- GliderSpike	PoisonMist	Tornado	
Airfolk	- StunTouch	Wing	Silf	
Ankheg	- Deathsynthesis	DaggerJaw	Ectoplasnet	HPDrain
Aperider	- Hypnotism	Kick	Stampede	
Arachne	- MinionStrike			
Armorpilla	- Horn	SpiderNet	Beetlejuice	BladeNet
Axebeak	- Beak	BrainCrush	Tremor	
Basilisk	- Horn	PoisonGrip	StoneGaze	PoisonGas
Banshee	- Bloodsucker	Scream	ArcticBreath	CounterFear
Battlefly	- PainPowder	Wing	Pheromone	Spoil
Berva	- MadAttack			
BigSlime	- Solvent	Spoil	PoisonGun	
BlackDragon	- FangCrush	TitasWave	StoneGas	GriffithScratch
Butch	- Heal	Spoil	Stinger	MadAttack
Cactus	- Needles	Kick		
Chariot	-			
Chimera	- FangCrush	Trample	GasFlame	PowerBeat
Cockatrice	- Beak	Petrify	Windblast	Quicksand
CrystalTree	- Needle	GaleAttack	StoneGas	MagneticStorm
Cyclops	- StunGaze	Rock		
Darkfairy	- LightBall	PoisonMist	FireKiss	
DeathLord	- Deathsynthesis	CharmGaze	HPDrain	
DeadKnight	- Deathsynthesis	GaleAttack	GroundHit	HPDrain
Demongoat	- Horn	Trample		
DevilSquid	- Ink	Thunderbolt	Trample	
DragonLord	- TitasWave			
Dragonpup	- Horn	FireBreath	FangCrush	
Dullahan	- CharmGaze	Stampede	DeathGaze	Siren
EarthDragon	- Quake	Gasflame		
Ettin	- Supersonic	FireBreath	ArcticBreath	
FatDevil	- Blade	GroundHit	PoisonGas	
FireCrystal	- StunTouch	HeatSmash	LightBall	
FireSage	-			
Fishman	- Thrust	WaterCannon	SeedVulcan	Thunderbolt
Flamefolk	- FireBreath	HeatSmash	Ignis	
FrillNeck	- Dash	Kick	Stampede	
Furdo	- GremlinTouch	PoisonMist	IllStorm	
Gaeatoad	- AcidBreath	Supersonic	Grasp	Headbutt(?)
Gargantu	-			
Gargoyle	- Fang	Needles		
Gekko	- Kick	Ink	Supersonic	
Gelatin	- Boltbreath	Ectoplasnet	BoltBarrier	
Genbu	- FangCrush	ArcticBreath	Thunderbolt	Tornado
Ghost	- Deathsynthesis	Hypnotism	GhostTouch	ArcticBreath
Ghostrider	- Deathsynthesis	Supersonic	Stampede	Siren
Giant	- Blade	HeatSmash		
GoatGiant	-			
Golem	-			
GreenSage	-			
Gremlin	- GremlinTouch	Chop	Thunderbolt	
Griffin	- Beak	GriffithScratch		
GriffinJr	- Beak	Wing	GliderSpike	WindBlast
Gunfish	- WaterCannon	Beat		
Harpy**	- Blade	Rock	PainPowder	Scream
Hedgehog	- Needles			

Hellhound	- Fang	FireBreath	FlameBlast	
HugeSlime	- Solvent			
IceCrystal	- StunTouch	LightBall	IceSmash	Oscillation
Iceworm	- Scissors	MightyCyclone		
Jotnar	- ArcticBreath	IceSmash	Windblast	IceBarrier
KillerBee	- Thrust	SpiderNet	Stinger	
KittyClawer	- Claw	CharmGaze	Tail	Heal
KittyKicker	-			
Kraken	- Ink	Feeler	MightyCyclone	Maelstrom
Kylin	- FlameBlast			
Lamia	- TailHit	Seduction	Lullaby	FireKiss
Lich	- DeathTouch	DeadlyMoss	Deathsynthesis	CounterFear
LiquidMetal	- Blade	IceSmash	GasFlame	
LivingArmor	- PoisonGas	Dash	PoisonGun	
LivingAxe	- DoubleAxe	Tackle		
LivingGlove	- Beat	DaggerJaw		
LivingLance	- Thrust	Dash		
LivingMirror	- FangCrush	DeathGaze	MagicHeal	PsyReflector
LivingMusket	- Tackle	SeedVulcan		
LivingSword	- Blade	BladeNet		
Lummox	- Chop	ElfShot	Feint	Claw
Mandrake	- SleepGas	Scream	MagicHeal	
Manticore	- Needle	Scream	Beetlejuice	StinkGas
Mellow	- Thrust	WaterCannon	Assist	MagicHeal
Mimic	- FireBreath	CharmGaze	TitasWave	
Minidragon	- Fang	BoltBreath	BoltBlast	
Minotaur	- DoubleAxe	Tremor	MadAttack	
Mollasite	-			
Mystic	- Blade	Flash	GaleAttack	GroundHit
Nidheg	- CentipedeCrush			
Nightshade	- StunGaze	PainPowder	SadSong	Scream
Ogre	- Dash	DoubleAxe		
OgreLord	- Dash	DoubleAxe	Trample	Thunderbolt
Pickbird	- Beak	ElfShot	Wing	
Platoonpus	- Beak	Rock	Sweep	
Platyhooks	- Beak	Watercannon	Pheromone	BoomerangHook
PlatyKing	- Beak	Watercannon		
PrimaBronza	- Kick			
Quakeworm	- Supersonic	Oscillation		
Rabbat	- Bloodsucker	Supersonic	Fang	
Razorback	- Fang	Dash	DaggerJaw	
RedDragon	- FireBreath			
Rockbaboon	- DoubleAxe	Da-Dum		
RockScout	- BrainCrush	Da-Dum	BoltBlast	
Rocky	- Psychout	Da-Dum	Heal	
Scorpion	- Scissors	PoisonNeedle	GroundHit	
Shellworm	- Ink	Scissors	Tackle	
Shrieker	- Spore	TripGas	Tremor	Spoil
SickleBug	- Blade	GaleAttack	TitasWave	Oscillation
Siren	- BrainCrush	Thunderbolt	GremlinTouch	Siren
Skeleton	- Deathsynthesis	Blade	Thrust	GroundHit
Skulldrake	- FireBreath	Deathsynthesis	Stampede	
Skullasaurus	- FangCrush	Deathsynthesis	BoltBlast	Scream
Slime	- Solvent			
Slugger	- AcidBreath	QuickSand	StinkGas	
Snakeman	- Chop	Claw	Tail	BrainCrush
Snowfolk	- ArcticBreath	Windblast	IceSmash	IceBarrier
SonicBat	- Supersonic	Scream	PoisonGrip	GliderSpike
SpearValkyrie	- GliderSpike	Silf	BattleSong	LightBall
Sphinx	- Wing	Windblast	ShinxRiddle	



SporePile	- Spore	MagicHeal	SpiderNet	
Sprite	- Thrust	ElfShot		
Straysheep	- Wing			
Succubus	- Seduction	FireKiss	Lullaby	SadSong
Sunflower	- Photosynthesis	SeedVulcan	Flash	Heatwave
Suzaku	- FireBreath	Heatwave	SacredSong	FireBarrier
SwordValkyrie	- LightBall	CharmGaze	WindBlast	
Tanzer	- HPDrain			
Thundragon	- BoltBreath	BoltBlast		
Titania	- Bloodsucker	Lullaby		
Trapvine	- Sweep	AcidBreath	Grasp	Feeler
Treant	- Photosynthesis	Chop	Beat	Feeler
Trisaur	- Horn	TailHit	Tremor	Trample
TrisaurJr.	- TailHit			
Unicorn	- Horn	MagicHeal	Stampede	LifeRain
Undine	- WaterCannon	MagicHeal		
Unknown	- StunGaze	Flash	CharmGaze	DeathGaze
Waterfolk	- WaterCannon	ArcticBreath		
WaterSage	-			
WereRhino	- PowerBeat	Rock	Quake	Dash
WhipJelly	- Sweep	Tackle	Feeler	Coils
Wonderdog	- Claw	Heal	Tail	
Wormbrood	- Beetlejuice	ElfShot	PoisonGun	MagicHeal
Wyvern	- Fang	PoisonNeedle	Windblast	GliderSpike
Xeno	- Fang	Solvent	Spoil	
Yeti	- Rock	Da-Dum		
Zeroworm	- Scissors	Petrify	Tremor	Spoil
Zombie	- Deathsynthesis	Chop	PoisonGrip	Coils
Zyphon	- Blade	GaleAttack	HeatWave	TitasWave

\*\* I've also absorbed Wing from Harpy. This shatters the nice and neat theory of absorbing 4 skills per enemy. It also opens the possibility of absorbing GriffithScratch from GriffinJr., which I haven't done yet.

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## 5.2 Absorbable Skills Sorted by Skill

This is the contra-list of the above, organized by skill rather than monster. Use this list when you simply can't find where to absorb SacredSong, or when that one monster simply won't give up and you have to look womewhere else. The monsters in this list aren't organized in any particular order, so don't waste time making assumptions like AcidBreath is easier to absorb from the Gaeatoad than the Trapvine. Even though this may be true, it's not that way for everything, and for me to organize it that way would be borderline OCD.

AcidBreath	Gaeatoad, Trapvine, Slugger
ArcticBreath	Snowfolk, Jotnar, Genbu, Ghost, Banshee, Waterfolk, Ettin
Assist	Mellow
BattleSong	SpearValkyrie
Beak	Platoonpus, Axebeak, Cockatrice, Pickbird, GriffinJr. Platyhooks, Platyking, Griffin
Beat	LivingGlove, Gunfish, Treant
BeetleJuice	Wormbrood, Manticore, Armorpilla
Blade	Mystic, Harpy, LiquidMetal, LivingSword, Zyphon, SickleBug Skeleton, FatDevil, Giant
BladeNet	LivingSword, Armorpilla
Bloodsucker	Rabbat, Titania, Banshee
BoltBarrier	Gelatin
BoltBlast	Skullasaurus, Thundragon, RockScout, MiniDragon

BoltBreath	Gelatin, Thundragon, MiniDragon
BoomerangHook	Platyhooks
BrainCrush	Siren, RockScout, Axebeak, Snakeman
CentipedeCrush	Nidheg
CharmGaze	Mimic, KittyClawer, SwordValkyrie, Dullahan, Unicorn, Unknown, DeathLord
Chop	Treant, Gremlin, LummoX(Pink), Snakeman, Zombie
Claw	SnakeMan, LummoX(Pink), Wonderdog, KittyClawer
Coils	Zombie, Whipjelly
CounterFear	Lich, Banshee
Da-dum	Rocky, Aperider, Rockbaboon, RockScout, Yeti
DaggerJaw	Ankheg, LivingGlove, Razorback
Dash	Razorback, OgreLord, Frillneck, LivingArmour, Wererino LivingLance, Ogre
DeadlyMoss	Lich
DeathGaze	Dullahan, Unknown, LivingMirror
Deathsynthesis	DeadKnight, Ankheg, Ghost, Skullasaurus, Zombie, Skeleton Ghostrider, Lich, Deathlord
DeathTouch	Lich
DoubleAxe	Rockbaboon, OgreLord, LivingAxe, Ogre, Minotaur
Ectoplasnet	Ankheg, Gelatin
ElfShot	LummoX(Pink), Wormbrood, PickBird, Sprite
Fang	Wyvern, Gargoyle, Razorback, Xenon, MiniDragon, Rabbat Hellhound
FangCrush	Skullasaurus, Genbu, BlackDragon, Chimera, LivingMirror DragonPup
Feeler	Krakken, WhipJelly, Trapvine, Treant
Feint	LummoX(Pink)
FireBarrier	Suzaku
FireBreath	HellHound, Mimic, Skulldrake, Suzaku, Dragonpup, Flamefolk RedDragon, Ettin
FireKiss	Succubus, Lamia
FlameBlast	Kylin, Hellhound
Flash	Sunflower, Mystic, Unknown
GaleAttack	SickleBug, Zyphon, CrystalTree, DeadKnight, Mystic
GasFlame	Chimera, LiquidMetal, EarthDragon
GhostTouch	Ghost
GliderSpike	Wyvern, GriffinJr., SpearValkyrie, Sonicbat
Grasp	Gaeatoad, Trapvine
GremlinTouch	Gremlin, Siren, Furdo
GriffithScratch	Griffin, BlackDragon
GroundHit	DeadKnight, Axebeak, Scorpion, Skeleton, FatDevil, Mystic
Headbutt	GaeaToad
Heal	Butch, Wonderdog, KittyClawer, Rocky
HeatSmash	LiquidMetal, FireCrystal, FlameFolk, Giant
HeatWave	Zyphon, Suzaku, Sunflower
Horn	DragonPup, Trisaur, Unicorn, Basalisk, Armorpilla, Demongoat
HPDrain	DeadKnight, Ankheg, Tanzer, DeathLord
Hypnotism	Aperider, Ghost
IceBarrier	Snowfolk, Jotnar
IceSmash	IceWorm, Snowfolk, LiquidMetal, IceCrystal, Jotnar
Ignis	Flamefolk
IllStorm	Furdo
Ink	DevilSquid, Krakken, Gekko, Shellworm
Kick	Aperider, Frillneck, Gekko, Shreiker, Cactus, PrimaBronza
Kusanagi	
Kylin'sSong	
LifeRain	Unicorn
LightBall	SwordValkyrie, IceCrystal, DarkFarie, SpearValkyrie

Lullaby	Succubus, Titania, Lamia
MadAttack	Butch, Berva, Minotaur
Maelstrom	kraken
MagicHeal	Unicorn, Wormbrood, LivingMirror, Sporepile, Undine, Mellow, Mandrake
MagneticStorm	CrystalTree
MightyCyclone	Krakken, IceWorm
MinionStrike	Arachne
Needle	Gargoyle, Manticore, Cactus, CrystalTree, Hedgehog
Oscillation	Sicklebug, IceCrystal, Quakeworm
PainPowder	BattleFly, Harpy, Nightshade
Petrify	ZeroWorm, Cockatrice
Pheremone	Battlefly, Platyhooks
Photosynthesis	Treant, Sunflower
PoisonGas	LivingArmour, Basilisk, FatDevil
PoisonGrip	SonicBat, Zombie, Basilisk
PoisonGun	Wormbrood, LivingArmour, BigSlime
PoisonMist	DarkFairie, Furdo
PoisonNeedle	Scorpion, Wyvern
PowerBeat	Wererino, Chimera
Psychout	Rocky
PsyReflector	LivingMirror
Quake	Wererino, EarthDragon
QuickSand	Slugger, Cockatrice
Rock	Wererino, Harpy, Yeti, Platoonpus, Cyclops
SacredSong	Suzaku
SadSong	Nightshade, Succubus
Scissors	Scorpion, IceWorm, Shellworm, Zeroworm
Scream	Manticore, Banshee, Skullasaurus, SonicBat, Mandrake, Harpy Nightshade
Seduction	Succubus, Lamia
SeedVulcan	LivingMusket, Sunflower, Fishman
Silf	SpearValkyrie, Airfolk
Siren	Siren, Dullahan, Ghostrider
SleepGas	Mandrake
Solvent	HugeSlime, BigSlime, Slime, Xeno
SphinxRiddle	Sphinx
SpiderNet	Armorpilla, Sporepile, KillerBee
Spoil	Shreiker, BigSlime, Butch, Zeroworm, Xeno, Battlefly
Spore	Shrieker, Sporepile
Stampede	Dullahan, Frillneck, Skulldrake, Unicorn, Aperider, Ghostrider
Stinger	Butch, KillerBee
StinkGas	Manticore, Slugger
StoneGas	CrystalTree, BlackDragon
StoneGaze	Basilisk
StunGaze	Unknown, NightShade, Cyclops
StunTouch	IceCrystal, Airfolk, FireCrystal
SuperSonic	SonicBat, GaeaToad, Ettin, Ghostrider, Quakeworm, Rabbat Gekko
Sweep	Whipjelly, Trapvine, Platoonpus
Tackle	Whipjelly, LivingMusket, LivingAxe, Shellworm
Tail	KittyClawer, Snakeman, Wonderdog
TailHit	TrisaurJr., Lamia, Trisaur
Thrust	Mellow, Sprite, Fishman, KillerBee, LivingLance, Skeleton
Thunderbolt	Genbu, Siren, DevilsSquid, OgreLord, Fishman, Gremlin
TitasWave	Zyphon, BlackDragon, SickleBug, DragonLord, Mimic
Tornado	Genbu
Trample	Chimera, DevilsSquid, OgreLord, Demongoat
Tremor	Zeroworm, Shreiker, Trisaur, Axebeak, Minotaur

TripGas	Shreiker
WaterCannon	Gunfish, Fishman, Undine, Waterfolk, Mellow, Platyking, Platyhooks
Windblast	Wyvern, Jotnar, Sphinx, SwordValkyrie, GriffinJr., Snowfolk, Cockatrice
Wing	GriffinJr., Straysheep, Sphinx, Airfolk, Battlefly, Pickbird, Harpy

### 5.3 Skills Used in Forms

This list is organized by skill, and the Monsters are actually friendly Monster forms that require that particular skill in at least one of their forms. This list was built with the following intentions:

1. Planning Ahead - You just absorbed a somewhat rare skill and want to see if you should keep it and collect others to make it work for you.
2. Troubleshooting - You keep changing into that damned Manticore form and can't figure out why. Check all the skills in your current line-up and you'll find which skill you need to ditch.
3. Stabalizing - You can stabalize your monster if you have more than the minimum requirements. Also, if you toss in some other skills that aren't used in any forms, they can clear your line-up of interuptions.

AcidBreath	Platyhooks, Platyking
ArcticBreath	Genbu, Iceworm, Snowfolk
Assist	
BattleSong	
Beak	Platoonpus, Platyhooks, Platyking, PickBird, Axebeak, GriffinJr.
Beat	
BeetleJuice	
Blade	LivingSword, CrystalTree, LiquidMetal, Dullahan, LivingAxe
BladeNet	KillerBee
Bloodsucker	Rabbat, Mandrake, Ankheg
BoltBarrier	Gelatin
BoltBlast	TrisaurJr., Gelatin, Thundragon, Zeroworm
BoltBreath	TrisaurJr., Gelatin, Thundragon, Zeroworm, Ogre
BoomerangHook	Platyhooks
BrainCrush	Mandrake
CentipedeCrush	Nidheg
CharmGaze	UnicornJr., Mariche, Dullahan, Nightshade, Unknown, LivingArmor, RABI
Chop	LummoX(Pink)
Claw	LummoX(Pink)
Coils	kraken
CounterFear	
Da-dum	Rocky, MaskedCat, Platyking
DaggerJaw	Ankheg, Razorback, TrisaurJr.,
Dash	Razorback, Straysheep, Frillneck, TrisaurJr., LivingArmor Ogre
DeadlyMoss	
DeathGaze	Mariche
Deathsynthesis	Skeleton, Ghost, Zombie, Ghost rider, DeathKnight, Ankheg, Skullasaurus, Dullahan, Nidheg, DeathLord
DeathTouch	
DoubleAxe	LivingAxe, OgreLord
Ectoplasnet	KillerBee

ElfShot	LummoX(Pink), Mandrake
Fang	Razorback, Wyvern, Xeno, Ankheg, Skullasaurus, RedDragon BlackDragon, RABI
FangCrush	Razorback, TrisaurJr., Zeroworm, Wyvern, Ankheg, Skullasaurus
Feeler	kraken, Whipjelly
Feint	LummoX(Pink)
FireBarrier	Suzaku
FireBreath	HellHound, Dragonpup, RedDragon
FireKiss	
FlameBlast	HellHound, Dragonpup
Flash	
GaleAttack	CrystalTree
GasFlame	Chimera, Dragonpup
GhostTouch	
GliderSpike	Harpy, Wyvern, Lunatic
Grasp	Gaeatoad
GremlinTouch	
GriffithScratch	GriffinJr.
GroundHit	Axebeak, RockScout, Ogre, OgreLord
Headbutt	GaeaToad(???)
Heal	RABI
HeatSmash	LiquidMetal, FireCrystal, Dullahan, RedDragon
HeatWave	
Horn	Armorpilla, UnicornJr., TrisaurJr.
HPDrain	BigSlime
Hypnotism	Aperider, Nightshade, Unknown, LivingArmor, Dullahan
IceBarrier	
IceSmash	IceWorm, Snowfolk, LiquidMetal, IceCrystal, Dullahan
Ignis	
Ink	kraken, Manticore, Platoonpus
Kick	Gekko, Frillneck
Kusanagi	DeathLord
Kylin'sSong	KylinJr.
LifeRain	UnicornJr.
LightBall	
Lullaby	Straysheep
MadAttack	Butch
Maelstrom	kraken
MagicHeal	UnicornJr.,
MagneticStorm	Genbu, CrystalTree(???)
MightyCyclone	kraken, IceWorm
MinionStrike	
Needles	Manticore, Cactus
Oscillation	
PainPowder	Battlefly
Petrify	Cockatrice
Pheremone	
Photosynthesis	Treant, Sunflower
PoisonGas	Basilisk
PoisonGrip	Basilisk
PoisonGun	
PoisonMist	
PoisonNeedle	Scorpion, Butch, KillerBee, Wyvern
PowerBeat	RockScout
Psychout	Lunatic, RABI
PsyReflector	LivingMirror
Quake	
QuickSand	TrisaurJr.
Rock	

SacredSong	DeathLord
SadSong	Shreiker
Scissors	Shellworm, Scorpion, Iceworm, Zeroworm
Scream	Shreiker, Mandrake, Harpy, Sonicbat, Ghostrider
Seduction	
SeedVulcan	Wyvern
Silf	
Siren	Dullahan
SleepGas	Mandrake
Solvent	Slime, BigSlime
SphinxRiddle	Sphinx
SpiderNet	KillerBee
Spoil	Butch, BigSlime
Spore	Sporepile, Shreiker
Stampede	Dullahan, Frillneck, Razorback, Straysheep, TrisaurJr. LivingArmor
Stinger	Thundragon, KillerBee
StinkGas	Manticore
StoneGas	CrystalTree, BlackDragon, TrisaurJr.
StoneGaze	Basilisk, Mariche, Unknown, Nightshade, LivingArmor, RockScout, Dullahan
StunGaze	Unknown, NightShade, Mariche, LivingArmor, Dullahan
StunTouch	
SuperSonic	SonicBat, Ghostrider
Sweep	Trapvine, Whipjelly
Tackle	Razorback, Frillneck, TrisaurJr., LivingArmor
Tail	Lunatic, GriffinJr.
TailHit	BlackDragon, RedDragon, Lunatic
Thrust	KillerBee, LivingLance, Dullahan
Thunderbolt	Thundragon, OgreLord
TitasWave	
Tornado	RABI
Trample	Gaeatoad, TrisaurJr., Dullahan
Tremor	TrisaurJr., Axebeak
TripGas	Shreiker
WaterCannon	Platyhooks, Platyking
Windblast	Wyvern
Wing	GriffinJr., Harpy, Wyvern, Lunatic,

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#### 5.4 Skill Checklist

So, you've become this obsessive that you want to absorb every skill in the game, and you need a way of tracking it? Me too. Just copy and paste this list onto notepad, or even Word and print it out for easy use. If you want to get REALLY crazy you could even put footnotes in a tiny font under each skill of where to absorb it from (I'm not even that obsessive). Make sure to use size 10 font and Courier New font type so it will stay nice and tidy.

<input type="checkbox"/> AcidBreath	<input type="checkbox"/> Fang	<input type="checkbox"/> Kylin'sSong	<input type="checkbox"/> Silf
<input type="checkbox"/> ArcticBreath	<input type="checkbox"/> FangCrush	<input type="checkbox"/> LifeRain	<input type="checkbox"/> Siren
<input type="checkbox"/> Assist	<input type="checkbox"/> Feeler	<input type="checkbox"/> LightBall	<input type="checkbox"/> SleepGas
<input type="checkbox"/> BattleSong	<input type="checkbox"/> Feint	<input type="checkbox"/> Lullaby	<input type="checkbox"/> Solvent
<input type="checkbox"/> Beak	<input type="checkbox"/> FireBarrier	<input type="checkbox"/> MadAttack	<input type="checkbox"/> SphinxRiddle
<input type="checkbox"/> Beat	<input type="checkbox"/> FireBreath	<input type="checkbox"/> Maelstrom	<input type="checkbox"/> SpiderNet
<input type="checkbox"/> Beetlejuice	<input type="checkbox"/> FireKiss	<input type="checkbox"/> MagicHeal	<input type="checkbox"/> Spoil
<input type="checkbox"/> Blade	<input type="checkbox"/> FlameBlast	<input type="checkbox"/> MagneticStorm	<input type="checkbox"/> Spore
<input type="checkbox"/> BladeNet	<input type="checkbox"/> Flash	<input type="checkbox"/> MightyCyclone	<input type="checkbox"/> Stampede
<input type="checkbox"/> Bloodsucker	<input type="checkbox"/> GaleAttack	<input type="checkbox"/> MinionStrike	<input type="checkbox"/> Stinger

___ BoltBarrier	___ GasFlame	___ Needles	___ StinkGas
___ BoltBlast	___ GhostTouch	___ Oscillation	___ StoneGas
___ BoltBreath	___ GliderSpike	___ PainPowder	___ StoneGaze
___ BoomerangHook	___ Grasp	___ Petrify	___ StunGaze
___ Braincrush	___ GremlinTouch	___ Pheromone	___ StunTouch
___ CentipedeCrush	___ GriffithScratch	___ Photosynthesis	___ Supersonic
___ CharmGaze	___ GroundHit	___ PoisonGas	___ Sweep
___ Chop	___ HeadButt	___ PoisonGrip	___ Tackle
___ Claw	___ Heal	___ PoisonGun	___ Tail
___ Coils	___ HeatSmash	___ PoisonMist	___ TailHit
___ CounterFear	___ HeatWave	___ PoisonNeedle	___ Thrust
___ Da-Dum	___ Horn	___ PowerBeat	___ Thunderbolt
___ DaggerJaw	___ HP Drain	___ PsyReflector	___ TitasWave
___ Dash	___ Hypnotism	___ Psychout	___ Tornado
___ DeadlyMoss	___ IceBarrier	___ Quake	___ Trample
___ DeathGaze	___ IceSmash	___ Quicksand	___ Tremor
___ DeathTouch	___ Ignis	___ Rock	___ TripGas
___ Deathsynthesis	___ IllStorm	___ SacredSong	___ WaterCannon
___ DoubleAxe	___ Kick	___ SadSong	___ Windblast
___ Ectoplasnet	___ Kusanagi	___ Scissors	___ Wing
___ ElfShot			

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### 5.5 Pre-Absorbed Skills

Ok, so this one wasn't my own doing. I am translating it from that Japanese website again: <http://www.uri.sakura.ne.jp/~saga/sf1/transform/kyusyu.html> You may have noticed that the first skill you absorbed turned your monster into a familiar form, but the BaseHP doesn't seem to add up. Your PrimeHP by your records should be 12, but there is something wrong with the calculation. This is because your monster there has some pre-absorbed skills. You won't get 4 HP added to your PrimeHP if you absorb it again, so it's good to know what these skills are so you're not wasting time hunting down skills you already have factored into your PrimeHP.

When there are different HP listed, add all the skills from the previous number too. If Riki has 88 HP, then he has Tail, TailHit, Heal, Photosynthesis, Deathsynthesis, BoomerangHook, and CentipedeCrush previously absorbed. It's for this reason you may want to wait a bit to recruit Riki or Cotton because next time around they may have more skills absorbed, saving you some work.

Many thanks go to those hard working Japanese SaGa fans out there!

Riki:

- 72 HP - Tail, TailHit, Heal
- 88 HP - Photosynthesis, Deathsynthesis, BoomerangHook, CentipedeCrush
- 104 HP - PoisonGun, LifeRain, Ignis, Kusanagi OR Kylin'sSong (Don't know which)
- 120 HP - SadSong, MagneticStorm, Silf, BattleSong

RedTurnip:

- All 28 Skills
- Fang, Bloodsucker, BrainCrush, SleepGas, Scream, SeedVulcan, Ink, ElfShot
- BoomerangHook, CentipedeCrush, PoisonGun, Maelstrom, Supersonic, Lullaby, Siren
- Da-Dum, LightBall, Tremor, Quake, Quicksand, Rock, MagneticStorm, BattleSong,
- SadSong, Silf, LifeRain, Ignis, Kusanagi OR Feint OR MinionStrike OR Headbutt
- OR Kylin'sSong

Kylin:

- All 36 Skills





## 6.1 Pro-Tips

As you play around with monsters more and more you'll get acquainted with the little odds and ends that give tremendous help on your journey. The list part of this is in no particular order.

- \* Plan ahead. Figure out what form you want to have for the final boss and keep an eye out for monsters that potentially have your coveted skill.
- \* Be Flexible. Sometimes it's going to take way more effort than you feel like contributing to get the skill or form you want. Either hang in there, or consider a different path. Also, if a really good skill comes your way, think about using it in your line-up. There have been a couple of times that I trashed a skill and wound up regretting it.
- \* Don't be anxious to fill those slots. When you first recruit a monster, don't sit there and think "cool, I've got 5 empty slots to fill." Be choosy with what you add, because the fewer skills you have in your line-up, the more stable of a form you'll have. You might even want to swap out your starting skills before adding in more.
- \* Have a ready alternate form. Slap on an extra skill that will easily get you back on track when you lose your main form. For instance, when I have a skill set for a Thundragon, I like to add BoltBarrier in the mix so that when I do morph out of Thundragon, I'll morph into a Gelatin. The Gelatin form then sets me back up for the Thundragon form. Thunder's starting skill set is another example of this, going in between Ogre and TrisaurJr. There is more detail on this topic later on. (Thanks to BoYuen for this tip, and the inspiration to take it further.)
- \* Know how to equip. Tossing on a bunch of EMES Tags might help out a bit in the Slashing defense area, but there are better uses for those 4 accessory slots. Use them for stat boosts, and elemental and status protection, such as HarmoniumEarring for sonic, and SeaStone for Water. This will be much more beneficial, as enemies more often than not use these types of attacks anyway. (Thanks to AyaBraya for this tip). The next tip goes along with this one...
- \* Know your weaknesses and strengths. There's no use to have a HarmoniumEarring equipped on your Dullahan when they're immune to sonic damage by default. The same goes for the Mariche and Gaze attacks, and the Shreiker and water attacks. More on this later on.
- \* Equip for the task. If you know you won't be going up against any water using monsters, then switch your PearlHeart out for something better. Don't forget that your accessories aren't static, and you can accessorize for the task.
- \* Don't hang on to low cost skills. Unless they are required for your form, that is. Monsters regenerate WP with every absorb. I think I can recall one time in my entire monster playing career that I actually had a monster with 0 WP. Monsters also have a very high WP total when compared to Humans and Mystics of the same general power level, so this isn't even a real danger. The low cost skills can also fudge up your desired form too, so toss out those low cost skills, unless required for your form. . . Right. (Thanks to AyaBraya's FAQ for this one.)
- \* MagicHeal is a pre-emptive skill. That's right, if you select this one, it's coming right out there with the Shield spell and QuickDraw gun attacks. This can be a very reliable way to save the day for yourself, or a comrade. It even works on Mecs - albeit not as well as on the other races.

- \* You don't always have to absorb the monster. Some people are stuck in the rut of loosing forms and having a hard time trying to get it back. Their problem? They absorb every single monster that comes thier way. While this can help build your Prime HP, once you have all 4 skills from a monster, you don't need to mess with absorbing it again. Take this for example. You finally got that Zeroworm form you've been working on for hours, and then a Manticore enemy comes your way. You have already absorbed the skills Needles, Scream, Beetlejuice, and StinkGas, so absorbing this Manticore won't do anything but upset your form. Pass it by this time and wait for something else.
- \* Get familiar with your "Form Neutral" Skills. These skills are ones that do not have anything to do with your form, but can either not upset your form, or return you back to your form. Take for instance the BlackDragon form - Needles won't upset that form, and if its not in BlackDragon form, absorbing Needles will most likely return it to BlackDragon form. All you would need to do is to pick a fight with a plant-type scientist in the Bio Lab. The same goes for the Dullahan and the Blade skill. Just flick a Zyphon's ear in the Bio Lab and you should get your form back. This also works for a WP/JP refill if you're already in your form. Take note of what skills turn you back into your form and find an easy spot to get them.
- \* Diversify your enemies. Unless you are happy with your PrimeHP, never EVER get stuck in the rut of fighting mainly one or two types of enemies, like just Aquatics in Yorkland. You could be completely bypassing some enemies in the tier you're in, and consequently be cheating yourself out of many hard to get skills.

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## 6.2 Finding Rare Monsters

Some monsters can be really difficult to find, borderline impossible, or in all reality, Unique. Hopefully I can shed some light in the dark corners where they hide.

Unicorn: There is a Unicorn breeding gound underneath Koorong! About mid game in the room right above where the caves are, are fairies that change into a different monster type as you pass them. Let the first one change into an animal-type and then you go kill that Unicorn! The next fairy will do the same. The great thing is that this room tops out at Unicorns, so they're always available. KittyKickers can also be found here with the Unicorns.

Wyvern: Every bird-type monster near Dr. Nusaken's lab is a Wyvern, which can be invaluable late game when you need that Fang skill to get your BlackDragon form.

Basilisk: They can be found about 1 in 10 battles with the CrystalTrees in the BioLab in Shrike. There's a point when they are the only monster that shows up in the Yorkland Swamp, but you have to catch them at the right time.

Sphinx: I don't have much of a problem finding them in Wakatu, but they are also found in the Koorong Caves.

Suzaku: Bottom floor of the Bio Research Lab in Shrike. It's the left side scientist in the closest building to the staircase.

BlackDragon: Aside from the cave in Mosperiberg, the best place I've found them is hanging out with the Chimera's in the Bio Lab. The scientist to the far right in the first room is a Chimera.



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