SaGa Frontier Monster FAQ

by Cyneth

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The Complete Monster Guide
Version 1.2
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| To help you find what you're

| section with a number. Hit

| Ctrl+F and then enter the

| get where you wanna be.

| looking for, I've indexed each |

| number and press Find Next to |

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- V1.0 -Sent in to GameFaq's. It's mostly complete, but there are some unfinished lists. There most likely will be an update within the next couple of months.
- V1.1 -Merged the info from one of the lists to the Meat & Taters section for easier reference
 - -Finished Skills Used in Forms List (sorry it wasn't complete before)
 - -Added Pre-Absorbed Skills List
 - -Added Skill Checklist
 - -Added Tidi, Green Lummox, and more notes in the Meat & Taters section

- -Added some miscellaneous things to section 6 and made it a better read
- -Added more to the Absorbable Skills lists
- -Revised section 7
- V1.2 This is a really small update.
 - -Added more entries in the Absorbable Skills Lists
 - -Added another section in 6 Finding Rare Monsters
 - -Added Suzaku's and Thunder's beginning forms in Meat & Taters section
 - -Fixed a few errors

***Next Update: 5.6 Skill Explanations

More on the Absorbable Skills lists

Game Shark codes

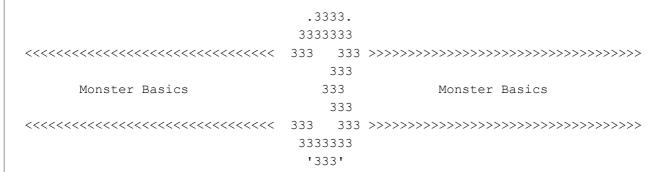
Once upon a time a young SaGa player had no knowledge of how to effectively use a monster. He wasted many hours of his life that could have been used for other pursuits, such as learning the process of fine cheese making, or practicing the long forgotten art of thumb-jitsu. Finally he came along some helpful websites and learned enough to make some sense of the ever elusive secrets of the Monster race in Saga Frontier. But this information was incomple, and widely inaccurate. Inspiration smacked him upside the head like a baseball bat wielded by an unnamed sports star souped up on steroids. "I know" said he to himself, "I shall make the FAQ to end all FAQ's about Monsters!" He set of on the long, tiresome, sometimes tedious, always enlighting course of action, and even started leaning a tongue that was previously foreign to him to aid him on his quest. What is gracing your computer screen is the tome of knowledge that has been gathered on the subject, and we all have this young sage to thank for his efforts.

OK, so that was a Super-Nerd way to open this FAQ, but what the hey, we're RPGers! This FAQ is made with the intention of taking all the thinking out of Monster development, and helping you create the monster you've always suspected was out there, without forcing you to spend hours upon hours of testing just to come to the realization that you were given the wrong tips. This FAQ is the one stop place for all your questions.

Take this as your one and only warning: You will come out of this FAQ knowing everything about Monsters. EVERYTHING. If you have a lot of fun finding out this kind of stuff on your own, hit that little X in the top right of this window and never look back.

Another note, most of this stuff is not my own work. Some of it is from a Japanese website: www.uri.sakura.ne.jp/~saga/sf1/index.html. Some of it is from the helpful people on the community boards at GameFaqs.com and Neoseeker.com. Some of it is from the Brady Guide (I checked everything and fixed any errors that were printed in their guide). Some of it is from the FAQ's that are on the aforementioned websites. And finally, some of it I have actually discovered on my own (although I don't claim to be the first or only person to have this

knowledge). Everything in this FAQ has been tested and confirmed by Yours Truly , unless otherwise noted.



The Monster race is something truly unique to SaGa Frontier, and by that very nature is foreign. Just getting started with the Monster race in SaGa Frontier can be a hopeless endeavour without a little bit of guidance. Everything seems so random. One minute you are a semi weak form, then you're ultra powerful, then you are weaker than your first form. You try to come up with all sorts of crazy and complicated theories (maybe if I can just absorb them alphabetically when the planets are aligned), and none of them seem to explain it. I know, I was there too. Now you can leave the theory developing to Astronomers and Physicists. Here's how they work. . .

-Monster Form-

Your monster's form is based on two things: 1) What skills you have absorbed, and 2) Your current HP right before the absorb. The higher your current HP, the more likely you are to become a more powerful form, as long as you have the skills needed, that is. That's all there is to it. Your first objective is to go around collecting the skills you need to become a powerful monster. Find the Required Skills in section 3, and the list of where to absorb the skills in section 4. Some of these requirements defy logic, so you'll just have to accept them and move on.

-Monster HP-

Your current HP is actually made up of 2 values: 1) your Prime HP and 2) your form's Base HP. Your prime HP is like your monsters "Essense" somewhat, in that it can be raised, and is always carried over. It's the only true "Level Up" that a monster has. Prime HP is raised by 4 each time you absorb a skill that you have never absorbed before. If you're playing as Riki for instance, he starts out with 3 skills, so his Prime HP is 12. His Lummox form has a Base HP value of 60, so when you add these two together, you get Riki's actual starting HP, which is 72. If your first fight is with a Ghost and you absorb Deathsynthesis, you turn into a Skeleton. You just absorbed a skill you never had before, so now your Prime HP is 16. Add this to the Skeleton's Base HP and you will end up with your Current HP, which is 71. So your second mission, should you choose to accept it, is to go around collecting as many skills possible to raise your Prime HP.

-Skills & Morphing-

The bottom slot of the Monster's skill list is used to absorb new skills, and anything in that slot will be lost when a new skill is absorbed. Now take the above example with the Skeleton. You could move the Deathsynthesis skill out of the bottom slot and up into one of your other 7 slots. This will make it so that you don't lose that skill when you absorb another skill. Monsters have no way of sealing their skills like Humans, Mystics, and Mecs, so If you want them to keep a skill, move it up out of that last slot. If you wanna ditch a skill, move it into the bottom slot and it will be traded for another skill the next time you absorb one.

Each time you absorb a skill two things happen. First, all of your WP and JP are replenished. This is a very cool aspect of the monster race. And second, your monster's skills are cross-referenced to see if a new form is aquired, and if so, you morph. If not, you just chill. Placing the skills for the form you desire at the top seems to net better results.

You're also going to want to have a variety of skills in your line-up so you're not stuck doing the same-ol same-ol. In addition to the skills needed to keep your desired form, you want a powerful single attack skill, a powerful multi-attack skill, a healing skill, and maybe a defensive barrier or other helpful miscellaneous skill. Tips on selecting your line-up can be found in section 6.

-Equipment-

In addition, you have 4 equipment slots that can only be used to equip accessories. Your monster's defense is like that of a third world country during a foggy night when it starts out, but you learn to deal with it. In addition to these 4 slots for equipping your favorite jewels, there are also 4 hidden slots that actually hold hidden equipment unique to each monster's form. This info can be found in section 5.

As you can see, the monster race is vastly different from the other races in SaGa Frontier, and even other RPG's. It's truly a unique and gratifying race to play. Now that you got the basics down, lets boogie!

44 44 444 44 <<<<<<<<<<<444 44 444 Meat & Taters 4444444444 Meat & Taters 4444444444 <<<<<<<<<< 44 44

This is the part that you will probably find yourself referencing time after time. I tried to make everything easily legible and easily indexed, although there are limitaions when using this limited type of medium. The entries are organized in the same manner as that of both the Brady Guide and the Japanese website http://www.uri.sakura.ne.jp/~saga/sfl/transform/index.html. This section is a combination of a translation of the Japanese website (available here for those who are illiterate as far as Japanese goes), and my own research on Base HP and all of the other stats. I've personally tested everything here (unless otherwise stated) and it all works.

You will find that some entries have more than one "body." The only difference with these are the required skills or HP conditions. All the actual stats are the same.

BHP is the Base Hit Points for that form, and are just like any other stat. We all know that each time a skill is absorbed, your monster's prime HP is raised by 4. So you would simply add your monster's Prime HP with the Base HP of the form to get the final HP.

A Monsters Defense is attained from actual hidden equipped armour. Each monster has equipped a maximum of 4 items, and I have included a list of each monsters hidden armour here. This information has been translated from http://www.uri.sakura.ne.jp/~saga/sfl/transform/index.html. I fixed a few errors that I found, but everything else seems legit.

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 guarunteed 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 seperated 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.

1 1 Animal Forms

Rocky:

| Str: 8 WP: | 22 E | Body A | В | ody B | |
|---------------|-----------|-------------|----------------|------------------------|---------|
| Qui: 6 | | Hp Cond. | x-250 | HP Cond. x-??? | |
| Int: 4 JP: | 12 | Skills Ne | eded: | Skills Needed: | |
| Wil: 8 | | Da-Dum | | Da-Dum | |
| Psy: 3 LP: | 6 | | | | |
| Vit: 10 | N | Notes: Bet | ween 250 and | 330 HP, Rocky turns in | nto the |
| Cha: 11 BHF | : 70 | MaskCat. | Neither form | is any good. | |
| Def: 9 | | | | | |
| | | | | | |
| Defense Summa | ry: Def | [Sla] | Blu Pie He | ea Col Thu Lig | |
| BeastLeather | 6 | 6 | 12 12 3 | 2 12 2 2 | |
| SilkShirt | 3 | 3 | 3 3 3 | 3 11 3 3 | |
| Total: | 9 | 9 | 15 15 | 5 23 5 5 | |
| | | | | | |

Razorback:

| | | | _ | | | | | | | | | | | | | | | | | | | |
|--------------------------|-------|----------|-----------|----------------|--------|----------------|--------------|------|--------------|------|-------------|------|----------------|------|-------|---------------------|----------|----------------------|-----|-----|-----|-----|
| Str: 25 | WP: | 70 | Bo | zbc | γA | | | | | | | | Во | od | у В | | | | | | | |
| Qui: 22 | | | I | Яp | Cond | d. | x-25 | 55 | | | | | F | ΙP | Cond | d. | x-2 | 55 | | | | |
| Int: 14 | JP: | 28 | 5 | Ski | ills | Ne | eeded | :£ | | | | | S | Sk: | ills | Ne | eede | d: | | | | |
| Wil: 24 | | | | Ε | Eang, | /Fa | angCı | ru | sh/Da | ago | gerJa | эw | | ŗ | Tack | le, | /Dasl | h/S | ta | mpe | de | |
| Psy: 11 | LP: | 6 | | | | | | | | | | | | | | | | | | | | |
| Vit: 33 | | | No | ote | es: 5 | ľh: | is is | 3 8 | a lar | ne | and | C | ommor | 1 | form | tł | hat p | pop | s | up | all | toc |
| Cha: 31 | BHP: | 190 | | of | ften | .] | Fun I | -Ta | ct: I | n | the | Já | apane | ese | e vei | rs: | ion : | it' | s | cal | led | |
| Def: 14 | | | | Ва | arghe | est | t, wł | ni | ch is | 3 6 | a wo | lf, | /gobl | Liı | n li] | ke | crea | atu | ıre | | | |
| | | | | | | | | | | | | | | | | | | | | | | |
| | | | _ | | | | | | | | | | | | | | | _ | | | | |
| Defense Su | mmary | 7: | _l Def | | Sla | | Blu | | Pie | | Неа | | Col | | Thu | | Lig | - | | | | |
| Defense Sur BeastLeat | _ | 7: | | | | | | | | | | | Col 12 | | | | Lig 2 | - | | | | |
| | her | 7: | | İ | 6 | | 12 | | 12 | ĺ | 2 | Ì | | İ | 2 | | _ | - | | | | |
| BeastLeat | her | 7: | 6 3 | İ | 6 3 | Ì | 12 3 | İ | 12 3 | | 2 | Ì | 12 11 | İ | 2 | | 2 | - | | | | |
| BeastLeat SilkShirt | her | 7: | 6 3 | | 6 3 | | 12 3 5 | | 12 3 5 | | 2 3 2 | | 12 11 10 | | 2 | | 2 3 | - | | | | |

Aperider:

```
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 |
SilkShirt
            | 3 | 3 | 3 | 3 | 3 | 11 | 3 | 3 |
            | 5 | 5 | 5 | 5 | 2 | 10 | 3 | 3 |
             | 14 | 14 | 20 | 20 | 7 | 33 | 7 | 7 |
Total:
______
Hellhound:
Str: 46 WP: 78 | Body A
       | Hp Cond. x-405
Qui: 40
Int: 22 JP: 46 | Skills Needed:
Wil: 37
             1
                 FlameBreath/FlameBlast
Psy: 24 LP: 6 |
        | Notes: It almost seems that this form is too fragile.
Vit: 26
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 |
               1 | 1 |
                        1 | 1 | 100 |
                                      1 |
                                           1 |
             Total:
            | 17 | 17 | 17 | 17 | 148 | 17 | 17 | 17 |
______
Manticore:
Str: 64 WP: 104 | Body A
                                      Body B
       | Hp Cond. ???
Qui: 41
                                       HP Cond. x-430
Int: 31 JP: 54 | Skills Needed:
                                       Skills Needed:
Wil: 48
             Needles
                                         Ink/StinkGas
Psy: 20 LP:
            6 |
             | Notes: This is my most hated monster form.
Vit: 48
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 | 15 | 5 | 5 | 5 |
            | 34 | 34 | 44 | 49 | 39 | 39 | 39 | 29 |
_____
Unicornar .
Str: 46 WP: 142 | Body A
                                      Body B
                                       HP Cond. x-???
           | Hp Cond. x-???
Qui: 61
Int: 70 JP: 86 | Skills Needed:
                                       Skills Needed:
             Horn/CharmGaze
                                        LifeRain
Wil: 45
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 |
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BeastLeather | 6 | 6 | 12 | 12 | 2 | 12 | 2 | 2 |
               3 | 3 | 3 | 3 | 13 | 13 | 13 | 13 |
KrisKnife
             | 33 | 33 | 49 | 49 | 49 | 59 | 49 | 39 |
______
But.ch:
Str: 51 WP: 124 | Body A
                                       Body B
Qui: 63
            | Hp Cond. x-???
                                        HP Cond. x-???
Int: 44 JP: 76 | Skills Needed:
                                        Skills Needed:
            | PoisonNeedle
Wil: 62
                                         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 |
             30 | 30 | 46 | 46 | 36 | 46 | 36 | 26 |
-----
Chimera:
Str: 75 WP: 162 | Body A
            | Hp Cond. x-???
Qui: 64
Int: 48 JP: 84 | Skills Needed:
             GasFlame
Wil: 67
Psy: 46 LP: 6 |
             | Notes: This is a very solid form, among the top in the
Vit: 73
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 | 48 | 16 | 16 |
Total:
            | 40 | 40 | 50 | 50 | 82 | 50 | 50 | 40 |
KylinJr.:
Str: 52 WP: 164 | Body A
Oui: 71
        | Hp Cond. None
       JP: 108 | Skills Needed:
Int: 90
Wil: 48
                 Kylin'sSong
              Psy: 70 LP:
            5 I
              | Notes: Not the absolute best form, but far from the worst.
Vit: 41
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 |
             | 49 | 49 | 69 | 69 | 69 | 69 |
______
Straysheep:
Str: 46 WP: 128 | Body A
Qui: 38
            | Hp Cond. 255-325
Int: 16  JP: 32 | Skills Needed:
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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.
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 | 1
Total:
       | 7 | 7 | 13 | 13 | 2 | 13 | 3 | 3 |
Str: 8 WP: 22 | Body A
            | Hp Cond. 250-330
Qui: 6
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
             | amazing how far the Def jumps with just a little mask.
Def: 29
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 |
            | 29 | 29 | 41 | 41 | 39 | 36 | 36 | 26 |
Total:
Lummox (Pink):
Str: 4 WP: 10 | Body A
        | Hp Cond. None
Qui: 4
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.
              Defense Summary: | Def | Sla | Blu | Pie | Hea | Col | Thu | Lig |
BeastLeather | 6 | 6 | 12 | 12 | 2 | 12 | 2 | 2 |
            | 3 | 3 | 3 | 3 | 3 | 11 | 3 | 3 |
SilkShirt
            | 9 | 9 | 15 | 15 | 5 | 23 | 5 | 5 |
_____
Lummox (Green):
Str: 8 WP: 16 | Body A
Qui: 8
            | Hp Cond.
Int: 8 JP: 12 | Skills Needed:
             | Can't Morph
Wil: 8
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.
Defense Summary: | Def | Sla | Blu | Pie | Hea | Col | Thu | Lig |
BeastLeather | 6 | 6 | 12 | 12 | 2 | 12 | 2 | 2
            | 6 | 6 | 12 | 12 | 2 | 12 | 2 | 2
Total:
```

```
Tidi:
Str: 16 WP: 46 | Body A
Qui: 31
            | Hp Cond.
Int: 12   JP: 20 | Skills Needed:
             | Can't Morph
Wil: 22
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 |
            | 24 | 24 | 34 | 34 | 34 | 34 | 34 | 24 |
______
4.2 Plant Forms
Cactus:
Str: 4 WP: 14 | Body A
            | Hp Cond. x-260
Qui: 2
           18 | Skills Needed:
Int: 7 JP:
            | Needles
Wil: 13
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 |
            | 8 | 8 | 8 | 12 | 8 | 8 | 8 | 8 |
            ______
Sporepile:
Str: 12 WP: 38 | Body A
Qui: 6
            | Hp Cond. x-250
Int: 14  JP: 32 | Skills Needed:
Wil: 19
            Spore
            6 |
Psy: 21 LP:
Vit: 18
             | Notes: It's a bouncing, 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 |
             | 7 | 7 | 12 | 7 | 7 | 7 | 7 | 7
Budowear
            | 13 | 13 | 24 | 19 | 9 | 19 | 9
_____
Mandrake:
Str: 17 WP: 32 | Body A
                               Notes: It seems that they lost all
                                sense of logic and made this form
             | Hp Cond. None
Qui: 15
Int: 25 JP: 10 | Skills Needed:
                                 more trouble than it is worth to
                                 get. If you recruit this character
Wil: 32
                 ElfShot
              in Asellus's quest and want to keep
Psy: 29 LP: 10 | SleepGas
                 Scream
Vit: 23
                                 the form, make sure you bring the
Cha: 25 BHP: 110 | Ink
                                 required skills to the top. At
Def: 20
            Bloodsucker
                                 least it has 10 LP.
```

```
Defense Summary: | Def | Sla | Blu | Pie | Hea | Col | Thu | Lig |
BeastLeather | 6 | 6 | 12 | 12 | 2 | 12 | 2 | 2
           | 10 | 10 | 10 | 15 |
                              5 |
                                  5 | 5 | 5
           | 4 | 4 | 4 | 4 | 4 |
                                  2 | 2 | 2
LeatherGlove
           | 20 | 20 | 26 | 31 | 11 | 19 | 9 | 9
______
Trapvine:
Str: 26 WP: 64 | Body A
            | Hp Cond. ???
Qui: 16
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
           | 3 | 3 | 3 | 3 | 3 | 11 | 3 |
Silk Shirt
           | 15 | 15 | 19 | 25 | 15 | 23 | 15 | 15 |
Total:
______
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 |
| 3 | 3 | 3 | 3 | 3 | 11 | 3 | 3 |
Silk Shirt
           | 15 | 15 | 19 | 25 | 15 | 23 | 15 | 15 |
______
Treant:
Str: 41 WP: 108 | Body A
       | Hp Cond. x-420
Oui: 23
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 | 24 | 24 | 24 | 24 |
BulletproofVest | 18 | 18 | 22 | 60 | 18 | 18 | 18 | 18 |
           | 27 | 27 | 31 | 69 | 42 | 42 | 42 | 42 |
______
Sunflower:
Str: 44 WP: 114 | Body A
Qui: 25
           | Hp Cond. 240-???
```

Int: 47 JP: 88 | Skills Needed:

```
Wil: 62
              - 1
                  Photosynthesis
Psy: 59 LP:
            6 |
Vit: 54
              | Notes: This is the highest tier monster form that requires
Cha: 54 BHP: 310 | Photosynthesis, and it is a decent form, although we
Def: 26
             | aren't the type to settle for decent now, are we?
Defense Summary: | Def | Sla | Blu | Pie | Hea | Col | Thu | Lig |
         | 1 | 1 | 1 | 1 | 100 | 1 | 1 | 1 |
BulletproofVest | 18 | 18 | 22 | 60 | 18 | 18 | 18 | 18 |
Budowear | 7 | 7 | 12 | 7 | 7 | 7 | 7 | 7 |
            | 26 | 26 | 35 | 68 | 125 | 26 | 26 | 26 |
______
Shreiker:
Str: 53 WP: 142 | Body A
                                       Body B
                                        HP Cond. ???
Qui: 42
            | Hp Cond. ???
Int: 52  JP: 102 | Skills Needed:
                                        Skills Needed:
            Scream
Wil: 75
                                          Spore
Psy: 68 LP: 6 |
                                          Supersonic/SadSong
Vit: 56
Cha: 68 BHP: 350 | Notes: Not a bad form for a quick game. I find myself
Def: 42
              | actively trying to get this form early on.
Defense Summary: | Def | Sla | Blu | Pie | Hea | Col | Thu | Lig |
CelestialLeather| 24 | 24 | 34 | 34 | 34 | 34 | 34 | 24 |
BulletproofVest | 18 | 18 | 22 | 60 | 18 | 18 | 18 | 18 |
            | 42 | 42 | 56 | 94 | 52 | 52 | 52 | 42 |
______
CrystalTree:
Str: 64 WP: 162 | Body A
           | Hp Cond. ???
Qui: 38
Int: 55 JP: 116 | Skills Needed:
Wil: 88
                  Blade/GaleSlash
             1
Psy: 79 LP: 6 | StoneGas
Vit: 80
              | Notes: I was suprised how good this form actually is. 80
Cha: 72 BHP: 400 | Vit is nothing to shake a stick at. If MagneticStorm is
Def: 25
               your main multi-attack form, consider this form, as it
               deals the most damage with that skill out of all the
               monster forms available. A real asset in T260's chapter.
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 |
       | 25 | 25 | 25 | 25 | 21 | 21 | 25 | 140 |
______
4.3 Aquatic Forms
______
Gekko:
Str: 6 WP: 20 | Body A
             | Hp Cond. 250
Qui: 8
            6 | Skills Needed:
Int: 3 JP:
Wil: 1
             | Kick
Psy: 1 LP:
            6 |
              | Notes: Yup, thats no typo. Two of its skills have a score
Cha: 7 BHP: 85 | of 1. It's just asking to be sqaushed under foot.
Def: 8
Defense Summary: | Def | Sla | Blu | Pie | Hea | Col | Thu | Lig |
```

```
SlimeSkin | 8 | 8 | 32 | 16 | 8 | 8 | 8 | 8 |
           | 8 | 8 | 32 | 16 | 8 | 8 | 8 | 8 |
______
Platoonpus:
                                     Body B
Str: 28 WP: 76 | Body A
       | Hp Cond. ???
Qui: 25
                                     HP Cond. ???
Int: 20 JP: 30 | Skills Needed:
                                      Skills Needed:
            Ink
Wil: 22
                                        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 |
            | 5 | 5 | 5 | 5 | 10 | 5 | 5 | 10 |
YolkHat
           | 5 | 5 | 5 | 5 | 10 | 5 | 5 | 10 |
Frillneck:
Str: 35 WP: 84 | Body A
                                     Body B
Qui: 33 | Hp Cond. 250-355
Int: 29    JP: 38 | Skills Needed:
                                      HP Cond. 255-355
                                      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 Jurrasic Park.
              Defense Summary: | Def | Sla | Blu | Pie | Hea | Col | Thu | Lig |
Protector | 10 | 10 | 15 | 5 | 5 | 5 |
            HardLeather
            | 22 | 22 | 26 | 37 | 17 | 17 | 17 | 17 |
Gaeatoad:
                                    Body B
Str: 44 WP: 78 | Body A
Qui: 12 | Hp Cond. 370
                                      HP Cond. 350
Int: 40 JP: 48 | Skills Needed:
                                      Skills Needed:
             | Trample
Wil: 38
                                        Grasp
Psy: 8 LP: 6 |
Vit: 68
Cha: 16 BHP: 355 | Notes: It wasn't long ago that I realized it has 6 legs.
       | 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 |
BlueElf | 20 | 20 | 20 | 25 | 25 | 25 | 25 |
            | 38 | 38 | 20 | 62 | 46 | 43 | 23 | 43 |
______
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 don't change his skill lineup until
Wil: 39
            | Trample
                                don't change his skill lineup until
                                you have a definite plan, because
Psy: 21 LP:
            7 |
```

this can carry you through at least

Vit: 55

| Body B

```
Cha: 40 BHP: 410 | Hp Cond. 250
                                past mid-game.
Def: 30 | Skills Needed:
          | BoltBlast/BoltBreath
Body C
                 Body D
                                        Body E
 HP Cond. 475
                  HP Cond. 475
                                         HP Cond. 990 or 995
                  Skills Needed:
                                         Skills Needed:
 Skills Needed:
  Tremor/Quicksand
                   Horn/FangCrush/DaggerJaw
                                           Horn/FangCrush
                    Dash/Tackle/Stampede
                                           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 |
SH-Armlet/Anklet| 10 | 10 | 10 | 10 | 10 | 10 | -10 | 10 |
Total: | 30 | 30 | 30 | 30 | 30 | -30 | 30 |
______
Str: 64 WP: 144 | Body A
Qui: 38 | Hp Cond. ???
Int: 62 JP: 78 | Skills Needed:
             | ArcticBreath
Wil: 52
Psy: 34 LP: 7 | MagneticStorm
Vit: 66
Cha: 60 BHP: 475 | Notes: A good, solid form, with a shield to boot! You
             | can't go wrong with MagneticStorm either.
Def: 44
Defense Summary: | Def | Sla | Blu | Pie | Hea | Col | Thu | Lig |
           BlueElf
            CelestialLeather| 24 | 24 | 34 | 34 | 34 | 34 | 34 | 24 |
Total: | 44 | 44 | 54 | 59 | 59 | 59 | 49 |
______
Basilisk:
Str: 71 WP: 144 | Body A
                                      Body B
Qui: 51
       | Hp Cond. ???
                                      HP Cond. ???
Int: 56 JP: 76 | Skills Needed:
                                      Skills Needed:
             | StoneGaze
Wil: 49
                                        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 |
        | 48 | 48 | 68 | 68 | 68 | 68 | 68 | 48 |
_____
kraken:
Str: 78 WP: 166 | Body A
                                    Body B
       | Hp Cond. ???
                                      HP Cond. ???
Qui: 54
Int: 62 JP: 74 | Skills Needed:
                                      Skills Needed:
                 Ink
                                        Feeler
             Psy: 26+7 LP: 8 | Maelstrom/MightyCyclone Maelstrom
Vit: 90+7
        BHP: 600 | Body C Notes: The 19 Def is the only wrench in the proverbial cogs of this well
Cha: 56 BHP: 600 | Body C
Def: 19
```

| Skills Needed: C to get away from the Manticore and Whipjelly forms. This monster Maelstrom 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 | | 3 | 3 | 3 | 23 | 23 | 3 | 23 | | 8 | 8 | 32 | 16 | 8 | 8 | SlimeSkin 8 | 8 | | 8 | 8 | 32 | 16 | 8 | 8 | 8 | 8 | SlimeSkin Total: | 19 | 19 | 67 | 35 | 39 | 39 | 19 | 39 | ______ Platyhooks: Str: 51 WP: 112 | Body A Notes: If you CAN get BoomerangHook | Hp Cond. ??? Qui: 64 early on, then give this form a try. his own are really the only ones Wil: 59 Beak 6 | AcidBreath Psy: 28 LP: likely to ever see this form. The BoomerangHook Vit: 58 Platyhooks enemy is just too rare Cha: 26 BHP: 280 | WaterCannon to actively seek out this skill Def: 26 otherwise. Defense Summary: | Def | Sla | Blu | Pie | Hea | Col | Thu | Lig | BlueElf KrisKnife | 3 | 3 | 3 | 3 | 13 | 13 | 13 | | 3 | 3 | 3 | 13 | 13 | 13 | 13 | | 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: Beak Wil: 58 1 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 Def: 26 | other stats are weaker. Obviously not a power society. Defense Summary: | Def | Sla | Blu | Pie | Hea | Col | Thu | Lig | | 3 | 3 | 3 | 3 | 13 | 13 | 13 | KrisKnife | 3 | 3 | 3 | 13 | 13 | 13 | 13 | | 26 | 26 | 26 | 26 | 51 | 51 | 51 | 51 | ______ 4.4 Insect Forms Shellworm: Str: 9 WP: 24 | Body A | Hp Cond. 250 Oui: 12 Int: 1 JP: 12 | Skills Needed: Wil: 12 | Scissors Psv: 3 LP: 6 I Vit: 12 Cha: 8 BHP: 60 | Notes: Another form to pass up. Def: 15

made machine. It's best to use body

```
Defense Summary: | Def | Sla | Blu | Pie | Hea | Col | Thu | Lig |
Protector | 10 | 10 | 15 | 5 | 5 | 5 |
          3 3 3 3 3 3 11 3 3 3 1
SilkShirt
PearlHeart
          7 | -3 | 2 |
          | 15 | 15 | 15 | 20 | 10 | 23 | 5 | 10 |
Total:
______
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 | Liq |
         | 15 | 15 | 10 | 15 | 20 | 20 | 10 | 10 |
CombatSuit
CottonShirt
          | 3 | 3 | 7 | 3 | 3 | 3 | 3 |
          | 18 | 18 | 17 | 18 | 23 | 23 | 13 | 13 |
______
KillerBee:
Str: 18 WP: 66 | Body A
                              Body B
           | Hp Cond. 125
                              HP Cond. ???
Qui: 33
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 |
| 3 | 3 | 7 | 3 | 3 | 3 | 3 |
CottonShirt
          | 15 | 15 | 23 | 25 | 15 | 15 | 15 | 15 |
______
Scorpion:
Str: 32 WP: 76 | Body A
                          HP Cond. ???
                          Body B
Qui: 21 | Hp Cond. 125
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
          ______
Battlefly:
Str: 31 WP: 106 | Body A
      | Hp Cond. 345
Qui: 47
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 |
            | 15 | 15 | 10 | 15 | 20 | 20 | 10 | 10 |
             | 15 | 15 | 44 | 23 | 15 | 15 | 15 | 15 |
TceWorm:
Str: 60 WP: 162 | Body A
           | Hp Cond. 990 or 995
Qui: 69
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
             | boss fights. You may get this form sometimes when you
Def: 50
              have the skills set up to be a Snowfolk.
Defense Summary: | Def | Sla | Blu | Pie | Hea | Col | Thu | Lig |
           | 30 | 30 | 20 | 30 | 20 | 10 | 20 | 20 |
Hyperscale
BlueElf
            | 50 | 50 | 40 | 50 | 45 | 35 | 45 | 45 |
ZeroWorm:
Str: 69 WP: 184 | Body A
          | Hp Cond. ???
Qui: 75
Int: 31   JP: 82 | Skills Needed:
Wil: 78
             | FangCrush
            6 |
                 Scissors
Psy: 46 LP:
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 |
            | 10 | 10 | 10 | 15 | 5 | 5 | 5 |
Protector
            3 | 3 | 3 | 13 | 13 | 13 | 13 |
KrisKnife
            | 43 | 43 | 33 | 48 | 38 | 28 | 38 | 38 |
______
4.5 Bird Forms
_____
Pickhird.
Str: 4 WP: 20 | Body A
             | Hp Cond. 105
Qui: 15
Int: 3 JP: 14 | Skills Needed:
                 Beak
Wil: 9
            5 I
Psy: 9 LP:
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,
             | ditch it and never look at this form again.
Defense Summary: | Def | Sla | Blu | Pie | Hea | Col | Thu | Lig |
BeastLeather
```

```
SilkShirt | 3 | 3 | 3 | 3 | 11 | 3 | 3 |
            | 9 | 9 | 15 | 15 | 5 | 23 | 5 | 5 |
______
Rabbat:
Str: 11 WP: 38 | Body A
      | Hp Cond. 250
Qui: 23
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 |
SilkShirt
            | 3 | 3 | 3 | 3 | 11 | 3 | 3 |
            | 3 | 3 | 3 | 3 | 3 | 11 | 3 | 3 |
             | 12 | 12 | 18 | 18 | 8 | 34 | 8 | 8
______
DragonPup:
Str: 21 WP: 64 | Body A
       | Hp Cond. 80-250
Qui: 28
Int: 19  JP: 36 | Skills Needed:
                 FireBreath/FlameBlast/GasFlame
Wil: 20
             Psy: 26 LP: 5 |
       | Notes: At least when your Prime HP get high enough, this
Vit: 17
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
       | Hp Cond. 335
Oui: 32
                                   Hp Cond. 310
Int: 24 JP: 36 | Skills Needed:
                                   Skills Needed:
Wil: 22
                 Wing/Gliderspike
                                     Scream
             Psv: 18 LP:
            5 I
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 |
            | 0 | 0 |
                        0 |
                             0 | 0 |
ShellShield
                                      0 | 0 | 0
            | 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:
                                              Skills Needed:
Wil: 34
            | Beak
                               GroundHit
                                               Tremor
Psy: 29 LP: 5 |
```

```
| 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
               | of morphing. To us - Weak Sauce!
Def: 9
Defense Summary: | Def | Sla | Blu | Pie | Hea | Col | Thu | Lig |
BeastLeather | 6 | 6 | 12 | 12 | 2 | 12 | 2 | 2 |
              | 3 | 3 | 3 | 3 | 3 | 11 | 3 | 3
SilkShirt
             | 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 the Axebeak. 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
                                    Hp Cond. 470 like.
                | Hp Cond. 505
Def: 27
                | 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 | 11 | 3 | 3 |
             | 27 | 27 | 37 | 37 | 37 | 45 | 37 | 27 |
Cockatrice:
Str: 55 WP: 132 | Body A
         | Hp Cond. ???
Qui: 61
Int: 28  JP: 76 | Skills Needed:
Wil: 47
              | Petrify
Psy: 67 LP:
             5 I
Vit: 39
               | Notes: Not a difficult form to get, and it works out to be
Cha: 55 BHP: 365 | a decent form, even though the stats aren't that much
Def: 27
               | better than Wyvern's. Take it anywhere but a boss fight.
Defense Summary: | Def | Sla | Blu | Pie | Hea | Col | Thu | Lig |
CelestialLeather | 24 | 24 | 34 | 34 | 34 | 34 | 34 | 24 |
                                      3 | 11 |
                 3 |
                      3 |
                           3 |
                                3 |
                                                3 |
SilkShirt
            | 27 | 27 | 37 | 37 | 37 | 45 | 37 | 27 |
Total:
Sphinx:
Str: 43 WP: 140 | Body A
        | Hp Cond. None
Oui: 58
Int: 94  JP: 90 | Skills Needed:
Wil: 33
              | SphinxRiddle
Psy: 46 LP:
             5 |
               | Notes: Simple, straightforward, and extremely intellegent.
Vit: 51
Cha: 64 BHP: 415 | There is no HP requirement, if you have SphinxRiddle,
Def: 27
               | you are bound to change into a Sphinx.
Defense Summary: | Def | Sla | Blu | Pie | Hea | Col | Thu | Lig |
CelestialLeather| 24 | 24 | 34 | 34 | 34 | 34 | 34 | 24 |
             | 3 | 3 | 3 | 3 | 3 | 11 | 3 | 3 |
              | 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 |
               | Notes: This is one of the two bird forms worth getting,
Vit: 66
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 |
        | 1 | 1 | 1 | 1 | 100 | 1 |
                                             1 |
FlameLeather | 16 | 16 | 16 | 48 | 16 | 16 | 16 |
             | 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 |
          | 10 | 10 | 10 | 15 | 5 | 5 | 5 |
Protector
FlameLeather
             | 16 | 16 | 16 | 16 | 48 | 16 | 16 | 16 |
             | 50 | 50 | 60 | 65 | 87 | 55 | 55 | 45 |
______
GriffinJr.:
Str: 78 WP: 188 | Body A
                                 Notes: You really have to plan ahead,
                                  work hard, and have luck to get
            | Hp Cond. None
Oui: 90
Int: 37  JP: 100 | Skills Needed:
                                  this form, but it is the best bird
Wil: 66
                                   form out there. I think its also
              Psy: 89 LP: 5 | Wing
                                   THE COOLEST looking form.
Vit: 53
                  GriffithScratch
             1
Cha: 78 BHP: 450 |
Def: 51
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 | 13 | 13 | 13 | 13 |
             | 51 | 51 | 71 | 71 | 81 | 81 | 81 | 61 |
______
SonicBat:
Str: 26 WP: 84 | Body A
             | Hp Cond. 385
Oui: 47
Int: 13  JP: 54 | Skills Needed:
                  SuperSonic/Scream
Wil: 49
              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 |
           | 3 | 3 | 3 | 3 | 3 | 11 | 3 |
SilkShirt
               3 | 3 | 3 | 3 |
                                 3 |
                                      11 |
                                          3 |
SilkShirt
            | 3 | 3 | 3 | 3 | 13 |
                                      13 | 13 | 13 |
             | 33 | 33 | 43 | 43 | 53 |
Total:
                                     69 | 53 | 43 |
4.6 Inorganic Forms
______
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 |
          | 8 | 8 | 32 | 16 | 8 | 8 | 8 | 8 |
SlimeSkin
            | 3 | 3 | 3 | 3 | 13 | 13 | 13 | 13 |
KrisKnife
            | 11 | 11 | 35 | 19 | 21 | 21 | 21 | 21 |
Total:
______
Str: 8 WP: 26 | Body A
       | Hp Cond. 0-x
Qui: 6
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 | 8 | 32 | 16 | 8 | 8 | 8 | 8 |
SlimeSkin
            | 16 | 16 | 64 | 32 | 16 | 16 | 16 | 16 |
Whipjelly:
Str: 16 WP: 48 | Body A
                             Body B
            | Hp Cond. 250
                              Hp Cond. 250
Qui: 20
                              Skills Needed:
Int: 16 JP:
           40 | 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.
Defense Summary: | Def | Sla | Blu | Pie | Hea | Col | Thu | Lig |
SlimeSkin
            YolkHat
               5 |
                   5 |
                        5 | 5 |
                                 2 | 10 |
                                          2 |
             | 13 | 13 | 37 | 21 | 10 |
                                     18 | 10 | 10 |
Total:
```

```
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 |
       | Notes:
Vit: 31
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 |
             | 10 | 10 | 10 | 15 |
                                  5 | 5 |
                                            5 |
          | 10 | 10 | 10 | 15 | 5 | 5 |
                                           5 | 5 |
Protector
AccelerationSys. | 10 | 10 | 10 | 12 | 10 | 10 |
                                            5 |
Total: | 31 | 31 | 46 | 21 | 120? | 16 | 16 |
______
Unknown:
Str: 22 WP: 56 | Body A
       | Hp Cond. 410
Qui: 24
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 |
            | 1 | 1 | 1 | 1 | 1 | 100? | 1 | 1 |
Sleetcoin
ThunderCharm
            | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 100 |
            | 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
        | Hp Cond. 455
Oui: 40
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 |
            | 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
```

```
| 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 |
            | 5 | 5 | 5 | 15 | 5 | 5 | 15 | 25 |
ThunderCharm | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 100 |
            | 6 | 38 | 100? | 38 | 6 | 6 | 6 | 6 |
             | 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
        | 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 |
          | 5 | 5 | 5 | 15 | 5 | 15 | 25 |
WindShell
            | 1 | 1 | 1 | 1 | 1 | 100? | 1 | 1 |
Sleetcoin
            | 6 | 38 | 100? | 38 | 6 | 6 | 6 | 6 |
             | 12 | 44 | 106?| 54 | 12 | 111?| 22 | 32 |
______
BigSlime:
Str: 12 WP: 26 | Body A
                              Body B
            | Hp Cond. 405 Hp Cond. None
Qui: 3
Int: 9 JP: 32 | Skills Needed:
                              Skills Needed:
             | Solvent
                                Solvent
Wil: 23
Psy: 24 LP: 8 |
                                Spoil
Vit: 30
Cha: 4 BHP: 200 | Notes: This is not a form to be sought out, unless
            | suicide is the ends you are trying to acheive. Bad form.
Defense Summary: | Def | Sla | Blu | Pie | Hea | Col | Thu | Lig |
           | 8 | 8 | 32 | 16 | 8 | 8 | 8 | 8 |
SlimeSkin
            | 8 | 8 | 32 | 16 | 8 | 8 |
                                           8 |
AmuletofSpirit | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
             | 17 | 17 | 65 | 33 | 17 | 17 | 17 | 17 |
______
FireCrystal:
Str: 10 WP: 60 | Body A
             | Hp Cond. 300
Qui: 22
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 | 100 | 1 | 1 | 1 |
```

```
| 10 | 10 | 10 | 15 | 5 | 5 |
Protector
                                  5 |
         | 10 | 10 | 10 | 15 | 5 |
Protector
AccelerationSys. | 10 | 10 | 10 | 15 | 10 | 10 | 5 |
       | 31 | 31 | 31 | 46 | 120 | 21 | 16 | 16 |
______
4.7 Living Artifact Forms
______
LivingAxe:
                          Body B
Str: 9 WP: 24 | Body A
Qui: 7
           | Hp Cond. 110
                           Hp Cond. 250
Int: 1 JP: 16 | Skills Needed:
                           Skills Needed:
Wil: 4
            | DoubleAxe
                           Blade
           5 I
Psy: 18 LP:
Vit: 13
            | Notes: It's a Tomahawk looking thing! Yeah!
Cha: 11 BHP: 75 |
Def: 14
Defense Summary: | Def | Sla | Blu | Pie | Hea | Col | Thu | Lig |
JunkHelm
        AccelerationSys. | 10 | 10 | 10 | 15 | 10 | 10 |
                                      5 |
Total: | 11 | 11 | 35 | 21 | 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 |
       | 4 | 4 | 6 | 6 | 4 | 1 | 1 |
AccelerationSys. | 10 | 10 | 15 | 10 | 10 | 5 | 5 |
Protector | 10 | 10 | 15 | 5 | 5 | 5 |
           | 24 | 24 | 26 | 36 | 19 | 16 | 11 | 11 |
_____
LivingArmor:
Str: 27 WP: 70 | Body A
           | Hp Cond. 250
Qui: 22
Int: 29 JP: 52 | Skills Needed:
               Hypnosis/StunGaze/CharmGaze/StoneGaze
Wil: 16
          5 | Dash/Trample/Stampede
Psy: 51 LP:
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 |
EMES Tag
          | 5 | 5 | 5 | 5 | 5 | 5 | 15 |
           | 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
             5 |
Psy: 35 LP:
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 |
          | 10 | 10 | 10 | 15 | 5 | 5 |
Protector
                                           5 |
            | 10 | 10 | 10 | 15 | 5 | 5 | 5 |
Protector
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 | 15 | 10 | 10 | 5 | 5 |
Protector | 10 | 10 | 15 | 5 | 5 | 5 |
Protector
            | 10 | 10 | 10 | 15 | 5 | 5 | 5 |
             | 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:
                 StoneGaze
Wil: 35
             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 | 15 | 10 | 10 | 5 | 5 |
Protector | 10 | 10 | 10 | 15 | 5 |
            | 45 | 45 | 45 | 63 | 50 | 50 | 45 | 45 |
4.8 Undead Forms
______
Skeleton:
Str: 11 WP: 22 | Body A
            | Hp Cond. 100
Qui: 8
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 |
        SkeleMail
           | 16 | 16 | 4 | 32 | 4 | 16 | 16 |
           | 20 | 20 | 10 | 38 | 8 | 17 | 17 |
Total:
Str: 14 WP: 28 | Body A
           | Hp Cond. 250
Qui: 16
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 | Liq |
              8 | 8 | 8 | 26 | 2 | 8 |
                                        8 | 26 |
            SkeleMail
           | 16 | 16 | 4 | 32 | 4 | 16 | 16 | 4 |
           | 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 |
           | 16 | 16 | 4 | 32 | 12 | 4 | 16 | 4 |
______
Ghostrider:
Str: ?? WP: ?? | Body A
             | Hp Cond. 305
Qui: ??
Int: ?? JP: ?? | Skills Needed:
Wil: ??
                Deathsynthesis
            1
           4 | Supersonic/Scream
Psy: ?? LP:
             | Notes: No, not the Motorcycle Hero, just some little
Vit: ??
      BHP: ?? | squirt on a musical flying contraption making horrible
Cha: ??
             | songs. I haven't been able to get this form yet.
Def: ??
Defense Summary: | Def | Sla | Blu | Pie | Hea | Col | Thu | Lig |
SkeleMail
           | 16 | 16 | 4 | 32 | 4 | 16 | 16 | 4 |
                       8 | 26 | 2 |
                                         8 | 26 |
DarkRobe
            8 |
                   8 |
                                    8 |
           | 10 | 10 | 10 | 15 | 5 | 5 | 5 |
Protector
           | 3 |
KrisKnife
                   3 |
                       3 | 3 | 13 | 13 | 13 | 13 |
            | 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
             | forms.
Def: 42
Defense Summary: | Def | Sla | Blu | Pie | Hea | Col | Thu | Lig |
          | 16 | 16 | 4 | 32 | 4 | 16 | 16 | 4 |
SkeleMail
             | 16 | 16 |
                        4 | 32 | 4 | 16 | 16 |
            | 10 | 10 | 10 | 15 | 5 | 5 |
Protector
            | 42 | 42 | 18 | 79 | 13 | 37 | 37 | 13 |
______
Ankheq:
Str: 57 WP: 94 | Body A
Qui: 51
             | Hp Cond. x-445
Int: 19  JP: 52 | Skills Needed:
Wil: 46
                 Fang/FangCrush/Bloodsucker
             4 | Deathsynthesis
Psy: 29 LP:
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 |
            | 16 | 16 | 4 | 32 | 4 | 16 | 16 | 4 |
SkeleMail
            | 10 | 10 | 10 | 15 | 5 | 5 |
Protector
            | 42 | 42 | 18 | 79 | 13 | 37 | 37 | 13 |
______
Skullasaurus:
Str: 71 WP: 132 | Body A
       | Hp Cond. 445
Qui: 61
Int: 37  JP: 78 | Skills Needed:
Wil: 77
             | Fang/FangCrush
                 Deathsynthesis
Psy: 34 LP:
            4 |
              | Notes: I haven't yet tried, but I suspect this form is
Vit: 40
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 |
            | 16 | 16 | 4 | 32 | 4 | 16 | 16 | 4 |
SkeleMail
            | 16 | 16 | 4 | 32 | 4 | 16 | 16 | 4 |
SkeleMail
Protector
            | 10 | 10 | 10 | 15 | 5 | 5 |
            | 10 | 10 | 10 | 15 | 5 | 5 | 5 |
Protector
             | 52 | 52 | 28 | 94 | 18 |
                                      42 | 42 | 18 |
_____
Dullahan.
Str: 94+5 WP: 198 | Body A
                                                Body B
            | Hp Cond. ???
Qui: 72
                                                 Hp Cond. None
Int: 61 JP: 98 | Skills Needed:
                                                Skills Needed:
Wil: 72
                                                 Thrust
             Hypnosis/StunGaze/CharmGaze/StoneGaze
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 existance. 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 Stone-Gaze, 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 |
| KrisKnife | 3 3 3 3 13 13 13 |
| DullahanShield | 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 |
| Mizukagami | 0 0 0 0 0 0 0 |
| Total: | 35 35 11 67 21 45 45 21 |
| 4.9 Giant Forms | |
| 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

```
Cha: 9 BHP: 120 | Notes: Not much to say about this one, so Rock On!
Def: 16
Defense Summary: | Def | Sla | Blu | Pie | Hea | Col | Thu | Lig |
          | 10 | 10 | 10 | 15 | 5 | 5 | 5 |
Protector
            | 6 | 6 | 12 | 12 | 2 | 12 | 2 | 2 |
BeastLeather
            | 16 | 16 | 22 | 27 |
                                  7 | 17 |
                                            7 |
______
Ogre**:
Str: 25 WP: 40 | Body A
       | Hp Cond. None
Qui: 11
Int: 16   JP: 28 | Skills Needed:
Wil: 12
                 BoltBreath
             Psy: 20 LP: 10 | GroundHit
Vit: 24
             Dash
Cha: 6 BHP: ??? | Notes: This is the form of Thunder when he's first
Def: 16
             recruited. This form follows the same rules as Suzaku.
Defense Summary: | Def | Sla | Blu | Pie | Hea | Col | Thu | Lig |
Protector | 10 | 10 | 15 | 5 | 5 | 5 |
BeastLeather
            | 6 | 6 | 12 | 12 | 2 | 12 |
                                            2 |
            | 16 | 16 | 22 | 27 | 7 | 17 | 7 | 7 |
______
OgreLord:
Str: 69 WP: 122 | Body A
       | Hp Cond. ???
Qui: 41
Int: 48  JP: 66 | Skills Needed:
            | GroundHit/DoubleAxe
Wil: 37
Psy: 39 LP: 10 |
                 Thunderbolt
Vit: 78
Cha: 29 BHP: 400 | Notes: Actually a pretty decent form that can go to the
Def: 47
                 final boss. If you use GroundHit, add StoneGaze to
                 switch forms between this and the RockScout.
Defense Summary: | Def | Sla | Blu | Pie | Hea | Col | Thu | Lig |
CelestialLeather| 24 | 24 | 34 | 34 | 34 | 34 | 34 | 24 |
            | 10 | 10 | 10 | 15 | 5 |
                                       5 I
                                            5 I
            | 10 | 10 | 10 | 15 | 5 | 5 |
                                           5 I
Protector
                        3 | 3 | 13 | 13 | 13 | 13 |
               3 | 3 |
KrisKnife
            | 47 | 47 | 57 | 67 | 57 | 57 | 57 | 47 |
Total:
______
4.10 Dragon Forms
______
RedDragon:
Str: 67 WP: 164 | Body A Notes: You'd think that this guy would Qui: 56 | Hp Cond. ??? be better than he is. He's still
Int: 52 JP: 70 | Skills Needed:
                                solid though, easily capable of boss
                                fights. Adding FireBarrier will make
                 Fang
Wil: 31
            8 | HeatSmash
                                him switch off with the SuzakuJr.
Psy: 47 LP:
            TailHit
Vit: 80
                                form and just plain look cooler.
Cha: 64 BHP: 330 | FireBreath
Def: 49
Defense Summary: | Def | Sla | Blu | Pie | Hea | Col | Thu | Lig |
SolGrail | 1 | 1 | 1 | 1 | 100 | 1 | 1 | 1 |
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 | 38 | 38 | 38 | 38 |
            | 49 | 49 | 49 | 49 | 158 | 59 | 19 | 59 |
______
Thundragon:
Str: 62 WP: 154 | Body A
                                  Notes: This is a fun and colorful
          | Hp Cond. ???
                                   form, and pretty solid too. The
Qui: 48
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 |
            | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 100 |
ThunderCharm
HarmoniumArmour | 24 | 24 | 24 | 24 | 20 | 20 | 24 | 40 |
            | 32 | 32 | 37 | 32 | 28 | 28 | 32 | 147 |
______
BlackDragon:
Str: 89 WP: 182 | Body A Notes: The best Dragon form, and one of
           | Hp Cond. ??? the 2 best overall IMHO. The only
Qui: 63
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 |
SH-Armlet/Anklet| 10 | 10 | 10 | 10 | 10 | -10 | 10 |
GoldenFleece | 28 | 28 | 28 | 38 | 38 | 38 | 38 |
            | 65 | 65 | 65 | 75 | 75 | 120 | 45 | 85 |
Total:
______
4.11 Undefined Forms
______
Mariche:
Str: 77 WP: 192 | Body A Notes: The Mariche is a classic favorite
           | Hp Cond. None frequenting bar talk and children's
Oui: 77
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 |
            | 3 | 3 | 3 | 3 | 13 | 13 | 13 |
KrisKnife
KrisKnife
            | 3 | 3 | 3 | 3 | 13 | 13 | 13 |
               3 |
                             3 | 13 | 13 | 13 |
KrisKnife
                    3 |
                        3 |
            | 33 | 33 | 33 | 33 | 59 | 59 | 63 | 79 |
```

Lunatic:

```
Notes: This cute little guy can't take
Str: 44 WP: 130 | Body A
           | Hp Cond. 375
                            a beating, but his psychout skill can
Qui: 64
Int: 18  JP: 58 | Skills Needed:
                            really put the enemy Dullahans in a
Wil: 6
                Psychout
                             fix (they can't block while stunned).
           6 | Tail/TailHit Too bad he can't use MoonScraper.
Psy: 84 LP:
Vit: 20
                Wing/GliderSpike
             BHP: 620 |
Cha: 66
Def: 6
Defense Summary: | Def | Sla | Blu | Pie | Hea | Col | Thu | Lig |
           | 6 | 6 | 12 | 12 | 2 | 12 | 2 | 2 |
BeastLeather
Total:
            | 6 | 6 | 12 | 12 | 2 | 12 | 2 | 2 |
______
RABI:
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
                Psychout
Vit: 10
             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 |
            | 48 | 48 | 68 | 68 | 68 |
                                   68 | 68 |
______
                          55555555
                          555''''
55555555.
       Lists
                               55.
                                         Lists
                               '55
                          555
<<<<<<<<<<<<
                               '55. .55
```

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 guarunteed 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.

'55555'

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.

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 occurence, 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 absorbtion, 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).

| Abras a Da+ | ClidomCnilo | PoisonMist | Tornado | |
|---------------------|------------------------------|-----------------|--------------|--------------------|
| AbyssBat Airfolk | - GliderSpike - StunTouch | Wing | Silf | |
| Ankheq | - Deathsynthesis | DaggerJaw | Ectoplasnet | HPDrain |
| Aperider | - Hypnotism | Kick | Stampede | nrbiain |
| Arachne | - MinionStrike | KICK | Scampede | |
| Armorpilla | - Horn | SpiderNet | Beetlejuice | BladeNet |
| Axebeak | - Beak | BrainCrush | Tremor | Bladenet |
| Basilisk | - Horn | PoisonGrip | StoneGaze | PoisonGas |
| Banshee | - Bloodsucker | Scream | ArcticBreath | CounterFear |
| Battlefly | - PainPowder | Wing | Pheromone | Spoil |
| Berva | - MadAttack | Willig | THETOMOTIE | SPOII |
| BigSlime | - Solvent | Spoil | PoisonGun | |
| BlackDragon | - FangCrush | TitasWave | StoneGas | GriffithScratch |
| Butch | - Heal | Spoil | Stinger | MadAttack |
| Cactus | - Needles | Kick | beinger | Hadneedek |
| Chariot | - | KICK | | |
| Chimera | - FangCrush | Trample | GasFlame | PowerBeat |
| Cockatrice | - Beak | Petrify | Windblast | Ouicksand |
| CrystalTree | - Needle | GaleAttack | StoneGas | MagneticStorm |
| Cyclops | - StunGaze | Rock | beonedab | riagiie e rebeerii |
| Darkfairy | - LightBall | PoisonMist | FireKiss | |
| DeathLord | - Deathsynthesis | CharmGaze | HPDrain | |
| DeadKnight | - Deathsynthesis | GaleAttack | GroundHit | HPDrain |
| Demongoat | - Horn | Trample | 010000000 | 111 2 1 4 1 1 1 |
| DevilSquid | - Ink | Thunderbolt | Trample | |
| DragonLord | - TitasWave | | | |
| Dragonpup | - Horn | FireBreath | FangCrush | |
| Dullahan | - CharmGaze | Stampede | DeathGaze | Siren |
| EarthDragon | - Ouake | 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 | | <u> </u> |
| PrimaBronza | | Kick | | | |
| Ouakeworm | _ | Supersonic | Oscillation | | |
| Rabbat | | Bloodsucker | Supersonic | Fang | |
| Razorback | | Fang | Dash | DaggerJaw | |
| RedDragon | | FireBreath | | 9 9 | |
| Rockbaboon | | DoubleAxe | Da-Dum | | |
| RockScout | | BrainCrush | Da-Dum | BoltBlast | |
| Rocky | | | | | |
| | | Psychout | Da-Dum | Heal | |
| = | - | Psychout Scissors | Da-Dum PoisonNeedle | Heal GroundHit | |
| Scorpion | - - | Scissors | PoisonNeedle | GroundHit | |
| Scorpion Shellworm | - - - | Scissors Ink | PoisonNeedle Scissors | GroundHit Tackle | Spoil |
| Scorpion Shellworm Shrieker | - - - | Scissors Ink Spore | PoisonNeedle Scissors TripGas | GroundHit Tackle Tremor | Spoil |
| Scorpion Shellworm Shrieker SickleBug | - - - - | Scissors Ink Spore Blade | PoisonNeedle Scissors TripGas GaleAttack | GroundHit Tackle Tremor TitasWave | Oscillation |
| Scorpion Shellworm Shrieker SickleBug Siren | - - - - | Scissors Ink Spore Blade BrainCrush | PoisonNeedle Scissors TripGas GaleAttack Thunderbolt | GroundHit Tackle Tremor TitasWave GremlinTouch | Oscillation Siren |
| Scorpion Shellworm Shrieker SickleBug Siren Skeleton | _ _ _ _ _ | Scissors Ink Spore Blade BrainCrush Deathsynthesis | PoisonNeedle Scissors TripGas GaleAttack Thunderbolt Blade | GroundHit Tackle Tremor TitasWave GremlinTouch Thrust | Oscillation |
| Scorpion Shellworm Shrieker SickleBug Siren Skeleton Skulldrake | - - - - - | Scissors Ink Spore Blade BrainCrush Deathsynthesis FireBreath | PoisonNeedle Scissors TripGas GaleAttack Thunderbolt Blade Deathsynthesis | GroundHit Tackle Tremor TitasWave GremlinTouch Thrust Stampede | Oscillation Siren GroundHit |
| Scorpion Shellworm Shrieker SickleBug Siren Skeleton Skulldrake Skullasaurus | - - - - - | Scissors Ink Spore Blade BrainCrush Deathsynthesis FireBreath FangCrush | PoisonNeedle Scissors TripGas GaleAttack Thunderbolt Blade | GroundHit Tackle Tremor TitasWave GremlinTouch Thrust Stampede | Oscillation Siren |
| Scorpion Shellworm Shrieker SickleBug Siren Skeleton Skulldrake Skullasaurus Slime | | Scissors Ink Spore Blade BrainCrush Deathsynthesis FireBreath FangCrush Solvent | PoisonNeedle Scissors TripGas GaleAttack Thunderbolt Blade Deathsynthesis Deathsynthesis | GroundHit Tackle Tremor TitasWave GremlinTouch Thrust Stampede BoltBlast | Oscillation Siren GroundHit |
| Scorpion Shellworm Shrieker SickleBug Siren Skeleton Skulldrake Skullasaurus Slime Slugger | | Scissors Ink Spore Blade BrainCrush Deathsynthesis FireBreath FangCrush Solvent AcidBreath | PoisonNeedle Scissors TripGas GaleAttack Thunderbolt Blade Deathsynthesis Deathsynthesis | GroundHit Tackle Tremor TitasWave GremlinTouch Thrust Stampede BoltBlast StinkGas | Oscillation Siren GroundHit Scream |
| Scorpion Shellworm Shrieker SickleBug Siren Skeleton Skulldrake Skullasaurus Slime Slugger Snakeman | | Scissors Ink Spore Blade BrainCrush Deathsynthesis FireBreath FangCrush Solvent AcidBreath Chop | PoisonNeedle Scissors TripGas GaleAttack Thunderbolt Blade Deathsynthesis Deathsynthesis QuickSand Claw | GroundHit Tackle Tremor TitasWave GremlinTouch Thrust Stampede BoltBlast StinkGas Tail | Oscillation Siren GroundHit Scream BrainCrush |
| Scorpion Shellworm Shrieker SickleBug Siren Skeleton Skulldrake Skullasaurus Slime Slugger Snakeman Snowfolk | | Scissors Ink Spore Blade BrainCrush Deathsynthesis FireBreath FangCrush Solvent AcidBreath Chop ArcticBreath | PoisonNeedle Scissors TripGas GaleAttack Thunderbolt Blade Deathsynthesis Deathsynthesis QuickSand Claw Windblast | GroundHit Tackle Tremor TitasWave GremlinTouch Thrust Stampede BoltBlast StinkGas Tail IceSmash | Oscillation Siren GroundHit Scream BrainCrush IceBarrier |
| Scorpion Shellworm Shrieker SickleBug Siren Skeleton Skulldrake Skullasaurus Slime Slugger Snakeman Snowfolk SonicBat | | Scissors Ink Spore Blade BrainCrush Deathsynthesis FireBreath FangCrush Solvent AcidBreath Chop ArcticBreath Supersonic | PoisonNeedle Scissors TripGas GaleAttack Thunderbolt Blade Deathsynthesis Deathsynthesis QuickSand Claw Windblast Scream | GroundHit Tackle Tremor TitasWave GremlinTouch Thrust Stampede BoltBlast StinkGas Tail IceSmash PoisonGrip | Oscillation Siren GroundHit Scream BrainCrush IceBarrier GliderSpike |
| Scorpion Shellworm Shrieker SickleBug Siren Skeleton Skulldrake Skullasaurus Slime Slugger Snakeman Snowfolk | - - - - - - - - | Scissors Ink Spore Blade BrainCrush Deathsynthesis FireBreath FangCrush Solvent AcidBreath Chop ArcticBreath Supersonic | PoisonNeedle Scissors TripGas GaleAttack Thunderbolt Blade Deathsynthesis Deathsynthesis QuickSand Claw Windblast | GroundHit Tackle Tremor TitasWave GremlinTouch Thrust Stampede BoltBlast StinkGas Tail IceSmash PoisonGrip | Oscillation Siren GroundHit Scream BrainCrush IceBarrier |

| SporePile | - Spore | MagicHeal | SpiderNet | |
|--------------|------------------|--------------|------------|-------------|
| Sprite | - Thrust | ElfShot | | |
| Straysheep | - Wing | | | |
| Succubus | - Seduction | FireKiss | Lullaby | SadSong |
| Sunflower | - Photsynthesis | SeedVulcan | Flash | Heatwave |
| Suzaku | - FireBreath | Heatwave | SacredSong | FireBarrier |
| SwordValkyri | .e- 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.

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, Xeno, 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, DevilSquid, OgreLord, Fishman, Gremlin TitasWave Zyphon, BlackDragon, SickleBug, DragonLord, Mimic

Tornado Genbu

Trample Chimera, DevilSquid, 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, Ghostrider, 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

FireBreath HellHound, Dragonpup, RedDragon

Suzaku

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

OuickSand TrisaurJr.

Rock

SacredSong DeathLord SadSong Shreiker Scissors Shellworm, Scorpion, Iceworm, Zeroworm Shreiker, Mandrake, Harpy, Sonicbat, Ghostrider Scream Seduction SeedVulcan Wyvern Silf Siren Dullahan Mandrake SleepGas Solvent Slime, BigSlime Sphinx SphinxRiddle SpiderNet KillerBee Spoil Butch, BigSlime Sporepile, Shreiker Spore Stampede Dullahan, Frillneck, Razorback, Straysheep, TrisaurJr. LivingArmor Stinger Thundragon, KillerBee Manticore StinkGas CrystalTree, BlackDragon, TrisaurJr. StoneGas StoneGaze Basilisk, Mariche, Unknown, Nightshade, LivingArmor, RockScout, Dullahan StunGaze Unknown, NightShade, Mariche, LivingArmor, Dullahan StunTouch SonicBat, Ghostrider SuperSonic Sweep Trapvine, Whipjelly Razorback, Frillneck, TrisaurJr., LivingArmor Tackle Tail Lunatic, GriffinJr. BlackDragon, RedDragon, Lunatic TailHit Thrust KillerBee, LivingLance, Dullahan Thunderbolt Thundragon, OgreLord TitasWave Tornado RABI Trample Gaeatoad, TrisaurJr., Dullahan TrisaurJr., Axebeak Tremor TripGas Shreiker Platyhooks, Platyking WaterCannon Windblast Wyvern Wing GriffinJr., Harpy, Wyvern, Lunatic, ______ 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. __ Fang __ AcidBreath __ Kylin'sSong __ Silf __ LifeRain __ LightBall __ Lullaby __ Siren __ ArcticBreath __ FangCrush ___ Feeler __ SleepGas __ Assist ___ BattleSong __ Solvent __ Feint ___ MadAttack __ SphinxRiddle __ Beak ___ FireBarrier __ FireBreath __ Beat ___ Maelstrom __ SpiderNet __ MagicHeal __ Spoil __ Beetlejuice __ FireKiss __ BladeNet __ Blade __ FlameBlast __ MagneticStorm __ Spore ___ Flash __ MightyCyclone ___ Stampede __ MinionStrike ___ Stinger __ Bloodsucker __ GaleAttack

| 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 | <pre> SacredSong</pre> | WaterCannon |
| DoubleAxe | Kick | SadSong | Windblast |
| Ectoplasnet | Kusanagi | Scissors | Wing |
| ElfShot | | | |
| | | | |

5.5 Pre-Absorbed Skills

Ok, so this one wasn't my own doing. I am translating it from that Japanse 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

Kylins'sSong, Photosynthesis

StunGaze, BoomerangHook, CentipedeCrush, Deathsynthesis, FireBreath, PoisonGun, FlameBlast, Assist, Ignis, ElfShot, Rock, GremlinTouch, Siren, SadSong, MagneticStorm, Quake, Tremor, Silf, Scream, Spoil, LifeRain, SacredSong, Tornado, Supersonic, BattleSong, Heatwave, Da-Dum, MightyCyclone, MagicHeal, LightBall, Malestrom, Lullaby, Quicksand, and Kusanagi OR Feint

Cotton:

228 HP - Assist, Heal, Needles, Supersonic

BoomerangHook, Deathsynthesis, Photosynthesis, CentipedeCrush,

PoisonGun, LifeRain, Ignis, Kusanagi OR Feint OR Kylin'sSong

244 HP - SadSong, MagneticStorm, Silf, BattleSong

260 HP - Rock, Quake, Tremor, Quicksand

276 HP - Siren, Scream, Da-Dum, LightBall

Thunder:

All 12 Skills

BoltBreath, GroundHit, Dash, Feint,
BoomerangHook, CentipedeCrush, Deathsynthesis, Photosynthesis, PoisonGun,
LifeRain, Ignis, and Kusanagi OR Kylin'sSong

Slime:

All 11 Skills

Solvent, Spoil, HPDrain,

BoomerangHook, CentipedeCrush, Deathsynthesis, Photosynthesis, PoisonGun, LifeRain, Ignis, and Kusanagi OR Kylin'sSong

Suzaku:

All 35 Skills

Wing, GliderSpike, FireBarrier, FireBreath,
BoomerangHook, GasFlame, FlameBlast, ArcticBreath, BoltBreath, BoltBlast, Ink,
PoisonGun, Maelstrom, Ignis, ElfShot, Supersonic, Lullaby, Scream, Siren,
Da-Dum, LightBall, Tremor, Quake, Quicksand, Rock, MagneticStorm, BattleSong,
SadSong, Silf, LifeRain, Photosynthesis, Deathsynthesis, CentipedeCrush, Feint,
Kusanagi OR Kylin'sSong

Sei:

All 52 Skills

Kusanagi, HPDrain, MinionStrike, SacredSong, Deathsynthesis
DeathGaze, StoneGaze, Fang, Bloodsucker, Beak, Hypnotism, Petrify, DaggerJaw,
DoubleAxe, Horn, FangCrush, BrainCrush, StunGaze, Grasp, CharmGaze, Thrust,
BoomerangHook, CentipedeCrush, Photosynthesis, PoisonGun, Assist, Ignis, Rock,
ElfShot, GremlinTouch, Siren, SadSong, MagneticStorm, Quake, Tremor, Silf,
LifeRain, Scream, Spoil, Tornado, Supersonic, BattleSong, Heatwave, Da-Dum,
MightyCyclone, MagicHeal, Maelstrom, LightBall, Lullaby, Quicksand, Beat,
Feint OR Kylin'sSong

666 666 666 666 666' '66' Miscellaneous '666 666' Miscellaneous 666 666 <<<<<<<<<<<<<< 666 '666 666 '66666' ._____

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 loose 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 carreer that I actually had a monster with O 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.

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.

GriffinJr.: The only place I've ever seen them is hanging out with the Sirens in Sei's Tomb. Fight the fairies in there and hope for the best.

Waterfolk: Same as GriffinJr.

Platyhooks: This monster can be found as a sub-boss in both Riki's and Red's quests. The only other place you can find them is by opening the small chest in Mu's Tomb, and even then you only have a 1% chance of encountering them. If you're REALLY wanting to find them, I suggest getting to the chest, saving, and then opening it. It saves more time than heading over to Devin and messing with the fortune tellers every time.

Minotaur: Its one of the monsters in the first room in Timelords Realm.

DemonGoat: One of the last monsters in Timelords realm, just to the right of the bridge.

PrimaBronza: In the middle of Timelords Realm, it's the two female sprite.

RockBabboon: In Timelords Realm you can find two of them together on the Gemeni sign. There also is a couple of them in Shingrow on one of the trapped doors.

Ettin: Every Giant-Type sprite is an Ettin in Furdo's Workshop, just have the fairies remove the stone state from them.

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- * http://www.uri.sakura.ne.jp/~saga/sf1/index.html for hosting such an incredible website that I'm still exploring. You owe it to them just to go and look at their website, click on a few links, look at the cool japanese writing, and adding one more number to their hit list.

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