

Secret of Evermore Monster Statistics Guide

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- no number or title: Legalities

1. Information on the list

This is, simply put, a guide to all of the stats I know of every monster in SoE (US). The monsters are listed in the order in which their stat blocks are located in the ROM. If you find this unintuitive, go Ctrl+F yourself.

The information is taken from a ROM of the game's USA version. Everything except the various pointers and the enemy names is identical across all versions I possess: USA, Europe - English, Europe - Spanish, Europe - French, and Europe - German. The English European release has the same names as the US one, though they fixed "Dragoil" to be "Dragoyle." Good on you, mates. While the pointers in the non-US versions don't match those listed in this document, they do match each other. Thankfully, the addresses of the monster stat blocks themselves don't vary at all between versions.

Everything should be accurate, but there are always some exceptions, as evidenced by the footnotes you'll see for a handful of monsters. Don't hesitate to notify me if your gameplay experiences don't match the data here. Notably absent from the guide are monster locations. I haven't played through this game in nearly nine years (!!), so I'm a bit sketchy on details. I could have just plonked out "Prehistoria" or "Antiqua" based on other guides and my partial memories, but I'd only be telling you what you already knew. :) Nay, I'm holding out for big-time precision. Do send in monster locations, but make sure they're specific and complete (i.e. they list everywhere a given monster can be found, or all the monsters that can be found in a given area). See Section 7 for contact information.

2. Version history

Version 0.82 : May 4 and May 12 2005

- May 4: I miscounted the number of monsters in the Prima guide's "Monster Statistics" section. It's 81, not 80. Fixed that.
- May 12: Noticed I left out Speed from the Hacking info section. Added it.
Realized I hypothesized wrong on the meaning of a variable, and accordingly changed the "Lower Hit Rate by 30 vs. least recent character

attacker" property to "Lower Hit Rate by 30 vs. non-player-controlled character".

Version 0.8 : April 11 (?) through April 24 2005

- Initial release. I had turned my attention to SoE to make a levelling fix, but like the puffer fish, that quickly ballooned from one byte to an intimidating behemoth that not even the hungriest of beasts is eager to consume. There was plenty else to be learned about this fine game, so I took a path of less resistance. :)

3. Key

Stats in this guide are mostly named to match what you see on the game's "STAT" menu. However, I refuse to put a "%" after "Evade" or "Hit", because a few monsters in the game supposedly have 110% hit rates ("That's impossible. No one can give more than one hundred percent. By definition that is the most anyone can give..."), and experiences with FF6/FF3us have shown the percentage sign to be a symbol of awful lies!

HP - Self-explanatory.

Experience - Experience yielded when the monster is defeated. This value is added to the experience of any character who's in your party and alive. Note that unlike in some other RPGs, it's not split between party members.

Money - Cash yielded when the monster is defeated. Gives whichever currency (Talons, Jewels, Gold Coins, Credits) matches the region of Evermore where you're fighting. Note that this is separate from any money randomly found in the monster's remains. These earnings are normally added to your inventory quietly, though you'll see a message when a monster coughs up at least 500 cash.

Attack - Attack power. This just affects the monster's normal physical attack, not any spells it may cast.

Hit rate - The hit rate of the monster's normal physical attack.

Speed - I'm less sure on this one's exact meaning than the other stats', but its effects are noticable enough for its inclusion. It doesn't necessarily determine how fast a monster moves across the screen -- you know Rats would run circles around Skelesnails -- but the rate at which they cycle through their attack scripts, which can influence how fast they change movements. The effects vary by enemy, so don't put too much emphasis on this stat.

Evade - The monster's ability to dodge physical attacks.

Defend - Defense. The monster's defense against physical attacks.

Magic Def - Magic Defense. The monster's defense against alchemy and other magical attacks, like Call Bead spells. The maximum value seems to be 64. Also note that this stat can be negative.

Chance of prize drop - The probability of the monster leaving behind a prize upon defeat. It is always given with a denominator of 128; 0-127 is the range of random numbers the game uses for the check, and for the sake of consistency

and sloth, I don't feel compelled to reduce fractions.

Note that even monsters with a possible or guaranteed drop may just leave behind nothing, as often seen in Omnitopia.

Unfortunately, I haven't been able to decode the actual prizes that can be dropped by a monster; they must be stored elsewhere. I'm actually growing convinced that the prize isn't tied to which monster you fight, but WHERE that monster is located (i.e. the area/screen). It will take me some time to visit every last area and observe what's dropped, so stay tuned...

Nonetheless, the probability is good to know, and hacking it to a higher value will let you more readily see who drops what by observation.

Attack properties - Properties of the monster's normal physical attack. Most have nothing special and just do damage, as indicated by "Normal." Here's a list of all the attack types used by the game's monsters, with further description where necessary:

- 0 (Normal)
- 12 (If hits, don't do normal damage, but grab and do a few rounds of periodic damage) - Think Carniflower's munching, Steve Martin's sadistic dentistry, Rick Moranis brilliantly conveying inner turmoil.
- 14 (Don't attempt attack if Insect Incense possessed) - So Insect Incense doesn't repel bugs in that they'll still come right next to you, but it does stop them from attacking.
- 18 (If hits, 1/4 chance of inflicting Poison)
- 20 (Don't attempt attack if Insect Incense possessed)
(If hits, 1/4 chance of inflicting Poison)
- This one combines types 14 and 18.
- 22 (If hits, 1/8 chance of inflicting Plague)
- 24 (If hits, inflicts Poison)
- 28 (If hits, 1/8 chance of inflicting Plague, 1/8 chance of inflicting Confound, 3/4 chance of inflicting nothing) - The only reason I say "3/4 chance of nothing" is to underline that the 1/8 Plague and the 1/8 Confound don't overlap; a character can't receive both ailments from a single strike.

Misc. properties:

"Lower Hit Rate by 30 vs. non-player-controlled character" - If the monster is attacking the character who's not controlled by the player, the attack treats the monster's Hit Rate as 30 points lower than normal.

"Bazooka shots and toaster dog shots will just pass over" - Like it says.

Stats - The address in the ROM file where this monster's stats begin.

(All of the next three are graphics-related, and the values are probably pointers of some sort. Since I haven't decoded the actual animations or the

colorsets, this info is really just here for curious hackers.)

Palette - Determines the set of colors used by the monster.

Death animation when no prize dropped - The monster may disappear with a poof, a splat, etc.

Death animation when prize dropped - Usually the same as the above, except the monster will turn into a pile of remains instead of disappearing.

Footnotes - These will appear at the end of a monster's entry when needed. There are two types. One corresponds to one of the monster's stats; there will be an asterisk ("*") or other symbol to the right of the stat, and a matching symbol preceding the note. The other isn't in regards to any particular stat, so it's just led off by "NOTE:".

4. Monster list

0 Bad Dawg

HP: 120 Experience: 20 Money: 20

Attack	:	61	Hit rate	:	60	Speed	:	10
Evade	:	30	Defend	:	160	Magic Def	:	32

Chance of prize drop: 0/128

Attack properties: 0 (Normal)

Misc. properties:

Stats: EC736

Palette: BBEB

Death animation (when no prize dropped / when prize dropped): 3E46 / 0

1 Skullclaw (Metal)

HP: 200 Experience: 20 Money: 20

Attack	:	36	Hit rate	:	80	Speed	:	10
Evade	:	0	Defend	:	0	Magic Def	:	16

Chance of prize drop: 8/128

Attack properties: 0 (Normal)

Misc. properties:

Stats: EC780

Palette: BC0B

Death animation (when no prize dropped / when prize dropped): 3E46 / 3E5E

2 Will o' the Wisp (Red)

HP: 40 Experience: 20 Money: 20

Attack	:	41	Hit rate	:	35	Speed	:	10
Evade	:	8	Defend	:	160	Magic Def	:	0

Chance of prize drop: 0/128

Attack properties: 0 (Normal)

Misc. properties:

Stats: EC7CA

Palette: BFEB

Death animation (when no prize dropped / when prize dropped): 3E46 / 0

3 Stone Cobra

HP: 100 Experience: 100 Money: 10

Attack	:	88	Hit rate	:	100	Speed	:	40
Evade	:	0	Defend	:	1200	Magic Def	:	51

Chance of prize drop: 0/128

Attack properties: 24 (If hits, inflicts Poison)

Misc. properties:

Stats: EC814

Palette: BBCB

Death animation (when no prize dropped / when prize dropped): 3E46 / 0

4 Stone Cobra

HP: 100 Experience: 100 Money: 10

Attack	:	88	Hit rate	:	100	Speed	:	40
Evade	:	0	Defend	:	1200	Magic Def	:	51

Chance of prize drop: 0/128

Attack properties: 24 (If hits, inflicts Poison)

Misc. properties:

Stats: EC85E

Palette: BBCB

Death animation (when no prize dropped / when prize dropped): 3E46 / 0

5 Oglin

HP: 120 Experience: 150 Money: 100

Attack : 47 Hit rate : 60 Speed : 12
Evade : 10 Defend : 88 Magic Def : 0

Chance of prize drop: 8/128

Attack properties: 0 (Normal)

Misc. properties:

Stats: EC8A8

Palette: B8AB

Death animation (when no prize dropped / when prize dropped): 3E46 / 3E62

6 Hedgadillo

HP: 90 Experience: 180 Money: 10

Attack : 53 Hit rate : 60 Speed : 8
Evade : 10 Defend : 180 Magic Def : 38

Chance of prize drop: 8/128

Attack properties: 0 (Normal)

Misc. properties:

Stats: EC8F2

Palette: B84B

Death animation (when no prize dropped / when prize dropped): 3E46 / 3E62

7 Bad Boy

HP: 700 Experience: 400 Money: 333

Attack : 85 Hit rate : 60 Speed : 10
Evade : 30 Defend : 200 Magic Def : 32

Chance of prize drop: 0/128

Attack properties: 0 (Normal)

Misc. properties:

Stats: EC93C

Palette: B7EB

Death animation (when no prize dropped / when prize dropped): 519E / 0

8 Tumble Weed

HP: 60 Experience: 50 Money: 40

Attack : 23 Hit rate : 20 Speed : 5

Evade : 10 Defend : 80 Magic Def : 0

Chance of prize drop: 12/128

Attack properties: 0 (Normal)

Misc. properties:

Stats: EC986

Palette: BD2B

Death animation (when no prize dropped / when prize dropped): 3E46 / 3E62

9 Mummy Cat

HP: 100 Experience: 160 Money: 60

Attack : 41 Hit rate : 40 Speed : 12

Evade : 8 Defend : 240 Magic Def : 0

Chance of prize drop: 8/128

Attack properties: 0 (Normal)

Misc. properties:

Stats: EC9D0

Palette: BD0B

Death animation (when no prize dropped / when prize dropped): 3E46 / 3E62

10 Red Jelly Ball

HP: 100 Experience: 600 Money: 40

Attack : 110 Hit rate : 50 Speed : 8

Evade : 15 Defend : 240 Magic Def : 0

Chance of prize drop: 8/128

Attack properties: 0 (Normal)

Misc. properties:

Stats: ECA1A

Palette: BDCB

Death animation (when no prize dropped / when prize dropped): 3E4E / 3E66

11 Lime Slime

HP: 70 Experience: 50 Money: 30

Attack : 31 Hit rate : 45 Speed : 8

Evade : 15 Defend : 120 Magic Def : 0

Chance of prize drop: 8/128

Attack properties: 0 (Normal)

Misc. properties:

Stats: ECA64

Palette: BDEB

Death animation (when no prize dropped / when prize dropped): 3E4A / 3E66

12 Blue Goo

HP: 70 Experience: 150 Money: 30

Attack	:	42	Hit rate	:	55	Speed	:	8
Evade	:	15	Defend	:	160	Magic Def	:	0

Chance of prize drop: 8/128

Attack properties: 0 (Normal)

Misc. properties:

Stats: ECAAE

Palette: B84B

Death animation (when no prize dropped / when prize dropped): 3E4E / 3E66

13 Dancin' Fool

HP: 100 Experience: 70 Money: 10

Attack	:	50	Hit rate	:	60	Speed	:	8
Evade	:	10	Defend	:	160	Magic Def	:	16

Chance of prize drop: 8/128

Attack properties: 0 (Normal)

Misc. properties:

Stats: ECAF8

Palette: B7AB

Death animation (when no prize dropped / when prize dropped): 3E46 / 3E62

14 Dancin' Fool

HP: 100 Experience: 70 Money: 10

Attack	:	50	Hit rate	:	60	Speed	:	8
Evade	:	10	Defend	:	160	Magic Def	:	16

Chance of prize drop: 8/128

Attack properties: 0 (Normal)

Misc. properties:

Stats: ECB42

Palette: B7CB

Death animation (when no prize dropped / when prize dropped): 3E46 / 3E62

15 Neo Greeble

HP: 300 Experience: 500 Money: 0

Attack : 117 Hit rate : 0 Speed : 8

Evade : 0 Defend : 200 Magic Def : 0

Chance of prize drop: 8/128

Attack properties: 0 (Normal)

Misc. properties:

Stats: ECB8C

Palette: BDEB

Death animation (when no prize dropped / when prize dropped): 3E46 / 3E62

16 Greeble

HP: 30 Experience: 0 Money: 0

Attack : 0 Hit rate : 0 Speed : 8

Evade : 0 Defend : 0 Magic Def : 0

Chance of prize drop: 8/128

Attack properties: 0 (Normal)

Misc. properties:

Stats: ECBD6

Palette: B7EB

Death animation (when no prize dropped / when prize dropped): 3E46 / 3E62

17 Guardbot (Intro)

HP: 30 Experience: 0 Money: 0

Attack : 2 Hit rate : 20 Speed : 8

Evade : 0 Defend : 0 Magic Def : 0

Chance of prize drop: 8/128

Attack properties: 0 (Normal)

Misc. properties:

Stats: ECC20

Palette: B78B

Death animation (when no prize dropped / when prize dropped): 3E46 / 3E62

18 Guardbot

HP: 500 Experience: 500 Money: 20

Attack : 125 Hit rate : 60 Speed : 8

Evade : 14 Defend : 320 Magic Def : 32

Chance of prize drop: 8/128

Attack properties: 0 (Normal)

Misc. properties:

Stats: ECC6A

Palette: B78B

Death animation (when no prize dropped / when prize dropped): 3E46 / 3E62

19 Mechaduster (Cleaning)

HP: 600 Experience: 600 Money: 280

Attack : 85 Hit rate : 25 Speed : 8

Evade : 7 Defend : 160 Magic Def : 57

Chance of prize drop: 0/128

Attack properties: 0 (Normal)

Misc. properties:

Stats: ECCB4

Palette: B76B

Death animation (when no prize dropped / when prize dropped): 3E46 / 3E62

20 Aegis

HP: 3800 Experience: 3000 Money: 1200

Attack : 20 Hit rate : 25 Speed : 8

Evade : 10 Defend : 80 Magic Def : 32

Chance of prize drop: 0/128

Attack properties: 0 (Normal)

Misc. properties:

Stats: ECCFE

Palette: B66B

Death animation (when no prize dropped / when prize dropped): 3E46 / 0

21 Tentacle (Well)

HP: 400 Experience: 500 Money: 0

Attack : 52 Hit rate : 40 Speed : 8
Evade : 10 Defend : 160 Magic Def : 12

Chance of prize drop: 0/128

Attack properties: 0 (Normal)

Misc. properties:

Stats: ECD48

Palette: B6AB

Death animation (when no prize dropped / when prize dropped): 3E4A / 0

22 Tiny Tentacle (Well)

HP: 200 Experience: 300 Money: 0

Attack : 32 Hit rate : 60 Speed : 8
Evade : 10 Defend : 160 Magic Def : 16

Chance of prize drop: 0/128

Attack properties: 0 (Normal)

Misc. properties:

Stats: ECD92

Palette: B6AB

Death animation (when no prize dropped / when prize dropped): 3E4A / 0

23 Aquagoth

HP: 2500 Experience: 5000 Money: 0

Attack : 0 Hit rate : 60 Speed : 8
Evade : 0 Defend : 0 Magic Def : 22

Chance of prize drop: 0/128

Attack properties: 0 (Normal)

Misc. properties:

Stats: ECDDC

Palette: B6AB

Death animation (when no prize dropped / when prize dropped): 3E56 / 0

24 (Sparkler - unnamed in game)

HP: 1 Experience: 100 Money: 0

Attack : 32 Hit rate : 35 Speed : 8
Evade : 25 Defend : 0 Magic Def : 0

Chance of prize drop: 0/128

Attack properties: 0 (Normal)

Misc. properties:

Stats: ECE26

Palette: C18B

Death animation (when no prize dropped / when prize dropped): 3E46 / 0

25 Timberdrake

HP: 2000 Experience: 2200 Money: 2000

Attack : 86 Hit rate : 30 Speed : 8
Evade : 15 Defend : 120 Magic Def : 0

Chance of prize drop: 0/128

Attack properties: 0 (Normal)

Misc. properties:

Stats: ECE70

Palette: C64B

Death animation (when no prize dropped / when prize dropped): 3E56 / 0

26 Sterling

HP: 3200 Experience: 3300 Money: 2000

Attack : 71 Hit rate : 25 Speed : 15
Evade : 10 Defend : 160 Magic Def : 0

Chance of prize drop: 0/128

Attack properties: 0 (Normal)

Misc. properties:

Stats: ECEBA

Palette: C62B

Death animation (when no prize dropped / when prize dropped): 3E46 / 0

27 FootKnight

HP: 2400 Experience: 850 Money: 200

Attack : 55 Hit rate : 70 Speed : 10
Evade : 10 Defend : 200 Magic Def : 51

Chance of prize drop: 8/128

Attack properties: 0 (Normal)

Misc. properties:

Stats: ECF04

Palette: B72B

Death animation (when no prize dropped / when prize dropped): 3E56 / 0

28 Verminator

HP: 3425 Experience: 1050 Money: 1000

Attack : 0 Hit rate : 25 Speed : 8
Evade : 10 Defend : 0 Magic Def : 0

Chance of prize drop: 0/128

Attack properties: 0 (Normal)

Misc. properties:

Stats: ECF4E

Palette: C60B

Death animation (when no prize dropped / when prize dropped): 3E56 / 0

29 Rat (Minirats)

HP: 20 Experience: 30 Money: 10

Attack : 30 Hit rate : 25 Speed : 6
Evade : 0 Defend : 120 Magic Def : 38

Chance of prize drop: 8/128

Attack properties: 22 (If hits, 1/8 chance of inflicting Plague)

Misc. properties:

Stats: ECF98

Palette: C60B

Death animation (when no prize dropped / when prize dropped): 3E4E / 3E66

30 Rat (Dark Minirats)

HP: 20 Experience: 30 Money: 10

Attack : 35 Hit rate : 25 Speed : 8
Evade : 0 Defend : 120 Magic Def : 38

Chance of prize drop: 8/128

Attack properties: 22 (If hits, 1/8 chance of inflicting Plague)

Misc. properties:

Stats: ECFE2

Palette: BD6B

Death animation (when no prize dropped / when prize dropped): 3E4E / 3E66

31 Vigor

HP: 1050 Experience: 1050 Money: 1000

Attack	:	53	Hit rate	:	100	Speed	:	10
Evade	:	0	Defend	:	100	Magic Def	:	51

Chance of prize drop: 0/128

Attack properties: 0 (Normal)

Misc. properties:

Stats: ED02C

Palette: B5AB

Death animation (when no prize dropped / when prize dropped): 3E56 / 0

32 Rimsala

HP: 1 Experience: 0 Money: 0

Attack	:	0	Hit rate	:	0	Speed	:	10
Evade	:	0	Defend	:	0	Magic Def	:	0

Chance of prize drop: 0/128

Attack properties: 0 (Normal)

Misc. properties:

Stats: ED076

Palette: B56B

Death animation (when no prize dropped / when prize dropped): 3E46 / 0

33 Rimsala (Pyramid)

HP: 1200 Experience: 1200 Money: 1000

Attack	:	40	Hit rate	:	60	Speed	:	20
Evade	:	0	Defend	:	80	Magic Def	:	16

Chance of prize drop: 0/128

Attack properties: 0 (Normal)

Misc. properties:

Stats: ED0C0

Palette: B56B

Death animation (when no prize dropped / when prize dropped): 3E46 / 0

34 Rimsala (Metroplex)

HP: 3000 Experience: 3000 Money: 1000

Attack	:	145	Hit rate	:	60	Speed	:	20
Evade	:	0	Defend	:	80	Magic Def	:	16

Chance of prize drop: 0/128

Attack properties: 0 (Normal)

Misc. properties:

Stats: ED10A

Palette: BD8B

Death animation (when no prize dropped / when prize dropped): 3E46 / 0

35 Will o' the Wisp (Light blue)

HP: 40 Experience: 4 Money: 4

Attack	:	13	Hit rate	:	35	Speed	:	4
Evade	:	8	Defend	:	40	Magic Def	:	0

Chance of prize drop: 0/128

Attack properties: 0 (Normal)

Misc. properties:

Stats: ED154

Palette: B4AB

Death animation (when no prize dropped / when prize dropped): 3E46 / 0

36 Magmar

HP: 1000 Experience: 500 Money: 900

Attack	:	37	Hit rate	:	100	Speed	:	5
Evade	:	5	Defend	:	40	Magic Def	:	41

Chance of prize drop: 0/128

Attack properties: 0 (Normal)

Misc. properties:

Stats: ED19E
Palette: B66B
Death animation (when no prize dropped / when prize dropped): 3E46 / 0

37 Megataur

HP: 2600 Experience: 2500 Money: 3000

Attack	:	70	Hit rate	:	100	Speed	:	10
Evade	:	5	Defend	:	120	Magic Def	:	0

Chance of prize drop: 0/128

Attack properties: 0 (Normal)

Misc. properties:

Stats: ED1E8
Palette: BAEB
Death animation (when no prize dropped / when prize dropped): 3E46 / 0

38 Raptor (Green)

HP: 50 Experience: 24 Money: 48

Attack	:	27	Hit rate	:	75	Speed	:	7
Evade	:	10	Defend	:	48	Magic Def	:	38

Chance of prize drop: 8/128

Attack properties: 0 (Normal)

Misc. properties:

Stats: ED232
Palette: B52B
Death animation (when no prize dropped / when prize dropped): 3E46 / 3E5E

39 Raptor (Dark)

HP: 300 Experience: 290 Money: 48

Attack	:	80	Hit rate	:	75	Speed	:	7
Evade	:	25	Defend	:	48	Magic Def	:	38

Chance of prize drop: 8/128

Attack properties: 0 (Normal)

Misc. properties:

Stats: ED27C
Palette: BC8B
Death animation (when no prize dropped / when prize dropped): 3E46 / 3E5E

40 Viper Commander

HP: 250 Experience: 160 Money: 200

Attack : 30 Hit rate : 70 Speed : 5
Evade : 15 Defend : 92 Magic Def : 16

Chance of prize drop: 8/128

Attack properties: 0 (Normal)

Misc. properties:

Stats: ED2C6

Palette: B50B

Death animation (when no prize dropped / when prize dropped): 3E46 / 3E5E

41 Viper

HP: 125 Experience: 80 Money: 50

Attack : 25 Hit rate : 60 Speed : 5
Evade : 15 Defend : 80 Magic Def : 16

Chance of prize drop: 8/128

Attack properties: 0 (Normal)

Misc. properties:

Stats: ED310

Palette: B4EB

Death animation (when no prize dropped / when prize dropped): 3E46 / 3E5E

42 Rogue

HP: 200 Experience: 100 Money: 10

Attack : 53 Hit rate : 50 Speed : 20
Evade : 10 Defend : 40 Magic Def : 48

Chance of prize drop: 8/128

Attack properties: 0 (Normal)

Misc. properties:

Stats: ED35A

Palette: B38B

Death animation (when no prize dropped / when prize dropped): 3E46 / 3E5E

43 Mad Monk

HP: 60 * Experience: 20 Money: 75

Attack	:	28	Hit rate	:	50	Speed	:	20
Evade	:	15	Defend	:	80	Magic Def	:	16

Chance of prize drop: 8/128

Attack properties: 28 (If hits, 1/8 chance of inflicting Plague, 1/8 chance of inflicting Confound, 3/4 chance of inflicting nothing)

Misc. properties:

Stats: ED3A4

Palette: B3AB

Death animation (when no prize dropped / when prize dropped): 3E46 / 3E5E

* The Prima guide says the Mad Monk who yields the Bronze Spear has 4x the normal HP, while Iron Knuckle's guide says he has 1000. I suspect one of them is right, but I won't be able to verify for awhile.

44 Son of Set

HP: 160 Experience: 120 Money: 40

Attack	:	36	Hit rate	:	50	Speed	:	20
Evade	:	10	Defend	:	80	Magic Def	:	16

Chance of prize drop: 8/128

Attack properties: 18 (If hits, 1/4 chance of inflicting Poison)

Misc. properties:

Stats: ED3EE

Palette: B1EB

Death animation (when no prize dropped / when prize dropped): 3E46 / 3E5E

45 Son of Anhur

HP: 200 Experience: 250 Money: 250

Attack	:	41	Hit rate	:	50	Speed	:	20
Evade	:	10	Defend	:	120	Magic Def	:	32

Chance of prize drop: 8/128

Attack properties: 0 (Normal)

Misc. properties:

Stats: ED438

Palette: B2EB

Death animation (when no prize dropped / when prize dropped): 3E46 / 3E5E

46 Mini-Taur

HP: 500 Experience: 1000 Money: 10

Attack : 56 Hit rate : 60 Speed : 7
Evade : 5 Defend : 76 Magic Def : 48

Chance of prize drop: 8/128

Attack properties: 0 (Normal)

Misc. properties:

Stats: ED482

Palette: B32B

Death animation (when no prize dropped / when prize dropped): 3E46 / 3E5E

47 Skelesnail

HP: 30 Experience: 20 Money: 15

Attack : 14 Hit rate : 50 Speed : 20
Evade : 10 Defend : 56 Magic Def : 0

Chance of prize drop: 8/128

Attack properties: 0 (Normal)

Misc. properties: Lower Hit Rate by 30 vs. non-player-controlled character

Stats: ED4CC

Palette: B3CB

Death animation (when no prize dropped / when prize dropped): 3E46 / 3E62

48 Frippo

HP: 40 Experience: 12 Money: 19

Attack : 18 Hit rate : 50 Speed : 14
Evade : 15 Defend : 60 Magic Def : 32

Chance of prize drop: 8/128

Attack properties: 0 (Normal)

Misc. properties: Lower Hit Rate by 30 vs. non-player-controlled character

Stats: ED516

Palette: B24B

Death animation (when no prize dropped / when prize dropped): 3E4E / 3E66

49 Widowmaker

HP: 40 Experience: 40 Money: 12

Attack : 14 Hit rate : 30 Speed : 8
Evade : 0 Defend : 48 Magic Def : 38

Chance of prize drop: 8/128

Attack properties: 20 (Don't attempt attack if Insect Incense possessed)
(If hits, 1/4 chance of inflicting Poison)

Misc. properties:

Stats: ED560
Palette: B40B
Death animation (when no prize dropped / when prize dropped): 3E4E / 3E66

50 Sand Spider

HP: 74 Experience: 72 Money: 18

Attack : 33 Hit rate : 30 Speed : 12
Evade : 15 Defend : 48 Magic Def : 48

Chance of prize drop: 8/128

Attack properties: 20 (Don't attempt attack if Insect Incense possessed)
(If hits, 1/4 chance of inflicting Poison)

Misc. properties:

Stats: ED5AA
Palette: B44B
Death animation (when no prize dropped / when prize dropped): 3E4E / 3E66

51 Wood Mite

HP: 160 Experience: 180 Money: 30

Attack : 47 Hit rate : 30 Speed : 8
Evade : 0 Defend : 160 Magic Def : 48

Chance of prize drop: 8/128

Attack properties: 20 (Don't attempt attack if Insect Incense possessed)
(If hits, 1/4 chance of inflicting Poison)

Misc. properties:

Stats: ED5F4
Palette: B42B
Death animation (when no prize dropped / when prize dropped): 3E4E / 3E66

52 Bone Buzzard

HP: 40 Experience: 300 Money: 40

Attack : 28 Hit rate : 60 Speed : 14
Evade : 0 Defend : 80 Magic Def : -63

Chance of prize drop: 8/128

Attack properties: 0 (Normal)

Misc. properties:

Stats: ED63E

Palette: BD0B

Death animation (when no prize dropped / when prize dropped): 3E4E / 3E5E

53 Skullclaw (Swamp)

HP: 90 Experience: 400 Money: 50

Attack : 47 Hit rate : 60 Speed : 14
Evade : 0 Defend : 80 Magic Def : -63

Chance of prize drop: 8/128

Attack properties: 0 (Normal)

Misc. properties:

Stats: ED688

Palette: BD0B

Death animation (when no prize dropped / when prize dropped): 3E4E / 3E5E

54 Tar Skull

HP: 50 Experience: 22 Money: 17

Attack : 18 Hit rate : 50 Speed : 10
Evade : 15 Defend : 32 Magic Def : 0

Chance of prize drop: 0/128

Attack properties: 0 (Normal)

Misc. properties: Lower Hit Rate by 30 vs. non-player-controlled character

Stats: ED6D2

Palette: B4CB

Death animation (when no prize dropped / when prize dropped): 3E46 / 0

55 Salabog

HP: 2000 Experience: 700 Money: 66

Attack : 32 Hit rate : 100 Speed : 20
Evade : 9 Defend : 80 Magic Def : 32

Chance of prize drop: 0/128

Attack properties: 0 (Normal)

Misc. properties: Lower Hit Rate by 30 vs. non-player-controlled character

Stats: ED71C

Palette: B46B

Death animation (when no prize dropped / when prize dropped): 3E46 / 0

56 Flowering Death

HP: 10000 Experience: 600 Money: 100

Attack : 2125 Hit rate : 100 Speed : 100
Evade : 0 Defend : 2400 Magic Def : 63

Chance of prize drop: 8/128

Attack properties: 12 (If hits, don't do normal damage, but grab and do a few rounds of periodic damage)

Misc. properties:

Stats: ED766

Palette: BCAB

Death animation (when no prize dropped / when prize dropped): 3E52 / 3E5A

NOTE: Whatever gives it its complete invulnerability is outside of the stats deciphered for this document.

57 Carniflower

HP: 30 Experience: 6 Money: 7

Attack : 17 Hit rate : 60 Speed : 5
Evade : 0 Defend : 48 Magic Def : 32

Chance of prize drop: 8/128

Attack properties: 12 (If hits, don't do normal damage, but grab and do a few rounds of periodic damage)

Misc. properties:

Stats: ED7B0

Palette: B1CB

Death animation (when no prize dropped / when prize dropped): 3E52 / 3E5A

58 Wimpy Flower

HP: 18 Experience: 2 Money: 2

Attack : 9 Hit rate : 40 Speed : 15
Evade : 0 Defend : 28 Magic Def : 32

Chance of prize drop: 8/128

Attack properties: 0 (Normal)

Misc. properties:

Stats: ED7FA

Palette: B1AB

Death animation (when no prize dropped / when prize dropped): 3E52 / 3E5A

59 Raptor (Reddish purple)

HP: 40 * Experience: 16 Money: 29

Attack : 11 Hit rate : 100 Speed : 20
Evade : 15 Defend : 32 Magic Def : 38

Chance of prize drop: 0/128

Attack properties: 0 (Normal)

Misc. properties:

Stats: ED844

Palette: B36B

Death animation (when no prize dropped / when prize dropped): 3E46 / 3E5E

* The fourth one you fight in the bushes at the start of the game has 80 HP,
and its attack pattern is a little different than its cohorts'.

60 Gore Grub

HP: 150 Experience: 85 Money: 10

Attack : 88 Hit rate : 50 Speed : 10
Evade : 15 Defend : 12 Magic Def : 16

Chance of prize drop: 8/128

Attack properties: 0 (Normal)

Misc. properties:

Stats: ED88E

Palette: B76B

Death animation (when no prize dropped / when prize dropped): 3E4A / 3E66

61 Maggot

HP: 30 Experience: 4 Money: 4

Attack : 12 Hit rate : 60 Speed : 10
Evade : 10 Defend : 12 Magic Def : 16

Chance of prize drop: 8/128

Attack properties: 0 (Normal)

Misc. properties:

Stats: ED8D8

Palette: B30B

Death animation (when no prize dropped / when prize dropped): 3E4A / 3E66

62 Mosquito (Blue)

HP: 1 Experience: 1 Money: 1

Attack : 2 Hit rate : 60 Speed : 10
Evade : 30 Defend : 0 Magic Def : 0

Chance of prize drop: 4/128

Attack properties: 14 (Don't attempt attack if Insect Incense possessed)

Misc. properties:

Stats: ED922

Palette: B34B

Death animation (when no prize dropped / when prize dropped): 3E4E / 3E66

63 Mosquito (Gray)

HP: 1 Experience: 1 Money: 1

Attack : 175 Hit rate : 60 Speed : 10
Evade : 30 Defend : 0 Magic Def : 0

Chance of prize drop: 4/128

Attack properties: 14 (Don't attempt attack if Insect Incense possessed)

Misc. properties:

Stats: ED96C

Palette: BC0B

Death animation (when no prize dropped / when prize dropped): 3E4E / 3E66

64 Mungola

HP: 5000 Experience: 8000 Money: 0

Attack : 0 Hit rate : 25 Speed : 8

Evade : 0 Defend : 160 Magic Def : 13

Chance of prize drop: 0/128

Attack properties: 0 (Normal)

Misc. properties:

Stats: ED9B6

Palette: 0

Death animation (when no prize dropped / when prize dropped): 3E7E / 0

65 Old Nick

HP: 500 Experience: 1000 Money: 250

Attack : 78 Hit rate : 60 Speed : 20

Evade : 10 Defend : 100 Magic Def : 0

Chance of prize drop: 0/128

Attack properties: 0 (Normal)

Misc. properties:

Stats: EDA00

Palette: AF6B

Death animation (when no prize dropped / when prize dropped): 3E46 / 0

66 Mephista

HP: 500 Experience: 1000 Money: 250

Attack : 78 Hit rate : 60 Speed : 20

Evade : 10 Defend : 0 Magic Def : 0

Chance of prize drop: 0/128

Attack properties: 0 (Normal)

Misc. properties:

Stats: EDA4A

Palette: AF8B

Death animation (when no prize dropped / when prize dropped): 3E46 / 0

67 Thraxx's heart

HP: 600 Experience: 500 Money: 750

Attack : 0 Hit rate : 0 Speed : 10

Evade : 0 Defend : 0 Magic Def : 0

Chance of prize drop: 0/128

Attack properties: 0 (Normal)

Misc. properties:

Stats: EDA94

Palette: B18B

Death animation (when no prize dropped / when prize dropped): 3E4E / 0

68 Coleoptera's heart

HP: 6000 Experience: 10000 Money: 4000

Attack	:	0	Hit rate	:	0	Speed	:	10
Evade	:	0	Defend	:	0	Magic Def	:	0

Chance of prize drop: 0/128

Attack properties: 0 (Normal)

Misc. properties:

Stats: EDADE

Palette: B18B

Death animation (when no prize dropped / when prize dropped): 3E4E / 0

69 Right Claw (Coleoptera)

HP: 2250 Experience: 4166 Money: 400

Attack	:	17	Hit rate	:	50	Speed	:	30
Evade	:	0	Defend	:	32	Magic Def	:	0

Chance of prize drop: 0/128

Attack properties: 0 (Normal)

Misc. properties: Lower Hit Rate by 30 vs. non-player-controlled character

Stats: EDB28

Palette: B16B

Death animation (when no prize dropped / when prize dropped): 3E4A / 0

70 Left Claw (Coleoptera)

HP: 2500 Experience: 4166 Money: 400

Attack	:	175	Hit rate	:	50	Speed	:	30
Evade	:	0	Defend	:	32	Magic Def	:	0

Chance of prize drop: 0/128

Attack properties: 0 (Normal)

Misc. properties: Lower Hit Rate by 30 vs. non-player-controlled character

Stats: EDB72

Palette: B16B

Death animation (when no prize dropped / when prize dropped): 3E4A / 0

71 Right Claw (Thraxx)

HP: 250 Experience: 250 Money: 150

Attack	:	17	Hit rate	:	50	Speed	:	30
Evade	:	0	Defend	:	32	Magic Def	:	0

Chance of prize drop: 0/128

Attack properties: 0 (Normal)

Misc. properties: Lower Hit Rate by 30 vs. non-player-controlled character

Stats: EDBEC

Palette: B14B

Death animation (when no prize dropped / when prize dropped): 3E4A / 0

72 Left Claw (Thraxx)

HP: 250 Experience: 250 Money: 150

Attack	:	17	Hit rate	:	50	Speed	:	30
Evade	:	0	Defend	:	32	Magic Def	:	0

Chance of prize drop: 0/128

Attack properties: 0 (Normal)

Misc. properties: Lower Hit Rate by 30 vs. non-player-controlled character

Stats: EDC06

Palette: B14B

Death animation (when no prize dropped / when prize dropped): 3E4A / 0

73 Face

HP: 4000 Experience: 4000 Money: 2000

Attack	:	0	Hit rate	:	2000	Speed	:	10
Evade	:	0	Defend	:	800	Magic Def	:	0

Chance of prize drop: 0/128

Attack properties: 0 (Normal)

Misc. properties:

Stats: EDC50

Palette: 0

Death animation (when no prize dropped / when prize dropped): 3E46 / 0

74 Gargon

HP: 300 Experience: 150 Money: 60

Attack : 55 Hit rate : 50 Speed : 8

Evade : 15 Defend : 160 Magic Def : 0

Chance of prize drop: 8/128

Attack properties: 0 (Normal)

Misc. properties:

Stats: EDC9A

Palette: BCCB

Death animation (when no prize dropped / when prize dropped): 3E46 / 3E62

75 Dragoil (aka "Dragoyle")

HP: 300 Experience: 150 Money: 60

Attack : 88 Hit rate : 50 Speed : 8

Evade : 15 Defend : 160 Magic Def : 0

Chance of prize drop: 8/128

Attack properties: 0 (Normal)

Misc. properties:

Stats: EDCE4

Palette: BCCB

Death animation (when no prize dropped / when prize dropped): 3E46 / 3E62

76 Floating Fan

HP: 700 Experience: 300 Money: 10

Attack : 101 Hit rate : 50 Speed : 8

Evade : 15 Defend : 300 Magic Def : 48

Chance of prize drop: 0/128

Attack properties: 0 (Normal)

Misc. properties:

Stats: EDD2E

Palette: BC4B

Death animation (when no prize dropped / when prize dropped): 3E46 / 0

77 Sphere Bot

HP: 1000 Experience: 70 Money: 10

Attack : 101 Hit rate : 50 Speed : 20
Evade : 15 Defend : 80 Magic Def : 64

Chance of prize drop: 128/128 *

Attack properties: 0 (Normal)

Misc. properties:

Stats: EDD78

Palette: C6AB

Death animation (when no prize dropped / when prize dropped): 3E46 / 54B6

* I've never gotten a prize from this, nor have any clue how you'd retrieve it if one was left. Maybe the designers did this to always have it leave metal wreckage behind, though it seemingly would've been easier to change the "Death animation when no prize dropped" field.

78 Fan

HP: 2500 Experience: 0 Money: 0

Attack : 0 Hit rate : 60 Speed : 10
Evade : 0 Defend : 1400 Magic Def : 57

Chance of prize drop: 0/128

Attack properties: 0 (Normal)

Misc. properties:

Stats: EDDC2

Palette: 0

Death animation (when no prize dropped / when prize dropped): 3E46 / 0

79 Speaker

HP: 1004 Experience: 0 Money: 0

Attack : 0 Hit rate : 60 Speed : 10
Evade : 0 Defend : 1400 Magic Def : 57

Chance of prize drop: 0/128

Attack properties: 0 (Normal)

Misc. properties:

Stats: EDE0C

Palette: 0

Death animation (when no prize dropped / when prize dropped): 3E46 / 0

80 Rat (Mega Minirats)

HP: 20 Experience: 30 Money: 10

Attack : 35 Hit rate : 25 Speed : 8
Evade : 0 Defend : 120 Magic Def : 38

Chance of prize drop: 8/128

Attack properties: 0 (Normal)

Misc. properties:

Stats: EDE56

Palette: BD6B

Death animation (when no prize dropped / when prize dropped): 3E4E / 3E66

81 Mechaduster (Super Cleaning)

HP: 600 Experience: 50 Money: 280

Attack : 85 Hit rate : 25 Speed : 8
Evade : 7 Defend : 160 Magic Def : 57

Chance of prize drop: 8/128

Attack properties: 0 (Normal)

Misc. properties:

Stats: EDEA0

Palette: B76B

Death animation (when no prize dropped / when prize dropped): 3E46 / 3E62

82 Tentacle (Junkyard)

HP: 400 Experience: 500 Money: 0

Attack : 105 Hit rate : 40 Speed : 8
Evade : 10 Defend : 280 Magic Def : 12

Chance of prize drop: 0/128

Attack properties: 0 (Normal)

Misc. properties:

Stats: EDEEA

Palette: B6AB

Death animation (when no prize dropped / when prize dropped): 3E4A / 0

83 Tiny Tentacle (Junkyard)

HP: 200 Experience: 300 Money: 0

Attack : 85 Hit rate : 60 Speed : 8
Evade : 10 Defend : 240 Magic Def : 16

Chance of prize drop: 0/128

Attack properties: 0 (Normal)

Misc. properties:

Stats: EDF34

Palette: B6AB

Death animation (when no prize dropped / when prize dropped): 3E4A / 0

84 Bomb

HP: 200 Experience: 0 Money: 0

Attack : 0 Hit rate : 100 Speed : 10
Evade : 0 Defend : 800 Magic Def : -63

Chance of prize drop: 0/128

Attack properties: 0 (Normal)

Misc. properties: Bazooka shots and toaster dog shots will just pass over

Stats: EDF7E

Palette: B12B

Death animation (when no prize dropped / when prize dropped): 570A / 0

85 Raptor (Metal)

HP: 4000 Experience: 24 Money: 48

Attack : 225 Hit rate : 75 Speed : 25
Evade : 25 Defend : 400 Magic Def : 51

Chance of prize drop: 128/128

Attack properties: 0 (Normal)

Misc. properties:

Stats: EDFC8

Palette: BDAB

Death animation (when no prize dropped / when prize dropped): 3E46 / 3E62

86 Death Spider

HP: 6000 Experience: 5000 Money: 250

Attack : 325 Hit rate : 100 Speed : 30
Evade : 0 Defend : 400 Magic Def : 57

Chance of prize drop: 0/128

Attack properties: 0 (Normal)

Misc. properties:

Stats: EE012

Palette: BC0B

Death animation (when no prize dropped / when prize dropped): 3E46 / 0

87 Eye of Rimsala

HP: 6000 Experience: 1050 Money: 0

Attack : 175 Hit rate : 100 Speed : 20
Evade : 0 Defend : 400 Magic Def : 0

Chance of prize drop: 128/128

Attack properties: 0 (Normal)

Misc. properties:

Stats: EE05C

Palette: BD8B

Death animation (when no prize dropped / when prize dropped): 3E46 / 3E62

88 Dark Toaster

HP: 10000 Experience: 5000 Money: 20

Attack : 175 Hit rate : 80 Speed : 10
Evade : 40 Defend : 240 Magic Def : 57

Chance of prize drop: 128/128

Attack properties: 0 (Normal)

Misc. properties:

Stats: EE0A6

Palette: A84B

Death animation (when no prize dropped / when prize dropped): 3E46 / 3E62

89 Magmar (Metallic)

HP: 25000 Experience: 50000 * Money: 0

Attack : 170 Hit rate : 110 Speed : 15

Evade : 9 Defend : 360 Magic Def : 0

Chance of prize drop: 0/128

Attack properties: 0 (Normal)

Misc. properties:

Stats: EE0F0

Palette: BC0B

Death animation (when no prize dropped / when prize dropped): 3E56 / 0

* I don't get a shred of experience from this guy, and Iron Knuckle's guide lists him as having 0 Exp. Maybe the final boss' hasty entrance preempts any winnings?

90 Carltron's Robot

HP: 30000 Experience: 100000 Money: 0

Attack : 220 Hit rate : 110 Speed : 15

Evade : 9 Defend : 360 Magic Def : 60

Chance of prize drop: 0/128

Attack properties: 0 (Normal)

Misc. properties:

Stats: EE13A

Palette: BB2B

Death animation (when no prize dropped / when prize dropped): 3E56 / 0

NOTE: Whatever gives it its ailment immunities is outside of the stats deciphered for this document.

5. Hacking info

What follows is a breakdown of where to find all the juicy information that was just presented to you. The monster stat blocks begin at file address EC736h, and the address of each monster's 74-byte block can be seen in Section 4. Here's the location of the various deciphered stats within a block. Every stat is two bytes unless indicated otherwise.

Name pointer: 00 - 02h

(Three bytes. Two for offset, one for bank. To get the file address, you'd subtract BFFE00h.)

Miscellaneous properties: 07 - 08h

(Byte 7, Bit 1 is "Lower Hit Rate by 30 vs. non-player-controlled character", and Byte 7, Bit 4 is "Bazooka shots and toaster dog shots will just pass over". Byte 7, Bit 0 -- not included in this document -- is just set for Salabog and

Tar Skull. I have no clue what it does, but unsetting it in Tar Skull crashed the game in an explosion of colors. Byte 8 is zero for all known monsters.)

Palette: 09 - 0Ah

(Think it's a pointer. I haven't really investigated.)

HP: 0F - 10h

Attack: 19 - 1Ah

Defend: 1B - 1Ch

Magic Def: 1D - 1Eh

(See the notes in the Key section, as this stat seems to have a different range of values than others.)

Evade: 1F - 20h

Hit Rate: 21 - 22h

Experience: 23 - 26h

(Four bytes. No monster uses the 4th byte, and you'd likely never want one to. If it doesn't break things, it'd still be pointless. The characters' Current Experience variables are 4 bytes, but the experience they need to reach each level is held in 3 bytes.)

Money: 27 - 28h

Chance of prize drop: 29h

(One byte. 0 - 128 are the meaningful values, as the game just compares this value to a random number between 0 and 127. Afaik, anything over 128 would just be treated as 128.)

Speed: 2E - 2Fh

Attack properties: 30 - 31h

(This is actually an index to the function pointer table at SOEus 8F/B6AE. The table can be indexed with even numbers valued 0 through 28. Because a value of over 28 would point to la-la land, I'm convinced Byte 31h always has to be zero. Only 0, 12, 14, 18, 20, 22, 24 and 28 are used by the existing monsters. 8 appears to be used for the boy's normal weapon attacks, 10 for most of the dog's attacks, and 2 for the boy's bazooka shots and the toaster dog attacks. That leaves 4, 6, 16, and 26 as undetermined.)

Death animation when no prize dropped: 42 - 43h

(Think it's a pointer. I haven't really investigated.)

Death animation when prize dropped: 44 - 45h

(Think it's a pointer. I haven't really investigated.)

Simon Hill

and Prima: For making a great guide on this game. It's filled with lots of maps, illustrations, and vivid descriptions. He includes most of the monster stats (Name, Initial Hit Points, Attack Power, Defend Power, Magic Defense, Experience, and Gold Pieces) for 81 of the 91 enemies in an aptly titled "Monster Statistics" section, which was quite valuable in doublechecking my findings. Also, he differentiates between enemies with the same name; most of the parenthetical notes you see after enemy names in my guide were taken straight from his. He provides a name for enemy #24, which is unnamed in the game. In addition, the Prima guide let me know that monsters with apparently uber high Magic Defenses actually have a negative stat.

Master ZED: For making the FF3us Monster Statistics guide. The layout is simple yet oh-so-perfect, so I decided to mimic it here. There are also a few other disturbing parallels between his guide and mine; see how many you can spot. :) Visit his site at <http://masterzed.cavesofnarshe.com/>

Iron Knuckle: I consulted his rockin' guide for a couple things.

Square: For making the game, duh. :) Also for whatever input they had in the (authorized) Prima guide.

7. Contact

Find me on the GameFAQs Final Secret of Evermore message board, reachable via:

<http://www.gamefaqs.com/console/snes/game/9320.html>

or on Mnrogar's Den:

<http://www.mnrogar.com>

Please DON'T mistake the absence of an email address for me not wanting to be contacted! Given the amount of spam my email accounts receive and how seldomly I check them as of late, I'm MORE likely to see a message posted on a board I frequent. Just give it a clear title ("Funny..." and "Hlep me!@!" don't qualify), and I'll be chewing your ear off in no time. ;)

I've been on GameFAQs for almost five years, and it's been up for nearly a decade; neither of us is going anywhere.

Conversely, a listed email address is **hardly** a sign of availability. You just TRY contacting half the FAQ authors about their (abandoned) works, and tell me how many flips of the egg timer are made before you give up waiting for a response...

For SoE patches and FF6/FF3us goods, be sure to visit my website:

<http://www14.brinkster.com/assassin17/> OR
<http://assassin17.home.comcast.net/>

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