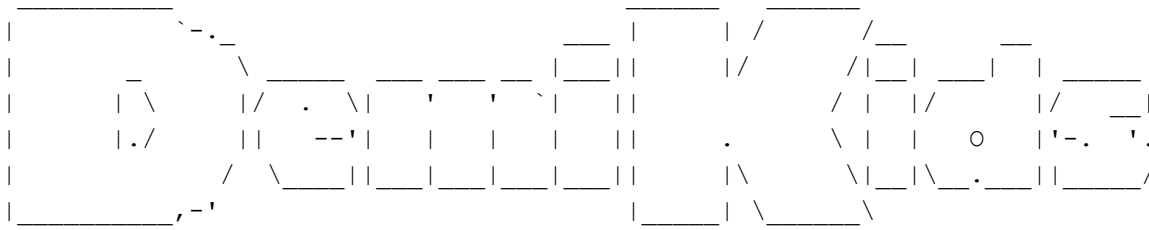


DemiKids: Dark Version FAQ/Walkthrough Final

by Yami Shuryou

Updated on Dec 23, 2006



D A R K V E R S I O N

ASCII art created by shoecream.

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Size - 190 KB
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FAQ# 5 by Yami Shuryou

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Game Information
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Produced by Nintendo
Developed by Atlus
Rated E for Everyone
For the Gameboy Advance

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|%%\$\$+\$+++++|
|2WKTGH+ 2. Walkthrough +2WKTGH|
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I should make a few notes here;

1. The boss attacks are taken from the Demony; they may not always use some of the attacks that are at their disposal.
2. I'm just assuming that whenever a demon disappears, they're dying, as it doesn't say in the game.

|%%\$\$+\$+++++|
|PRLGUE+ 2a. Prologue +PRLGUE|
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You get a prophecy to rev up the game's story going as you're taken into the dark palace. Two demons, Forlo and Lucifer, will speak, and Forlo will tell Lucifer of an impending doom, of a "time rift". Apparently, if it goes unchecked, the world shall end. Lucifer recites a prophecy mentioning children, and then orders Forlo to find out if the prophecy holds true. Forlo obeys Lucifer, then leaves. After that, we're given a flashy show of screen-switching, and are then brought to a mystical doorway. Another demon known as Norn introduces himself, then asks you your name. Official name is Akira. After another flashy sequence, we are then taken To Rem Elementary.

|%%\$\$+\$+++++|
|PRLGUE+ 2b. Rem Elementary School +PRLGUE|
%%\$\$+\$+++++

October 200X
Rem Elementary School

You take the role of Akira in his class as his teacher introduces a new student, Amy, who then proceeds to sit next to Akira. After we get the right to classify her as mysterious, the class is dismissed. Now, head to the northwest sector of this room, and grab from the bookcase some Ointment. In the eastern part, grab from the plant some Mana Juice. Now, leave the room.

Here, you'll meet up with your friends Jin and Lena. Turns out your tight-knit group of friends likes unusual items, and Lena has found a book on demons in the school library - perfect for wierdness! Nevertheless, one would think that they could keep books like these away from schools where there could be Christians? To add onto the glory of a demon book, it also has a spell for summoning an actual demon!

Amy suddenly comes out, and after Akira introduces her to his buddies, and Amy asks if she heard correctly about them wanting to summon demons. Lena tells her yes, and that their group is about challenging the unknown. Hesitating, Amy joins the group. She, Lena, and Jin head off to the library, allowing you free reign around the school.

Now, you'd just LOVE to advance the plot right now, wouldn't you, and go to the library. However, this school is a caché of good items that you very well may require in the future.

Now, to the immediate left of you, go into the room. Here, grab from the locker some 500 macca, and get from the two vertically-facing bookcases a Mana Juice and Revive Orb. Left again in the teacher's lounge, check the far left locker for a Repel Charm. Grab from the right bookcase an Attack Gum, then leave. Since there's nothing else you can do, go and head now to the library.

In here, an automatic scene will occur, where Lena seems to have misplaced the book on demons. Go and talk to Lena after the scene is over, and Lena will tell you of the conspiring. Jin will then implore you to go and find the book, so talk to the teacher that is here in the room. Akira will tell her that he is looking for the Demon Book, and she'll give it to him after telling him that she held onto it because it was so unusual. After you obtain it, go and talk to Jin. Jin will take it, and read out a description of the demon Nex. Lena then comments that Jin is in a world of his own when it comes to demons to Amy. Jin suddenly wanders across a spell which summons demons. Amy interrupts, trying to discourage them, and then saying that if they wanted to summon demons, they would need special powers. Akira asks her what she means, and Amy tells him instead that a demon might attack him if he summons one. Nevertheless, Akira and Jin chant the spell.

The room starts flashing red, and a portal opens, with a demon coming out. The demon introduces himself as Gargoyle, then rudely asks who dared to summon him. He is then enraged to find out that he was summoned by kids. Amy then butts into the awe-inspired conversation that Akira, Jin, and Lena are beginning to make, and asks why a demon from Valhalla, of the Imperium, is here. Gargoyle seems to know Amy, then tells her that she is his. Akira tells Lena that she should be ready to run.

However, Lena instead goes and verbally attacks Gargoyle, but is then thrust around by him. Amy then hands Akira and Jin a Demiloc and Vinecom, and tells Akira to use the Demiloc. You'll be forced to use it no matter how many times you choose "Don't use Demiloc", so use it right away.

Suddenly, another demon will appear who calls himself Gale, and figures out that Akira is a "DemiKid", and tells Akira that he is his guide/partner. He then tells Gargoyle that he has got both himself and a DemiKid to deal with. Gargoyle tells Gale that he always liked a good challenge.

=====
Gargoyle

Spoils: 80 Macca, 5 EXP
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After, Gargoyle reveals a sinister plot - except we have no f'ing idea what the sinister plot is supposed to do or what it means. Oh well.

Amy tells Jin and Akira that their DemiKid powers have awakened, and explains about some stuff you've been dying to know. After some more conversation between Lena, Akira, and Jin, Amy suddenly realizes that Gargoyle mentioned a time rift, and runs off with Jin and Lena behind her. Gale tells Akira that his awakened powers will lure demons from now on, then gives you some simple controls. You will also get some new allies - an Amino, Lava Rat, and Windling. From now on, you will encounter random enemies. Leave, and go to the center of the room out here.

Stopping before a multi-colored portal, Akira somehow seems to understand that it is Light and Shadow mixed together. Amy warns Akira against touching it, saying that the rift is a scar that appears where time has ceased to flow. If the rift remains, the future fades to nothing. After some discussion, Amy

decides that they should touch the time rift. Doing so, you will be thrown back in time.

Amy says afterwards that if this keeps up, time will come to a stop. She then finally reveals her origins, from a world called Valhalla. She tells us that we need to go to the rooftop to get into a portal to Valhalla. Amy, Lena, and Jin will all now leave. Head up, and go across the stairs. You'll suddenly be stopped by a Pixy, who wants to prevent you from going to Valhalla!

=====
Pixy
Spoils: 40 macca, 6 EXP
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After you win, Pixy will taunt you, telling you that you will not be going to Valhalla as the Time Portal has likely closed by now. He then dies. Go up the roof and enter the shed.

Nobody noteworthy is here. However, there is one kid, who tells you that Lena and Jin came into here and never came out. The kid then leaves. Try to leave now, and Gale will stop you, saying that something is coming. Suddenly, the room will bend in on itself, and some sort of stairway and portal will appear. Gale warns Akira, telling him that this is a Dem Gate, meaning somebody is coming over from Dem. Forlo, from the beginning of the game, then appears and introduces himself. He explains his situation with the time rifts, and it turns out that the rifts are beginning to spread in Dem. He then tells Akira of the prophecy from earlier, and tells Akira that he believes that Akira is one of the children in the prophecy. He then invites Akira to go to Dem and talk to Lucifer, then leaves. Follow him.

|%%\$%\$+\$+++++|
|HEYVLL+ 2c. Hueyville +HEYVLL|
%%\$%\$+\$+++++

Coming into Dem, leave the cave, and head down outside into the town of Hueyville. Here, talk to the demons if you wish, and do stuff at the Demon Lab, Inn, and Store if you require. I recommend you buy an Angel Wing from the store for good reason, later on. After that, take the southern path into the next area, outside of Hueyville.

Here, you are stopped by a time rift! At this precise moment, though, Forlo will appear, and tell you that DemWind's ruler Tupon should know a way to get past the rift. He then disappears. Now, go back into Hueyville, and make your way to the second floor. From here, head east, into Wind Valley.

|%%\$%\$+\$+++++|
|FNDTPN+ 2d. Finding Tupon +FNDTPN|
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Wind Valley  
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In the Wind Valley, start off by heading across the long bridge that looks like it will collapse any moment. (Just joking) After you've made your way across, go east a bit more and grab from the chest a Troll Seed, then head down the two sets of stairs. Here, head left across the bridge, and down the next double set

of stairs. Head right across the last bridge, and continue east and up into Sword Cave.

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Sword Cave

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In this chamber, start heading up, then head right. Grab from the chest a Smoke Bomb, then head down the four sets of stairs, ignoring the time rift for now and grabbing the Attack Gum. Finishing, head down to the next room. Here, go south down the stairs, then head left. Once you can go no further, head down into the next section. In this here room, grab from the two chests a Luck Gum and a Revive Orb. Continue heading down to go into Kibra Woods.

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Kibra Woods

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Outside at last, head down and grab the Mana Juice. With that done, head right.

Here, you'll encounter a maze of sorts, so here are the best directions I can offer. On the first screen, go and grab the Resist Gum from the chest, then head up two screens. In this new area, take the path leading right in the middle of the screen, and continue heading right on the next screen. Pick up the Magic Gum from the chest, then continue right and up into the Wind Shrine.

Save your game now. After you have done that, go and ring the bell three times. Tupon, the demon that Forlo was talking about earlier, comes out and begins to attack you for waking him up from a nap!

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Tupon
Spoils: 500 macca, 40 EXP
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After you win against Tupon, he will calm down and figure out that Lucifer sent you, and then give you the Hyper Pinwheel, which will blow away the Time Rift. However, it will not destroy the time rift, and is a one-time use item. He then tells you to go to Center Town, and invites you to come back sometimes. Tupon then disappears.

As Akira tries to leave, somebody stops him, and Kibra, the demon protector of plant life, appears. He tells him that the time rifts are draining the lives of the plants, and after Akira tells him that he is going to Center Town, Kibra tells Akira that the time rift that was in Sword Cave will grow larger with the passing of time. He adds that if Akira ever needs him, he will be there. Kibra then leaves.

Head outside.

Out here, check the rocks on the lower part of the dirt path. Checking the right most rock will lure out Chot. With the password Atlus in hand, recruit the first of the secret demons.

Now, if you bought an Angel Wing from the Hueyville shop, use it now. Otherwise, you will have to manually walk all the way back.

Once you are back in Hueyville, definitely heal at the Demon Inn, and fuse some

monsters/buy some items if necessary. Finishing that, go down south, and use the Hyper Pinwheel on the time rift. The time rift will disappear, allowing you to continue. Go south, into the Lost Forest.

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|%%$%%$+++++%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%$%%$|  
|LSTFRS+                               2e. Lost Forest                       +LSTFRS|  
|%%$%%$+++++%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%$%%$|  
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Since I'm too lazy to go indepth, I'll just give the directions. Change accordingly at each split; south, west, south, east, south and west onto the next screen.

In this here next area, head west across the bridge, and at the end of the bridge, which extends two screens, grab 2000 Macca from the chest. Finishing that task, take the path north, east, and south. Grab from the chest a Demonitonic, then head right across the bridge. Talk to the demon here, and Wyregg will join you now! Now, the first pile of wood to the right of the fireplace has a Luck Gum, so pick that up. Also, one of the batches of flowers has a Repel Charm in it, so get that also.

Now, leave the house, then go left across the two bridges to get into Center Town.

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|CNTDPL+                               2f. Center Town                       +CNTDPL|  
|%%$%%$+++++%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%$%%$|  
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Here in Center Town, get done what you need to do, taking a visit at the Demon Lab being a definite on your list. After you are done all that, head up to the north part of Center Town. Here, head up the straightfoward dirt path. At the end, you will be stopped by a demon, who figures out that you are the DemiKid Forlo was talking about. He then challenges you to a battle.

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Grevir  
Spoils: 180 Macca, 90 EXP  
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Afterwards, Grevir says that you are good, perhaps as good as Lucifer. He then dies. With that done, head up onto the next screen.

Here, take the northeast path. At the fork, go northwest. At the next split, just head up. Making your way up, go all the way right when you can to get an Alarm, then continue northwest onto the next screen. From here, continue north into the Dark Palace.

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Dark Palace  
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In here, ignore the portal in front of you. Instead, take one of the side stairs, and go up front into the next room. Here, go into the portal to be warped to the throne room. Here, you'll automatically meet up with Forlo, whom will take you to Lucifer and introduce Akira to him. Lucifer will welcome Akira, and without sparing any time, Akira asks Lucifer if there is any way to destroy the rifts.

Lucifer instead tells Akira of a story, where long ago, two men from Dem left

this world and created a world. They were named Darklord and Lord Light. They also apparently had the power to control time. They left care of time with the Time Maidens, who reside deep within the Dark Palace. Lucifer tells you to go visit them, then gives you a Kingloc, an item that NOT only allows you to summon King demons, but also allows you to battle with THREE monsters at a time. Congratulations, this game just got easier!

Now, go behind Lucifer, and enter the door. Go into the portal, and go past the door here into a cloudy area, where there are monsters galore. Going past the first door here, travel up left or right at the stairs, then go up and enter the door.

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Orgel Room  
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In here, the three Time Maidens appear and introduce themselves. Go and talk to Verdandi, the yellow winged gal. She gives you some Time Chains that can destroy the rifts, but only a limited number. In addition, larger time rifts can render the Chains ineffective. She then gives you a worthy piece of information: The Ice Palace to the west of Center Town has a portal to Valhalla. You know our destination, so let's head back to Center Town.

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Center Town  
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Back here, do whatever you require, whether it be level up, rest, visit the trainer, get some chips at the casino, fuse monsters, buy items, etc. Once you are done all that you can think of, head west, young Akira. Head west.

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|TICLND+ 2g. The Icelands +TICLND|
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Path to Frostlands  
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You'll encounter your first Time Rift here. Use a Time Chain to destroy it.

Head right and up the cut path. You'll notice a Time Rift, but at the current moment it is too large to be able to destroy with a Time Chain, so continue on down, seeing as you cannot get the item from the chest either. Continue on the path into the Icy Wastes.

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Icy Wastes  
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Out here, you'll run into Lena, accompanied by somebody else! They'll run up to Akira, who'll ask Lena where Jin is. Lena will recount the tale of what happened to them, mentioning that Jin's looking for Time Chains. She then asks Akira what he's doing in Dem, and he responds that he went to see Lucifer, and that he has Time Chains. Lena then introduces the stranger as Shin, a DemiKid from Valhalla, the world where she, Jin, and Amy went to. Shin talks to you, saying that they can't get many Time Chains from Valhalla since it is under the rule of a tyrant. Shin then says he and Amy are going to meet Lucifer. Lena gives you directions to Frostville, Ice Palace, and a portal to Valhalla, and they then leave to Center Town.

Here, take a clockwise path, and when your road deviates from being a perfect circle, head up. Note the boulder that is there for later, then continue on

left to the next screen.

Here, go left a long ways, and then head up until you see the path to the left. Take it and head up and over a cliff, and then destroy the Time Rift. Head off the snowy path, then head up and right. Open the chest here for a Mirror Relic, then head back the snowy path. Back on the main road again, head up, get a Halo Ring from the chest to your left, and head up into Frostville.

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### Frostville

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First thing's first, head left and up the stairs. Go up into the building to the right of the shop. Here, there'll be two Icys, and two bookcases. Go in between the bookcases and press A, and Ikonda will appear. The password is Light. After you input this, Ikonda will join your party. Talk to the two Icys here, and you'll learn that one of them has a son who wants to join the Icy Aces. Now, head outside.

Now, do whatever junk that you need to do in town; fuse monsters, shopping, resting at the clinic, etc. Once that's done, leave town by the north exit.

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### Polar Wastes

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First off, head straight up in this area and grab a Pheromix in a chest at the top. After that, head east in this area, and then go up past the stairs. Destroy the time rift at the second flight of stairs with a Time Chain, then head up into the small house there, the Ace Base.

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### Ace Base

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In here, head up a single room, and then go down the stairs in the next. Now head up the hallway. Supposing you had talked to Jack Frost earlier in Frostville (The guy whose son wanted to be an Icy Ace), you'll see a meeting here where an Icy Ace gives three recruits their mission to become an Icy Ace, of which Zack Frost is one of them. Go talk to him, and offer him your help. With that, go and leave the building.

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### Polar Wastes

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Outside once again, head down the two stairs, and start heading left until you come to some stairs and a path to another place. Take the path out left. Here, enter the Ice Cave.

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### Ice Cave

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Start off heading up. At the split, go left, and not up. Head up at the end, and go into the hole to reach a deeper part of the cave. Out here, head left and across the bridge, then continue left. At the fork, go up, and open the chest for a Dredfang. Now, go back, and head down to be out of the Ice Cave.

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Leader Home

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Out here, talk to Zack Frost. Appears that a demon is blocking his way off to the Leader Home, of where he would receive an Acy Badge. He'll ask you to fight him, so you'll have to battle Libra.

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Libra

Spoils: 264 Macca, 176 EXP

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After, Libra will die, and Zack will go ahead, taking the credit for our victory. Follow him up, and into the house, where he'll be rewarded the Acy Badge, becoming an Icy Ace. Try to leave the house, and Zack will stop you, and hand over an Ice Blade. Now leave, and go back to the Ice Cave.

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Ice Cave

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Backtrack to the start of the cave, then exit back into the Polar Wastes.

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Polar Wastes

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Back out here, go up the stairs, and head up along the cliff. You'll meet some Icy's who have been kicked out of the Ice Palace. Don't let this mistreatment continue; enter the Ice Palace.

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Ice Palace

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Head up the hallway in the main room, sticking between the columns. In the next room, head straight up the stairs, and talk to the demon Harborim there. He declares himself as a leader of Valhalla's Imperium Army, and orders you to tell him where Shin and Lena are. Otherwise, he'll melt King Frosty. He then fights you after saying that they will stop Shin and Lena.

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Harborim

Spoils: 240 Macca, 120 EXP

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After Harborim dies, defying us in our last breath, try to walk up to the king. Gale will stop you, saying that something is happening to his body. If you look at him, he will evolve into Arch Rox! If you ignore him, he'll evolve into Dred Rox! After the evolution is over, go down the stairs, and head to the back of the room. Open the chest for a Mana Shake, then go down the unguarded stairs.

Here in the basement, head down, and then go right. At the end of the hallway, go up, then go down the stairs into the second basement. Down here, head down, and destroy the time rift there. You can't do anything on the next floor, unfortunately, as there's a large time rift. For now, go left all the way, and open the chest for a Magic Gum. Go back along the hallway and head up at the center. The right chest contains two Irontaurs who will battle you, and the left chest contains a Dredfang. Continue, and go down the next set of stairs.

Down here, you will have to go through pretty much the first puzzle in the

game, with a floor of ice that you're going to have to slip around. First head down, and pick up the Wafer Relic there. Next, go east. Go up then and pick up the Resist Gum from the chest. Now, go to the two squares that seem split in half, and slide down. Head left three times, north, and then right. Go south and left twice more. Head north twice, east once, then north once more. Now go up past the door.

In this room, go up and destroy the time rift with a Time Chain. Head in and open the two chests for an Attack Gum and a DRGN Talk. Head back out of this small room, then start going right. Head up into the next room, and go up the stairs. You'll be stopped by Lena, along with Shin.

Akira asks how their trip went, and Lena says that it seems that not even Lucifer can use the powers of Dark and Light. Shin will refuse to give up however, saying that he needs the two powers to defeat Imperius. Lena then tells Akira that if he can't find enough Time Chains, he should head to Valhalla. After she and Shin go through the portal to Valhalla, Akira and Gale will follow suit.

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|ANWTME+                               2h. A New Time                       +ANWTME|
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Time's Edge  
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Getting out of the portal, head down the stairs. In the next room, head down the next stairs, and head right all the way. Open the chest for the TimeEdge Map, then head back to the center, and go down into the gate to go to Time Tower.

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Time Tower  
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You'll meet up with Lena and Shin again. Lena tells you about the Time Tower, and gives you directions to the town of Hermit. She then invites you to come along with them to Hydraville, north of Hermit. Lena will then warn Akira against dangerous demons. Now, head left, go up, and take the stairs. On your way down the flights, you may notice Wartak. If you want to get your Demorary Prize or take some of the quizzes, go ahead. Once you're finished, head down the rest of the stairs.

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Tower Area + Fanda Plains  
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Out here, immediately head left, and go examine the front of the more right tower. Pandora will appear to you. Input Megami, and he will join your party. Now head back to the front of the Time Tower, and head down. Once you hit a stop, go left, then head up and left onto the next screen. Here, continue left, and then head northeast and north into Hermit.

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Hermit  
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In here, do whatever junk you need to do with the Demon Lab, Store, and the Inn. Inside the shop, talk to the demon to the left. He'll introduce himself as Orboron, a demon who travels across time for pretty things, and wishes you a good adventure. He then leaves. In the barrel outside of the Demon Lab is there

a Nue Soul. Also, go to the far east of Hermit and talk to the girl, and you'll learn that a boy who is asking about time rifts also drove the Imperius forces from Hermit. Hmmm...

Anyways, after you're done what you need, go into the tent to the right of the inn. We'll overhear a conversation between a demon and a girl from the Rebels. Apparently, there's a spy among them. Guy and Judy will then notice Akira, and after confirming Akira's the person Amy was talking about, Akira's told to follow them to Hydraville. So, head outside, and leave Hermit onto the Duvegs Trail.

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Duvegs Trail  
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From the start, head to your left past the trees, and open the chest for a Speed Gum. Head back and go up the stairs here, and open the chest for an Angel Wing. Go up the stairs, and head up north some more, then open the chest here for a Bird Talk. Now, start heading west, onto the next screen.

In this screen, head down the immediate stairs and open the chest for an Energy Cube. Go back up and head left some more, then go down the second flight of stairs. Here, head left onto the dirt path, then go up and right into Hydraville.

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Hydraville  
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From the start of the mining town, head up the flight of stairs to your left, and then continue along right. Once you see another flight of steps to the north, head up here, then continue on right. Go through the second door that's here.

In this room, you'll overhear a conversation between Guy, Judy, and Amy, where apparently something's gone wrong. Go talk to Amy and she'll be more in depth. It appears that Lena and Jin have been captured by the Imperium Forces, and sent to Limbo. The way that the Rebels usually get to Limbo through is the Inferno Pit, but the Imperium Forces are waiting for them there. There was a key that was required to open the dungeon that Lena and Jin are imprisoned in, but Jin had the only copy. Guy will then mention a spot where his brother Bul was digging, that seems to be reaching Limbo! Guy tells Akira that he should go find Bul in the Hydraville Mine, then tells him that a demon of the Imperium known as Crosel has some Time Chains.

Now, head outside, and go a bit to the left. You should easily see the mine, so enter.

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Hydra Mine  
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In here, head up, and then right. Go up past the wooden arch, then head left across the small passageway, and head up through the door. In here, open the top two chests to obtain a Gale Bag and Air Relic, and the side chest to fight some demons. Go back into the main room now, and continue up. At the split, go left and go through the immediate door.

In here, talk to the demon, and he'll ask for your help. Accept, and Akira will start chipping away at the wall. A Roksaur demon will come out, and join Akira's

party. After, open the top chest for 5000 Macca, and the bottom chest for a Power Burger. Back outside, continue left and up into a room with a bunch of demons. Open the two chests for a Speed Gum and Snow Comb, then head back outside and to the split.

Here, go up and through the door, and open the chest in here for a Luck Gum. Go back to the split and take the only remaining path, right, and head up through the door. Go up in here and talk to Bul. Bul will move aside, and tell you that the road ahead of you will lead to Limbo. In the next room, head through the tunnel all the way to the top, then go right through the narrow passageway. At the end, head through the door near you and through the passageway, and open the left chest for some Magic Gum, and the right chest to fight some demons. Go back through the passageway, head right, and this time go down all the ways past the door into Limbo.

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Limbo  
~~~~~

Coming in, walk the stairs all the way up to the next floor. Up here, take your way going east, and at the end, go down the stairs here. Making your way down, open the chest here for a Voodoo Doll. If you need it, a clinic is in the above room. Now, head up back to the above floor.

Up here, go to the middle of the room, and talk to the demon guarding the stairs here. Turns out that this is Crosel, the guy who has the Time Chains. Crosel says that Lena is dead from meeting Imperius. Now we battle.

=====
Crosel
Spoils: 336 Macca, 286 EXP
=====

Crosel will still defy his loss before he dies. Now, start heading up the stairs, and Akira will be stopped by Gale. Gale will then morph again depending on your choices here and in the Ice Temple.

- ArchRox - See if he's OK - WingRox
- ArchRox - Ignore - MegaRox
- DredRox - See if he's OK - GigaRox
- DredRox - Ignore - MegaRox

After that, head up the stairs. Once you emerge, there'll be a Holy Orb in a chest to your left. To your right, there'll be a chest with a Rain Jug in it. Now, go down and head up the stairs here. In this room, head north, and open the chest beside the bed to get a Snow Comb.

Well, there's nothing left that we can do now here in Limbo, so either use an Angel Wing, backtrack, or Teleport to Hydraville.

~~~~~  
Hydraville  
~~~~~

Huh. It looks like the Imperius has taken over Hydraville now. Well, go into the place besides where you met Amy, Guy, and Judy. Here, talk to the girl Naomi at the piano. She'll tell you that everybody's left to the town of Lair, which is west of Hermit. Well, Teleport, use Angel Wings, or walk to Hermit now.

~~~~~

Hermit

~~~~~

Here, pick up whatever you need and do whatever you need to do. Now, do you remember that part to the west of the Item Store that you couldn't go to before, because it was blocked by a demon? You probably don't, but go there anyways in to the Foggy Marsh.

~~~~~

Foggy Marsh

~~~~~

Here, walk to the left and then head down. Continue down off the path and get a chest with a Repel Charm in it. Now, go back onto the dirt path and then continue west, and then down the rest of the dirt path.

In the second screen of Foggy Marsh, head a-ways down the dirt path, and then jump onto an island to the west and grab a Male TALK from the chest (You need to be riding Gale to jump over the island). Jump back, and then head south. Grab a Power Burger from the chest, and then continue west into the Lair Area.

~~~~~

Lair Area

~~~~~

Here, you'll learn that the Rebels have been devastated by a recent loss and the running away of their leader. Head behind the waterfall to the other side, and jump onto the islands to get an Attack Gum. Jump back, then go through the back of the waterfall into the Rebel Lair.

~~~~~

Rebel Lair

~~~~~

In here, head up the long hallway and then go to the left. Pick up an Angel Wing from the chest, then do whatever you need to do at the Lab and Clinic. Once that's done, go to the right up the stairs, and then head through the door.

In here, you'll meet up with Amy, Judy, and Guy. Apparently, Lena's been captured by the Imperius forces. However, the three tell Akira that he must go back to his own world to destroy the Time Rifts, now that he has Time Chains, and that they'll find a way to rescue Lena. You'll be forced to comply.

Now, you want to go back to Rem School. In case you don't remember how to get back there, it's like this. Rebel Lair --> Hermit --> Time's Edge first door --> Ice Palace ---> Center Town ---> Hueyville and then into the warp.

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|THFCSR+                2i. The Faces of Rem                +THFCSR|
|%%$%%$+++++%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%$%%$|
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Rem Elementary School

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Here, head downstairs, and then go to the warp. Use a Time Chain on it, and then

head outside. Out here, talk to the old man along the path, and he'll say that he came from Rem's future through the Time Tower. He'll tell Akira that an evil demon rules the rubbles and ruins that is now Rem. Well, head back to Time's Edge now.

~~~~~  
Time's Edge  
~~~~~

Here, head into the main area. You'll notice that the second door isn't being guarded by a demon anymore. Go through the door, and head up into the warp to go to Future Rem.

~~~~~  
Future Rem  
~~~~~

Talk to the old man right beside you, and you'll be able to rest there. Talk to the woman, and she'll revive any fainted Demons you have. Exit this room. Once outside, you'll see a door to your left and a door to your right. The left door leads to a Fusion Lab. The right door is where you want to go.

In here, head to the right, and pick up from the two chests a Bomb Claw and an Angel Wing. Head back down to the split, and this time go left. Head up past the demon into another room.

In here, head up to the left and obtain a Luck Gum from the chest. Go back down and then to the right, and head up, this time grabbing a Pheromix+ from a chest on the way. In the last room, head up, and at the split between right and left, take the left path, and get yourself a Revive Gum. Now head right, and get a Magic Gum from the chest. Now head all the way back outside.

Out here, go up to the right and get a RemFutureMap from the chest, then head up the stairs outside. Up outside, head left, and then go down, grabbing an Alt Chip next to the gnarled tree. Go down and then southwest, and grab another Luck Gum from a chest in the southwest corner. Put your direction east now, and when you come to a split between up and right, go up. Get a Holy Orb in a chest here, then head back down and right onto the next screen.

Out here, head all the way up, and talk to the demon here. Turns out that this is Agni, the evil ruler the old man was talking about. You've got a fight to go through now.

=====
Agni
Spoils: 300Macca, 236 EXP
=====

Afterwards, Agni will be all modest, and tells Akira that Future Rem is a land of constant fighting. He begs Akira to bring peace to the humans and demons that live here, and then dies. Now, head to the right, and go down some stairs. Pick up a second Holy Orb at the top, and a Nue Soul at the bottom. You should also see an island here. Go back up the stairs and jump onto it to grab a BST Talk+. Go back one screen, then head all the way west, and north. Talk to a purple haired girl who'll talk about all this ruin possibly being able to be reversed if somebody had planted a tree in the past. Well now. Go back to Rem Elementary Present.

~~~~~  
Rem Elementary Present  
~~~~~

Here, head downstairs, and go outside. The girl who was blocking the gate blocks it no more, so you can now head into Rem Blvd.

~~~~~  
Rem Blvd.  
~~~~~

This is basically just Rem from the future with the buildings intact. You can do a lot more here, however. The new options include doing BattleNet and two new shops, as well as putting in your demons with the present TimeTrainer. Once you do what you need to do, go down to the southeast of this area, and talk to the demon that's blocking the way to Rem Park. Turns out his name is Kanos, and he is a bounty hunter. Imperius has placed a huge bounty on Akira - whoever defeats Akira gets to rule Rem! Akira of course won't let this happen, so now we battle.

=====
Kanos
Spoils: 324Macca, 265 EXP
=====

In his dying breaths, Kanos will reveal that Imperius ordered Lena to be executed, and that the time rifts are part of Imperius's plans to conquer the world. After he dies, head on to Rem Park.

~~~~~  
Rem Park  
~~~~~

Here, destroy the Time Chain that's in your way, and then proceed. Head up to the top of the screen, and grab a Bank Boost from the chest. Now, go to the center and talk to the girl. She'll talk about wanting to raise a tree here. Kibra will now appear, and realizes that this tree could help the future. He will then ask Akira if he wants him to raise a big and healthy tree. Select yes, and Rem Future now has a future. Now, head back to Rem Elementary.

~~~~~  
Rem Elementary Present  
~~~~~

Back here, head to the roof. Up at the roof, we'll find a time warp that leads to Valhalla! One word; awesome! Now you don't have to backtrack anymore! Go to the Time's Edge now.

~~~~~  
Time's Edge  
~~~~~

Here, exit out into the main area, then go to the opposite set of three doors, and head through the door. Go into Future Rem.

~~~~~  
Future Rem  
~~~~~

Heading outside and upstairs, you'll see that instead of being an area of rubble like the old Future Rem was, this Future Rem is a forest. First off, get a chest

hidden by a tree to the west for a BirdTalk+, then head east, grabbing an Ice Blade from another chest. Now go onto the next area.

Here, there's a few houses plus a shop. GO to the large tree in the middle and talk to Kibra. Kibra will thank you for restoring Rem Future, and then tells you to go talk to Lucifer now. Now, take your path to Center Town and the Dark Palace now.

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|%%%%%%%%$+++++++%$%$%$|  
|TPWDRK+                2j. The Powers of Darkness          +TPWDRK|  
|%%%%%%%%$+++++++%$%$%$|  
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~~~~~  
Dark Palace  
~~~~~

Here, go and talk to Lucifer. He'll tell you about a letter that you will need to pick up, and suggests that you go travel through time travel again to pick it up. He also tells Akira that his inherited powers are soon to awaken. Head to Time's Edge now.

~~~~~  
Time's Edge  
~~~~~

Here, head to the three red doors. You'll notice that the last door is no longer guarded, so head through it and go into the portal. You'll be taken to Dem's Past.

~~~~~  
DemPast  
~~~~~

Exiting out of the portal, go down the stairs and get the DemPast Map from the chest immediately near you. Now head down and grab an Ice Ring from a chest to your left. Next, go to your right, and grab a Speed Gum from the chest here. If you need to heal your demons or revive them, go up to the stairs to the right. If you don't need to, head up the hallway into the next room.

In here, you'll see a scene between Lucifer and Darklord. Darklord says that he's going to Valhalla, and tells Lucifer that in the future, if someone comes to him with a note from DarkLord, he's to help that person. Darklord will leave something behind, and leave. After Lucifer comments on how Darklord is stronger than he is, he'll also leave. Go up and open the left chest. The right chest will be sealed.

Inside is a letter and the Time Key. In the letter, Darklord reveals that the whole problem of the time rifts originated from Valhalla, and asks Akira to save Valhalla if he can. He also has left behind a letter addressed to Lucifer and the Time Key, able to destroy any remaining time rifts! That'll be helpful!

Now, head back to Time's Edge.

~~~~~  
Time's Edge  
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Walking outside, we'll meet up with Shin! Shin will then reveal that the Imperium has captured Amy, who had felt guilty for Lena's being executed. The Rebellion's over, it seems, but we still have one last chance to save Valhalla. We go to Lucifer. Head to the Dark Palace. On the way, between the Icy Wastes and Center Town, destroy the one large time rift and jump onto the islands to get a Dredfang. Unless right in the walkthrough, I won't mention any more large time rifts, so check out Miscellaneous - Large Time Rifts to see where they all are.

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Dark Palace

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Here, talk to Lucifer. He'll read the letter, and Akira will reveal that his friends Amy and Lena were slain by Imperius. Lucifer will then tell Akira that Darklord left behind the powers of Dark, and tells him that to inherit the power of Darkness, he must go south and east of Center Town. Head to Center Town now.

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Center Town

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Now, do you remember that blocked path to the south at the start of the game? That's the path to the Dark Palace, and it's no longer blocked. Head there now to go to the Peril Forest.

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Peril Forest

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Entering, you'll immediately see a disc on the ground near you. Ride Gale and ride over it. It'll reveal it's a trap, but it'll take you down to a cave where you can grab a Revive Gem from a chest. Once that's done, go back up outside through the use of the warp light.

Now, you have two roads that you can take. For now, let us take the left path. Go onto the disc near you, and teleport underground. Here, take the light in front of you, and you'll be teleported above ground again. Grab a Guard Gum from the chest here, and then continue down into another underground cavern. Grab the Humba Soul from this chest, then go back to the last cavern. Here again, go down and destroy the time rift, then head down some more and go up outside again. Now continue along, grabbing a Magic Gum from the chest, and go underground yet again. Here, head up to the top, get another Guard Gum from the chest, and then go up again.

Outside again, head right and underground again. In here, head left, destroy the Time Rift with the Time Key, then head left and above ground again. Go right and down again, then go right and up again for a Holy Orb. Go back down, and continue right into the last disc, and you'll be taken to the UnderWorld.

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Underworld

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From the start, head up to the northwest, and use the Time Key on a time rift. Getting past it, there's a Stone Mask in the chest to the left, and a boulder up to the north with a Mirror Relic. Heading back, go up north this time. Just north of the light, check the medium sized-stalk to the right of the larger stalk to get a Fear Relic, then continue on your path. At the split, go right

(There's nothing to the left), and get a Guard Gum from the chest here, and then go north into Annwn Town.

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#### Annwn Town

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There isn't really much here in Annwn Town, but the few items of notice can be important. In the top of the four boxes of fungi to the left of the Inn, there's a Speed Gum. In the house south of the Item Shop, there's a demon who'll unlock the hidden skills of your demons for some Macca. I suggest you go there. After that's done, head back all the way to the start of Peril Forest.

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#### Peril Forest

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Back at the START of Peril Forest, head down, but this time, go right into the Helkane Peaks.

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#### Helkane Peaks

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At the start of Helkane Peaks, go right and then head up the stairs. Continue right, and then use the Time Key on the time rift. Once that's done, go down and get a Speed Gum from the chest, then go back up the stairs. From here, progress right onto the next screen. Once over there, presume your walking upstairs twice. Up top, go around the lava and get the Thunder Ring, then jump over the lava and break the boulder for a Nue Soul. Once that's done, go right, then head up into Volkanville.

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#### Volkanville

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From the start, head up northeast to enter a lone house. Here, in the northeast corner, check a box for the Attack Gum, and then head back outside. To the south of the inn is a house with a barrel outside. Check the barrel for a Slab of Dust. After you stock up on your supplies and do whatever you need to do, leave north to Mount Giles.

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#### Mount Giles

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Going up the stairs at the start, head to the left and get an Attack Gum from the chest here. Now head right, and go up the stairs here. Go left, and talk to the demon here whose name is Raykon. He'll be impressed at your being a DemiKid, and will ask him to join. After you let him, head up the stairs onto the next screen.

Up here, head up along the linear path until you get to the lava. Now, jump across the islands to the end and get a Gaia's Ring from the chest, then jump across the next set. Continue up, and go left to get the 1st Strike. Now head up the stairs into Myorl Town.

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#### Myorl Town

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Again, not much here in Myorl Town. A barrel in between the two bridges contains a Byako Soul, and a large rock south of the inn has a Blast Box. However, there is a shop here that sells items that teaches your demons new skills, so you might want to consider going there, and here you can finally fuse the Skill Items with your demons to teach them new skills. After doing what you need to, head east onto the Dark Path.

~~~~~

Dark Path

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Immediately head right, and destroy the Time Rift with your Time Key. Jump over the islands onto the other side, and grab an Angel Wing from the chest and a Hades Sand from the boulder. Jump back, and then head down, grabbing a Byako Soul from the chest. Now, continue your progress right onto the next screen.

Here, destroy the time rift that is in your line of fire and jump onto the island to get a Huge Relic from the boulder and a Resist Gum from the chest. Jumping back, head up north and west to get a chest in the shadows that has a Flame Robe. Now head up the stairs and through the monsterless area. Here, on either side of the temple, there is a chest. The left one will have a Holy Symbol, the right a Suzak Soul. Now, enter into the Dark Temple.

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Dark Temple

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Head through the first room in here, then in the second room, go up the stairs on either side of the northern part to get a Speed Gum, FEM Talk+, Male Talk+, and Holy Orb. After all that's done, continue heading north. In here, head north, and go open the box that was sealed before. It'll contain a letter from Darklord. He says that Valhalla, though it might become perfect, will eventually be corrupted, and says that by his reading of the letter, it means that Dem and Valhalla are in trouble. He says that he (Akira) and Jin are destined to save both. Akira will then get the Testament.

However, Bifronz, an Imperius demon, will then come up and intervene, saying that he can't let Akira have the Power of Dark.

=====

Bifronz

Spoils: 400 Macca, 612 EXP

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After, Bifronz will die. Now, head back to the Dark Palace and Lucifer. However, as you walk down the stairs, Gale will stop you. Two choices will come up now; this is Gale's last evolution. You can get either Solron, Blazron, Warrox, or Doomrox. After, Gale will have the Power of Dark within him. Now, head back to the Dark Palace and Lucifer.

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DWNIMP+		
%\$%\$%\$+		+%\$%\$%\$

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Dark Palace

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Here, go to Lucifer and talk to him. He'll tell you that you and Jin must now save the worlds, and tells you that Jin is in Elysium, west of Hydraville. Now, head to Duvegs Trail.

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Duvegs Trail

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Just south of Hydraville in Duvegs Trail, there's an exit to the west. Go there to head into the Jude Plains.

~~~~~

Jude Plains

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Here, start off by going down and left. At the split between going down the stairs or heading up, go north up the linear path. Once you go up a set of stairs do NOT go down the next set. Instead, continue left, and go up here to enter Mount Falos.

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Mount Falos

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Here in Mount Falos, go check a chest hidden by a tree to your left at the entrance - it'll contain a Speed Gum. Heading up the next set of stairs, go to your right and hit a boulder at the very end to the top to get a Mirror Relic. Continue up some more stairs, get a DRGN Talk+ in a chest to the right, then head up into Elysium.

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Elysium

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Without the presence of Lord Light and Darklord, this place is basically a slums. Talk to the people if you want, then head up into the Temple. Going up into the warp, we'll finally meet up with Jin. Akira and Jin will talk about Amy and Lena, and both will swear to bring the Imperius Empire down to its knees. Darklord and Lord Light will then appear, and have a private talk about how Akira and Jin will be able to save this world and Dem. Jin then tells Akira that he will go to the castle of Imperius, and tells Akira to meet him there. Pack your bags, because we're going to go to the Imperius Capitol, Tyrnanog!

After getting out of the Temple, talk to a demon outside the Temple to the northeast. He's a Demon Trainer who'll be able to awaken your latent powers, much like the one earlier in Anwnn Town. Of special notice is the Magic Cross, with the ability to hit EIGHT times, also dealing Dark Damage. Other attacks can do 4 hits in one.

Head back to Jude Plains.

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Jude Plains

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Here in Jude Plains, head down the first stair, and then the left set of stairs, and then go left to the exit. Before you leave, though, if you want to get a Guard Gum, go down and right a bit and open a chest for it. After you do that, continue on into Avalon.

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Avalon

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This is the last stop before the final battle, so buy items wisely. Especially buy a lot of Energy Cube's, Revive Gems, and Mana Sundaes at the Shop. It is not wise. It is implorable, and it is mandatory. Rest up, and revive all your demons if necessary. After that's done, exit to the west into the Rainy Woods.

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Rainy Woods

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Entering the Rainy Woods, you will see two demons next to each other. Talk to the green cloaked one, and offer to help. You'll end up in a battle against an Ogre and an Asmodeus, so whip their asses...hard. Now would be a good time to test the awesome powers of the Magic Cross. Afterwards, Morrigan will offer to join your group. At Level 45, he'll very likely be helpful.

This place is a maze, no doubt. First head south all the way and pick up a Mistral Wing from the chest here. Next, go up north all the way, then west, then go up and open the two chests here for a Holy Orb and Resist Gum. Now, head south and southwest onto the next screen.

Here, head south and then west from the large area, and open the chest for a Mjollnir. Going back to the large open expanse, head northwest, and then progress right, opening the two chests here for a Batos Soul and Aqua Robe. Head left now, and then go up to enter Tyrnanog.

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Tyrnanog

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This is it, reader. This is the home of Imperius. Enter into the castle.

Now, directions to the items would be a pain, so I'll just get on with the plot. Head left from the entrance, go through the doors, and head up the stairs. Up here, you'll be stopped by Grimlee, Imperius Windlord. Here's to another battle.

=====
Grimlee

Spoils: 470 Macca, 1030 EXP

Magic Cross = INSTANT WIN! w00t!

=====
After winning, Grimlee will bid you a good farewell and says that he wished he could see how Akira would fare against Imperius himself. Head right, grabbing a Mana Sundae from the chest, and at the end of the hallway, go up the stairs. Jin will arrive and stop you, however. We'll defeat Imperius as a tag team.

Upstairs, you'll end up fighting the snotty Imperius Dark, who thinks that he has a right to be a tyrant.

=====
Empira (Imperius Dark)

Spoils: 490 Macca, 921 EXP

Magic Cross = INSTANT WIN! w00t!

=====

After, Imperius Dark will be pissed off and rightly so, and will run away up back along with Imperius Light. Head up into the Light Rift.

~~~~~  
Light Rift  
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Here, grab the TimeRift Map from the chest near you, then go up two linear screens. At the end, we'll meet up with the maniacal Imperius Dark next to a huge monster/machine of sorts. The monster will reveal himself to be Seipher, saying that he wants everything...time, space, life. He then reveals that he was created by Darklord and Lord Light, but Akira says that even though this is so, he still has to protect the worlds of Rem, Dem, and Valhalla. This is the final fight.

=====
Seipher
Spoils: 2550 Macca, 4785 EXP
You'll want to use Magic Cross with Gale exclusively, and heal Gale with your other demons. He'll change forms a lot, but don't let it scare you - he's quite easy in the end.
=====

Seipher says that this is not the end, because the powers that created him are still alive. He then dies in a brilliant explosion. Afterwards, back in the Temple from Elysium, Akira and Jin and their partners will be in front of Darklord and Lord Light. Darklord will thank Akira for his help, then give us three choices;

More Adventure - After the next scene and the credits rolling, you'll be put in front of Deep Hole, and can fill up your Demony.

Rest and Recuperation - After the next scene and the credits rolling, you'll start off from where you last saved.

Rebirth - You go back in time to JUST after fighting Gargoyle, but retain your demons/demony status, level/experience, Macca, and items except for Key Items.

I'll leave the scene for you to find out.

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|DPHOLE+ 21. Deep Hole +DPHOLE|
%%\$%\$+\$+++++%%\$%\$%\$

Supposing you chose More Adventure, you'll be put in front of Deep Hole, which is in the Dark Palace. Enter.

Heading up, get the Deep Map from the chest here. Continue up, and go left here. Next, go into the warp. In the new area, head up, right across the conveyor belt, and go up into the warp here. Pick up the Ice Wing from the chest here, then go back to the beginning. Now, head all the way to just before the conveyor belt, and head and up into the warp. In the new area, head down and pick up a Lamia Soul from the chest, then go right into the new warp. Now, go right here, and then up, and head downstairs.

Here, head down and to the right downstairs. Head down and left downstairs, then continue left a bit and go up when you can, and grab a Slab of Fury from the chest. Go down, left, down, and right and open the chest for a Brute Soul. Go back a ways, then go down and head left one stairs. Go down and head right and up around, and open the chest here for a Guard Gum. Now continue heading down a bit and get a Holy Guard from the chest. Go left from here, down, and right, and then head through the door.

In here, heal and save, then go up and talk to the demon up here whose name is Verrito. You'll have to battle now.

=====
Verrito
Spoils: ???
=====

Afterwards, Verrito will offer to join you. However, you'll have to be at least at level 43, or somewhere around that amount, as far as I know, before he'll join you. Head down into the next area.

From the entrance, go down and get the Mask of Rage from the chest. Go back up onto the cliff, and head right, ignoring the first warp. Go down and right, then head up into another warp. From the area that you land in, just head straight down.

Here on this cliff, head down the stairs, and follow the linear path, picking up the Resist Gum on the way. When you have the choice of either going down or going back up onto the cliffs, take the cliffs; there's nothing ahead of you. Back up top, continue the linear path until you see that you're able to access the door. When you see this, head left, and grab from the chest a Magic Gum. After that, head downstairs, and go through the door.

In here, heal and save now. This here demon is one of Verrito's brothers, and he's an even bigger pain than Verrito was.

=====
Phegor
Spoils: 590 Macca, 1752 EXP
=====

After, Phegor will join your ranks, and hints at a third, even stronger brother named Zebul. Go through the door.

In here, head down past the warps, then go to the left. Head down the first stairs, go down and grab a Luck Gum from the chest, then continue left down the stairs. Downstairs in the next room, go up onto the cliff, and then head right and down and grab the Pazu Soul from the chest. Head back upstairs.

Up here again, go across to the other side, and head downstairs. On this side, go down, and grab a Speed Gum from the chest in the southeast corner. Head all the way around the outside cliff and grab an Eye of Storm from the chest. Back up a bit, go right and down the stairs, then head upstairs again.

Up here, go up two stairs, head right, and go up and open the chest for a Holy Orb. Go back down and right, and enter the door. In here, go up to the top and look at the icon. Starhair will appear and ask for the password. The password is Tensei. Head back out now.

Out here, go to the right and head up. Go right and up, and collect a Demon Mask

from the chest here. Now, go down the stairs, and then head downstairs. Back down here, go up to the right and get an Eye of Chaos from the chest, then go down and to the left this time. Go around the cliff, and head down. Go through the door, and head downstairs and out.

In here, head down and get two items from the two chests here; a Revive Gem and Surt Soul to be precise. Now go back up, and head past one conveyor belt. Now, go down and into the portal. Emerging on the receiving end, head right, collecting a Guard Gum on your way, then go up into the next warp. Back up here, head left one belt, then go down and into the warp. From now on, it's mainly straightforward walking. Just before the tunnel leading to the door, go right and get some Dark Oil from the chest; then go up the tunnel into the door.

In here, definitely save. Now, go up and talk to the demon named Zebul. He'll be impressed that you defeated Phegor and Verrito, and then we'll have to fight him.

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=====
Zebul
Spoils: 650 Macca, 2107 EXP
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After, the almighty Zebul will join your party. Congratulations, you're now done Deep Hole. Enjoy your trip out; you'll gain lots of experience doing so, and after that, you'll most likely have a monstrous party.

After all this adventure, you're done. You have one goal left; to complete your Demorary. You can now recruit Lucifer and the Time Maidens, as well as get Pandora from the Ice Palace in a hole behind King Icy. Good luck with your demon collecting.

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|DEMNRY+                               3. Demorary                               +DEMNRY|
|%%$%%$+++++%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%$%%$|
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A quick runthrough on the Demorary status.

```
#001    AminoZ
LV 4   HP:55  MP:27  Atk:7  Def:8  Mgc:8  Res:7  Spd:8  Lck:6
Skills: Aqua, Aqua Cut, Heal, Cure, Heart Wrench, Aquaburst
Class: Common  Type: Good  Align: W
Cute maiden and a very good dancer. Her adorable looks mask the tongue of a shrew.
Team Spirit - Cheers allies to spur them on to victory.
Habitats - Wind Valley, Gateway
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#001 - The number that a demon is in the Demorary.
AminoZ - The name of the demon.
LV - The LV that a demon will be at. Besides partners, this number never changes.
Stats - The base stats of a monster. While fusing will allow you to get stronger, this is what you will have when you recruit a monster.
Skills - The skills a monster can have by fusing with only its own kind.
Class - What class the monster is in. King demons can only be summoned in the

King Demiloc.

Type - What type the demon is.

Align - The alignment that a demon is, whether it be evil, neutral, light, or somewhere in between.

Description - The recording that a demon has to describe it in the Demony.

Powers - A special effect the demon may have on battle.

Habitats - A place where the demon may be found. Only includes physical locations.

#001 Amino

LV 4 HP:55 MP:27 Atk:7 Def:8 Mgc:8 Res:7 Spd:8 Lck:6

Skills: Aqua, Aqua Cut, Heal, Cure, Heart Wrench, Aquaburst

Class: Common Type: Good Align: W

Cute maiden and a very good dancer. Her adorable looks mask the tongue of a shrew.

Team Spirit - Cheers allies to spur them on to victory.

Habitats - Wind Valley, Gateway

#002 Thundar

LV 5 HP:69 MP:30 Atk:6 Def:7 Mgc:8 Res:7 Spd:6 Lck:8

Skills: Shock, Numbing Claw, Heal, Mystic Bind, Cure, Shockdeus

Class: Common Type: Good Align: T

A demon that dwells among the clouds and occasionally generates rain and thunder.

#003 Seth

LV 8 HP:85 MP:48 Atk:11 Def:9 Mgc:9 Res:11 Spd:8 Lck:10

Skills: Hex Coma, Venom Claw, Hex Bind, Reflect, Double Hit, Chaos Foam

Class: Common Type: Good Align: W

A demon with a long beak that is best-suited for picking the bones of a fallen enemy.

Habitats - Galin Plains, Lost Forest, Wind Gate

#004 Windhook

LV 9 HP:88 MP:32 Atk:9 Def:8 Mgc:9 Res:9 Spd:15 Lck:7

Skills: Cyclone, Spellprone, Mystic Bind, Cyclo Burst, Hyper Drain, Purge

Class: Common Type: Good Align: N

Leisure-loving animal said to bring fortune and prosperity to whomever owns it.

Windwall - Reflects Wind-attacks back to enemy.

#005 Windlord

LV 10 HP:107 MP:56 Atk:10 Def:10 Mgc:13 Res:11 Spd:7 Lck:8

Skills: Cyclone, Heal, Attract, Revive, Cyclodeus, Painsplit

Class: Common Type: Good Align: N

A generous, cloud-riding demon with amazing powers of healing and comfort.

Habitats - Heldun Flats, Dark Palace

#006 Laksmi

LV 12 HP:132 MP:58 Atk:10 Def:11 Mgc:13 Res:13 Spd:11 Lck:10

Skills: Distract, Aqua Flood, Heal All, Revive, Chaos Foam, Healmor

Class: General Type: Good Align: W

Fame, riches, beauty, and luck - This is one lovely demon who has it all.
Aroma LV1 - Sweet scent sometimes tempts an enemy.

#007 Speedy

LV 13 HP:138 MP:62 Atk:12 Def:12 Mgc:11 Res:11 Spd:15 Lck:10
Skills: Cycloburst, Tornado, Doppelganger, Cycloblast, Sonic Boom, Speedblast
Class: Elite Type: Good Align: N
The fastest demon alive. Quick to engage in battle, and just as quick to retreat.
Hyper Speed - Very hard to see due to extreme speed.
Habitats - Luna Prairies, Icy Wastes

#008 Shogun

LV 16 HP:172 MP:68 Atk:16 Def:15 Mgc:14 Res:14 Spd:13 Lck:13
Skills: Ram, Rake, Heal All, Desperation, Powerboost, Shockburst
Class: General Type: Good Align: E
This agile cat-demon was once a sword-master before he was transformed by an evil wizard.
Deadeye - Seldom misses with sword or fist.

#009 Indra

LV 17 HP:182 MP:69 Atk:17 Def:16 Mgc:16 Res:15 Spd:14 Lck:15
Skills: Shockburst, Doom Flash, Shockstab, Spellboost, Heal All, Shockdeus
Class: King Type: Good Align: T
A cool and level-headed demon known for its quick and precise attacks.

#010 Dredogs

LV 20 HP:209 MP:91 Atk:19 Def:17 Mgc:16 Res:15 Spd:16 Lck:15
Skills: Petraburst, Holy Flare, Repel, Healmor, Pyroburst, Petradeus
Class: Common Type: Good Align: L
Twin canine demons that are often found guarding the gates of shrines.
Fem Appeal - Improves persuasiveness with talkative female demons.
Habitats - Duvegs Trail, Hydra Mine

#011 Pegasus

LV 20 HP:210 MP:91 Atk:18 Def:18 Mgc:17 Res:17 Spd:16 Lck:16
Skills: Bite, Doom Flash, Teleport, Healmor All, Glowdeus, Cycloburst
Class: Common Type: Good Align: L
A winged horse that can only be mounted by a warrior who is pure of heart.

#012 Osiris

LV 21 HP:225 MP:101 Atk:16 Def:17 Mgc:18 Res:20 Spd:13 Lck:18
Skills: Petraburst, Earth Crush, Healmor All, Teleport, Hex Comadeus, Healmax
Class: Elite Type: Good Align: E
A demon that is nearly invincible. Travels the world in search of peace.
EarthProof - Prevents death by Earth-Attacks.
Habitats - Hydra Mine, Limbo

#013 Scout

LV 24 HP:265 MP:121 Atk:22 Def:21 Mgc:25 Res:20 Spd:17 Lck:18
Skills: Petraburst, Holy Mute, Powerboost, Petradeus, Healmor All, Revive
Class: King Type: Good Align: L
Cloaked in the hide of a lion, this ancient demon is gifted with a bounty of

wisdom.

Alert LV1 - Wary eye prevents some enemy 1st hits.

#014 Agni

LV 24 HP:248 MP:121 Atk:21 Def:19 Mgc:25 Res:21 Spd:18 Lck:17

Skills: Pyrodeus, Hex Bind, Heal All, Fire Breath, Silence, Healmor

Class: Common Type: Good Align: F

Not so much a demon as a huge receptacle that houses immeasurable power.

#015 Lord Ton

LV 24 HP:254 MP:116 Atk:21 Def:19 Mgc:21 Res:20 Spd:19 Lck:18

Skills: Cycloburst, Holy Mute, Teleport, Spell Boost, Healmor, Tornado

Class: General Type: Good Align: N

One of the four overlords who protect the world. Known as Lord Ton of the East.

Habitats - Blvd./Future, Mall/Future, Park/Future

#016 Lord Nan

LV 28 HP:295 MP:124 Atk:27 Def:24 Mgc:23 Res:23 Spd:23 Lck:21

Skills: Pyroburst, Double Hit, Powerboost, Reset, TNT, Pyrodeus

Class: General Type: Good Align: F

One of the four overlords who protect the world. Known as Lord Nan of the South.

Habitats - Sinra Forest, Temple/Past

#017 Poseidon

LV 29 HP:312 MP:134 Atk:26 Def:24 Mgc:26 Res:26 Spd:23 Lck:22

Skills: Tidal Wave, Spellguard, Double Hit, Healmor All, Defboost, Chaos Foam

Class: King Type: Good Align: W

The mighty monarch of the seven seas and the absolute ruler of all sea demons.

WaterHoard - Absorbs the power of Water-attacks.

#018 Lord Sha

LV 31 HP:332 MP:145 Atk:27 Def:25 Mgc:27 Res:25 Spd:23 Lck:24

Skills: Petraburst, Defboost, Revive, Healmor, Healmor All, Petradeus

Class: General Type: Good Align: E

One of the four overlords who protect the world. Known as Lord Sha of the West.

Habitats - Helkane Peak, Mount Giles

#019 Lord Pey

LV 35 HP:365 MP:170 Atk:31 Def:28 Mgc:30 Res:26 Spd:30 Lck:27

Skills: Aqua Flood, Aquaburst, Healmor All, Tidal Wave, Lucidity, Resurrect

Class: General Type: Good Align: W

One of the four overlords who protect the world. Known as Lord Pey of the North.

Habitats - Dark Temple

#020 Warbolt

LV 38 HP:412 MP:179 Atk:38 Def:34 Mgc:31 Res:30 Spd:37 Lck:31

Skills: Shockburst, Double Hit, Doppelganger, Lucidity, Healmor All, Guillotine

Class: General Type: Alt Align: T

A warlord of some renown that can turn his hands into some very lethal weapons.

Deadeye - Seldom misses with sword or fist.

#021 Whiskers

LV 39 HP:408 MP:192 Atk:32 Def:34 Mgc:38 Res:35 Spd:32 Lck:32
Skills: Divine Blow, Doom Flash, Shockbolt, Shockblast, Revive, Healmax All
Class: King Type: Good Align: L
Contrary to its appearance, this demon is overflowing with love and compassion.
Habitats - Mount Falos

#022 Bounty

LV 42 HP:432 MP:195 Atk:40 Def:38 Mgc:37 Res:36 Spd:34 Lck:35
Skills: Pyroblast, Sacrifice, Intox, Defdrain, Petrblast, Healmax All
Class: Common Type: Good Align: F
A giant of a demon with a hardy appetite. Carries his own pot of rice into battle.

#023 Ishtar

LV 43 HP:495 MP:200 Atk:41 Def:38 Mgc:42 Res:40 Spd:38 Lck:42
Skills: Hand of Fate, Hex Comadeus, Shockblast, Revive, Healmor, Hex Prone
Class: Elite Type: Good Align: T
A demon whose poise and charm can enslave even the strongest of rivals.
Anti-Holy - Feared by the Holy who will run upon contact.

#024 Hades

LV 46 HP:495 MP:231 Atk:42 Def:41 Mgc:46 Res:44 Spd:44 Lck:40
Skills: Hex Chaos, Venom Blade, Hex Venom, Pandemonium, Silence, Hyper Drain
Class: Common Type: Good Align: D
The king of the dark realms who is fearsome to behold, but is actually kind and benevolent.
Darkboost - Draws strength from the power of the Dark.

#025 Amon

LV 46 HP:505 MP:234 Atk:43 Def:44 Mgc:48 Res:46 Spd:47 Lck:45
Skills: Pyrolok, Reflect, Hex TNT, Pyro Bomb, Hex Leech, Pyroblast
Class: Elite Type: Good Align: D
An ancient demon said to have once ruled over the skies, the seas, and the sun.
Darkwall - Reflects Dark-attacks back to enemy.

#026 Marduk

LV 48 HP:517 MP:228 Atk:45 Def:42 Mgc:48 Res:44 Spd:46 Lck:45
Skills: Holy Flare, Golden Mute, Spellblock, Healmax All, Desperation, Resurrect
Class: King Type: Good Align: L
A strange demon that summons storm after storm in an attempt to destroy evil.
Habitats - Basement B1, Basement B2, Basement B3, Basement B5, Basement B6
LightHoard - Absorbs the power of Light-attacks.

#027 Ares

LV 48 HP:532 MP:235 Atk:49 Def:45 Mgc:46 Res:44 Spd:47 Lck:40
Skills: Pyrolok, Blast Claw, Frenzy, Lucidity, Healmax All, Dark Spear
Class: General Type: Good Align: F
The mightiest of warlords among demons. A true leader who's decisive in battle.
Anti-Dragon - Feared by Dragons who will run on contact.

#028 Vishnu

LV 50 HP:531 MP:245 Atk:50 Def:49 Mgc:50 Res:48 Spd:47 Lck:48

Skills: Spellblock, Cyclomax, Petramax, Polarmax, Shockmax, Glowmax

Class: King Type: Good Align: L

A four-armed demon that can adopt a form that best suits its particular mood.

Focus LV1 - Remains focused for a bit of magic boost.

#029 Chefros

LV 4 HP:58 MP:25 Atk:9 Def:8 Mgc:7 Res:6 Spd:8 Lck:6

Skills: Hex Coma, Pyro, Powerdrain, Defdrain, Mystic Bind, Pyroburst

Class: Common Type: Evil Align: D

Charismatic demon from Dem who loves preparing delicious meals.

Darkwall - Reflects Dark-attacks back to enemy.

#030 Two-Tail

LV 5 HP:66 MP:28 Atk:9 Def:7 Mgc:8 Res:7 Spd:8 Lck:8

Skills: Cyclone, Venom Claw, Distract, Slumber, Hex Coma, Cycloburst

Class: Common Type: Evil Align: D

Long-living cat with two tails. This demon can change into a girl and walk among humans.

Habitats - Sword Cave, Kibra Woods, Wind Shrine

#031 Dark Imp

LV 8 HP:81 MP:45 Atk:6 Def:6 Mgc:11 Res:7 Spd:6 Lck:10

Skills: Hex Coma, Shock, Distract, Shockburst, Countdown, Shockdeus

Class: Common Type: Evil Align: D

A child-demon who serves a witch. Enjoys playing tricks on humans to pass the time.

Habitats - Lost Forest, Wind Gate

DarkHoard - Absorbs the power of Dark-Attacks.

#032 Tik Tok

LV 11 HP:118 MP:54 Atk:12 Def:9 Mgc:9 Res:8 Spd:12 Lck:9

Skills: Petra, Venom Claw, Slumber, Reflect, Paralyze, Petraburst

Class: Common Type: Evil Align: D

A rabbit-demon that can distort time by using its special timepiece.

#033 Arachnia

LV 12 HP:128 MP:57 Atk:13 Def:9 Mgc:11 Res:11 Spd:11 Lck:9

Skills: Petra, Venom Claw, Slumber, Distract, Mystic Bind, Petraburst

Class: Elite Type: Evil Align: E

A maiden who now has four extra arms because of a mistakenly cast spell.

#034 Temptina

LV 14 HP:140 MP:61 Atk:14 Def:12 Mgc:13 Res:11 Spd:12 Lck:11

Skills: Cyclone, Cycloburst, Venom, Silence, Pandemonium, Polarburst

Class: Common Type: Evil Align: D

A very shy, minor demon that is quick to run when confronted in battle.

Habitats - Luna Prairie, Icy Wastes, Polar Wastes, Ice Cave, Ice Temple

#035 Kali

LV 16 HP:171 MP:65 Atk:15 Def:13 Mgc:14 Res:12 Spd:12 Lck:12

Skills: Cold Voice, Magic Drain, Powerdrain, Pandemonium, Heal All, Polarburst

Class: Common Type: Evil Align: I

A four-armed goddess of destruction that wields a set of deadly swords.

#036 Vrtra

LV 17 HP:189 MP:71 Atk:17 Def:15 Mgc:17 Res:15 Spd:15 Lck:14

Skills: Pyroburst, Guillotine, Flare, TNT, Speed Stab, Pyrodeus

Class: King Type: Evil Align: F

A fierce demon that worships power and lives to enjoy the heat of battle.

#037 Abaddon

LV 18 HP:195 MP:81 Atk:17 Def:16 Mgc:15 Res:15 Spd:17 Lck:13

Skills: Aquaburst, Magic Drain, Spellguard, Healmor All, Mystic Bind, Tidal Wave

Class: General Type: Evil Align: W

A ninja-demon cloaked in darkness. Few have seen him and lived to tell the tale.

Habitats - Ice Cave

#038 Paimon

LV 21 HP:228 MP:116 Atk:20 Def:18 Mgc:19 Res:17 Spd:19 Lck:18

Skills: Polarburst, Magic Drain, Slumber, Healmor All, Spellboost, Polardeus

Class: General Type: Evil Align: I

Mounted on a jewel-covered camel, this flashy demon is both loud and obnoxious.

Amazon Charm - Improves persuasiveness with proud female demons.

#039 Isis

LV 24 HP:251 MP:118 Atk:23 Def:19 Mgc:25 Res:20 Spd:16 Lck:17

Skills: Flare, Hex Coma, Hyper Drain, Distract, Pyroburst, Pyrodeus

Class: King Type: Evil Align: D

A demon capable of foretelling the future with her mystic deck of all-seeing tarot cards.

Rogue Charm - Improves persuasiveness with bad male demons.

Habitats - Limbo

#040 Belial

LV 28 HP:298 MP:124 Atk:27 Def:24 Mgc:25 Res:23 Spd:22 Lck:20

Skills: Pyrodeus, Shockburst, Double Nova, Guillotine, Hex Comadeus, Pyroburst

Class: King Type: Evil Align: D

A war-loving demon that manipulates the unwary in order to achieve its own evil goals.

#041 Shadomas

LV 31 HP:327 MP:145 Atk:28 Def:25 Mgc:28 Res:24 Spd:25 Lck:22

Skills: Hex Comadeus, Cycloburst, Dark Spear, Distract, Powerdrain, Tornado

Class: Elite Type: Evil Align: D

An evil demon who despises life, wreaking havoc where his path may lead.

Repulse - Tough attitude seems to keep away demons.

Habitats - Helkane Peak

#042 Pyrosia

LV 32 HP:337 MP:150 Atk:26 Def:24 Mgc:31 Res:26 Spd:24 Lck:23

Skills: Pyroburst, Fire Breath, Magic Drain, Distract, Mystic Bind, Venom Breath

Class: General Type: Evil Align: F

A very nasty fire-demon with a bestial face that strikes terror into the hearts of men.

#043 Doombors

LV 34 HP:372 MP:157 Atk:34 Def:31 Mgc:28 Res:30 Spd:29 Lck:30

Skills: Hex Comadeus, Hex TNT, Pyro Bomb, Pyroburst, Temptation, Hyper Drain

Class: King Type: Evil Align: D

A demon of the darkest nature who despises beauty and seeks to destroy it.

Habitats - Dark Path, Dark Temple

#044 Nue

LV 35 HP:382 MP:165 Atk:34 Def:30 Mgc:28 Res:26 Spd:32 Lck:25

Skills: Shockburst, Hex Bind, Defdrain, Shockbolt, Healmor All, Petrablast

Class: Elite Type: Evil Align: T

A snake-tailed tiger-demon who rides across the skies on the back of a thundercloud.

ThunderBoost - Draws strength from the power of Thunder.

#045 Evil Eye

LV 36 HP:386 MP:177 Atk:35 Def:30 Mgc:27 Res:29 Spd:28 Lck:27

Skills: Terror Gaze, Paralyze, Chaos Foam, Hyper Drain, Magic Drain, Hex Leech

Class: King Type: Evil Align: D

A dark demon with an evil eye that can knock an enemy senseless with just one look.

#046 Wartak

LV 37 HP:381 MP:192 Atk:32 Def:31 Mgc:37 Res:33 Spd:32 Lck:25

Skills: Cyclolok, Windblast, Powercharge, Healmor All, Cicolmax, Distract

Class: General Type: Evil Align: N

A chivalrous demon-knight, Dem's ultimate master of warfare and tactics.

#047 Mammon

LV 38 HP:402 MP:188 Atk:34 Def:32 Mgc:37 Res:34 Spd:31 Lck:30

Skills: Shockburst, Helm Buster, Speed Stab, Pandemonium, Reflect, Pyrolok

Class: King Type: Evil Align: D

A greedy demon who loves to gamble and cheat others of whatever they value most.

#048 Rhanda

LV 42 HP:445 MP:202 Atk:39 Def:39 Mgc:42 Res:40 Spd:38 Lck:39

Skills: Magic Drain, Heart Wrench, Double Hit, Hex Leech, Temptation, Petralok

Class: King Type: Evil Align: D

An evil witch of many guises that uses its deadly powers to destroy its enemies.

Rogue Charm - Increases persuasiveness with bad male demons.

Habitats - Tyrnanog

#049 Astar

LV 43 HP:461 MP:201 Atk:42 Def:37 Mgc:41 Res:38 Spd:36 Lck:44

Skills: Pyrolok, Hex Comadeus, Pyroblast, Magic Drain, TNT Flare, Death Breath

Class: King Type: Evil Align: D

Mounted on the back of a fire-spawned dragon, this black-clad demon is highly

destructive.

DarkHoard - Absorbs the power of Dark-attacks.

#050 Scatha

LV 45 HP:482 MP:192 Atk:40 Def:42 Mgc:45 Res:43 Spd:40 Lck:41

Skills: Pyrolok, Sacrifice, TNT, Pyroblast, Pandemonium, Reflect

Class: General Type: Evil Align: D

A queen of the nether realms, this caped demon is a master of weapons.

Habitats - Light Rift

#051 Boltar

LV 47 HP:500 MP:224 Atk:45 Def:44 Mgc:45 Res:43 Spd:41 Lck:41

Skills: Shocklok, Cycloblast, Mjollnir, Windblast, Shockblast, Mega Cyclone

Class: General Type: Evil Align: T

Exiled from the skies, this demon of the seas now rules over wind and thunder.

Anti-Good - Feared by the Good who will run upon contact.

#052 Krak

LV 56 HP:605 MP:279 Atk:60 Def:55 Mgc:54 Res:51 Spd:58 Lck:55

Skills: Aqualok, Chomp, Death Breath, Maelstrom, Powerdrain, Mystic Bind

Class: King Type: Evil Align: W

This humongous squid-demon attacks enemies with its long, bone-crushing tentacles.

#053 Azel

LV 58 HP:618 MP:265 Atk:60 Def:55 Mgc:62 Res:59 Spd:60 Lck:51

Skills: Aqualok, Hex Comadeus, Hyper Drain, Distract, Polarlok, Polarmax

Class: Common Type: Evil Align: D

A mighty demon whose presence is enough to frighten most enemies into retreating.

Cliffhanger - Holds own even when seemingly down and out.

#054 Cupid

LV 4 HP:55 MP:25 Atk:7 Def:5 Mgc:7 Res:5 Spd:9 Lck:8

Skills: Heal, Holy Flare, Teleport, Glow, Cure, Glowdeus

Class: Common Type: Holy Align: L

Cute demon that runs errands of mercy and delivers messages of love.

LightHoard - Absorbs the power of Light-attacks.

Habitants - Wind Valley, Sword Cave

#055 Mariner

LV 5 HP:61 MP:30 Atk:6 Def:7 Mgc:9 Res:8 Spd:6 Lck:8

Skills: Aqua Cut, Aqua, Heal, Aqua Flood, Hyper Drain, Venom Foam

Class: Common Type: Holy Align: W

A demon who turned from good to evil. Currently rules over the House of Pisces.

WaterHoard - Absorbs the power of Water-attacks.

#056 Nikare

LV 8 HP:85 MP:40 Atk:9 Def:8 Mgc:11 Res:10 Spd:9 Lck:9

Skills: Polar, Cure, Heal, Teleport, Heal All, Polarburst

Class: Elite Type: Holy Align: L

A demon with an angelic voice for singing sweet songs of victory.

#057 Angel

LV 12 HP:128 MP:52 Atk:10 Def:10 Mgc:12 Res:11 Spd:12 Lck:9

Skills: Cyclone, Summon, Heal All, Spellguard, Cure, Cycloburst

Class: Common Type: Holy Align: L

Sweet creature that flies the heavens, delivering happiness and peace to all.

Habitats - Rem Blvd., Playground, Rem Park, Polar Wastes, Ice Cave

#058 Aquarios

LV 13 HP:128 MP:62 Atk:12 Def:10 Mgc:14 Res:11 Spd:14 Lck:10

Skills: Ice Pillar, Cold Voice, Heal, Frostbite, Defboost, Ice Breath

Class: Common Type: Holy Align: I

A demon who turned from good to evil. Currently rules over the House of Aquarius.

#059 Sea Ram

LV 15 HP:162 MP:78 Atk:13 Def:13 Mgc:12 Res:10 Spd:10 Lck:11

Skills: Cyclone, Lucidity, Teleport, Revive, Heal All, Cyclodeus

Class: Elite Type: Holy Align: N

A demon who turned from good to evil. Currently rules over the House of Capricorn.

#060 Irontaur

LV 16 HP:174 MP:72 Atk:14 Def:13 Mgc:14 Res:12 Spd:15 Lck:14

Skills: Ram, Petra, Heal All, Glow, Healmor, Petradeus

Class: Elite Type: Holy Align: E

A demon who turned from good to evil. Currently rules over the House of Sagittarius.

Habitats - Ice Temple, Tower Area, Fanda Plains

#061 Prince

LV 19 HP:193 MP:89 Atk:16 Def:15 Mgc:16 Res:13 Spd:14 Lck:14

Skills: Holy Flare, Divine Blow, Heal All, Healmor, Cure, Resurrect

Class: King Type: Holy Align: L

Royal guardian demon who is committed to the protection of statesmen and kings.

#062 Power

LV 20 HP:214 MP:88 Atk:19 Def:17 Mgc:15 Res:15 Spd:15 Lck:14

Skills: Holy Flare, Holy Mute, Shock Stab, Healmor, Lucidity, Shockdeus

Class: Elite Type: Holy Align: L

An angelic demon whose sole purpose in life is to defeat the forces of evil.

Habitats - Duvegs Trail

#063 Libra

LV 20 HP:211 MP:97 Atk:18 Def:19 Mgc:17 Res:19 Spd:16 Lck:17

Skills: Petradeus, Charge, Powercharge, Petraburst, Summon, Desperation

Class: General Type: Holy Align: E

A demon who turned from good to evil. Currently rules over the House of Libra.
EarthWall - Reflects Earth-attacks back to enemy.

#064 Leo

LV 22 HP:228 MP:95 Atk:18 Def:19 Mgc:19 Res:18 Spd:26 Lck:20

Skills: Shockburst, Teleport, Quick Spear, Thunderbolt, Revive, Healmor

Class: General Type: Holy Align: T

A demon who turned from good to evil. Currently rules over the House of Leo.
ThunderBoost - Draws strength from the power of Thunder.

#065 Virtue

LV 24 HP:253 MP:110 Atk:25 Def:22 Mgc:21 Res:20 Spd:17 Lck:16
Skills: Cycloburst, Lucidity, Heal All, Cyclodeus, Spellboost, Resurrect
Class: Elite Type: Holy Align: L

A dashing demon who is fully committed to saving any damsel in distress.
Habitats - Foggy Marsh, Lair Area

#066 Virgo

LV 24 HP:245 MP:122 Atk:22 Def:20 Mgc:25 Res:22 Spd:18 Lck:19
Skills: Pyroburst, Spellblock, Lucidity, Revive, Miracle Cure, Healmor
Class: King Type: Holy Align: F

A demon who turned from good to evil. Currently rules over the House of Virgo.

#067 Dominion

LV 27 HP:285 MP:138 Atk:22 Def:22 Mgc:26 Res:22 Spd:23 Lck:22
Skills: Holy Flare, Glowdeus, Shock Stab, Healmor, Lucidity, Shockdeus
Class: General Type: Holy Align: L

Hard-working demon and a trusted leader that will not tolerate any laziness.

#068 Amurtert

LV 28 HP:290 MP:142 Atk:23 Def:20 Mgc:26 Res:23 Spd:22 Lck:24
Skills: Aquablast, Lucidity, Venom Foam, Revive, Healmor, Glowdeus
Class: Common Type: Holy Align: L

An ancient and immortal demon that breathes new life into dying plants.
LightWall - Reflects Light-attacks back to enemy.

#069 Haurvata

LV 30 HP:310 MP:152 Atk:25 Def:22 Mgc:28 Res:25 Spd:22 Lck:25
Class: Glowdeus, Reset, Divine Blow, Wildstorm, Quick Spear, Golden Mute
Class: Elite Type: Holy Align: L

A very unusual demon that draws its strength from the beauty of flowers.
Habitats - Peril Forest, Underworld

#070 Ironhoof

LV 33 HP:357 MP:152 Atk:33 Def:29 Mgc:33 Res:28 Spd:27 Lck:26
Skills: Holy Flare, Divine Blow, Heal All, Resurrect, Pyroburst, Healmax
Class: General Type: Holy Align: L

An iron-hoofed demon that gallops across the skies to protect the sick and weak.

Habitats - Dark Path, Dark Temple

#071 Cancer

LV 33 HP:356 MP:154 Atk:27 Def:33 Mgc:29 Res:31 Spd:23 Lck:28
Skills: Aquaburst, Holy Flare, Chaos Foam, Revive, Tidal Wave, Healmax
Class: King Type: Holy Align: W

A demon who turned from good to evil. Currently rules over the House of Cancer.
WaterProof - Prevents death by Water-attacks.

#072 Muslexx

LV 26 HP:381 MP:160 Atk:35 Def:32 Mgc:31 Res:30 Spd:28 Lck:30
Skills: Holy Mute, Powercharge, Aquablast, Venom Foam, Summon, Polarlok
Class: Common Type: Holy Align: L
Nobody knows what's behind the mask of this massively muscled, giant demon.
Habitats - Jude Plains, Mount Falos

#073 Gemini

LV 38 HP:400 MP:182 Atk:35 Def:34 Mgc:35 Res:33 Spd:33 Lck:30
Skills: Cycloblast, Spellblock, Defboost, Hex Coma, Cycloblast, Revive
Class: Elite Type: Holy Align: N
Pair of demons that turned evil. Currently rule over the House of Gemini.
WindHoard - Absorbs the power of Wind-attacks.
Habitats - Jude Plains, Mount Falos

#074 Pathlite

LV 39 HP:408 MP:194 Atk:32 Def:34 Mgc:36 Res:35 Spd:35 Lck:31
Skills: Healmor All, Revive, Petrablast, Spellblock, Gaia Buster, Maelstrom
Class: Elite Type: Holy Align: L
A caring demon who spares no effort towards protecting nature and her own life.

#075 Puritus

LV 41 HP:449 MP:199 Atk:27 Def:36 Mgc:39 Res:38 Spd:37 Lck:38
Skills: Pyrolok, Healmor, Powerboost, Pyroblast, Resurrect, Cyclomax
Class: King Type: Holy Align: L
Armored warrior and keeper of the sacred flame. A demon that refuses to fall.
Final Wall - Blocks most attacks when near death.

#076 Cherubim

LV 42 HP:434 MP:200 Atk:29 Def:38 Mgc:36 Res:36 Spd:35 Lck:37
Skills: Pyrolok, Healmor, Divine Blow, Light Lance, Pyroblast, Holy Blast
Class: General Type: Holy Align: L
Four-winged guardian angel that brandishes a might sword which burns all it touches.

#077 Asmodeus

LV 42 HP:451 MP:164 Atk:41 Def:38 Mgc:35 Res:34 Spd:36 Lck:37
Skills: Pyrolok, Doom Flash, Healmor All, Healmax, Spellboost, Resurrect
Class: King Type: Holy Align: F
A demon who turned from good to evil. Currently rules over the House of Taurus.
FireProof - Prevents death by Fire-attacks.
Habitats - Rainy Woods, Tyrnanog

#078 Aries

LV 44 HP:469 MP:211 Atk:38 Def:39 Mgc:42 Res:41 Spd:40 Lck:42
Skills: Shocklok, Shockbolt, Mjollnir, Resurrect, Hyper Drain, Shockblast
Class: King Type: Holy Align: T
A demon who turned from good to evil. Currently rules over the House of Aries.
Habitats - Tyrnanog

#079 Vomana

LV 45 HP:492 MP:188 Atk:44 Def:41 Mgc:44 Res:41 Spd:42 Lck:38
Skills: Golden Mute, Healmax, Pyrolok, Pyromax, Healmax All, Resurrect

Class: General Type: Holy Align: L

A king angel that protects animals, but is a little scary-looking.

#080 Raphael

LV 46 HP:485 MP:223 Atk:41 Def:42 Mgc:45 Res:43 Spd:41 Lck:40

Skills: Glowmax, Holy Mute, Healmax All, Spellblock, Cyclolok, Resurrect

Class: King Type: Holy Align: N

A king, caring angel who spares no effort towards curing the sick and injured.

WindProof - Prevents death by Wind-attacks.

Habitats - Basement B1, Basement B2, Basement B3, Basement B4

#081 Uriel

LV 46 HP:492 MP:210 Atk:45 Def:44 Mgc:41 Res:40 Spd:42 Lck:40

Skills: Divine Blow, Holy Blast, Powercharge, Sacrifice, Pyrolok, Healmax

Class: King Type: Holy Align: F

An unforgiving angel that punishes evil demons with the blazing flames of justice.

FireProof - Prevents death by Fire-attacks.

#082 Seraphim

LV 47 HP:508 MP:216 Atk:46 Def:44 Mgc:45 Res:43 Spd:45 Lck:42

Skills: Divine Blow, Purge, Heal All, Healmax, Spellboost, Resurrect

Class: Elite Type: Holy Align: L

An airborne demon whose sweet songs can soothe the soul of any hardened warrior.

#083 Guardian

LV 48 HP:522 MP:218 Atk:48 Def:45 Mgc:47 Res:45 Spd:44 Lck:44

Skills: Hand of Fate, Holy Blast, Mjollnir, Pyromax, Pyrolok, Aquamax

Class: King Type: Holy Align: L

A champion of champions and a natural-born leader with the heart of an angel.

Habitats - Basement B2, Basement B3, Basement B4, Basement B5, Basement B6

#084 Scorpio

LV 52 HP:558 MP:249 Atk:52 Def:53 Mgc:50 Res:49 Spd:55 Lck:48

Skills: Subzero, Holy Blast, Ice Breath, Polarmax, Spellblock, Resurrect

Class: Elite Type: Holy Align: I

A demon who turned from good to evil. Currently rules over the House of Scorpio.

#085 Michael

LV 58 HP:640 MP:269 Atk:60 Def:56 Mgc:62 Res:58 Spd:59 Lck:62

Skills: Glowmax, Holy Blast, Healmax, Healmax All, Resurrect, Light Lance

Class: King Type: Holy Align: L

Drawing his power from the sun, this angel is the leader of the forces against evil.

#086 Tsunami

LV 4 HP:58 MP:26 Atk:9 Def:8 Mgc:6 Res:8 Spd:6 Lck:7

Skills: Aqua, Mystic Bind, Heal All, Pandemonium, Defboost, Aquadeus

Class: Common Type: Drgn Align: W

Enormous snake that inhabits the sea. It can cause major floods and tidal waves.

Habitats - Wind Valley, Sword Cave, Kibra Woods, Wind Shrine

#087 Makara

LV 8 HP:85 MP:42 Atk:10 Def:9 Mgc:8 Res:9 Spd:11 Lck:9

Skills: Aqua, Mystic Bind, Cure, Heal All, Defboost, Aquadeus

Class: Common Type: Drgn Align: W

A colossal demon with the head of a deer, dragon horns, and the body of a fish.

Habitats - Galin Plains, Lost Forest, Wind Gate

#088 Sizzard

LV 11 HP:115 MP:55 Atk:12 Def:11 Mgc:10 Res:10 Spd:11 Lck:7

Skills: Pyro, Fire Breath, TNT, Defdrain, Pyrodeus, Purge

Class: Elite Type: Drgn Align: F

A lizard-like creature that feeds on fire and prefers sizzling hot environments.

#089 Basilisk

LV 14 HP:148 MP:58 Atk:14 Def:12 Mgc:12 Res:11 Spd:14 Lck:13

Skills: Petra, Venom Claw, Paralyze, Attract, Petraburst, Pyroburst

Class: Common Type: Drgn Align: E

This lizard-demon has a gaze that can turn any living thing into stone.

Habitats - Polar Wastes, Ice Cave, Ice Temple

#090 Bearlord

LV 17 HP:176 MP:73 Atk:16 Def:15 Mgc:13 Res:15 Spd:12 Lck:15

Skills: Ram, Powercharge, Healmor, Temptation, Hyper Sense, Desperation

Class: Elite Type: Drgn Align: E

A bright demon that lives in the mountains and runs around with bears and other animals.

Beast-Tame - Friendly with Animal-type demons.

Habitats - Ice Temple, Tower Area, Fanda Plains

#091 Hydra

LV 19 HP:204 MP:79 Atk:16 Def:14 Mgc:15 Res:12 Spd:15 Lck:14

Skills: Frostbite, Ice Pillar, Distract, Venom, Polarburst, Venom Claw

Class: Elite Type: Drgn Align: I

A nine-eyed demon that is enormous and just about impossible to kill.

Anti-Beast - Feared by Beasts who will run upon contact.

#092 Kokatris

LV 20 HP:210 MP:96 Atk:18 Def:18 Mgc:18 Res:17 Spd:21 Lck:19

Skills: Pyroburst, Chomp, Mystic Bind, Paralyze, Teleport, Pyrodeus

Class: Elite Type: Drgn Align: F

Bird-like demon born from an unusual egg. Everything it stares at turns into stone.

Survival - Will run from battle if near death.

#093 Neptina

LV 23 HP:234 MP:118 Atk:18 Def:19 Mgc:24 Res:20 Spd:16 Lck:18

Skills: Aqua, Aquaburst, Healmor, Distract, Aqua Flood, Healmax

Class: General Type: Drgn Align: W

Gorgeous sea queen who rules the seven seas from her palace deep under the sea.

Demon Magnet - Popular nature seems to attract demons.

#094 Orochi

LV 24 HP:254 MP:116 Atk:23 Def:21 Mgc:20 Res:20 Spd:19 Lck:18

Skills: Thunderbolt, Chomp, Venom, Defboost, Shockburst, Powerboost

Class: Common Type: Drgn Align: T

Huge snake-like demon that can generate large earthquakes simply by moving.

Habitats - Foggy Marsh, Lair Area

#095 Trinos

LV 26 HP:275 MP:122 Atk:25 Def:24 Mgc:22 Res:19 Spd:20 Lck:18

Skills: Shockdeus, Stun Shot, Thunderbolt, Venom Claw, Powerdrain, Purge

Class: King Type: Drgn Align: T

A vile three-headed dragon said to be a master of spells.

Battle Rage - Goes berserk against mean foes.

Habitats - Sinra Forest

#096 Bushido

LV 26 HP:271 MP:118 Atk:26 Def:22 Mgc:23 Res:21 Spd:18 Lck:20

Skills: Charge, Powercharge, Petradeus, Revive, Earth Crush, Healmax

Class: General Type: Drgn Align: E

A regal, master swordsman who is fully protected by his bulky samurai armor.

Anti-Ogre - Feared by Ogres who will run upon contact.

#097 Necrodon

LV 27 HP:291 MP:125 Atk:27 Def:25 Mgc:21 Res:24 Spd:20 Lck:18

Skills: Pyrodeus, Fire Breath, TNT, Venom Claw, Spellprone, Hex Comadeus

Class: King Type: Drgn Align: D

A gargantuan thunder-dragon born from the darkest reaches of the netherworld.

Habitats - Sinra Forest

#098 Hydron

LV 29 HP:315 MP:132 Atk:26 Def:24 Mgc:25 Res:25 Spd:24 Lck:20

Skills: Aquaburst, Tidal Wave, Chomp, Glowdeus, Healarmor All, Sonic Wing

Class: Common Type: Drgn Align: W

A majestic, emerald dragon with armor-like scales and a pair of massive wings.

Habitats - Temple/Past

#099 Octorex

LV 31 HP:335 MP:137 Atk:30 Def:28 Mgc:26 Res:25 Spd:23 Lck:23

Skills: Petraburst, Grand Crush, Mystic Bind, Revive, Shockburst, Petrablast

Class: King Type: Drgn Align: E

Enormous dragon with eight heads and eight tails. Guards a magical sword.

#100 Tiamat

LV 32 HP:346 MP:145 Atk:29 Def:27 Mgc:28 Res:27 Spd:24 Lck:26

Skills: Venom Foam, Venom Claw, Healmax, Heart Wrench, Wild BLOws, Reflect

Class: King Type: Drgn Align: W

A cruel, short-tempered demon who can send the mightiest demon to its knees.

Habitats - Mount Giles

#101 Lindwurm

LV 35 HP:371 MP:166 Atk:34 Def:30 Mgc:27 Res:32 Spd:34 Lck:26

Skills: Shockburst, Hex Bind, Teleport, Shockblast, Silence, Healmax

Class: Common Type: Drgn Align: T

An awesome flying dragon with the nose of a lion and the jaws of a crocodile.

Escape LV1 - Sometimes handy when trying to escape.

#102 Solarius

LV 38 HP:405 MP:178 Atk:36 Def:34 Mgc:32 Res:33 Spd:35 Lck:32

Skills: Cycloburst, Summon, Spellboost, Sonic Boom, Powercharge, Teleport

Class: General Type: Drgn Align: N

With a body that glimmers like the sun, this demon is a sight to behold.

Habitats - Jude Plains, Mount Falos

#103 Seryu

LV 39 HP:402 MP:189 Atk:38 Def:36 Mgc:28 Res:37 Spd:35 Lck:37

Skills: Polarburst, Venom Claw, Ice Breath, Resurrect, Healmor All, Polarblast

Class: General Type: Drgn Align: I

Guardian beast of the east. A dragon armored with beautiful scales of the darkest blue.

Battle Rage - Goes berserk against mean foes.

#104 Rahab

LV 41 HP:438 MP:192 Atk:37 Def:35 Mgc:37 Res:34 Spd:33 Lck:35

Skills: Aquadeus, Hex Bind, Spellprone, Purge, Hex Comadeus, Aqualok

Class: King Type: Drgn Align: W

A gargantuan serpent with a body largely made of water. Can generate rain or snow.

Stamina - Seldom fazed by battle and quick to recover.

#105 Quetza

LV 41 HP:435 MP:195 Atk:39 Def:38 Mgc:36 Res:37 Spd:35 Lck:36

Skills: Sonic Boom, Healmor All, Teleport, Glowdeus, Cure, Shockblast

Class: General Type: Drgn Align: N

Winged serpent-like demon who rules the skies with powers drawn from wind and sun.

Habitats - Rainy Woods, Tyrnanog

#106 Batos

LV 43 HP:472 MP:202 Atk:41 Def:37 Mgc:38 Res:38 Spd:34 Lck:42

Skills: Cyclolok, Silence, TNT, Death Breath, Mega Cyclone, Revive

Class: King Type: Drgn Align: N

A serpentine demon with a third eye that can see the past and the future.

#107 Kaleidos

LV 44 HP:472 MP:209 Atk:44 Def:41 Mgc:40 Res:38 Spd:39 Lck:37

Skills: Chaos Foam, Blur, Healmor All, Aquaburst, Repel, Aquablast

Class: Elite Type: Drgn Align: W

A beaked serpent that leaves a rainbow trail when soaring the skies.

WaterBoost - Draws strength from the power of Water.

Habitats - Light Rift

#108 Urboros

LV 45 HP:483 MP:192 Atk:42 Def:43 Mgc:45 Res:46 Spd:42 Lck:40

Skills: Petralok, Gaia Crush, Mystic Bind, Petrblast, Purge, Repel

Class: General Type: Drgn Align: E

An invincible snake who lives by feeding on its own regenerating tail.

EarthWall - Reflects Earth-attacks back to enemy.

Habitats - Light Rift

#109 Lamia

LV 46 HP:492 MP:229 Atk:44 Def:42 Mgc:42 Res:42 Spd:45 Lck:41

Skills: Ice Breath, Terror Gaze, Defboost, Magic Drain, Polarblast, Resurrect

Class: King Type: Drgn Align: I

This is one demon that you definitely do not want to meet in a dark alley.

#110 Firetung

LV 48 HP:522 MP:219 Atk:48 Def:45 Mgc:46 Res:44 Spd:48 Lck:41

Skills: Pyrolok, Darkfire, Venom, Spellboost, Cure, Pyroblast

Class: General Type: Drgn Align: F

Fire-breathing dragon with a strong sense of justice and deadly claws to enforce it.

Hyper Speed - Very hard to see due to extreme speed.

#111 Armasnak

LV 49 HP:538 MP:219 Atk:50 Def:49 Mgc:44 Res:41 Spd:43 Lck:42

Skills: Aqualok, Tidal Wave, Heal All, Revive, Spellboost, Aquablast

Class: General Type: Drgn Align: W

A dragon said to swim the sea whenever the world approaches its final hour.

#112 Jormung

LV 53 HP:565 MP:248 Atk:53 Def:55 Mgc:52 Res:55 Spd:50 Lck:54

Skills: Polarlok, Venom, Death Breath, Maelstrom, Polarmax, Temptation

Class: King Type: Drgn Align: I

A colossal demon living in the sea, who just keeps growing and growing.

IceWall - Reflects Ice-attacks back to enemy.

#113 Hooty

LV 4 HP:57 MP:25 Atk:8 Def:7 Mgc:8 Res:7 Spd:6 Lck:6

Skills: Glow, Pyro, Defboost, Heal, Cyclodeus, Teleport

Class: Elite Type: Bird Align: L

Baby owl demon with a cry that is frequently mistaken for that of a human infant.

Habitats - Rem School, Wind Valley, Sword Cave, Gateway

#114 Krane

LV 7 HP:81 MP:36 Atk:9 Def:8 Mgc:6 Res:8 Spd:9 Lck:8

Skills: Flare, Powerboost, Heal All, Repel, Lucidity, Pyroburst

Class: Elite Type: Bird Align: F

A troublesome one-legged demon that burns almost anything that it touches.

FireProof - Prevents death by Fire-attacks.

Habitats - Lost Forest, Wind Gate

#115 War Lion

LV 11 HP:126 MP:47 Atk:12 Def:10 Mgc:7 Res:8 Spd:11 Lck:10

Skills: Windburst, Chomp, Teleport, Powerdrain, Powerboost, Cycloburst

Class: Elite Type: Bird Align: N

Lion-headed demon capable of summoning storms. Has a pair of razor-sharp claws.

Mood-Swing - Willing to fight harder when the mood is right.

Habitats - Orgel Room

#116 Gargoyle

LV 13 HP:132 MP:58 Atk:12 Def:13 Mgc:9 Res:10 Spd:11 Lck:8

Skills: Polar, Venom Claw, Ice Breath, Silence, Paralyze, Polarburst

Class: Elite Type: Bird Align: I

A winged demon of stone that sits on roofs to protect homes from disaster.

Freeze LV1 - Lame jokes sometimes freeze the enemy.

#117 Apsaras

LV 15 HP:158 MP:56 Atk:12 Def:11 Mgc:13 Res:12 Spd:16 Lck:13

Skills: Cycloburst, Teleport, Speedboost, Big Wing, Repel, Healmor

Class: Common Type: Bird Align: N

With tremendous speed and lightning-fast reflexes, this bird is an ally to depend on.

WindProof - Prevents death by Wind-attacks.

Habitats - Polar Wastes, Ice Cave, Ice Temple, Leader Home

#118 Redwing

LV 17 HP:181 MP:72 Atk:16 Def:14 Mgc:15 Res:15 Spd:14 Lck:12

Skills: Pyroburst, Windburst, Healmor, Attract, Cure, Cyclodeus

Class: King Type: Bird Align: F

Crimson demon with multi-colored wings. Believed to be a messenger of the unknown.

FireHoard - Absorbs the power of Fire-attacks.

#119 Horus

LV 18 HP:185 MP:76 Atk:17 Def:16 Mgc:15 Res:15 Spd:14 Lck:15

Skills: Petraburst, Teleport, Silence, Hex Comadeus, Spellboost, Heal All

Class: General Type: Bird Align: E

Immortal demon with a falcon's head. Its eyes harness the powers of both sun and moon.

Habitats - Tower Area, Fanda Plains

#120 Frezberg

LV 20 HP:213 MP:98 Atk:19 Def:18 Mgc:15 Res:16 Spd:20 Lck:14

Skills: Cycloburst, Windburst, Magic Drain, Sonic Boom, Mystic Bind,

Venom Breath

Class: Elite Type: Bird Align: N

A massive eagle with huge wings that can create destructive, gale force winds.

#121 Talon

LV 22 HP:232 MP:98 Atk:22 Def:17 Mgc:20 Res:17 Spd:22 Lck:18

Skills: Earth Crush, Teleport, Hyper Drain, Defboost, Petradeus, Petraburst

Class: General Type: Bird Align: E

A silver-clawed demon whose astrological readings often provide an edge in battle.

Stealth LV1 - Stealth might allow a 1st hit.

#122 Ra

LV 26 HP:274 MP:125 Atk:21 Def:21 Mgc:25 Res:24 Spd:25 Lck:19

Skills: Cycloburst, Spellboost, Heal All, Healmax, Teleport, Repel

Class: General Type: Bird Align: L

A falcon-headed demon that rules the sun and despises anything that's dark and evil.

Male Ego - Improves persuasiveness with proud male demons.

#123 Harpy

LV 30 HP:331 MP:156 Atk:25 Def:24 Mgc:29 Res:24 Spd:25 Lck:25

Skills: Cycloburst, Slumber, Heal All, Distract, Venom, Cyclodeus

Class: Elite Type: Bird Align: N

Winged demon with a lovely voice that can sway the loyalty of an opponent.

Windboost - Draws strength from the power of Wind.

#124 Bloodbat

LV 33 HP:358 MP:151 Atk:28 Def:28 Mgc:31 Res:27 Spd:34 Lck:26

Skills: Hex Comadeus, Cycloburst, Venom Claw, Distract, Hex Leech, Sonic Boom

Class: Elite Type: Bird Align: D

An evil demon who died once, returned as a vampire, and is now stalked by Kresnik.

DarkProof - Prevents death by Dark-attacks.

Habitats - Mount Giles

#125 Kresnik

LV 36 HP:374 MP:165 Atk:31 Def:31 Mgc:30 Res:29 Spd:35 Lck:28

Skills: Cycloburst, Holy Flare, Pyroburst, Revive, Divine Blow, Healmax

Class: King Type: Bird Align: L

Vampire-hunter in search of Bloodbat. Supposedly, he can transform into animals.

Habitats - Jude Plains, Mount Falos

#126 Argos

LV 35 HP:384 MP:184 Atk:32 Def:30 Mgc:36 Res:31 Spd:32 Lck:28

Skills: Cyclolok, Glowdeus, Cycloblast, Healmor All, Doppelganger, Reflect

Class: Elite Type: Bird Align: N

A multi-eyed demon that sees all and knows all. Sleeps with his eyes open.

#127 Suzak

LV 38 HP:412 MP:175 Atk:38 Def:36 Mgc:35 Res:35 Spd:38 Lck:30

Skills: Blast Claw, Sonic Wing, Lucidity, Resurrect, Purge, Teleport

Class: General Type: Bird Align: F

Holy fire-demon that guards against invasion from the south.

FireWall - Reflects Fire-attacks back to enemy.

#128 War Crow

LV 40 HP:428 MP:190 Atk:35 Def:35 Mgc:38 Res:37 Spd:35 Lck:33

Skills: Cyclolok, Dark Spear, Spellguard, Purge, Sonic Wing, Cycloblast

Class: Common Type: Bird Align: N

This demon-crow never gets lost thanks to an outstanding sense of direction.

WindProof - Prevents death by Wind-attacks.

#129 Garuda

LV 42 HP:435 MP:192 Atk:42 Def:40 Mgc:38 Res:38 Spd:40 Lck:36

Skills: Sonic Boom, Divine Blow, Heal All, Revive, Cycloblast, Healmor All

Class: King Type: Bird Align: L

This golden king of birds soars the skies and is feared by serpentine demons.

#130 Siren

LV 43 HP:441 MP:218 Atk:37 Def:36 Mgc:41 Res:38 Spd:39 Lck:36

Skills: Windblast, Silence, Distract, Aquablast, Healmax, Revive

Class: General Type: Bird Align: W

A cruel demon who leads ships to their doom with her seductive singing.

Male Appeal - Improves persuasiveness with talkative male demons.

Habitats - Tyrnanog

#131 Boltbird

LV 46 HP:491 MP:215 Atk:42 Def:41 Mgc:40 Res:42 Spd:45 Lck:40

Skills: Shocklok, Thunderbolt, Sonic Boom, Teleport, Shockblast, Defdrain

Class: Elite Type: Bird Align: T

Big, strange bird with wings of lightning. Believed to bring happiness to its master.

Habitats - Basement B1, Basement B2, Basement B3, Basement B4, Basement B5, Basement B6

ThunderHoard - Absorbs the power of Thunder-attacks.

#132 Pazu

LV 54 HP:598 MP:262 Atk:53 Def:51 Mgc:51 Res:52 Spd:58 Lck:52

Skills: Cyclomax, Dark Spear, Distract, Whirlwind, Healmax All, Resurrect

Class: King Type: Bird Align: N

Evil demon who uses warm winds to carry deadly diseases far and wide.

Repugnant - So scary demons keep their distance.

#133 Lava Rat

LV 3 HP:54 MP:24 Atk:8 Def:5 Mgc:6 Res:5 Spd:9 Lck:7

Skills: Pyro, Heal, Bite, Cure, Spellguard, Pyroburst

Class: Common Type: Bst Align: F

Rat-like demon with skin of burning flames. Often found sleeping in volcanoes.

#134 Mermount

LV 5 HP:70 MP:25 Atk:10 Def:9 Mgc:5 Res:5 Spd:7 Lck:8

Skills: Aqua Cut, Aqua Flood, Heal, Silence, Venom Foam, Bite

Class: Common Type: Bst Align: W

With the tail of a fish and the body of a stallion, this sea-demon makes a fine steed.

Habitats - Sword Cave, Kibra Woods, Wind Shrine

WaterBoost - Draws strength from the power of Water.

#135 Centaur

LV 6 HP:76 MP:27 Atk:11 Def:8 Mgc:11 Res:7 Spd:10 Lck:12

Skills: Petra, Double Hit, Slumber, Reflect, Paralyze, Petraburst

Class: General Type: Bst Align: E

Spear-wielding, bearded demon with the body of a horse and the torso of a warrior.

#136 Shoklam

LV 9 HP:90 MP:34 Atk:12 Def:10 Mgc:8 Res:7 Spd:12 Lck:8

Skills: Stun Shot, Numbing Claw, Cure, Heal All, Repel, Wildstorm

Class: General Type: Bst Align: T

An adorable little demon with the body of a sheep and the face of a human.
Habitat - Heldun Flats, Dark Palace, Galin Plains

#137 Unicorn

LV 11 HP:112 MP:48 Atk:12 Def:11 Mgc:11 Res:10 Spd:11 Lck:9
Skills: Shock Stab, Powerboost, Teleport, Shockburst, Cure, Doom Flash
Class: Common Type: Bst Align: L

Sacred horse with a single horn that is capable of destroying the forces of evil.

Lightwall - Reflects Light-attacks back to enemy.

Habitats - Orgel Room

#138 Catclaw

LV 13 HP:132 MP:52 Atk:13 Def:11 Mgc:10 Res:13 Spd:11 Lck:9
Skills: Rake, Glow, Heal All, Attract, Spellboost, Cycloburst
Class: Elite Type: Bst Align: L

Gifted with the power of love, this feline demon rules both the sun and the moon.

Anti-Bird - Feared by Birds who will run upon contact.

#139 Firemare

LV 13 HP:131 MP:54 Atk:12 Def:11 Mgc:14 Res:12 Spd:14 Lck:10
Skills: Glow, Holy Mute, Charge, Spellblock, Pyrodeus, Cycloblast
Class: Elite Type: Bst Align: L

A horse with a golden mane that lights up the world when he flies over the skies.

#140 Windmare

LV 17 HP:182 MP:70 Atk:17 Def:15 Mgc:14 Res:13 Spd:14 Lck:14
Skills: Hex Coma, Chomp, Guillotine, Reflect, Venom Blade, Cycloburst
Class: Elite Type: Bst Align: D

A white-maned horse that gallops across the skies, bringing night in its wake.

Habitats - Tower Area, Fanda Plains

#141 Orthros

LV 21 HP:28 MP:95 Atk:21 Def:18 Mgc:17 Res:15 Spd:18 Lck:16
Skills: Pyro, Pyrodeus, Chomp, TNT, Defboost, Fire Breath
Class: Elite Type: Bst Align: F

Fire-breathing demon and brother of Nex. Can burn foes to a crisp.

FireWall - Reflects Fire-attacks back to enemy.

#142 Warseal

LV 23 HP:245 MP:111 Atk:22 Def:20 Mgc:19 Res:20 Spd:14 Lck:19
Skills: Polarburst, Cold Voice, Slumber, Defdrain, Healmor, Polarblast
Class: Common Type: Bst Align: I

A demon of the sea that is often mistaken for a seal by other creatures in the ocean.

#143 Airavata

LV 25 HP:262 MP:119 Atk:23 Def:21 Mgc:22 Res:20 Spd:18 Lck:17
Skills: Shockburst, Powerboost, Glowdeus, Defboost, Pyrolok, Golden Mute
Class: King Type: Bst Align: L

King of elephants which was born from a sea of milk. Able to fly.

LightProof - Prevents death by Light-attacks.

#144 Boltrift

LV 25 HP:262 MP:124 Atk:21 Def:20 Mgc:24 Res:22 Spd:24 Lck:18

Skills: Shockburst, Chomp, Heal All, Shockdeus, Revive, Thunderbolt

Class: General Type: Bst Align: T

Charged with electricity, this demon descends from the skies on a lightning bolt.

Electro LV1 - Stores electric power to sometimes shock an enemy.

#145 Humba

LV 28 HP:318 MP:132 Atk:29 Def:27 Mgc:24 Res:26 Spd:24 Lck:24

Skills: Gaia Buster, Hyper Sense, Purge, Chomp, Death Breath, Petrablast

Class: Common Type: Bst Align: E

One-eyed demon who watches over the woods and will attack any who seek to harm it.

Final Wall - Blocks most attacks when near death.

#146 Leogard

LV 28 HP:295 MP:127 Atk:27 Def:25 Mgc:23 Res:22 Spd:24 Lck:20

Skills: Bite, Holy Flare, Powerboost, Healmor, Defboost, Pyroburst

Class: Elite Type: Bst Align: L

Guardian demon that resembles a lion. Known far and wide as the protector of homes.

#147 Nemea

LV 28 HP:288 MP:135 Atk:23 Def:24 Mgc:27 Res:23 Spd:24 Lck:22

Skills: Glow, Holy Flare, Pyrolok, Spellboost, Pyro Bomb, Healmax All

Class: Elite Type: Bst Align: F

With a mane of flaming locks, this demon can repel arrows, clubs, and other weapons.

#148 Fenrir

LV 29 HP:314 MP:132 Atk:28 Def:24 Mgc:26 Res:25 Spd:24 Lck:22

Skills: Ice Breath, Chomp, Mystic Bind, Frenzy, Hyper Drain, Purge

Class: Elite Type: Bst Align: I

A vicious demon with a set of razor-sharp fangs that can even tear armor to shreds.

Habitats - Peril Forest, Underworld

#149 Anubis

LV 33 HP:352 MP:160 Atk:31 Def:29 Mgc:29 Res:27 Spd:28 Lck:29

Skills: Flare, Slumber, Mystic Bind, Hex Comadeus, Paralyze, Pyroburst

Class: General Type: Bst Align: D

A demon with a jackal's head that serves as judge and jury over those in the afterlife.

Male Ego - Improves persuasiveness with proud male demons.

#150 Slepnir

LV 33 HP:345 MP:163 Atk:30 Def:27 Mgc:30 Res:25 Spd:32 Lck:26

Skills: Cold Voice, Doppelganger, Spellboost, Speedboost, Healmor All, Petrablast

Class: Elite Type: Bst Align: I

A super-fast, eight-legged horse in blue armor that runs at incredible speeds.
Hyper Speed - Very hard to see due to extreme speed.

#151 Barone

LV 37 HP:405 MP:178 Atk:35 Def:35 Mgc:33 Res:35 Spd:28 Lck:27

Skills: Bite, Fire Breath, Glowdeus, Pyroblast, Defboost, Repel

Class: General Type: Bst Align: L

A lion-like demon with powers that rival those of Rhanda, its sworn enemy.

Habitats - Jude Plains, Mount Falos

#152 Byako

LV 40 HP:437 MP:179 Atk:40 Def:37 Mgc:32 Res:36 Spd:26 Lck:35

Skills: Shockblast, Rake, Powerboost, Divine Blow, Shocklok, Healmax

Class: General Type: Bst Align: T

A tiger-demon that guards against invasion from the west.

#153 Gembu

LV 40 HP:433 MP:189 Atk:41 Def:38 Mgc:38 Res:38 Spd:35 Lck:36

Skills: Tidal Wave, Gaia Buster, Defboost, Hex Comadeus, Aqualok, Resurrect

Class: General Type: Bst Align: W

A tortoise-like demon that guards against invasion from the north.

#154 Kyra

LV 40 HP:415 MP:196 Atk:36 Def:33 Mgc:36 Res:32 Spd:27 Lck:35

Skills: Shocklok, Doom Flash, Healmor, Shockbolt, Shockblast, Resurrect

Class: General Type: Bst Align: L

This one-horned demon has the speed to cover thousands of miles in a single day.

Anti-Fiend - Feared by Fiends who will run upon contact.

Habitats - Rainy Woods, Tyrnanog

#155 Tior

LV 43 HP:464 MP:198 Atk:40 Def:38 Mgc:36 Res:38 Spd:37 Lck:35

Skills: Petralok, Slumber, Mystic Bind, Defdrain, Petramax, Attract

Class: General Type: Bst Align: E

A demon of the plains who leads an army of undead animals against its enemies.

EarthBoost - Draws strength from the power of Earth.

#156 Ocelot

LV 44 HP:474 MP:203 Atk:45 Def:40 Mgc:38 Res:37 Spd:42 Lck:38

Skills: Polarlok, Healmax, Chaos Foam, Spellblock, Paralyze, Subzero

Class: King Type: Bst Align: I

A ruthless demon whose powers nearly drove mankind to extinction years ago.

Habitats - Light Rift

#157 Brute

LV 52 HP:574 MP:252 Atk:54 Def:51 Mgc:50 Res:50 Spd:48 Lck:51

Skills: Petralok, Grand Crush, Venom Breath, Hyper Drain, Desperation, Glowmax

Class: King Type: Bst Align: E

Nobody can stop this legendary beast who has the power to destroy worlds.

#158 Gnome

LV 1 HP:35 MP:13 Atk:6 Def:6 Mgc:4 Res:4 Spd:6 Lck:6

Skills: Petra, Cure, Heal, Defboost, Slumber, Petraburst

Class: Common Type: Ogre Align: E

Dwarf-demon who lives below the earth's surface and guards rare gemstones from unworthy hands.

EarthHoard - Absorbs the power of Earth-attacks.

#159 Pixy

LV 3 HP:48 MP:21 Atk:5 Def:5 Mgc:7 Res:6 Spd:6 Lck:7

Skills: Cyclone, Cure, Heal, Heal All, Slumber, Cycloburst

Class: Common Type: Ogre Align: N

Fairy-like demon who is quick to lend assistance in return for a glass of milk.

Habitats - Rem Blvd., Rem School, Gateway

#160 Windling

LV 4 HP:58 MP:25 Atk:9 Def:6 Mgc:5 Res:9 Spd:7 Lck:5

Skills: Cyclone, Tornado, Slumber, Rage Melody, Cure, Cycloburst

Class: Common Type: Ogre Align: N

A smaller-than-average ogre that loves to play tricks on anyone it encounters.

Cliffhanger - Holds own even when seemingly down and out.

#161 Yeti

LV 6 HP:78 MP:29 Atk:11 Def:9 Mgc:8 Res:7 Spd:9 Lck:9

Skills: Polar, Cold Voice, Pandemonium, Heal All, Polarburst, Healmax

Class: General Type: Ogre Align: I

This massive snow giant of the mountains is often seen attacking the unwary climber.

Freeze LV1 - Lame jokes sometimes freeze the enemy.

#162 Arakneus

LV 10 HP:114 MP:52 Atk:9 Def:8 Mgc:13 Res:11 Spd:8 Lck:10

Skills: Petra, Ram, Slumber, Spellboost, Spellguard, Purge

Class: Common Type: Ogre Align: E

A demon that resembles a spider. Said to have a human face on its underside.

Habitats - Heldun Flats, Dark Palace

#163 Thumurai

LV 12 HP:124 MP:58 Atk:12 Def:12 Mgc:11 Res:10 Spd:13 Lck:9

Skills: Aqua, Cure, Mystic Bind, Lucidity, Aquaburst, Anti-Demon

Class: Elite Type: Ogre Align: W

Fairy-tale warrior armed with a needle for attacking enemies' vital areas.

Fem Appeal - Improves persuasiveness with talkative female demons.

#164 Talos

LV 13 HP:140 MP:48 Atk:14 Def:14 Mgc:10 Res:10 Spd:11 Lck:15

Skills: Double Hit, Frenzy, Powercharge, Defdrain, Mjollnir, Shockburst

Class: General Type: Ogre Align: T

A metal demon created by a wizard to guard and protect his vault of mystic treasures.

Habitats - Rem Blvd., Playground, Rem Park, Polar Wastes, Ice Cave

#165 Iceraith

LV 13 HP:140 MP:48 Atk:14 Def:9 Mgc:10 Res:9 Spd:9 Lck:11

Skills: Polar, Chomp, Cold Voice, Hex Coma, Bite, Slumber

Class: Elite Type: Ogre Align: I

A steel jaw lined with metal teeth makes this one dangerous demon.

#166 Golem

LV 15 HP:154 MP:62 Atk:14 Def:12 Mgc:13 Res:12 Spd:15 Lck:11

Skills: Petra, Ram, Defboost, Lucidity, Powerdrain, Petraburst

Class: Common Type: Ogre Align: E

A marriage of science and the occult resulted in creating this soulless robot-demon.

#167 Sylph

LV 16 HP:172 MP:60 Atk:15 Def:15 Mgc:13 Res:13 Spd:10 Lck:13

Skills: Windburst, Cure, Heal All, Pandemonium, Silence, Cyclodeus

Class: Common Type: Ogre Align: N

A maiden spirit of the winds who hopes to some day find a partner to share her life.

WindBoost - Draws strength from the power of Wind.

Habitats - Ice Temple

#168 Bibisana

LV 19 HP:198 MP:78 Atk:18 Def:15 Mgc:18 Res:14 Spd:16 Lck:14

Skills: Cycloburst, Windblast, Cure, Lucidity, Heal All, Sonic Boom

Class: King Type: Ogre Align: N

A wise and benevolent demon that fights for the cause of peace.

#169 Skeltos

LV 20 HP:212 MP:88 Atk:19 Def:17 Mgc:16 Res:15 Spd:18 Lck:14

Skills: Quick Blade, Venom, Mystic Bind, Petradeus, Powerdrain, Pandemonium

Class: Common Type: Ogre Align: E

An undead skeletal warrior that can rebuild its body when it is torn asunder.

Invincible - Tough and strong, seldom falls in defeat.

Habitats - Duvegs Trail

#170 Bifrius

LV 23 HP:238 MP:114 Atk:21 Def:18 Mgc:22 Res:20 Spd:18 Lck:19

Skills: Pyrodeus, Sonic Boom, Venom, Defboost, Pyrobust, Heal All

Class: General Type: Ogre Align: F

A mischievous demon who loves to unleash its twisted pranks on any unwary victim.

Habitats - Foggy Marsh, Lair Area, Limbo

#171 Minotaur

LV 27 HP:295 MP:118 Atk:28 Def:24 Mgc:21 Res:22 Spd:22 Lck:25

Skills: Earth Crush, Charge, Speedboost, Hyper Sense, Powercharge, Petradeus

Class: General Type: Ogre Align: E

Labyrinth-dweller that is half man and half bull. Very powerful and violent.

Habitats - Sinra Forest

#172 Dydra
LV 29 HP:321 MP:122 Atk:27 Def:28 Mgc:24 Res:23 Spd:19 Lck:24
Skills: Ram, Stone Shot, Earth Crush, Charge, Teleport, Frenzy
Class: General Type: Ogre Align: E
Colossal demon whose head reaches the clouds. None will dare tread in his path.
Odds Breaker - Goes for the win when the chips are down.
Habitats - Temple/Past

#173 Silgra
LV 30 HP:308 MP:152 Atk:25 Def:23 Mgc:28 Res:25 Spd:25 Lck:24
Skills: Cycloburst, Paralyze, Tornado, Hex Comadeus, Wild Blows, Hex Bind
Class: General Type: Ogre Align: N
Ogre-demon with a mighty sword that is said to cut to the very souls of demons.
Mood-Swing - Willing to fight harder when the mood is right.
Habitats - Peril Forest, Underworld

#174 Harkai
LV 31 HP:335 MP:134 Atk:29 Def:26 Mgc:27 Res:24 Spd:20 Lck:23
Skills: Numbing Claw, Speed Stab, Intox, Helm Buster, Slumber, Pandemonium
Class: Elite Type: Ogre Align: T
A demon who was punished by a wizard and turned into a pig with a huge appetite.
Camaraderie - Goes beserk when an ally falls.
Habitats - Peril Forest, Underworld, Helkane Peak

#175 Saggath
LV 33 HP:348 MP:175 Atk:28 Def:25 Mgc:30 Res:28 Spd:24 Lck:30
Skills: Aquaburst, Venom, Pandemonium, Aquadeus, Blur, Speed Stab
Class: Elite Type: Ogre Align: W
An amphibious demon with a plate on his head to keep him supplied with water.
Camaraderie - Goes beserk when an ally falls.

#176 Gogra
LV 34 HP:365 MP:154 Atk:34 Def:31 Mgc:27 Res:30 Spd:24 Lck:25
Skills: Thunderbolt, Powerdrain, Dark Saber, Shockdeus, Healmax, Revive
Class: General Type: Ogre Align: T
Ogre-demon with a strange gourd for storing the souls of those who have fallen
in battle.
Windfall - Wins more cash than normal due to luck.
Habitats - Dark Path, Dark Temple

#177 Dwarf
LV 35 HP:361 MP:175 Atk:32 Def:31 Mgc:28 Res:27 Spd:26 Lck:30
Skills: Petraburst, Guillotine, Powerdrain, Intox, Mystic Bind, Petrablast
Class: General Type: Ogre Align: E
Bearded demon whose creative hands can mold just about anything it desires.
EarthHoard - Absorbs the power of Earth-attacks.
Habitats - Dark Temple

#178 Bulmax
LV 36 HP:362 MP:165 Atk:34 Def:31 Mgc:27 Res:29 Spd:32 Lck:25
Skills: Blast Claw, Speed Stab, Venom, Terror Gaze, Hex TNT, Frenzy
Class: King Type: Ogre Align: F
A violent, bull of a demon that blows away his opponents with a single swipe of
his club.

Magnify LV1 - Causes a bit more damage than usual.

#179 Goku

LV 36 HP:378 MP:176 Atk:34 Def:33 Mgc:32 Res:33 Spd:29 Lck:32
Skills: Polarburst, Double Hit, Aquaburst, Defdrain, Slumber, Aquablast
Class: Common Type: Ogre Align: W

A fierce monkey warrior who lives in exile for eating a forbidden fruit.
Camaraderie - Goes beserk when an ally falls.

#180 Groid

LV 37 HP:394 MP:162 Atk:35 Def:34 Mgc:32 Res:35 Spd:30 Lck:25
Skills: Shockburst, Distract, Heal All, Shockblast, Powerboost, Healmor All
Class: Common Type: Ogre Align: T

A soulless, mechanical solder that is immune to pain and obeys every command.
ThunderProof - Prevents death by Thunder-attacks.

#181 Witch

LV 38 HP:402 MP:175 Atk:38 Def:35 Mgc:33 Res:34 Spd:32 Lck:32
Skills: Hex Coma, Death Breath, Silence, Cyclolok, Distract, Shockblast
Class: Common Type: Ogre Align: N

An ancient demon armed with deadly knives that can cut almost anything.
Habitats - Jude Plains

#182 Mummy

LV 40 HP:432 MP:185 Atk:38 Def:34 Mgc:36 Res:35 Spd:28 Lck:32
Skills: Petraburst, Venom, Ice Breath, Mystic Bind, Silence, Gaia Crush
Class: Common Type: Ogre Align: E

Guardian demon of an ancient tomb in which an emperor has been laid to rest.
Plague LV1 - Toxins sometimes poison a foe.

#183 Ogre

LV 41 HP:435 MP:181 Atk:39 Def:38 Mgc:37 Res:37 Spd:38 Lck:35
Skills: Petraburst, Powerboost, Defboost, Petrablast, Pyrolok, Attract
Class: General Type: Ogre Align: F

Though fearsome to behold, this powerful demon is actually very kind and sensitive.

Habitats - Rainy Woods, Tyrnanog

#184 Shudozi

LV 42 HP:433 MP:194 Atk:37 Def:36 Mgc:40 Res:37 Spd:38 Lck:40
Skills: Charge, Distract, Intox, Healmor, Teleport, Desperation
Class: General Type: Ogre Align: E

A violent and extremely dangerous demon that enjoys a good party.
Camaraderie - Goes beserk when an ally falls.

#185 Hekaton

LV 44 HP:478 MP:198 Atk:44 Def:40 Mgc:40 Res:40 Spd:38 Lck:41
Skills: Hex Comadeus, Distract, Petralok, Silence, Petrablast, Reflect
Class: Elite Type: Ogre Align: E

An awesome demon with six arms that can crush the life out of any opponent.
Habitats - Tyrnanog

#186 Cyclops

LV 52 HP:572 MP:241 Atk:54 Def:52 Mgc:51 Res:51 Spd:49 Lck:47

Skills: Petralok, Charge, Chomp, Grand Crush, Pandemonium, Final Blow

Class: King Type: Ogre Align: E

A mighty giant who is skilled at shipbuilding as well as the crafting of weapons.

EarthProof - Prevents death by Earth-attacks.

#187 Mekra

LV 54 HP:592 MP:253 Atk:53 Def:51 Mgc:53 Res:50 Spd:52 Lck:49

Skills: Pyromax, Hex Comadeus, Distract, Terror Gaze, Frenzy, Countdown

Class: Elite Type: Ogre Align: F

Dangerous and destructive, this massive elephant can crush anything in its path.

#188 Shepp

LV 2 HP:40 MP:18 Atk:7 Def:6 Mgc:5 Res:5 Spd:5 Lck:5

Skills: Shock, Slumber, Defdrain, Spellboost, Pandemonium, Shockburst

Class: Common Type: Ghst Align: T

A demon who puts people to sleep by summoning one sheep after another.

ThunderHoard - Absorbs the power of Thunder-attacks.

Habitats - Rem Blvd., Rem School, Gateway

#189 Undine

LV 5 HP:65 MP:30 Atk:7 Def:6 Mgc:9 Res:8 Spd:8 Lck:7

Skills: Aqua, Aqua Flood, Heal All, Spellboost, Aquaburst, Aquadeus

Class: Common Type: Ghst Align: W

A pure-hearted, timid water-spirit who tends to hide behind whatever is nearby.

#190 Elphine

LV 9 HP:125 MP:57 Atk:9 Def:9 Mgc:12 Res:10 Spd:12 Lck:6

Skills: Stone Shot, Heal All, Mystic Bind, Cure, Hex Drain, Petraburst

Class: Common Type: Ghst Align: E

A child-demon who dwells in old houses and is believed to bring luck and prosperity.

Invisibility - Seldom targeted due to lack of presence.

#190 Cait Sith

LV 10 HP:104 MP:56 Atk:9 Def:8 Mgc:12 Res:10 Spd:10 Lck:9

Skills: Cyclone, Powerboost, Heal All, Repel, Lucidity, Cycloburst

Class: General Type: Ghst Align: N

A fashionable, feline fairy who is given to spouting polite phrases of wisdom.

Habitats - Heldun Flats, Dark Palace, Orgel Room

#192 Pilox

LV 13 HP:137 MP:54 Atk:13 Def:12 Mgc:10 Res:13 Spd:12 Lck:10

Skills: Petra, Ram, Slumber, Purge, Cure, Petraburst

Class: Common Type: Ghst Align: E

A house fairy that steals a pillow to curse its victim with sleepless nights.

Habitats - Rem Blvd., Playground, Rem Park, Luna Prairie, Icy Wastes

#193 Vampire

LV 13 HP:132 MP:58 Atk:15 Def:13 Mgc:13 Res:13 Spd:14 Lck:14

Skills: Shock, Magic Drain, Distract, Intox, Shockburst, Shockdeus

Class: Elite Type: Ghst Align: T

A bat-winged, blood-sucking demon who roams the night in search of tasty victims.

Stealth LV1 - Stealth might allow a 1st Hit.

#194 Slumber

LV 17 HP:183 MP:65 Atk:16 Def:15 Mgc:14 Res:14 Spd:11 Lck:15

Skills: Cyclone, Blur, Slumber, Cycloburst, Hyper Drain, Purge

Class: King Type: Ghst Align: N

Carries a bag full of magic sand that can send almost any creature off to slumberland.

Habitats - Ice Temple

#195 Demipyre

LV 18 HP:184 MP:79 Atk:15 Def:14 Mgc:17 Res:15 Spd:11 Lck:14

Skills: Pyrodeus, Sacrifice, Silence, Pyroburst, Cure, Spellboost

Class: Common Type: Ghst Align: F

A fireball that appears in graveyards. Believed to be a guide to the netherworld.

FireBoost - Draws strength from the power of Fire.

Habitats - Tower Area, Fanda Plains

#196 Phantom

LV 20 HP:203 MP:98 Atk:17 Def:16 Mgc:17 Res:15 Spd:18 Lck:17

Skills: Polar, Silence, Healarmor, Frostbite, Heal All, Cyclodeus

Class: Common Type: Ghst Align: I

A considerate spirit that appears to warn folks of any impending disaster.

Habitats - Duvegs Trail, Hydra Mine

#197 Inkubus

LV 22 HP:225 MP:108 Atk:19 Def:17 Mgc:20 Res:19 Spd:16 Lck:18

Skills: Shock, Magic Drain, Purge, Shockburst, Shockdeus, Cycloburst

Class: Elite Type: Ghst Align: T

A mischievous demon who feeds on the fear generated by nightmares.

Vixen Allure - Improves persuasiveness with bad female demons.

Habitats - Foggy Marsh, Lair Area, Hydra Mine, Limbo

#198 Banshee

LV 22 HP:224 MP:113 Atk:20 Def:18 Mgc:22 Res:19 Spd:17 Lck:20

Skills: Aquaburst, Heal All, Spellboost, Healarmor, Polardeus

Class: Elite Type: Ghst Align: W

A weeping ghost that appears unexpectedly when something sad is about to happen.

WaterProof - Prevents death by Water-attacks.

#199 Baku

LV 24 HP:248 MP:114 Atk:22 Def:21 Mgc:22 Res:20 Spd:15 Lck:19

Skills: Aqua Flood, Venom Foam, Slumber, Defdrain, Healarmor, Aquadeus

Class: Elite Type: Ghst Align: W

An adorable and cuddly demon who transforms nightmares into sweet dreams.

Habitats - Blvd./Future, Park/Future

#200 Hanuman

LV 27 HP:288 MP:120 Atk:24 Def:21 Mgc:24 Res:21 Spd:20 Lck:24

Skills: Flare, Teleport, Powercharge, Glowdeus, Painsplit, Pyroburst

Class: Common Type: Ghst Align: L

An armored monkey-warrior with powers that are ideal for intense battles.

Habitats - Mall/Future

#201 Lich

LV 27 HP:288 MP:128 Atk:24 Def:21 Mgc:26 Res:23 Spd:18 Lck:22

Skills: Pyroburst, Shockburst, Petraburst, Aquadeus, Cyclodeus, Polardeus

Class: King Type: Ghst Align: D

A sorceress who maintains her immortality by feeding on the life-force of others.

Mood-Cast - Repeats a spell if in the right mood.

#202 Succubus

LV 30 HP:308 MP:145 Atk:25 Def:22 Mgc:28 Res:24 Spd:25 Lck:21

Skills: Shockdeus, Magic Drain, Distract, Temptation, Hyper Drain, Heart Wrench

Class: Elite Type: Ghst Align: T

A parasitic demon who lives in dreams and feeds off the imagination of its host.

Male Appeal - Improves persuasiveness with talkative male demons.

Habitats - Peril Forest, Underworld

#203 Seaboz

LV 32 HP:330 MP:151 Atk:29 Def:27 Mgc:27 Res:25 Spd:25 Lck:27

Skills: Aquadeus, Aquaburst, Pandemonium, Spellboost, Tidal Wave, Healmor All

Class: Common Type: Ghst Align: W

A giant sea demon that rides on the crest of a massive tidal wave.

WaterWall - Reflects Water-attacks back to enemy.

#204 Mokoy

LV 32 HP:344 MP:146 Atk:28 Def:27 Mgc:29 Res:25 Spd:24 Lck:25

Skills: Desperation, Petraburst, Spellboost, Defboost, Cure, Petradeus

Class: Common Type: Ghst Align: E

A greedy earth demon that preys on the spirit of those with many years ahead of them.

Last Resort - Tries to drag a foe down when defeated.

#205 Artemis

LV 34 HP:358 MP:156 Atk:31 Def:28 Mgc:27 Res:28 Spd:29 Lck:30

Skills: Shockburst, Venom Blade, Dark Saber, Cycloburst, Defdrain, Cycloblast

Class: Common Type: Ghst Align: D

A legendary huntress who prowls the woods with her trusty bow in hand.

Habitats - Dark Path, Dark Temple

#206 Akerr

LV 38 HP:407 MP:152 Atk:37 Def:34 Mgc:34 Res:35 Spd:31 Lck:30

Skills: Charge, Hex Comadeus, Chomp, Venom Claw, Darkfire, Blur

Class: General Type: Ghst Align: F

More boat than demon, this creature has traveled to the four corners of the world.

FireHoard - Absorbs the power of Fire-attacks.

#207 Earthlok

LV 38 HP:399 MP:184 Atk:34 Def:37 Mgc:33 Res:37 Spd:29 Lck:31

Skills: Petralok, Desperation, Spellguard, Defboost, Hyper Boost, Petramax
Class: Common Type: Ghst Align: E
An elemental blessed by nature with powers to rule over land.
Thick Hide - Stands up to pain. Might be strong... or just dense. (Note that this is the first Power that actually has a comment!)

#208 Aqualok
LV 38 HP:393 MP:199 Atk:33 Def:34 Mgc:36 Res:37 Spd:30 Lck:31
Skills: Aqualok, Binding Fog, Spellguard, Powerboost, Powerdrain, Aquamax
Class: Common Type: Ghst Align: W
An elemental blessed by nature with powers to rule over the sea.
Thick Hide - Stands up to pain. Might be strong... or just dense.
Habitats - Rainy Woods

#209 Airlok
LV 39 HP:415 MP:178 Atk:36 Def:35 Mgc:36 Res:36 Spd:39 Lck:32
Skills: Cyclolok, Sonic Boom, Speedboost, Lucidity, Spellprone, Cyclomax
Class: Common Type: Ghst Align: N
An elemental blessed by nature with powers to rule over the skies.
Thick Hide - Stands up to pain. Might be strong... or just dense.

#210 Flarlok
LV 39 HP:415 MP:184 Atk:39 Def:34 Mgc:33 Res:34 Spd:35 Lck:32
Skills: Pyrolok, TNT Flare, Powerboost, Spellboost, Spellprone, Pyromax
Class: Common Type: Ghst Align: F
An elemental blessed by nature with powers to rule over fire.
Thick Hide - Stands up to pain. Might be strong... or just dense.
Habitats - Rainy Woods

#211 Nitemare
LV 42 HP:433 MP:194 Atk:37 Def:36 Mgc:40 Res:37 Spd:38 Lck:40
Skills: Cyclolok, Slumber, Mystic Bind, Defdrain, Polarblast, Attract
Class: General Type: Ghst Align: I
A winged horse-like demon said to have the ability to strip an enemy of its powers.
IceProof - Prevents death by Ice-attacks.
Habitats - Tyrnanog

#212 Dullahan
LV 46 HP:482 MP:227 Atk:43 Def:42 Mgc:43 Res:41 Spd:41 Lck:43
Skills: Pyrolok, Pyroblast, Guillotine, Tornado, Mystic Bind, Cycloblast
Class: General Type: Ghst Align: F
A distance relative of the Grim Reaper. Her visits are bad omens.

#213 Kyuki
LV 46 HP:494 MP:220 Atk:46 Def:43 Mgc:40 Res:40 Spd:42 Lck:40
Skills: Pyrolok, Pyro Bomb, Powerboost, Healmax All, TNT, Revive
Class: King Type: Ghst Align: F
Winged tiger-demon that appears from out of the sky to swoop down on its enemies.

#214 Namtar
LV 48 HP:512 MP:228 Atk:46 Def:43 Mgc:48 Res:45 Spd:43 Lck:45

Skills: Shocklok, Hex Comadeus, Mjollnir, Resurrect, Hyper Drain, Doombolt

Class: General Type: Ghst Align: T

A horrible demon whose very existence is the cause of sickness and disease.

Vixen Allure - Improves persuasiveness with bad female demons.

Habitats - Basement B3, Basement B4, Basement B5, Basement B6

#215 Ankuu

LV 50 HP:538 MP:234 Atk:49 Def:46 Mgc:47 Res:45 Spd:47 Lck:45

Skills: Pyrolok, Hex Comadeus, Distract, Powerdrain, Pandemonium, Death Breath

Class: General Type: Ghst Align: D

Few can escape this demon who walks among the living in a deadly hunt for souls.

DarkProof Prevents death by Dark-attacks.

Habitats - Basement B5, Basement B6

#216 Surt

LV 58 HP:628 MP:256 Atk:61 Def:58 Mgc:59 Res:54 Spd:59 Lck:54

Skills: Pyromax, TNT, Blast Claw, Hex TNT, Wild Blows, Triple Nova

Class: General Type: Ghst Align: D

A warrior-demon who wields a mighty sword of fire that the legends call "Laevateinn."

Repulse - Tough attitude seems to keep away demons.

#217 Mini Icy

LV 1 HP:36 MP:14 Atk:7 Def:6 Mgc:5 Res:4 Spd:4 Lck:6

Skills: Polar, Blur, Cure, Intox, Heal, Polarburst

Class: Common Type: Fnd Align: I

A small demon created from snow. Quick to smile and fast with his ice spells.

IceHoard - Absorbs the power of Ice-attacks.

Habitats - Rem Blvd., Rem School

#218 Windfrag

LV 3 HP:52 MP:23 Atk:6 Def:6 Mgc:7 Res:5 Spd:7 Lck:5

Skills: Cyclone, Windburst, Lucidity, Powerdrain, Spellprone, Cycloburst

Class: Common Type: Fnd Align: N

Ninja-demon who is very agile and can glide long distances like a flying squirrel.

WindHoard - Absorbs the power of Wind-attacks.

#219 Garum

LV 5 HP:64 MP:26 Atk:8 Def:7 Mgc:6 Res:7 Spd:7 Lck:7

Skills: Flare, Venom Claw, Powerboost, Lucidity, Defdrain, Pyroburst

Class: Common Type: Fnd Align: F

With eyes like burning coal, this relentless hunter never rests until it nails its prey.

Habitats - Kibra Woods, Wind Shrine

#220 Ice Baby

LV 8 HP:82 MP:44 Atk:8 Def:9 Mgc:11 Res:9 Spd:7 Lck:10

Skills: Polar, Cure, Heal, Intox, Silence, Polarburst

Class: Common Type: Fnd Align: I

A sweet-looking demon made of snow. Attacks enemies with a cold barrage of ice spells.

IceProof - Prevents death by Ice-attacks.

Habitats - Lost Forest, Wind Gate

#221 Razor

LV 9 HP:94 MP:36 Atk:11 Def:9 Mgc:12 Res:11 Spd:9 Lck:9

Skills: Cyclone, Lucidity, Windburst, Teleport, Windblast, Heal All

Skills: Polar, Cure, Heal, Intox, Silence, Polarburst

Class: Common Type: Fnd Align: N

Deadly weasel that moves at hyper-speed and wields a razor-sharp sickle.

#222 Midion

LV 10 HP:110 MP:52 Atk:13 Def:10 Mgc:11 Res:10 Spd:11 Lck:8

Skills: Stun Shot, Hex Bind, Heal All, Pandemonium, Defboost, Shockburst

Class: Elite Type: Fnd Align: T

A proud and dignified subterranean demon armed with shield and spear.

ThunderWall - Reflects Thunder-attacks back to enemy.

Habitats - Heldun Flats, Dark Palace

#223 Leprak

LV 13 HP:132 MP:52 Atk:14 Def:12 Mgc:10 Res:13 Spd:8 Lck:9

Skills: Petra, Ram, Powerdrain, Heal All, Distract, Petraburst

Class: Elite Type: Fnd Align: E

A creative fairy whose origin can be traced back to a long line of craftsmen.

#224 Punkin

LV 12 HP:130 MP:49 Atk:13 Def:10 Mgc:12 Res:11 Spd:10 Lck:8

Skills: Pyro, Sacrifice, Pandemonium, Pyroburst, TNT, Pyrodeus

Class: Elite Type: Fnd Align: F

Flame-demon with a pumpkin head. Lures enemies into a bottomless swamp.

Cliffhanger - Holds own even when seemingly down and out.

#225 J. Frost

LV 15 HP:154 MP:58 Atk:14 Def:12 Mgc:13 Res:12 Spd:13 Lck:16

Skills: Polar, Frostbite, Lucidity, Polardeus, Blur, Defboost

Class: Common Type: Fnd Align: I

Cheerful little snow-demon with a unique sense of humor that can send chills down the spine.

IceBoost - Draws strength from the power of Ice.

Habitats - Polar Wastes, Ice Cave, Ice Temple, Leader Home

#226 Skare

LV 16 HP:172 MP:60 Atk:15 Def:10 Mgc:15 Res:11 Spd:12 Lck:11

Skills: Cyclone, Silence, Heal All, Cycloburst, Attract, Cyclodeus

Class: General Type: Fnd Align: N

Though cursed with a body of straw, this demon is blessed with intelligence.

Target - Often targeted due to irritating presence.

#227 Icyberry

LV 17 HP:182 MP:67 Atk:12 Def:14 Mgc:16 Res:13 Spd:12 Lck:13

Skills: Polardeus, Aquaburst, Intox, Polarburst, Heal All, Distract

Class: Elite Type: Fnd Align: I

Strawberry-flavored snowman that looks cute but is really not so sweet.

Habitats - Polar Wastes

#228 Icylemon
LV 18 HP:192 MP:73 Atk:13 Def:13 Mgc:14 Res:11 Spd:15 Lck:18
Skills: Frostbite, Hex Coma, Hex Venom, Polarburst, Venom, Mystic Bind
Class: Common Type: Fnd Align: I
Lemon-flavored snowman clad in yellow clothes. Can be an aggressive opponent.
Habitats - Ice Cave

#229 Icymelon
LV 19 HP:199 MP:89 Atk:14 Def:15 Mgc:17 Res:16 Spd:16 Lck:14
Skills: Holy Flare, Glow, Polarburst, Heal All, Spellboost, Attract
Class: Common Type: Fnd Align: I
Sweet, melon-flavored snowman. Close friends with Icyberry and Icylemon.
IceBoost - Draws strength from the power of Ice.
Habitats - Ice Cave.

#230 Ice Maid
LV 21 HP:218 MP:89 Atk:18 Def:17 Mgc:21 Res:18 Spd:14 Lck:16
Skills: Ice Pillar, Polarburst, Distract, Attract, Polardeus, Heal All
Class: Elite Type: Fnd Align: I
An alluring maiden with a heart of ice and cold breath that can freeze her enemies.
IceWall - Reflects Ice-attacks back to enemy.

#231 Icy Ace
LV 23 HP:235 MP:112 Atk:22 Def:18 Mgc:17 Res:17 Spd:19 Lck:18
Skills: Cold Voice, Spellboost, Heal All, Polarburst, Healmax, Polardeus
Class: General Type: Fnd Align: I
A hero of the snowmen clan who flies to the rescue when summoned for help.

#232 Dwelgar
LV 26 HP:257 MP:127 Atk:24 Def:21 Mgc:24 Res:19 Spd:15 Lck:20
Skills: Earth Crush, TNT, Hex Venom, Hex Comadeus, Spellboost, Heal All
Class: General Type: Fnd Align: E
Dark and dreary demon with surprisingly strong hands that can snap thick logs.
EarthBoost - Draws strength from the power of Earth.
Habitats - Blvd./Future, Mall/Future, Park/Future

#233 Lusarka
LV 26 HP:266 MP:132 Atk:20 Def:21 Mgc:24 Res:24 Spd:22 Lck:21
Skills: Venom Foam, Slumber, Heal All, Mystic Bind, Aquadeus, Cycloburst
Class: Elite Type: Fnd Align: W
A water-demon that looks like a fountain at first sight. Loves to dance under the sun.
Fog LV1 - Makes dodging attacks a bit easier.

#234 Icy Trio
LV 28 HP:290 MP:131 Atk:27 Def:25 Mgc:24 Res:24 Spd:25 Lck:22
Skills: Intox Punch, Polarmax, Heal, Shockburst, Cure, Shockdeus
Class: General Type: Fnd Align: I
A bone-chilling combination of three flavors, teamed for maximum performance.
IceHoard - Absorbs the power of Ice-attacks.

#235 Vorgia

LV 30 HP:319 MP:138 Atk:24 Def:29 Mgc:23 Res:29 Spd:24 Lck:25
Skills: Hyper Sense, Mystic Bind, Aquadeus, Attract, Cure, Healmax
Class: General Type: Fnd Align: W
Water-demon that lurks in the swamps and attacks anybody who foolishly approaches it.

#236 King Icy
LV 33 HP:352 MP:162 Atk:32 Def:26 Mgc:30 Res:25 Spd:24 Lck:36
Skills: Polarlok, Cold Voice, Pandemonium, Spellboost, Polarblast, Healmax All
Class: King Type: Fnd Align: I
King of the snowmen whose clothing is designed to maintain cold temperatures.

#237 Mandrake
LV 34 HP:360 MP:161 Atk:29 Def:27 Mgc:32 Res:27 Spd:29 Lck:27
Skills: Aquaburst, Distract, Heal All, Blur, Defdrain, Aquablast
Class: Common Type: Fnd Align: W
Shaped like a human, this plant-demon has properties that can turn the tide of the battle.
Aroma LV1 - Sweet scent sometimes tempts an enemy.
Habitats - Dark Path, Dark Temple

#238 Bludkap
LV 34 HP:362 MP:163 Atk:31 Def:28 Mgc:31 Res:29 Spd:34 Lck:28
Skills: Speed Stab, Hex Drain, Blast Claw, Intox, Pyroblast, Guillotine
Class: Common Type: Fnd Align: F
Violent, elven demon with a pair of claws that can rip the toughest armor.
FireWall - Reflects Fire-attacks back to enemy.

#239 Jimna
LV 36 HP:372 MP:176 Atk:24 Def:30 Mgc:34 Res:29 Spd:32 Lck:28
Skills: Shockburst, Stun Shot, Venom, Cure, Repel, Healmor All
Class: Common Type: Fnd Align: T
A quiet little forest demon that prefers to sleep during the day and hunt at night.
Windfall - Wins more cash than normal due to luck.
Habitats - Jude Plains, Mount Falos

#240 Mermaid
LV 26 HP:275 MP:122 Atk:25 Def:24 Mgc:22 Res:19 Spd:20 Lck:18
Skills: Chaos Foam, Spellblock, Defboost, Tidal Wave, Aquablast, Revive
Class: Elite Type: Fnd Align: W
A demon that dwells in the deep seas and dreams of walking among humans.

#241 Berzerk
LV 38 HP:407 MP:176 Atk:37 Def:35 Mgc:34 Res:33 Spd:34 Lck:34
Skills: Double Hit, Venom Blade, Defdrain, Guillotine, Frenzy, Mystic Bind
Class: General Type: Fnd Align: D
A fierce and violent warrior that cannot be stopped once he is on the rampage.

#242 Tamlin
LV 39 HP:407 MP:185 Atk:36 Def:34 Mgc:36 Res:32 Spd:32 Lck:34
Skills: Cycloblast, Tornado, Windblast, Hex Drain, Rage Melody, Healmax
Class: General Type: Fnd Align: N

A young fairy in knight's armor who is dedicated to protecting forests.
Amazon Charm - Improves persuasiveness with proud female demons.
Habitats - Mount Falos

#243 Karfu
LV 42 HP:438 MP:192 Atk:40 Def:37 Mgc:37 Res:36 Spd:38 Lck:36
Skills: Shockblast, Quick Blade, Stun Shot, Purge, Healmax, Shockmax
Class: Common Type: Fnd Align: T
An honorable and trustworthy demon-knight armed with his mighty lance,
"Gaiborg".
Odds Breaker - Goes for the win when the chips are down.
Habitats - Mount Falos

#244 Konton
LV 43 HP:452 MP:205 Atk:40 Def:38 Mgc:36 Res:34 Spd:37 Lck:35
Skills: Shockblast, Chomp, Pandemonium, Defboost, Purge, Shocklok
Class: Elite Type: Fnd Align: T
Dog demon that bites down on its own tail to make itself go into a frenzy during
battle.
Electro LV1 - Stores electric power to sometimes shock an enemy.

#245 Tork
LV 44 HP:469 MP:202 Atk:42 Def:39 Mgc:39 Res:37 Spd:35 Lck:40
Skills: Shocklok, Thunderbolt, Heal All, Shockblast, Slumber, Powerboost
Class: Elite Type: Fnd Align: T
A relentless tiger-demon who hates to lose.
Windfall - Wins more cash than normal due to luck.

#246 Goblin
LV 47 HP:502 MP:221 Atk:46 Def:44 Mgc:45 Res:43 Spd:44 Lck:42
Skills: Shock Stab, Helm Buster, Silence, Revive, Shockblast, Petrablast
Class: General Type: Fnd Align: T
A flying demon-warrior with enough fancy moves to keep its enemies guessing.
Linguist - Improves persuasiveness with demons who can't be understood.

#247 Paramese
LV 2 HP:44 MP:21 Atk:8 Def:6 Mgc:7 Res:5 Spd:5 Lck:7
Skills: Aqua, Blur, Heal, Cure, Venom, Aquaburst
Class: Common Type: Alt Align: W
An intelligent, worm-shaped demon that draws its power from the pits of Dem.
WaterWall - Reflects Water-attacks back to enemy.

#248 Mecci
LV 5 HP:72 MP:30 Atk:10 Def:9 Mgc:6 Res:7 Spd:8 Lck:8
Skills: Shock, Distract, Heal, Shockburst, Cure, Shockdeus
Class: Common Type: Alt Align: T
A cute little demon that is currently a popular pet among the kids of Dem.
Demon Magnet - Popular nature seems to attract demons.
Habitats - Sword Cave.

#249 Dagon
LV 56 HP:598 MP:292 Atk:55 Def:52 Mgc:61 Res:56 Spd:54 Lck:58
Skills: Aqualok, Venom Breath, Wild Blows, Healmax, Repel, Maelstrom

Class: Elite Type: Fnd Align: W

A formidable, amphibious demon that can easily attack from under or above the sea.

#250 Korbacle

LV 7 HP:80 MP:40 Atk:7 Def:7 Mgc:8 Res:7 Spd:5 Lck:8

Skills: Polar, Powerdrain, Cure, Defboost, Attract, Polarburst

Class: Common Type: Alt Align: I

A gentle demon that loves the simple things in life and prefers to stay out of sight.

Invisibility - Seldom targeted due to lack of presence.

#251 Mokele

LV 9 HP:105 MP:51 Atk:12 Def:10 Mgc:8 Res:8 Spd:9 Lck:12

Skills: Shock, Ram, Stun Shot, Repel, Hex Expose, Shockdeus

Class: Elite Type: Alt Align: T

Nearly the size of an elephant, this legendary beast is said to control thunderstorms.

Electro LV1 - Stores electric power to sometimes shock an enemy.

Habitats - Galin Plains

#252 Kesra

LV 10 HP:107 MP:51 Atk:10 Def:11 Mgc:15 Res:12 Spd:9 Lck:6

Skills: Cyclone, Rage Melody, Spellboost, Heal All, Powercharge, Sonic Boom

Class: Elite Type: Alt Align: N

A very strange creature that rides on the wind and floats down from the sky.

Linguist - Improves persuasiveness with demons who can't be understood.

#253 Agathion

LV 13 HP:142 MP:57 Atk:14 Def:14 Mgc:12 Res:12 Spd:11 Lck:9

Skills: Stun Shot, Shockburst, Powercharge, Heal All, Heal All, Distract

Class: Common Type: Alt Align: T

A wish-granting demon that is often found inhabiting magic lamps and mysting rings.

Focus LV1 - Remains focused for a bit of magic boost.

Habitats - Rem Blvd., Playground, Rem Park, Polar Wastes, Ice Cave

#254 Fairy

LV 16 HP:163 MP:70 Atk:14 Def:11 Mgc:16 Res:11 Spd:15 Lck:14

Skills: Cycloburst, Windburst, Heal All, Teleport, Repel, Healmax

Class: Elite Type: Alt Align: N

A flower fairy with the wings of a beautiful butterfly. Very moody and prone to anger.

Escape LV1 - Sometimes handy when trying to escape.

Habitats - Ice Cave, Ice Temple, Leader Home

#255 Kobold

LV 20 HP:221 MP:105 Atk:20 Def:19 Mgc:18 Res:18 Spd:19 Lck:17

Skills: Polarburst, Slumber, Heal All, Lucidit, Ice Breath, Healmax All

Class: Elite Type: Alt Align: I

A seldom-seen mischievous demon that inhabits the rooftops of dwellings.

#256 Valkyrie

LV 22 HP:232 MP:98 Atk:23 Def:19 Mgc:21 Res:17 Spd:24 Lck:18
Skills: Shock Stab, Hex Coma, Double Hit, Distract, Divine Blow, Shockdeus
Class: Elite Type: Alt Align: T
A maiden who guides the spirits of warriors who've fallen on the battlefield.
ThunderProof - Prevents death by Thunder-attacks.

#257 Nezhog
LV 23 HP:245 MP:108 Atk:23 Def:20 Mgc:17 Res:17 Spd:14 Lck:22
Skills: Chomp, Earth Crush, Gaia Crush, Hyper Drain, Defboost, Petradeus
Class: King Type: Alt Align: E
An insatiable dragon-demon that will feed on anything that may stray in its path.

#258 Amphius
LV 26 HP:282 MP:121 Atk:26 Def:23 Mgc:22 Res:21 Spd:24 Lck:20
Skills: Aquaburst, Venom, Pandemonium, Aqua Flood, Blur, Tidal Wave
Class: Common Type: Alt Align: W
An excellent swimmer, this playful demon is commonly found in rivers and lakes.
Habitats - Blvd./Future, Mall/Future, Park/Future

#259 Morton
LV 30 HP:318 MP:139 Atk:27 Def:24 Mgc:25 Res:22 Spd:24 Lck:28
Skills: Shock Stab, Thunderbolt, Powerboost, Petradeus, Defboost, Shockdeus
Class: Common Type: Alt Align: T
A powerful and fearsome cyborg created by a renowned mad scientist from Dem.

#260 Erdin
LV 33 HP:354 MP:182 Atk:30 Def:26 Mgc:32 Res:28 Spd:29 Lck:26
Skills: Cycloblast, Healmor All, Spellguard, Revive, Distract, Sonic Boom
Class: Elite Type: Alt Align: N
A compassionate maiden who wanders the world, carried by her delicate wings.
WindWall - Reflects Wind-attacks back to enemy.

#261 Teskarot
LV 35 HP:260 MP:175 Atk:31 Def:26 Mgc:32 Res:28 Spd:30 Lck:27
Skills: Hex Leech, Silence, Flare, Magic Drain, Hex Comadeus, Countdown
Class: King Type: Alt Align: D
A well-dressed courteous demon who will take any opportunity to reflect on his appearance.
Mute LV1 - Strange laughter sometimes silences the enemy.

#262 Brahmana
LV 36 HP:374 MP:179 Atk:32 Def:30 Mgc:35 Res:34 Spd:29 Lck:26
Skills: Shocklok, Divine Blow, Thunderbolt, Shockblast, Healmax, Revive
Class: King Type: Alt Align: T
Strange and powerful demon that defies description and challenges the imagination.
ThunderWall - Reflects Thunder-attacks back to enemy.

#263 Kai
LV 37 HP:386 MP:183 Atk:36 Def:33 Mgc:35 Res:33 Spd:32 Lck:30
Skills: Petralok, Silence, TNT, Petrblast, Lucidity, Revive
Class: Elite Type: Alt Align: E

A cross between a lamb and a unicorn, this demon can sense the intentions of others.

#264 Boldar

LV 38 HP:395 MP:194 Atk:32 Def:31 Mgc:35 Res:37 Spd:35 Lck:29

Skills: Polarburst, Ice Breath, Spellboost, Summon, Hex Venom, Painsplit

Class: Elite Type: Alt Align: I

Queen of the iron forest who carries the spirits of fallen warriors to the moon.

Focus LV1 - Remains focused for a bit of magic boost.

#265 Thor

LV 39 HP:425 MP:184 Atk:37 Def:35 Mgc:36 Res:34 Spd:35 Lck:37

Skills: Mjollnir, Quick Spear, Heal All, Shocklok, Silence, Healmax

Class: General Type: Alt Align: T

A warrior with a powerful, mythical hammer that magically returns when it is thrown.

#266 Nemesis

LV 41 HP:430 MP:192 Atk:35 Def:35 Mgc:38 Res:37 Spd:37 Lck:34

Skills: Ice Breath, Polarblast, Healmor All, Defboost, Hyper Drain, Polarlok

Class: Elite Type: Alt Align: I

An inscrutable demon whose vengeful nature is legend among those who've felt his wrath.

Fog LV1 - Makes dodging attacks a bit easier.

Habitats - Rainy Woods, Tyrnanog

#267 Clotho

LV 42 HP:445 MP:215 Atk:38 Def:37 Mgc:42 Res:39 Spd:39 Lck:40

Skills: Glowmax, Divine Blow, Spellblock, Golden Mute, Healmax, Resurrect

Class: King Type: Alt Align: L

One of three sisters of fate who weaves the threads of destiny that govern life.

Alert LV1 - Wary eye prevents some enemy 1st hits.

#268 Atropos

LV 43 HP:468 MP:204 Atk:43 Def:39 Mgc:38 Res:38 Spd:41 Lck:40

Skills: Pyro Bomb, Distract, Doom Flash, Binding Fog, Healmax, Resurrect

Class: King Type: Alt Align: F

One of three sisters of fate who clips the threads of destiny to terminate life.

Aroma LV1 - Sweet scent sometimes tempts an enemy.

#269 Scylla

LV 44 HP:468 MP:213 Atk:42 Def:39 Mgc:40 Res:39 Spd:42 Lck:39

Skills: Pyroblast, Fire Breath, Mystic Bind, Healmax, Powerdrain, Cyclolok

Class: General Type: Alt Align: F

A demon whose lower body was changed into six killer dogs by a mystic potion.

Habitats - Tyrnanog

#270 Lachesis

LV 44 HP:475 MP:225 Atk:43 Def:40 Mgc:42 Res:39 Spd:41 Lck:42

Skills: Hex Leech, Magic Drain, Subzero, Dark Spear, Guillotine, Death Breath

Class: King Type: Alt Align: D

One of three sisters of fate who weaves the threads of destiny to shape life.

DarkBoost - Draws strength from the power of the Dark.

#271 Karon

LV 47 HP:501 MP:224 Atk:46 Def:45 Mgc:45 Res:44 Spd:43 Lck:44
Skills: Pyrolok, Dark Spear, Powerdrain, Pyroblast, Powerboost, Shocklok
Class: Elite Type: Alt Align: F
Demon oarsman who ferries lost souls across the River Styx for a price.

#272 Nesha

LV 52 HP:562 MP:252 Atk:52 Def:51 Mgc:50 Res:49 Spd:45 Lck:47
Skills: Petralok, Petrblast, Divine Blow, Healmax All, Revive, Shockblast
Class: General Type: Alt Align: E
A strong and intelligent demon known far and wider as the "Prince of Elephants".

#273 Helldog

LV 53 HP:578 MP:252 Atk:51 Def:50 Mgc:52 Res:50 Spd:51 Lck:47
Skills: Hex Comadeus, Pyrolok, Chomp, Blast Claw, TNT, Pyroblast
Class: Elite Type: Alt Align: F
None have seen and lived long enough to tell the tale of this ghostly, evil hound.
Anti-Ghost - Feared by Ghosts who will run upon contact.

#274 Loki

LV 53 HP:580 MP:255 Atk:52 Def:50 Mgc:54 Res:52 Spd:50 Lck:49
Skills: Subzero, Hex Leech, Reflect, Dark Spear, Powerdrain, Countdown
Class: General Type: Alt Align: I
A master of deception and trickery who can transform into any shape he desires.
Mood-Burst - Moody and changes tactics on the fly.

#275 Odin

LV 54 HP:587 MP:264 Atk:55 Def:53 Mgc:54 Res:51 Spd:50 Lck:51
Skills: Shocklok, Guillotine, Powerboost, Cycloblast, Shockmax, Hex Comadeus
Class: King Type: Alt Align: T
A warlord and spellcaster who roams the field of battle with his trusty spear, Gungir.

#276 Zypher

LV 56 HP:610 MP:259 Atk:60 Def:55 Mgc:51 Res:52 Spd:58 Lck:52
Skills: Doom Flash, Spellblock, Golden Mute, Light Lance, Healmax, Cross Nova
Class: Elite Type: Alt Align: L
A legendary hero in shining armor who is armed with a sword called Gram.
Magnify LV1 - Causes a bit more damage than usual.

#277 Roog

LV 56 HP:614 MP:262 Atk:58 Def:55 Mgc:51 Res:53 Spd:63 Lck:55
Skills: TNT Flare, Ice Blade, Healmax All, Pyromax, Holy Blast, Maelstrom
Class: Elite Type: Alt Align: L
Karfu's loard and master. An excellent fighter and a master of the spear.
Magnify LV1 - Causes a bit more damage than usual.

#278 Nemeazom

LV 20 HP:212 MP:95 Atk:18 Def:15 Mgc:19 Res:14 Spd:17 Lck:15
Skills: Pyro, Fire Breath, Bite, TNT, Defboost, Pyrodeus

Class: Elite Type: Zmb Align: L

Fire-maned demon who awoke from a long sleep. It has yet to recover all its powers.

#279 Humbazom

LV 20 HP:222 MP:88 Atk:21 Def:19 Mgc:17 Res:17 Spd:18 Lck:13

Skills: Petradeus, Venom Claw, Bite, Powerdrain, Defboost, Petraburst

Class: Common Type: Zmb Align: E

One-eyed demon who awoke from a long sleep. It has yet to recover all its powers.

#280 Argozom

LV 26 HP:258 MP:128 Atk:23 Def:21 Mgc:24 Res:22 Spd:26 Lck:22

Skills: Cycloburst, Slumber, Heal All, Distract, Big Wing, Cyclodeus

Class: Elite Type: Zmb Align: N

Multi-eyed demon who awoke from a long sleep. It has yet to recover all its powers.

#281 Nuezom

LV 26 HP:278 MP:126 Atk:26 Def:24 Mgc:23 Res:24 Spd:23 Lck:22

Skills: Shockdeus, Spellboost, Stun Shot, Quick Spear, Teleport, Repel

Class: Elite Type: Zmb Align: T

Tiger-demon that awoke from a long sleep. It has yet to recover all its powers.

#282 Seryuzom

LV 29 HP:324 MP:138 Atk:29 Def:26 Mgc:27 Res:25 Spd:25 Lck:22

Skills: Polarburst, Ice Breath, Icicle, Hyper Drain, Defboost, Polarblast

Class: General Type: Zmb Align: I

A resurrected dragon-demon with unknown powers that have yet to be awakened.

#283 Suzakzom

LV 29 HP:325 MP:138 Atk:28 Def:25 Mgc:28 Res:27 Spd:30 Lck:28

Skills: Pyroburst, Windburst, Pandemonium, Pyrodeus, Blur, Cyclodeus

Class: General Type: Zmb Align: F

A resurrected bird-demon with unknown powers that have yet to be awakened.

#284 Gembuzom

LV 31 HP:335 MP:136 Atk:31 Def:33 Mgc:30 Res:33 Spd:24 Lck:27

Skills: Aquaburst, Hex Bind, Tidal Wave, Guillotine, Aquablast, Mystic Bind

Class: General Type: Zmb Align: W

A resurrected beast-demon with unknown powers that have yet to be awakened.

#285 Byakozom

LV 31 HP:332 MP:136 Atk:30 Def:29 Mgc:30 Res:28 Spd:32 Lck:28

Skills: Shockburst, Spellboost, Numbing Claw, Stun Shot, Teleport, Repel

Class: General Type: Zmb Align: T

A resurrected tiger-demon with unknown powers that have yet to be awakened.

#286 Batozom

LV 32 HP:355 MP:142 Atk:31 Def:28 Mgc:27 Res:26 Spd:24 Lck:25

Skills: Rage Melody, Chomp, Slumber, Cycloburst, Reflect, Sonic Wing

Class: King Type: Zmb Align: N

Serpent-demon that awoke from a long sleep. It has yet to recover all its powers.

#287 Astarzom

LV 32 HP:352 MP:162 Atk:32 Def:28 Mgc:29 Res:27 Spd:30 Lck:28
Skills: Hex TNT, Fire Breath, Venom Claw, Guillotine, Hex Comadeus, Intox
Class: King Type: Zmb Align: D

Destructive demon that awoke from a long sleep. It has yet to recover all its powers.

#288 Amonzom

LV 38 HP:415 MP:182 Atk:35 Def:35 Mgc:37 Res:36 Spd:34 Lck:30
Skills: Pyroburst, Temptation, Blast Claw, Pyroblast, Gaia Buster, Hex TNT
Class: Elite Type: Zmb Align: D

A resurrected ancient demon with unknown powers that have yet to be awakened.

#289 Lamiazom

LV 38 HP:412 MP:195 Atk:36 Def:33 Mgc:36 Res:35 Spd:31 Lck:30
Skills: Polarburst, Silence, Frostbite, Spellprone, Ice Breath, Powerdrain
Class: King Type: Zmb Align: I

Frightful demon that awoke from a long sleep. It has yet to recover all its powers.

#290 Brutzom

LV 41 HP:442 MP:185 Atk:39 Def:36 Mgc:38 Res:36 Spd:38 Lck:37
Skills: Pyroburst, Paralyze, Spellprone, Shockdeus, Hex Comadeus, Pyrodeus
Class: Elite Type: Zmb Align: D

Beast of legend who's forgotten he's got the power to summon Doomsday.

#291 Neshazom

LV 41 HP:445 MP:178 Atk:41 Def:38 Mgc:41 Res:36 Spd:38 Lck:41
Skills: Petralok, Death Breath, Holy Mute, Desperation, Healmax All, Resurrect
Class: King Type: Zmb Align: E

Elephant-demon that awoke from a long sleep. It has yet to recover all its powers.

#292 Pazuzom

LV 45 HP:476 MP:214 Atk:45 Def:39 Mgc:42 Res:40 Spd:45 Lck:40
Skills: Cyclolok, Hex Venom, Intox, Cycloblast, Healmax, Windblast
Class: King Type: Zmb Align: N

Diseased demon that awoke from a long sleep. It has yet to recover all its powers.

#293 Mekrazom

LV 45 HP:484 MP:218 Atk:45 Def:40 Mgc:42 Res:41 Spd:38 Lck:41
Skills: Pyrolok, TNT Flare, Hex TNT, Pyro Bomb, Healmor, Hex Prone
Class: Elite Type: Zmb Align: F

Fierce elephant that awoke from a long sleep. It has yet to recover all its powers.

#294 Krakzom

LV 48 HP:525 MP:214 Atk:49 Def:45 Mgc:45 Res:43 Spd:43 Lck:42

Skills: Aquadeus, Wild Blows, Tidal Wave, Pandemonium, Summon, Aquablast

Class: King Type: Zmb Align: W

A resurrected squid-demon with unknown powers that have yet to be awakened.

#295 Dagonzom

LV 48 HP:522 MP:224 Atk:47 Def:47 Mgc:48 Res:46 Spd:49 Lck:47

Skills: Hex Comadeus, Aquadeus, Distract, Aquablast, Frenzy, Countdown

Class: Elite Type: Zmb Align: W

A resurrected mermaid-demon with unknown powers that have yet to be awakened.

#296 Azelzom

LV 50 HP:541 MP:242 Atk:49 Def:45 Mgc:50 Res:47 Spd:45 Lck:46

Skills: Polarburst, Hex Bind, Spellprone, Cold Voice, Hex Comadeus, Polarblast

Class: King Type: Zmb Align: D

A demon who was locked away ages ago, but has returned as a powerful zombie.

#297 Surtzom

LV 50 HP:554 MP:248 Atk:51 Def:49 Mgc:48 Res:50 Spd:48 Lck:48

Skills: Guillotine, Double Hit, Distract, Powerdrain, Pandemonium, TNT Flare

Class: King Type: Zmb Align: D

Warrior-demon that awoke from a long sleep. It has yet to recover all its powers.

#298 Rox

LV 5 HP:72 MP:28 Atk:12 Def:11 Mgc:7 Res:9 Spd:8 Lck:6

Skills: Dark Howl, Crush Claw, Heal, Heal All, Powerboost, Polardeus

Class: Common Type: Myth Align: D

A DemiKid's best friend. Protects its master with a sharp set of claws.

#299 Arch Rox

LV 17 HP:178 MP:96 Atk:14 Def:15 Mgc:19 Res:16 Spd:18 Lck:10

Skills: Dark Howl, Miracle Cure, Heal All, Spellguard, Powerdrain, Defboost

Class: Elite Type: Myth Align: D

A DemiKid's best friend. Boosted its powers to better protect its master.

#300 Wing Rox

LV 30 HP:305 MP:164 Atk:25 Def:27 Mgc:30 Res:29 Spd:25 Lck:20

Skills: Dark Howl, Reflect, Heal All, Healmax, Revive, Hex Leech

Class: Elite Type: Myth Align: D

A DemiKid's best friend. Learned new spells to better protect its master.

#301 War Rox

LV 45 HP:468 MP:231 Atk:42 Def:41 Mgc:47 Res:45 Spd:45 Lck:40

Skills: Dark Howl, Healmor All, Resurrect, Hex Leech, Healmax, Healmax All

Class: King Type: Myth Align: D

A DemiKid's best friend. Teeming with dark power to better protect its master.

#302 Tupon

LV 8 HP:97 MP:30 Atk:9 Def:8 Mgc:9 Res:8 Spd:12 Lck:6

Skills: Cyclone, Windburst, Heal All, Hex Drain, Hex Leech, Cycloburst

Class: Elite Type: Boss Align: N

The sleeping ruler of the winds whom none dare to awaken for fear of his wrath.

#303 Kibra

LV 38 HP:404 MP:179 Atk:32 Def:34 Mgc:38 Res:37 Spd:34 Lck:39
Skills: Cycloburst, Hex Bind, Cyclodeus, Resurrect, Healmor, Mystic Bind
Class: King Type: Boss Align: N
A demon of the jungles who protects all animals from the hands of hunters.

#304 Oberon

LV 34 HP:360 MP:161 Atk:31 Def:30 Mgc:29 Res:27 Spd:29 Lck:25
Skills: Petraburst, Frenzy, Earth Crush, Petradeus, Mystic Bind, Pyroburst
Class: King Type: Boss Align: E
King of the fairies and a self-proclaimed authority on beauty and love.

#305 Nex

LV 5 HP:76 MP:28 Atk:12 Def:9 Mgc:7 Res:9 Spd:9 Lck:7
Skills: Pyro, Fire Breath, Heal, Heal All, Powerboost, Pyrodeus
Class: Common Type: Bst Align: F
Loyal to its master, this fierce wolf-demon guards the gates of Dem.
Odds Breaker - Goes for the win when the chips are down.

#306 Gef

LV 5 HP:72 MP:28 Atk:11 Def:9 Mgc:8 Res:9 Spd:11 Lck:6
Skills: Windburst, Sonic Boom, Heal, Heal All, Defboost, Cyclodeus
Class: Common Type: Bst Align: N
With the body of both eagle and lion, this winged demon is a fast and deadly force.

#307 Sphinx

LV 26 HP:278 MP:125 Atk:26 Def:26 Mgc:23 Res:22 Spd:20 Lck:20
Skills: Holy Flare, Fire Breath, Heal, Glow, Heal All, Spellboost
Class: Common Type: Bst Align: L
With courage far exceeding its size, this small demon is a force to be reckoned with.
Anti-Evil - Feared by the Evil who will run upon contact.

#308 Kem

LV 5 HP:76 MP:28 Atk:12 Def:8 Mgc:7 Res:9 Spd:9 Lck:7
Skills: Shock, Distract, Heal, Shockburst, Cure, Shockdeus
Class: Common Type: Bst Align: T
Horned demon with the head of a lion, the body of a goat, and the tail of a snake.

#309 Phoenix

LV 5 HP:69 MP:30 Atk:11 Def:9 Mgc:8 Res:9 Spd:11 Lck:6
Skills: Windburst, Sonic Boom, Heal, Heal All, Defboost, Pyrodeus
Class: Common Type: Bst Align: F
A crimson bird-demon that is reborn from burning flames each time it dies in battle.
FireBoost - Draws strength from the power of Fire.

#310 Dephinx

LV 30 HP:323 MP:148 Atk:30 Def:27 Mgc:27 Res:26 Spd:22 Lck:25

Skills: Glow, Holy Flare, Fire Breath, Purge, Spellboost, Pyrodeus

Class: Elite Type: Bst Align: L

Few can stand before the blazing inferno generated by this brave, holy lion.

#311 Meta Gef

LV 17 HP:182 MP:87 Atk:20 Def:16 Mgc:14 Res:15 Spd:16 Lck:11

Skills: Sonic Boom, Cure, Heal All, Defboost, Hyper Drain, Cyclodeus

Class: Elite Type: Bst Align: N

A mutant griffon who now has the power to control wind spells.

#312 Meta Nex

LV 17 HP:178 MP:88 Atk:20 Def:16 Mgc:14 Res:16 Spd:14 Lck:12

Skills: Fire Breath, Cure, Heal All, Powerboost, Purge, Pyrodeus

Class: Elite Type: Bst Align: F

A more powerful Nex with sharper claws and fangs.

#313 Meta Nem

LV 17 HP:183 MP:84 Atk:20 Def:16 Mgc:14 Res:16 Spd:14 Lck:12

Skills: Thunderbolt, Cure, Heal All, Spellguard, Powerdrain, Shockdeus

Class: Elite Type: Bst Align: N

A mutant chimera that can scorch its foes with a more powerful lightning bolt.

#314 Denix

LV 17 HP:183 MP:84 Atk:20 Def:16 Mgc:14 Res:15 Spd:16 Lck:11

Skills: Sonic Boom, Cure, Heal All, Defboost, Hyper Drain, Pyrodeus

Class: Elite Type: Bird Align: F

A mutant phoenix. Now flies so fast that it can confuse its enemies.

#315 Helphinx

LV 35 HP:380 MP:171 Atk:35 Def:33 Mgc:35 Res:30 Spd:25 Lck:28

Skills: Shockburst, Holy Flare, Fire Breath, Revive, Pyrodeus, Healmax

Class: General Type: Bst Align: L

The unbridled power of this mighty lion is a force to be reckoned with.

#316 Neo Gef

LV 30 HP:315 MP:149 Atk:31 Def:30 Mgc:26 Res:25 Spd:25 Lck:20

Skills: Sonic Boom, Hyper Drain, Heal All, Cyclodeus, Healmax, Revive

Class: General Type: Bst Align: N

Aided by the dark forces of Dem, this griffon can control the wind itself.

#317 Neo Nex

LV 30 HP:312 MP:149 Atk:32 Def:30 Mgc:25 Res:26 Spd:24 Lck:21

Skills: Fire Breath, Purge, Heal All, Pyrodeus, Healmax, Revive

Class: General Type: Bst Align: F

A more powerful Nex which can now unleash and control scorching flames.

#318 Neo Kem

LV 30 HP:317 MP:143 Atk:32 Def:30 Mgc:25 Res:26 Spd:24 Lck:21

Skills: Thunderbolt, Powerdrain, Heal All, Shockdeus, Healmax, Revive

Class: General Type: Bst Align: T

A chimera who mutated and grew larger wings with the power absorbed from Dem.

#319 Helnix

Lv 30 HP:317 MP:143 Atk:31 Def:30 Mgc:26 Res:25 Spd:25 Lck:20

Skills: Sonic Boom, Hyper Drain, Heal All, Pyrodeus, Healmax, Revive

Class: General Type: Bird Align: F

A phoenix that has mutated and become even faster with the power absorbed from Dem.

#320 Neuphinx

LV 50 HP:545 MP:245 Atk:50 Def:46 Mgc:50 Res:48 Spd:47 Lck:45

Skills: Shocklok, Shockblast, Fire Breath, Resurrect, Healmax, Healmax All

Class: King Type: Bst Align: L

The ultimate sphinx who now seems to have the ability to travel across time.

#321 King Gef

LV 45 HP:482 MP:215 Atk:45 Def:43 Mgc:45 Res:44 Spd:41 Lck:40

Skills: Cycloblast, Sonic Boom, Heal All, Resurrect, Healmax, Healmax All

Class: King Type: Bst Align: N

The ultimate griffon. Now a majestic demon whose powers exceed those of the ancients.

#322 King Nex

LV 45 HP:477 MP:215 Atk:46 Def:45 Mgc:43 Res:42 Spd:41 Lck:40

Skills: Pyroblast, Fire Breath, Heal All, Resurrect, Healmax, Healmax All

Class: King Type: Bst Align: F

Nex at this most powerful incarnation. A foe which no demon would like to face.

#323 King Kem

LV 45 HP:484 MP:210 Atk:46 Def:45 Mgc:43 Res:42 Spd:41 Lck:40

Skills: Shockblast, Thunderbolt, Heal All, Resurrect, Healmax, Healmax All

Class: King Type: Bst Align: T

The ultimate chimera with both the head of a dragon and the head of a goat.

#324 Neonix

LV 45 HP:484 MP:210 Atk:45 Def:43 Mgc:45 Res:44 Spd:41 Lck:40

Skills: Pyroblast, Sonic Boom, Heal All, Resurrect, Healmax, Healmax All

Class: King Type: Bird Align: F

Rise from the flames, this is the ultimate incarnation of the fire-winged phoenix.

#325 Urd

LV 51 HP:541 MP:241 Atk:51 Def:51 Mgc:48 Res:49 Spd:54 Lck:49

Skills: Aquamax, Resurrect, Healmax, Maelstrom, Distract, Healmax All

Class: General Type: Boss Align: W

The eldest of the Trichros who control time. She represents the past.

#326 Skuld

LV 52 HP:554 MP:249 Atk:50 Def:50 Mgc:52 Res:51 Spd:49 Lck:52

Skills: Pyromax, Guillotine, Heart Wrench, Death Breath, Speed Stab, Countdown

Class: General Type: Boss Align: F

The youngest of the Trichros who control time. She represents the future.

#327 Verdani

LV 53 HP:574 MP:251 Atk:53 Def:53 Mgc:54 Res:50 Spd:50 Lck:52

Skills: Glowmax, Spellblock, Golden Mute, Healmax All, Resurrect, Star Dust

Class: General Type: Boss Align: L

The second-born of the Trichros who control time. She represents the present.

#328 Dredalus

LV 54 HP:585 MP:266 Atk:55 Def:54 Mgc:54 Res:52 Spd:51 Lck:49

Skills: Shocklok, Dark Spear, Silence, Shockmax, Pandemonium, Hyper Drain

Class: King Type: Boss Align: D

This epitome of evil uses its dark power to dominate or destroy all life forms.

Repugnant - So scary demons keep their distance.

#329 Gilgamis

LV 52 HP:562 MP:252 Atk:52 Def:51 Mgc:50 Res:49 Spd:45 Lck:47

Skills: Shocklok, Stun Shot, Quick Buster, Shockmax, Dark Spear, Healmax

Class: General Type: Boss Align: T

Part human and part demon, this creature seeks to find the secret of

immortality.

#330 Shiva

LV 55 HP:603 MP:255 Atk:58 Def:52 Mgc:54 Res:53 Spd:57 Lck:52

Skills: Wild Blows, Frenzy, Doombolt, Temptation, Hex Expose, Pyromax

Class: King Type: Boss Align: D

A powerful demon with four arms and a third eye that provides it with foresight.

DarkBoost - Draws strength from the power of the Dark.

#331 Verrito

LV 51 HP:558 MP:251 Atk:50 Def:47 Mgc:50 Res:48 Spd:49 Lck:47

Skills: Death Breath, Dark Saber, Hex Chaos, Heart Wrench, Venom Blade, Pyromax

Class: King Type: Boss Align: D

None will dare to stand in the path of this crimson knight and his might steed.

#332 Phegor

LV 53 HP:580 MP:255 Atk:53 Def:50 Mgc:52 Res:51 Spd:51 Lck:49

Skills: Subzero, Frenzy, Speed Stab, Dark Spear, Venom Breath, Polarmax

Class: King Type: Boss Align: D

A deceptively powerful demon who leaves a horrible trail of victims in his wake.

#333 Zebul

LV 55 HP:600 MP:271 Atk:58 Def:55 Mgc:58 Res:56 Spd:55 Lck:56

Skills: Dark Spear, Wind Dance, Shockbolt, Hyper Drain, Desperation, Shockmax

Class: King Type: Boss Align: D

King of flies and lord of spirits. This demon's power rivals that of Lucifer.

#334 Norn

LV 60 HP:665 MP:278 Atk:62 Def:65 Mgc:67 Res:64 Spd:65 Lck:67

Skills: Pyromax, Shockmax, Polarmax, Petramax, Cyclomax, Aquamax

Class: King Type: Boss Align: L

An immortal demon that physically exists in the past, present, and future.

#335 Lucifer

LV 62 HP:695 MP:295 Atk:65 Def:66 Mgc:67 Res:65 Spd:66 Lck:65
Skills: Hex Leech, Dark Saber, Inferno, Darkfire, Cross Nova, Pyromax
Class: King Type: Boss Align: D
This six-winged lord of Dem is feared far and wide for his devastating power.

#336 Roksaaur
LV 25 HP:271 MP:118 Atk:22 Def:24 Mgc:22 Res:24 Spd:18 Lck:18
Skills: Petradeus, Silence, Polarburst, Mystic Bind, Defboost, Magic Drain
Class: Common Type: Drgn Align: E
Protected by a rocky shell, this demon is nearly impossible to damage.
Mute LV1 - Strange laughter sometimes silences the enemy.

#337 Raykon
LV 38 HP:411 MP:161 Atk:35 Def:35 Mgc:36 Res:34 Spd:33 Lck:30
Skills: Polarblast, Ice Breath, Magic Drain, Reflect, Paralyze, Polarlok
Class: Common Type: Ghst Align: I
The lost souls of evil demons. They often gather in groups and attack as one.

#338 Wyregg
LV 10 HP:116 MP:53 Atk:13 Def:12 Mgc:8 Res:6 Spd:11 Lck:7
Skills: Aqua Cut, Bite, Spellboost, Aqua Flood, Silence, Aquaburst
Class: Common Type: Alt Align: W
Often mistaken as an easy meal, this egg has surprised many a hungry demon.

#339 Ludra
LV 10 HP:116 MP:53 Atk:14 Def:12 Mgc:8 Res:6 Spd:11 Lck:7
Skills: Cyclone, Bite, Intox, Chomp, Windblast, Heal All
Class: Common Type: Bst Align: N
A crimson wind-demon who appears out of nowhere, riding on the back of a pig.

#340 Coperia
LV 18 HP:184 MP:79 Atk:15 Def:14 Mgc:17 Res:15 Spd:11 Lck:14
Skills: Polar, Venom Claw, Distract, Cure, Pandemonium, Polarburst
Class: Common Type: Ghst Align: I
Doll that was tragically brought to life without a soul and forced to be a demon.
Last Resort - Tries to drag a foe down when defeated.

#341 Mad Hat
LV 43 HP:478 MP:208 Atk:43 Def:40 Mgc:40 Res:38 Spd:33 Lck:40
Skills: Dark Spear, Petrblast, Healmor All, Hyper Drain, Desperation, Resurrect
Class: General Type: Fnd Align: E
A humourous demon who hides an array of weapons in his mysterious magic hat.
Battle Rage - Goes berserk against mean foes.

#342 Morrigan
LV 45 HP:482 MP:192 Atk:40 Def:42 Mgc:45 Res:43 Spd:40 Lck:41
Skills: Cycloblast, Slumber, Teleport, Hex Drain, Sonic Boom, Spellguard
Class: King Type: Bird Align: N
Few can stand against the onslaught of this vengeful, power-hungry war-bird.

#343 Skyfish

LV 18 HP:186 MP:82 Atk:15 Def:14 Mgc:17 Res:14 Spd:18 Lck:14
Skills: Shockburst, Intox, Healarmor All, Repel, Polarburst, Shockdeus
Class: General Type: Fnd Align: T
A missile-like, high-speed demon measuring approximately eight inches in length.
Survival - Will run from battle if near death.

#344 Starhair
LV 50 HP:550 MP:246 Atk:50 Def:48 Mgc:51 Res:48 Spd:47 Lck:48
Skills: Resurrect, Countdown, Healmax All, Alpha Wave, Reset, Star Wind
Class: King Type: Boss Align: L
Few can resist the unharnessed energy of love wielded by this goddess of creation.

#345 Ikona
LV 16 HP:174 MP:72 Atk:14 Def:13 Mgc:14 Res:12 Spd:15 Lck:14
Skills: Polarburst, Hex Coma, Ice Breath, Icicle, Silence, Polarblast
Class: General Type: Ghst Align: I
A very evil, fish-shaped demon that spreads disease above and below the sea.

#346 Chot
LV 8 HP:96 MP:32 Atk:12 Def:9 Mgc:9 Res:9 Spd:8 Lck:10
Skills: Petra, Heal, Chomp, Glow, Stone Shot, Teleport
Class: Common Type: Bst Align: E
A pair of hogs that hide in a watermelon patch to attack any unwary travelers.

#347 Pandora
LV 22 HP:234 MP:122 Atk:22 Def:20 Mgc:24 Res:21 Spd:19 Lck:20
Skills: Hex Comadeus, Mjollnir, Heart Wrench, Reflect, Wild Blows, Countdown
Class: King Type: Ghst Align: D
A curious maiden who unsealed a jar, releasing evil and leaving only hope.
Fog LV1 - Makes dodging attacks a bit easier.

#348 Lucifroz
LV 60 HP:665 MP:278 Atk:52 Def:65 Mgc:67 Res:64 Spd:65 Lck:67
Skills: Polarmax, Blizzard, Healmax, Resurrect, Spellblock, Healmax All
Class: King Type: Boss Align: L
A legendary snowman who appears in Dem when snowmen are in trouble.

#349 Glasyabo
LV 16 HP:173 MP:80 Atk:15 Def:12 Mgc:13 Res:13 Spd:15 Lck:15
Skills: Chomp, Pandemonium, Venom Breath, Hex Venom, Terror Gaze, Cycloburst
Class: General Type: Boss Align: N
A violent dog-shaped demon who soars above the clouds with its griffon wings.

#350 Andromus
LV 22 HP:224 MP:112 Atk:17 Def:21 Mgc:18 Res:15 Spd:18 Lck:20
Skills: Pyroburst, Pyro Bomb, Hex Venom, Hex Comadeus, Spellboost, Heal All
Class: Elite Type: Boss Align: F
A grim demon who wields a living whip for delivering punishing blows.

#351 Grevir
LV 14 HP:162 MP:65 Atk:12 Def:13 Mgc:16 Res:14 Spd:15 Lck:15

Skills: Pyrodeus, Shockdeus, Polardeus, Healmor, Mystic Bind, Slumber
Class: Elite Type: Boss Align: D
Devious witch of Dem who is believed to be not only powerful but invincible.

#352 Kanos
LV 25 HP:264 MP:120 Atk:20 Def:22 Mgc:24 Res:23 Spd:19 Lck:21
Skills: Frenzy, Reflect, Hex TNT, Blast Claw, Hex Leech, Double Nova
Class: King Type: Boss Align: F
A demon with an enormous set of antlers. Has the power to communicate with animals.

#353 Harborim
LV 16 HP:173 MP:80 Atk:15 Def:12 Mgc:13 Res:13 Spd:15 Lck:15
Skills: Pyroburst, Speed Stab, Distract, Pyrodeus, Spellprone, Mystic Bind
Class: General Type: Boss Align: F
A fire-loving demon mounted on a deadly viper. Wields a spear that can burn anything.

#354 Forlo
LV 32 HP:338 MP:152 Atk:25 Def:27 Mgc:29 Res:30 Spd:25 Lck:26
Skills: Hex TNT, Fire Breath, Pyroburst, Guillotine, Hex Comadeus, Intox
Class: General Type: Boss Align: D
An enigmatic demon cloaked in a dark flame that will never burn out.

#355 Crosel
LV 26 HP:274 MP:125 Atk:24 Def:23 Mgc:21 Res:23 Spd:24 Lck:21
Skills: Polardeus, Double Hit, Heal All, Mystic Bind, Polarburst, Cycloburst
Class: General Type: Boss Align: I
Armored demon who wields a pair of long ice-swords with blades that never melt.

#356 Kyme
LV 8 HP:95 MP:47 Atk:9 Def:8 Mgc:10 Res:7 Spd:7 Lck:8
Skills: Aqua, Aqua Flood, Defdrain, Heal Al, Pandemonium, Defboost
Class: General Type: Boss Align: W
A cowardly demon who is quick to take any advantage whether it be fair or unfair.

#357 Nergul
LV 36 HP:371 MP:165 Atk:35 Def:30 Mgc:28 Res:34 Spd:33 Lck:30
Skills: Shockburst, Hex Bind, Heal All, Shockdeus, Silence, Healmax
Class: King Type: Boss Align: D
A demon protected by dark armor that can extinguish flames.

#358 Bifronz
LV 38 HP:404 MP:179 Atk:32 Def:34 Mgc:38 Res:37 Spd:34 Lck:39
Skills: Petrblast, Hex Bind, Petralok, Guillotine, Healmor, Mystic Bind
Class: General Type: Boss Align: E
Mystic demon that revives the dead for its own dark purposes.

#359 Grimlee
LV 45 HP:480 MP:194 Atk:40 Def:39 Mgc:43 Res:41 Spd:42 Lck:40
Skills: Cyclolok, Cycloblast, Guillotine, Speed Stab, Healmor, Heart Wrench

Class: General Type: Boss Align: N

A usually calm demon that goes berserk the moment she loses her temper.

#360 Ozemos

LV 45 HP:484 MP:218 Atk:45 Def:40 Mgc:42 Res:41 Spd:38 Lck:41

Skills: Shocklok, Shockblast, Quick Blade, Healmor, Shockbolt, Powerboost

Class: General Type: Boss Align: T

A very vicious demon that resembles a leopard. Its claws can slice anything.

#361 Empio

LV 46 HP:502 MP:218 Atk:45 Def:43 Mgc:41 Res:41 Spd:43 Lck:41

Skills: Guillotine, Dark Saber, Hyper Drain, Dark Judge, Mystic Bind, Reflect

Class: King Type: Boss Align: D

Dark warrior of Valhalla, and its mightiest hero. He hopes to one day reign supreme.

#362 Empra

LV 46 HP:498 MP:228 Atk:44 Def:43 Mgc:44 Res:43 Spd:42 Lck:42

Skills: Glowmax, TNT Flare, Hyper Drain, Golden Mute, Pandemonium, Reflect

Class: King Type: Boss Align: L

White warrior of Valhalla that swings a mighty sword tempered by sorcery.

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|MSCLLA+          4. Miscellaneous          +MSCLLA|
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In here is all the miscellaneous stuff of the game that I put under one category simply because I was too lazy to make, say, Wartak Stuff a main category.

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|WRTKSF+          4a. Wartak Stuff          +WRTKSF|
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The Quizzes  
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A note that the answers with an asterisk, or an * next to it is the correct answer.

Wartak Quiz 1

- Question#1 - What Demon loves to swim in rivers and lakes?
- a. Saggath
 - b. Amphius*
 - c. Armasnak

- Question#2 - Bounty likes to eat what?
- a.Rice*
 - b.Porridge
 - c.Eggs

Question#3 - What's the name of Karfu's weapon?

- a.Kalaedoborg
- b.Gaiborg*
- c.Mistletin

Question#4 - Which demon is a craftsman?

- a.Leprak*
- b.Bludkap
- c.Dwelgar

Question#5 - Agathion is inside...?

- a.A sword
- b.A lamp*
- c.A mirror

PRIZE: 1 Attack Gum, 1 Guard Gum, 1 Magic Gum, 1 Speed Gum, 1 Resist Gum, 1 Luck Gum.

Wartak Quiz 2

Question#1 - Which animal is Bearlord's favorite?

- a.Dog
- b.Bear*
- c.Seal

Question#2 - Which demon is an immortal sorceress?

- a.Phantom
- b.Mokoy
- c.Lich*

Question#3 - What's the name of Zyper's sword?

- a.Gram*
- b.Centi
- c.Liter

Question#4 - What kind of bird is Ra?

- a.Hawk
- b.Eagle
- c.Falcon*

Question#5 - Which demon uses wind to spread disease?

- a.Bludkap
- b.Pazu*
- c.Lich

PRIZE: For your prize, you get the demon Hydra.

Wartak Quiz 3

Question#1 Which Demon has a Jackal's head?

- a.Pyrosia
- b.Erdin
- c.Anubis*

Question#2 What's the name of Odin's spear?

- a.Brewnak
- b.Gungnir*
- c.Trident

Question#3 Who is the Sleeping Ruler of the Winds?

- a.Tupon*
- b.Ogre
- c.Garum

Question#4 The King of Flies is?

- a.Paimon
- b.Horus
- c.Zebul*

Question#5 Which Demon is Greedy and loves money?

- a.Isis
- b.Mammon*
- c.Amon

PRIZE: For your prize, you get the demon Scout.

Wartak Quiz 4

Question#1 The oarsman on Styx is?

- a.Karon*
- b.Helldog
- c.Dark Imp

Question#2 Which demon sings the Song of Victory?

- a.Prince
- b.Angel
- c.Nikare*

Question#3 Which demon is red and rides a red horse?

- a.Verrito*
- b.Valkyrie
- c.Astar

Question#4 Which demon brings prosperity to homes?

- a.Elphine*
- b.Demipyre
- c.Boltrift

Question#5 Which demon carries magic sand?

- a.Baku
- b.Slumber*
- c.Nitemare

PRIZE: For your prize, you get the demon Lusarka.

Wartak Quiz 5

Question#1 Which demon doesn't belong in this group?

- a.Jack Frost
- b.Pegasus*
- c.Icy Ace

Question#2 Which of these is an Alt-type demon?

- a.Korbacle
- b.Valkyrie
- c.Both*

Question#3 Which demon has horns?

- a.Ikonda
- b.Krak
- c.Gembu*

Question#4 Which is not a Makara demon characteristic?

- a.A deer's head
- b.A fish's body
- c.An Ogre's horn*

Question#5 The Ice Maid has which of these?

- a.A white beard
- b.A heart of ice*
- c.Icicle antlers

PRIZE: For your prize, you get the demon Shudozi.

Wartak Quiz 6

Question#1 The elephant demon Airavata was born from?

- a.A sea of milk*
- b.A mother elephant
- c.A god's sneeze

Question#2 Where does the demon Kobold live?

- a.On rooftops*
- b.In a box of oranges
- c.In a chest drawer

Question#3 Which one doesn't exist?

- a.Nemea Zombie
- b.Chimera Zombie*
- c.Nue Zombie

Question#4 Which Alt-type doesn't have different colors?

- a.Wyregg*
- b.Paramese
- c.Mecci

Question#5 Which of the following demons wears glasses?

- a.Michael
- b.Raphael*
- c.Uriel

PRIZE: For your prize, you get the demon Jormung.

Demonary Prizes

50 Demons - Demon Paramese
100 Demons - Lock Boost+

|\$\$\$\$\$+++++|
|LRTMRF+ 4b. Large Time Rifts +LRTMRF|
\$\$\$\$\$+++++

This here is a handy reference for all the large time rifts within the game so that you can remember to get all the stuff that the large time rifts block.

Sword Cave
Path to Frostlands
Ice Palace, second flight of stairs
Peril Forest

|\$\$\$\$\$+++++|
|BLDERS+ 4c. Boulders +BLDERS|
\$\$\$\$\$+++++

Here are all the boulders that I've seen. Gale needs to be in at least his second evolution before he can break any boulders.

1. Sword Cave
2. Icy Wastes
3. Duvegs Trail
4. Hydra Mine
5. Kibra Woods
6. Underworld
7. Helkane Peak
8. Dark Path
9. Dark Path
10. Mount Falos

|\$\$\$\$\$+++++|
|BGASML+ 4d. Big And Small +BGASML|
\$\$\$\$\$+++++

The premise of the game is simple. It's a double-or-nothing guessing game, where you get a number from 0 - 9, and have to guess whether the next shuffled number will be bigger or smaller. If the number is 1, you'd be well to go with Big. If it's 8, you'd do well to go with Small.

Additionally, if one is using an emulator, using save states helps you win this game easily.

|\$\$\$\$\$+++++|

You have 3 digits that you have to guess, and you can't use the same digit twice. A hit is a number that is in the right spot and the right number. A blow is the right number but in the wrong spot. Normal uses digits 0-5, while Hard uses 0-9. Normal gives you 6 digits, and Hard 7.

~~~~~  
Version Updates

~~~~~  
Everything done in dd/mm/yy format.

30/10/04 FINAL 190 KB
-Finished off Miscellaneous section.
-Finished Deep Hole.

25/10/04 Version 2.3 182 KB
-Finished the entire main walkthrough.

23/07/04 Version 2.2 157 KB
-Did up to Foggy Marsh.

19/06/04 Version 2.1 149 KB
-Did up to Time Tower.

17/06/04 Version 2.0 145 KB
-Did up to Frostville.

12/06/04 Version 1.9 144 KB
-Finished Demonyary.

07/06/04 Version 1.8 92 KB
-Did up to #197 in the Demonyary.

06/06/04 Version 1.7 89 KB
-Did up to #188 in the Demonyary.

31/05/05 Version 1.6 81 KB
-Did up to #161 in the Demonyary.

15/05/05 Version 1.5 71 KB
-Did up to #126 in the Demonyary.

28/04/04 Version 1.4 65 KB

- Took a much needed break off yesterday.
- Got done up to #106 in Demonyary.
- Got finished whole of Center Town/Dark Palace/Orgel Room.

26/04/04 Version 1.3 58 KB

- Did up to Dark Palace in Walkthrough.
- Did up to #100 in Demonyary.
- Contributed eight Game Saves for various places.

25/04/04 Version 1.2 45 KB

- Did up to and including #075 in Demonyary.
- Finished up Rem Elementary School.

24/04/04 Version 1.1 18 KB

- Got done Prologue and part of Rem Elementary School.
- Did up to #029 in Demonyary.
- Did that Gale ASCII, with much angst invested into the job.

22/04/04 Version 1.0 8 KB

- Started the rewriting of my Demikids: Dark Version FAQ.
- Formed the basic layout.
- Got the Contact Details and Credits down.
- Got the ASCII.
- Got up to #005 in Demonyary.

~~~~~  
Contact Details  
~~~~~

Email: yamishuryou@gmail.com

=====
=Email=
=====

- Title your email 'Demikids: Dark Version Help/Errors'
- I usually should be able to respond back in a day or two, but sometimes I may not be able to reply for a while. Don't freak out if I don't reply quickly enough.
- Good, proper grammar and spelling. This is more warranted in emails, simply because you should have the time to spell and punctuate.
- Be polite.
- And of course, always just ask questions that aren't in the FAQs.

~~~~~  
Credits  
~~~~~

Yami Shuryou... He typed this whole thing up, so nah.

You...The Reader, for taking the time to read the credits. You, the Reader, for choosing a Yami Shuryou-class FAQ, and using it. It's people like you (Who bother to read the FAQs) that will always be the base foundation of the society of the GameFAQ Writers (Or IGN, Neoseeker). If your busy soul does not occupy the entire measurement of time that is used to satiate your life, please drop me an email, one that compliments me and shall urge me to work harder in the future.

Nintendo...For making the GBA.

Atlus...For making Demikids: Dark Version.

shoecream...for the ASCII art at top.

Sientara...for providing the location of Chot.

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