

- (a) Advice - 100ap : twin bow
- (a) Aim: Vitals - 300ap : fey bow
- (a) Hunting - 300ap : hunt bow
- (a) Addle - 200ap : master bow
- (a) Ultima shot - 999ap : seventh heaven
- (a) Sidewinder - 300ap : hades bow
- (a) Capture - 200ap : ranger bow
- (r) Auto-regen - 300ap : gaia gear
- (s) Weapon atk+ - 300ap : nike bow
- (c) Hunt combo - 100ap : Mythrill shot

The infamous Capture:

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Capture is a useful ability, not only does it capture a monster for your monster bank, and give you souls to use with your morpher, but it also removes an enemy from the battlefield. Capturing monsters is also a prerequisite for mission #100 (fiend run). In order to get that mission you MUST capture at least 5 monsters, and then the operator of the monster bank will post a request in the pub after you visit him. Now in order to use capture, several things must happen, most obviously you need the capture ability. In order to use this ability correctly, it can only be used on injured monsters (i.e. they cannot have full health). Now don't be discouraged when you do this, the maximum percentage you'll ever get for catching a monster is 24%. Just as another side note, sleep, stop, blind and the direction you attack from have no effect on the percentage to capture a monster. The way this percentage works is based on the percentage of life remaining on the monster, at half health you'll have 12%. (If you really wanted to get technical, just take a monsters max hp and divide by 24, this number is the amount of hp you have to take off in order to get a 1% increase in your capture attempts). There are a few special cases for capturing monsters:

- > Any undead monster (zombies, vampires) cannot be captured.
- > Any rockbeast monster (bladebiter, toughskin) cannot be captured.
- > Any fairy monster (sprite, titania) cannot be captured.
- > Any tonberry monster (tonberry, masterberry) cannot be captured.
- > The monster you are catching cannot be the last enemy on the field.
- > The monster you are trying to catch cannot be ko'd.
- > The monster may be special, and in turn simply uncatchable.

Monster information:

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>>Goblin (Cretins with big ears and fangs. Strong and stupid.)

Blue Magic: Goblin punch

Enemy clans: None

Missions: 55 (White Flowers), 49 (A Lost Ring), 44 (Snow in Lutia), 37 (Village Hunt), 32 (Tower Ruins), 1 (Herb Picking)

Areas: None

Enjoys: Maiden Kiss (cures frog)

Spits back out: Antidotes (cures poison)

>>Red Cap (Powerful goblins, More crafty, more dangerous.)

Blue Magic: Magic hammer

Enemy clans: Clan Hounds, Tricky Spirits

Missions: 100 (Fiend Run), 55 (White Flowers), 1 (Herb Picking)

Areas: Help _____

Enjoys: Maiden Kiss (cures frog)

Spits back out: Antidotes (cures poison)

>>Jelly (Jelly-like entity. Absorbs fire damage.)

Blue Magic: Acid

Enemy clans: Roda Dragons, Wild Monsters

Missions: 93 (Flan Breakout!), 59 (Sketchy Thief)

Areas: Help _____

Enjoys: Antidotes (cures poison)

Spits back out: Eye drops (cures darkness)

>>Ice Flan (jelly-like monster. Absorbs ice damage.)

Blue Magic: Acid

Enemy clans: Roaming Naiads

Missions: 109 (Snow Fairy), 93 (Flan Breakout!), 78 (Water Sigil), 65 (Exploration), 46 (Prof in Trouble), 7 (Diamond Rain)

Areas: Help _____

Enjoys: Antidotes (cures poison)

Spits back out: Eye drops (cures darkness)

>>Cream (Yellowish jelly monster. Absorbs lightning damage.)

Blue Magic: Acid

Enemy clans: Tricky Spirits

Missions: 93 (Flan Breakout!), 52 (Friend Trouble), 4 (Desert Peril)

Areas: Help _____

Enjoys: Antidotes (cures poison)

Spits back out: Eye drops (cures darkness)

>>Bomb (Fiery, explosive creature. Deals fire damage.)

Blue Magic: Blow up

Enemy clans: Antlions, Roda Dragons

Missions: 107 (Old Friends), 74 (Cadoan Watch), 63 (Missing Prof.), 47 (Hot Recipe), 38 (Fire! Fire!), 34 (Magewyrm), 32 (Tower Ruins), 7 (Diamond Rain)

Areas: Help Roda!

Enjoys: Does not have a favorite food (item)

Spits back out: Holy Water (cures zombie)

>>Grenade (Powerful bomb. Covered in ice due to element shift.)

Blue Magic: Blow up

Enemy clans: Lost Monsters, Wild Monsters

Missions: 109 (Snow Fairy), 65 (Exploration)

Areas: Help Roda!

Enjoys: Does not have a favorite food (item)

Spits back out: Holy Water (cures zombie)

>>Icedrake (Giant scaly monster. Breathes clouds of ice.)

Blue Magic: Mighty guard

Enemy clans: Roaming Naiads, Wild Monsters

Missions: 102 (Wyrms Awaken), 87 (Free Bervenian!), 66 (A Dragon's Aid), 63 (Missing Prof.), 34 (Magewyrm), 32 (Tower Ruins), 31 (Ruby Red), 22 (To Ambervale), 11 (Pale Company), 7 (Diamond Rain)

Areas: Help _____

Enjoys: Cureall (cures all)

Spits back out: Does not have a least favorite food (item)

>>Firewyrn (Giant scaly monster. Breathes blistering fire.)

Blue Magic: Guard-off

Enemy clans: Roda Dragons

Missions: 102 (Wyrms Awaken), 66 (A Dragon's Aid), 54 (For A Song), 47 (Hot Recipe), 34 (Magewyrm), 32 (Tower Ruins), 31 (Ruby Red), 11 (Pale Company)

Areas: Help Roda!

Enjoys: Cureall (cures all)

Spits back out: Does not have a least favorite food (item)

>>Thundrake (Scaly beast that shoots lightning breath.)

Blue Magic: Dragon force

Enemy clans: None

Missions: 102 (Wyrms Awaken), 66 (A Dragon's Aid), 11 (Pale Company)

Areas: None

Enjoys: Cureall (cures all)

Spits back out: Does not have a least favorite food (item)

>>Lamia (Lamias lure prey with sweet songs... watch out!)

Blue Magic: Twister

Enemy clans: Clan Hounds, Jagd Emissaries, Roaming Naiads

Missions: 76 (Fire Sigil), 58 (Royal Ruins), 49 (A Lost Ring), 7 (Diamond Rain)

Areas: Help _____

Enjoys: Cureall (cures all), Echo Screen (cures silence)

Spits back out: Maiden Kiss (cures frog)

>>Lilith (Powerful lamias that delight in taking life.)

Blue Magic: Night

Enemy clans: Roaming Naiads

Missions: 49 (A Lost Ring), 22 (To Ambervale)

Areas: Help _____

Enjoys: Cureall (cures all), Echo Screen (cures silence)

Spits back out: Maiden Kiss (cures frog)

>>Antlion (Giant bug with needle-like legs and a powerful jaw.)

Blue Magic: Lv3 def-less

Enemy clans: Antlions, Kudik Beasts

Missions: 107 (Old Friends), 55 (White Flowers), 51 (Desert Rose), 37 (Village Hunt), 34 (Magewyrm), 12 (Jagd Hunt), 4 (Desert Peril)

Areas: Help Giza!

Enjoys: Soft (cures petrify)

Spits back out: Bandage (cures imobilize, don't act, stop)

>>Jawbreaker (Thoughest antlion. Bites on and doesn't let go.)

Blue Magic: Lv3 def-less

Enemy clans: Aisen Ghosts, Antlions

Missions: 65 (Exploration), 51 (Desert Rose), 22 (To Ambervale)

Areas: Help Giza!

Enjoys: Soft (cures petrify)

Spits back out: Bandage (cures imobilize, don't act, stop)

>>Red Panther (Hunts its prey with swift leaps and poison claws.)

Blue Magic: Poison claw

Enemy clans: Kudik Beasts, Tribites

Missions: 54 (For A Song), 52 (Friend Trouble), 51 (Desert Rose), 45 (Frosty Mage), 44 (Snow in Lutia), 34 (Magewyrm), 4 (Desert Peril)

Areas: Help _____

Enjoys: Holy Water (cures zombie)

Spits back out: Antidotes (cures poison), Echo Screen (cures silence)

>>Coeurl (King of red panthers. Turns prey to stone.)

Blue Magic: Hastebreak

Enemy clans: Clan Hounds, Tribites, Wild Monsters

Missions: 100 (Fiend Run), 65 (Exploration), 52 (Friend Trouble), 37 (Village Hunt), 22 (To Ambervale), 4 (Desert Peril)

Areas: Help _____

Enjoys: Holy Water (cures zombie)

Spits back out: Antidotes (cures poison), Echo Screen (cures silence)

>>Malboro (Disturbing creature that gives off quite an odor.)

Blue Magic: Bad breath

Enemy clans: Lost Monsters, Wild Monsters

Missions: 105 (Smuggle Bust), 85 (Foreign Fiend), 54 (For A Song), 32 (Tower Ruins)

Areas: Help _____

Enjoys: Holy Water (cures zombie), Bandage (cures immobilize, don't act, stop)

Spits back out: Cureall (cures all)

>>Big Malboro (Powerful malboro that smells even worse.)

Blue Magic: Bad breath

Enemy clans: Lost Monsters

Missions: 100 (Fiend Run), 85 (Foreign Fiend), 22 (To Ambervale)

Areas: Help _____

Enjoys: Holy Water (cures zombie), Bandage (cures immobilize, don't act, stop)

Spits back out: Cureall (cures all)

>>Floateye (Eyeball with wings and a nasty gaze attack.)

Blue Magic: Stare

Enemy clans: Aisen Ghosts, Lost Monsters

Missions: 50 (Staring Eyes), 45 (Frosty Mage), 5 (Twisted Flow)

Areas: Help _____

Enjoys: Eye drops (cures darkness)

Spits back out: Soft (cures petrify)

>>Ahriman (Powerful floateye. Its evil gaze deals damage.)

Blue Magic: Roulette

Enemy clans: Blood Thirsters, Jagd Emissaries

Missions: 100 (Fiend Run), 87 (Free Bervenia!), 63 (Missing Prof.), 50 (Staring Eyes), 5 (Twisted Flow)

Areas: Help _____

Enjoys: Eye drops (cures darkness)

Spits back out: Soft (cures petrify)

Faq's:

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1- How come I cannot catch this _____ monster?

a- Well there can be several reasons why you cannot catch the monster, it is either the last living monster on the field, it is a class of monster that cannot be captured (undead, rockbeast, fairy, tonberry) it is Ko'd, or it is simply just uncatchable (it may be a special monster)

2- How come my hunter has such a low capture percentage?

a- Because capturing monsters not only helps you build a good morpher, it also removes an enemy from the battle, therefore it is not necessarily an easy thing to do. Compared to parley and other abilities that cause enemies to leave, capture is really effective.

3- Do you use Hunters?

a- I personally only use hunters to capture monsters, I'm a perfectionist and in turn want to catch at least one of every monster, and I have dreams of creating a morpher with 999 for every stat.

4- Are hunters Only good for capturing?

a- Not necessarily, they seem kind of reminiscent of a ranged fighter, and they do have an ultima ability.

5- Whats the best way to capture a monster?

