

Final Fantasy V Advance Algorithm FAQ

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FINAL FANTASY V ADVANCE ALGORITHMS FAQ
FOR GBA EXCLUSIVE FEATURES
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TABLE OF CONTENTS

1. Introduction
2. New Monster STATS & AI Scripts
 - 2.1) Glossory
 - 2.2) AI Script Explanation
 - 2.3) New Monsters
 - 2.4) New Bosses
 - 2.5) Cloister of the Dead Monsters
3. New Monster Formations
4. New Monster Encounter Table
5. New Weapons & Armors
 - 5.1) New Weapons
 - 5.2) New Armors & Accessories
6. New Spells
 - 6.1) Dark Arts
7. New Commands
 - 7.1) Bladeblitz
 - 7.2) Finisher
 - 7.3) Oath
 - 7.4) Open Fire
8. Combine
9. Predict
 - 9.1) Predict Spells
 - 9.2) Predict Damage Formula
 - 9.3) Notes
10. Reference
11. Copyright
12. Credits and Acknowledgements
13. Version History
14. Suggestions & Contact

- 1. Introduction

This is a continuation of J.L. Tseng's FFV ALGORITHMS AND STATS FAQ Version 2.6 posted on FF5 SNES page 11/24/04. While there are some different translations of skills and spells, there is no plan to fully revise Tseng's FAQ currently. You may find Tseng's FAQ here:
http://db.gamefaqs.com/console/snes/file/final_fantasy_v_algorithms.txt
I quoted some of the explanations from Tseng's FAQ. His email has stopped working I heard. I hope he doesn't mind.

2. New Monster STATS & AI Scripts

2.1) GLOSSORY (some are quoted from Tseng's FAQ)

Name:	Monster Name
Level:	Monster Level
HP:	Monster Hit Points
MP:	Monster Magic Points
EXP:	Experience Received upon Victory
GIL:	Gil Received upon Victory
ATTACK:	Monster Attack Power
ATT. MULT:	Monster Attack Multiplier
EVADE%:	Monster Physical Evade%
DEFENSE:	Monster Defense
MAGIC POWER:	Monster Magic Power
MAGIC MULT:	Monster Magic Multiplier
MAGIC EVADE%:	Monster Magic Evade%
MAGIC DEFENSE:	Monster Magic Defense
ELEMENTAL IMMUNITY:	These Elements will not cause damage
STATUS IMMUNITY:	These Status will not be successfully inflicted
ELEMENTAL ABSORB:	These Elements heal instead of causing damage
CAN'T EVADE:	Attacks of these types will never miss
ELEMENTAL WEAKNESS:	These Elements do double damage
IMMUNITY:	Immunity to either HP Scan, Control or Catch
INITIAL STATUS:	Always refer to status cannot be dispelled
SPECIALTY:	The name of the Monster's Specialty Attack
SPECIALTY EFFECT:	Additional effects from the Specialty Attack
CONTROL:	List of commands if you Control the Monster
RELEASE:	Spell or action when this monster is Released
DROP (ALWAYS):	Monster will always drop this Item
DROP (RARE):	Monster has a 16/256 chance to drop this Item
STEAL (COMMON):	What you will Steal from this Monster (246/256 chance)
STEAL (RARE):	What you will Steal from this Monster (10/256 chance)

2.2) AI SCRIPT (some are quoted from Tseng's FAQ)

This contains a list of commands that the monster will follow during battle. After each command, the monster must wait until his ATB fills again before he can execute the next command. The exceptions are Set Target and Set Variable which do not take up any time. Also, commands executed due to React: occur immediately. Note that "Nothing" indicates that no action is taken that round, but the ATB must still fill up before executing the next command. Once the end of the list is reached, the AI goes to the beginning of the list and continues the cycle.

Note that the monster will not follow its AI script if it has Berserk, Confuse or Controlled Status and will not execute any React: scripts if it has Stop, Paralyze or Sleep Status.

Notations for AI script:

{Command1,Command2,Command3}: The AI will randomly do one of the three Commands that turn.

```
Condition:Condition Parameters{  
    Command List  
}
```

If the Condition Parameters are met, then instead of going through the Default command list, the AI will cycle through the Command List indicated within the Condition braces. If there are multiple conditions then ALL conditions must be met.

Condition Parameters can be:

Condition:Alone: If the Monster is only Enemy still Alive.

Condition:Status:Target:Status Effect: If the indicated Target has the indicated Status Effect inflicted.

Condition:HP<Number: If the Monster's HP is less than Number.

Condition:Var=Number: Variables(Var) can be set and changed during battle with the Set Var=Number command. This Condition checks whether the variable(Var) is equal to Number. By default, all variables start being equal to 0.

```
React:Parameter{  
    Command  
}
```

The AI will execute Command immediately in Reaction to the specified parameter. In most cases, this is done after Parameter has occurred. The exception is React:Death, where Command is executed before dying.

React Parameters can be:

React:Physical: Will react to the following commands: Item, Fight, Kick, Charge, Steal, Capture, Dragon Sword, Jump, Throw, SwdSlap, Gil Toss, Animals, Aim, Rapid Fire, Call, Observe, Analyze, Release, Mix, Terrain and Dance.

React:Magic: Will react to the following commands: White, Black, Time, Summon, Blue, Red and Dualcast.

React:Magic:Spell: React only to a specific Spell

React:Item:Item Name: React to a specific Item being used or thrown at it

React:Attack: React to the Attack command only

React:HP Damage: Any time the Monster loses HP, regardless if the attack is physical or magical.

React:Death: When Monster dies. Actions occur just before Death.

React:Elemental Attack:Element: Any time Element is used against the Monster.

```
No Interrupt{  
    Command List  
}
```

No Interrupt indicates that the entire Command List is executed with no pauses in between each command.

Unhide Monster: In some encounters, not all enemies are seen at once.

(Change Monster): Changes monster, HP value renew, no special animation

(Random): Randomly change monster, HP value carry over, animation effect

(Form Change): Change monster, HP value carry over, animation effect

(Status:Group Only): During the battle, only 2 or more same enemies remain

2.3) New Monsters

NAME: Mini Sanata
LEVEL: 71 EXP: 12000
HP: 6500 GIL: 785
MP: 1000 SPEED: 60
ATTACK: 100 MAGIC POWER: 40
ATT. MULT: 8 MAGIC MULT: 15
EVADE%: 50 MAGIC EVADE%: 60
DEFENSE: 0 MAGIC DEFENSE: 60
DROP (ALWAYS): Nothing STEAL (COMMON): Hi-Potion
DROP (RARE): Hi-Potion STEAL (RARE): Hi-Potion
IMMUNITY: None CAN'T EVADE: None
CREATURE TYPE: Heavy, Magic Beast
INITIAL STATUS: (Always)Float
ELEMENTAL IMMUNITY: None
ELEMENTAL ABSORB: None
ELEMENTAL WEAKNESS: None
STATUS IMMUNITY: Death, Petrify, Toad, Poison, Old, Sleep, Paralyze, Confuse,
Berserk, Silence
SPECIALTY: Sap
SPECIALTY EFFECT: Adds HP Leak
CONTROL: Attack, Confuse, Thundaga
RELEASE: Confuse
AI SCRIPT:
While (Status (Self:Reflect)) {
 Set Target:Self
 {Thundaga,Sleep,Confuse}
}{Attack,Reflect,Sap}
{Reflect,Reflect,Sap}

NAME: Assassin
LEVEL: 73 EXP: 8000
HP: 10000 GIL: 806
MP: 500 SPEED: 75
ATTACK: 110 MAGIC POWER: 0
ATT. MULT: 10 MAGIC MULT: 4
EVADE%: 70 MAGIC EVADE%: 90
DEFENSE: 20 MAGIC DEFENSE: 10
DROP (ALWAYS): Nothing STEAL (COMMON): Hi-Potion
DROP (RARE): Fuuma Shuriken STEAL (RARE): Hi-Potion
IMMUNITY: None CAN'T EVADE: None
CREATURE TYPE: Heavy, Human
INITIAL STATUS: None
ELEMENTAL IMMUNITY: None
ELEMENTAL ABSORB: None
ELEMENTAL WEAKNESS: None

STATUS IMMUNITY: Death, Petrify, Toad, Mini, Poison, Darkness, Old, Sleep,
Paralyze, Confuse

SPECIALTY: Yagyuu's Strike

SPECIALTY EFFECT: Adds HP Leak

CONTROL: Attack, Specialty, Image

RELEASE: (Strong)Attack

USE WEAPON ANIMATION: Assassin's Dagger

AI SCRIPT:

{Attack,Attack,Yagyuu's Strike}

React:Death(Alone){

Unhide Monster:(Change Monster):[F551]:1 Assassin(Image)

[F552]:1 Assassin(Image)

[F553]:1 Assassin(Image)

[F554]:1 Assassin(Image)

(Start Script)

}

React:Death{

Unhide Monster:(Change Monster):[F551]:1 Assassin(Image)

[F552]:1 Assassin(Image)

2 Yojimbo

[F553]:1 Assassin(Image)

2 Ninja

[F554]:1 Assassin(Image)

2 Dinozombie

(Start Script)

}

Counter(Attack){

{Image,Nothing,Nothing}

}

NAME: Assassin(Image)

LEVEL: 73

EXP: 8000

HP: 10000

GIL: 806

MP: 500

SPEED: 75

ATTACK: 110

MAGIC POWER: 0

ATT. MULT: 10

MAGIC MULT: 4

EVADE%: 70

MAGIC EVADE%: 90

DEFENSE: 20

MAGIC DEFENSE: 10

DROP(ALWAYS): Nothing

STEAL(COMMON): Hi-Potion

DROP(RARE): Fuuma Shuriken

STEAL(RARE): Hi-Potion

IMMUNITY: None

CAN'T EVADE: None

CREATURE TYPE: Heavy, Human

INITIAL STATUS: None

ELEMENTAL IMMUNITY: None

ELEMENTAL ABSORB: None

ELEMENTAL WEAKNESS: None

STATUS IMMUNITY: Death, Petrify, Toad, Mini, Poison, Darkness, Old, Sleep,
Paralyze, Confuse

SPECIALTY: Wring

SPECIALTY EFFECT: Adds Poison, Darkness, Paralyze

CONTROL: Attack, Specialty, Image

RELEASE: (Strong)Attack

USE WEAPON ANIMATION: Assassin's Dagger

AI SCRIPT:

{Attack,Attack,Wring}

Counter(Attack){

{Image,Image,Nothing}

}

NAME: Soul Eater

LEVEL: 68 EXP: 10000
 HP: 7000 GIL: 800
 MP: 700 SPEED: 66
 ATTACK: 50 MAGIC POWER: 50
 ATT. MULT: 30 MAGIC MULT: 17
 EVADE%: 50 MAGIC EVADE%: 50
 DEFENSE: 50 MAGIC DEFENSE: 50
 DROP (ALWAYS): Nothing STEAL (COMMON): Holy Water
 DROP (RARE): Holy Water STEAL (RARE): Holy Water
 IMMUNITY: None CAN'T EVADE: None
 CREATURE TYPE: Heavy, Magic Beast
 INITIAL STATUS: None
 ELEMENTAL IMMUNITY: None
 ELEMENTAL ABSORB: None
 ELEMENTAL WEAKNESS: None
 STATUS IMMUNITY: Death, Petrify, Toad, Mini, Zombie, Old, Confuse, Silence
 SPECIALTY: Incisor
 SPECIALTY EFFECT: 100% Hit, Pierce Def, Adds Poison, Confuse
 CONTROL: Attack, Specialty
 RELEASE: (Strong)Attack
 AI SCRIPT:
 No Interrupt{
 {Attack,Attack,Incisor}
 {Attack,Drain,Incisor}
 }
 No Interrupt{
 {Attack,Osmose,Incisor}
 {Attack,Drain,Incisor}
 }
 No Interrupt{
 {Drain,Osmose,Incisor}
 {Death Claw,Death Claw,Incisor}
 }

NAME: Behemoth
 LEVEL: 77 EXP: 0
 HP: 15000 GIL: 800
 MP: 200 SPEED: 25
 ATTACK: 90 MAGIC POWER: 0
 ATT. MULT: 13 MAGIC MULT: 4
 EVADE%: 0 MAGIC EVADE%: 70
 DEFENSE: 13 MAGIC DEFENSE: 0
 DROP (ALWAYS): Nothing STEAL (COMMON): Nothing
 DROP (RARE): Phoenix Down STEAL (RARE): Phoenix Down
 IMMUNITY: None CAN'T EVADE: None
 CREATURE TYPE: Heavy
 INITIAL STATUS: None
 ELEMENTAL IMMUNITY: None
 ELEMENTAL ABSORB: None
 ELEMENTAL WEAKNESS: None
 STATUS IMMUNITY: Death, Petrify, Toad, Mini, Float, Zombie
 SPECIALTY: Critical Attack
 SPECIALTY EFFECT: 1.5*Damage
 CONTROL: Attack, ???
 RELEASE: Attack
 AI SCRIPT:
 Nothing
 React:Death{
 Meteor
 }

```
Counter(HP Damage){
    {Attack,Attack,Critical Attack}
}
```

NAME: Dark Elemental(Fire)

```
LEVEL: 74                EXP: 7000
HP: 5500                 GIL: 757
MP: 10000                SPEED: 50
ATTACK: 80               MAGIC POWER: 35
ATT. MULT: 12            MAGIC MULT: 14
EVADE%: 0                MAGIC EVADE%: 0
DEFENSE: 70              MAGIC DEFENSE: 0
DROP(ALWAYS): Nothing    STEAL(COMMON): Buckshot
DROP(RARE): Blastshot    STEAL(RARE): Buckshot
IMMUNITY: None            CAN'T EVADE: None
CREATURE TYPE: Heavy
INITIAL STATUS: None
ELEMENTAL IMMUNITY: None
ELEMENTAL ABSORB: Ice, Lightning
ELEMENTAL WEAKNESS: Fire
STATUS IMMUNITY: Death, Petrify, Toad, Mini, Poison, Zombie, Darkness, Old,
                    Sleep, Paralyze, Confuse, Berserk, Silence
SPECIALTY: Critical Attack
SPECIALTY EFFECT: None
CONTROL: Attack, Firaga, White Wind
RELEASE: Firaga
AI SCRIPT:
{Firaga,Aeroga,White Wind}
Counter(Magic:Ice Elemental){
    Blizzaga
}
Counter(Magic:Thunder Elemental){
    Thundaga
}
```

NAME: Dark Elemental(Ice)

```
LEVEL: 74                EXP: 7000
HP: 5500                 GIL: 757
MP: 10000                SPEED: 50
ATTACK: 80               MAGIC POWER: 35
ATT. MULT: 12            MAGIC MULT: 14
EVADE%: 0                MAGIC EVADE%: 0
DEFENSE: 70              MAGIC DEFENSE: 0
DROP(ALWAYS): Nothing    STEAL(COMMON): Hi-Potion
DROP(RARE): Hi-Potion    STEAL(RARE): Hi-Potion
IMMUNITY: None            CAN'T EVADE: None
CREATURE TYPE: Heavy
INITIAL STATUS: None
ELEMENTAL IMMUNITY: None
ELEMENTAL ABSORB: Fire, Lightning
ELEMENTAL WEAKNESS: Ice
STATUS IMMUNITY: Death, Petrify, Toad, Mini, Poison, Zombie, Darkness, Old,
                    Sleep, Paralyze, Confuse, Berserk, Silence
SPECIALTY: Critical Attack
SPECIALTY EFFECT: None
CONTROL: Attack, Blizzaga, White Wind
RELEASE: Blizzaga
AI SCRIPT:
{Blizzaga,Aeroga,White Wind}
Counter(Magic:Fire Elemental){
```

```
Firaga
}
Counter(Magic:Thunder Elemental){
  Thundaga
}
```

```
NAME: Dark Elemental(Lightning)
LEVEL: 74                                EXP: 7000
HP: 5500                                  GIL: 757
MP: 10000                                 SPEED: 50
ATTACK: 80                                MAGIC POWER: 35
ATT. MULT: 12                             MAGIC MULT: 14
EVADE%: 0                                  MAGIC EVADE%: 0
DEFENSE: 70                               MAGIC DEFENSE: 0
DROP(ALWAYS): Nothing                     STEAL(COMMON): Nothing
DROP(RARE): Ether                          STEAL(RARE): Ether
IMMUNITY: None                             CAN'T EVADE: None
CREATURE TYPE: Heavy
INITIAL STATUS: None
ELEMENTAL IMMUNITY: None
ELEMENTAL ABSORB: Fire, Ice
ELEMENTAL WEAKNESS: Lightning
STATUS IMMUNITY: Death, Petrify, Toad, Mini, Poison, Zombie, Darkness, Old,
Sleep, Paralyze, Confuse, Berserk, Silence
SPECIALTY: Critical Attack
SPECIALTY EFFECT: None
CONTROL: Attack, Thundaga, White Wind
RELEASE: Thundaga
AI SCRIPT:
{Thundaga,Aeroga,White Wind}
Counter(Magic:Fire Elemental){
  Firaga
}
Counter(Magic:Ice Elemental){
  Blizzaga
}
```

```
NAME: Exoray(UPPER, POSITION: X=9;Y=5)
LEVEL: 72                                EXP: 4000
HP: 6000                                  GIL: 724
MP: 5000                                  SPEED: 40
ATTACK: 50                                MAGIC POWER: 30
ATT. MULT: 33                             MAGIC MULT: 12
EVADE%: 0                                  MAGIC EVADE%: 50
DEFENSE: 0                                 MAGIC DEFENSE: 40
DROP(ALWAYS): Nothing                     STEAL(COMMON): Hi-Potion
DROP(RARE): Hi-Potion                      STEAL(RARE): Hi-Potion
IMMUNITY: None                             CAN'T EVADE: None
CREATURE TYPE: Heavy
INITIAL STATUS: (Always)Regen
ELEMENTAL IMMUNITY: None
ELEMENTAL ABSORB: None
ELEMENTAL WEAKNESS: Fire
STATUS IMMUNITY: Petrify, Toad, Mini, Poison, Zombie, Darkness, Old, Paralyze,
Confuse, Berserk, Silence
SPECIALTY: Silver Powder
SPECIALTY EFFECT: 100% Hit, Pierce Def, Adds Aging
CONTROL: Attack, Specialty
RELEASE: Firaga
AI SCRIPT:
```



```

While(Var00=00 & Alone){
  No Interrupt{
    Set Variable:Var00=01
    Unhide Monster:(Change Monster)0 Exoray(upper)
                                1 Exoray(upper left)
                                4 Exoray(upper right)

    (Start Script)
  }
}
{Firaga,Silver Powder,Silver Powder}
Counter(Var00=01 & HP Damage){
  {Zombie Powder,Nothing,Nothing}
}

```

```

NAME: Exoray(UPPER RIGHT, X=13;Y=8)
LEVEL: 72                                EXP: 4000
HP: 6000                                  GIL: 724
MP: 5000                                  SPEED: 40
ATTACK: 50                                MAGIC POWER: 30
ATT. MULT: 33                             MAGIC MULT: 12
EVADE%: 0                                  MAGIC EVADE%: 50
DEFENSE: 0                                 MAGIC DEFENSE: 40
DROP(ALWAYS): Nothing                     STEAL(COMMON): Holy Water
DROP(RARE): Holy Water                    STEAL(RARE): Holy Water
IMMUNITY: None                             CAN'T EVADE: None
CREATURE TYPE: Heavy
INITIAL STATUS: (Always)Regen
ELEMENTAL IMMUNITY: None
ELEMENTAL ABSORB: None
ELEMENTAL WEAKNESS: Fire
STATUS IMMUNITY: Petrify, Toad, Mini, Poison, Zombie, Darkness, Old, Paralyze,
                Confuse, Berserk, Silence
SPECIALTY: Confuse Powder
SPECIALTY EFFECT: 100% Hit, Pierce Def, Adds Confuse
CONTROL: Attack, Specialty
RELEASE: Firaga
AI SCRIPT:

```

```

While(Var00=00 & Alone){
  No Interrupt{
    Set Variable:Var00=01
    Unhide Monster:(Change Monster)0 Exoray(upper)
                                3 Exoray(bottom right)
                                4 Exoray(upper right)

    (Start Script)
  }
}
{Firaga,Confuse Powder,Confuse Powder}
Counter(Var00=01 & HP Damage){
  {Zombie Powder,Nothing,Nothing}
}

```

```

NAME: Exoray(BOTTOM RIGHT, X=10;Y=12)
LEVEL: 72                                EXP: 4000
HP: 6000                                  GIL: 724
MP: 5000                                  SPEED: 40
ATTACK: 50                                MAGIC POWER: 30
ATT. MULT: 33                             MAGIC MULT: 12
EVADE%: 0                                  MAGIC EVADE%: 50
DEFENSE: 0                                 MAGIC DEFENSE: 40
DROP(ALWAYS): Nothing                     STEAL(COMMON): Holy Water

```

```

DROP (RARE): Holy Water
IMMUNITY: None
CREATURE TYPE: Heavy
INITIAL STATUS: Regen (Always)
ELEMENTAL IMMUNITY: None
ELEMENTAL ABSORB: None
ELEMENTAL WEAKNESS: Fire
STATUS IMMUNITY: Petrify, Toad, Mini, Poison, Zombie, Darkness, Old, Paralyze,
                  Confuse, Berserk, Silence
SPECIALTY: Paralyze Powder
SPECIALTY EFFECT: 100% Hit, Pierce Def, Adds Paralyze
CONTROL: Attack, Specialty
RELEASE: Firaga
AI SCRIPT:
While (Var00=00 & Alone){
    No Interrupt{
        Set Variable:Var00=01
        Unhide Monster:(Change Monster)2 Exoray(bottom left)
                                                3 Exoray(bottom right)
                                                4 Exoray(upper right)

        (Start Script)
    }
}
{Firaga,Paralyze Powder,Paralyze Powder}
Counter(Var00=01 & HP Damage){
    {Zombie Powder,Nothing,Nothing}
}

NAME: Exoray (UPPER LEFT, X=4;Y=7)
LEVEL: 72
HP: 6000
MP: 5000
ATTACK: 50
ATT. MULT: 33
EVADE%: 0
DEFENSE: 0
DROP (ALWAYS): Nothing
DROP (RARE): Antidote
IMMUNITY: None
CREATURE TYPE: Heavy
INITIAL STATUS: (Always)Regen
ELEMENTAL IMMUNITY: None
ELEMENTAL ABSORB: None
ELEMENTAL WEAKNESS: Fire
STATUS IMMUNITY: Petrify, Toad, Mini, Poison, Zombie, Darkness, Old, Paralyze,
                  Confuse, Berserk, Silence
SPECIALTY: Poison Powder
SPECIALTY EFFECT: 100% Hit, Pierce Def, Adds Poison
CONTROL: Attack, Specialty
RELEASE: Firaga
AI SCRIPT:
While (Var00=00 & Alone){
    No Interrupt{
        Set Variable:Var00=01
        Unhide Monster:(Change Monster)0 Exoray(upper)
                                                1 Exoray(upper left)
                                                2 Exoray(bottom left)

        (Start Script)
    }
}

```

```
{Firaga,Poison Powder,Poison Powder}
Counter(Var00=01 & HP Damage){
    {Zombie Powder,Nothing,Nothing}
}
```

```
NAME: Exoray(BOTTOM LEFT, X=5;Y=11)
LEVEL: 72                                EXP: 4000
HP: 6000                                  GIL: 724
MP: 5000                                  SPEED: 40
ATTACK: 50                                MAGIC POWER: 30
ATT. MULT: 33                             MAGIC MULT: 12
EVADE%: 0                                  MAGIC EVADE%: 50
DEFENSE: 0                                 MAGIC DEFENSE: 40
DROP(ALWAYS): Nothing                     STEAL(COMMON): Eye Drop
DROP(RARE): Eye Drop                       STEAL(RARE): Eye Drop
IMMUNITY: None                             CAN'T EVADE: None
CREATURE TYPE: Heavy
INITIAL STATUS: (Always)Regen
ELEMENTAL IMMUNITY: None
ELEMENTAL ABSORB: None
ELEMENTAL WEAKNESS: Fire
STATUS IMMUNITY: Petrify, Toad, Mini, Poison, Zombie, Darkness, Old, Paralyze,
                Confuse, Berserk, Silence
SPECIALTY: Darkness Powder
SPECIALTY EFFECT: 100% Hit, Pierce Def, Adds Darkness
CONTROL: Attack, Specialty
RELEASE: Firaga
AI SCRIPT:
While(Var00=00 & Alone){
    No Interrupt{
        Set Variable:Var00=01
        Unhide Monster:(Change Monster)1 Exoray(upper left)
                                     2 Exoray(bottom left)
                                     3 Exoray(bottom right)

        (Start Script)
    }
}
```

```
{Firaga,Darkness Powder,Darkness Powder}
Counter(Var00=01 & HP Damage){
    {Zombie Powder,Nothing,Nothing}
}
```

```
NAME: Duelist[F.1]
LEVEL: 73                                EXP: 25000
HP: 15000                                  GIL: 838
MP: 0                                       SPEED: 52
ATTACK: 100                                MAGIC POWER: 0
ATT. MULT: 12                             MAGIC MULT: 4
EVADE%: 0                                  MAGIC EVADE%: 0
DEFENSE: 30                                MAGIC DEFENSE: 0
DROP(ALWAYS): Nothing                     STEAL(COMMON): Nothing
DROP(RARE): Cottage                       STEAL(RARE): Tent
IMMUNITY: None                             CAN'T EVADE: None
CREATURE TYPE: Heavy, Human
INITIAL STATUS: None
ELEMENTAL IMMUNITY: None
ELEMENTAL ABSORB: None
ELEMENTAL WEAKNESS: None
STATUS IMMUNITY: Death, Petrify, Toad, Mini, Float, Old, Sleep, Paralyze,
                Confuse, Image
```

SPECIALTY: Left Jab
SPECIALTY EFFECT: 1.5*Damage
CONTROL: Attack, Specialty
RELEASE: (Strong)Attack
AI SCRIPT:
No Interrupt{
 Left Jab
 Unhide Monster:(Random)0 Duelist(F.1)
 1 Duelist(F.2)
 2 Duelist(F.3)
 3 Duelist(F.4)
 4 Duelist(F.5)

 (Start Script)
 }
Counter(HP Damage){
 {(Strong)Attack,Nothing,Nothing}
 }

NAME: Duelist[F.2]
LEVEL: 73 EXP: 25000
HP: 15000 GIL: 838
MP: 0 SPEED: 52
ATTACK: 100 MAGIC POWER: 0
ATT. MULT: 12 MAGIC MULT: 4
EVADE%: 0 MAGIC EVADE%: 0
DEFENSE: 30 MAGIC DEFENSE: 0
DROP(ALWAYS): Nothing STEAL(COMMON): Nothing
DROP(RARE): Cottage STEAL(RARE): Tent
IMMUNITY: None CAN'T EVADE: None
CREATURE TYPE: Heavy, Human
INITIAL STATUS: None
ELEMENTAL IMMUNITY: None
ELEMENTAL ABSORB: None
ELEMENTAL WEAKNESS: None
STATUS IMMUNITY: Death, Petrify, Toad, Mini, Float, Old, Sleep, Paralyze,
 Confuse, Image

SPECIALTY: Air Fist
SPECIALTY EFFECT: Adds Aging, HP Leak
CONTROL: Attack, Specialty
RELEASE: (Strong)Attack
AI SCRIPT:
No Interrupt{
 Air Fist
 Unhide Monster:(Random)0 Duelist[F.1]
 1 Duelist[F.2]
 2 Duelist[F.3]
 3 Duelist[F.4]
 4 Duelist[F.5]

 (Start Script)
 }
Counter(HP Damage){
 {(Strong)Attack,Nothing,Nothing}
 }

NAME: Duelist[F.3]
LEVEL: 73 EXP: 25000
HP: 15000 GIL: 838
MP: 0 SPEED: 52
ATTACK: 100 MAGIC POWER: 0
ATT. MULT: 12 MAGIC MULT: 4

EVADE%: 0
DEFENSE: 30
DROP(ALWAYS): Nothing
DROP(RARE): Cottage
IMMUNITY: None
CREATURE TYPE: Heavy, Human
INITIAL STATUS: None
ELEMENTAL IMMUNITY: None
ELEMENTAL ABSORB: None
ELEMENTAL WEAKNESS: None
STATUS IMMUNITY: Death, Petrify, Toad, Mini, Float, Old, Sleep, Paralyze,
Confuse, Image
SPECIALTY: High Kick
SPECIALTY EFFECT: Adds Paralyze
CONTROL: Attack, Specialty
RELEASE: (Strong)Attack
AI SCRIPT:
No Interrupt{
 High Kick
 Unhide Monster:(Random)0 Duelist[F.1]
 1 Duelist[F.2]
 2 Duelist[F.3]
 3 Duelist[F.4]
 4 Duelist[F.5]
 (Start Script)
}

Counter(HP Damage){
 {(Strong)Attack,Nothing,Nothing}
}

NAME: Duelist[F.4]
LEVEL: 73
HP: 15000
MP: 0
ATTACK: 100
ATT. MULT: 12
EVADE%: 0
DEFENSE: 30
DROP(ALWAYS): Nothing
DROP(RARE): Cottage
IMMUNITY: None
CREATURE TYPE: Heavy, Human
INITIAL STATUS: None
ELEMENTAL IMMUNITY: None
ELEMENTAL ABSORB: None
ELEMENTAL WEAKNESS: None
STATUS IMMUNITY: Death, Petrify, Toad, Mini, Float, Old, Sleep, Paralyze,
Confuse, Image
SPECIALTY: Elbow
SPECIALTY EFFECT: 100% Hit, Pierce Def
CONTROL: Attack, Special
RELEASE: (Strong)Attack
AI SCRIPT:
No Interrupt{
 Elbow
 Unhide Monster:(Random)0 Duelist[F.1]
 1 Duelist[F.2]
 2 Duelist[F.3]
 3 Duelist[F.4]
 4 Duelist[F.5]

```
(Start Script)
}
Counter(HP Damage){
  {(Strong)Attack,Nothing,Nothing}
}
```

```
NAME: Duelist[F.5]
LEVEL: 73 EXP: 25000
HP: 15000 GIL: 838
MP: 0 SPEED: 52
ATTACK: 100 MAGIC POWER: 0
ATT. MULT: 12 MAGIC MULT: 4
EVADE%: 0 MAGIC EVADE%: 0
DEFENSE: 30 MAGIC DEFENSE: 0
DROP(ALWAYS): Nothing STEAL(COMMON): Nothing
DROP(RARE): Cottage STEAL(RARE): Tent
IMMUNITY: None CAN'T EVADE: None
CREATURE TYPE: Heavy, Human
INITIAL STATUS: None
ELEMENTAL IMMUNITY: None
ELEMENTAL ABSORB: None
ELEMENTAL WEAKNESS: None
STATUS IMMUNITY: Death, Petrify, Toad, Mini, Float, Old, Sleep, Paralyze,
                  Confuse, Image
SPECIALTY: Body Slam
SPECIALTY EFFECT: 100% Hit, Pierce Def, Adds Paralyze
CONTROL: Attack, Specialty
RELEASE: (Strong)Attack
AI SCRIPT:
No Interrupt{
  Body Slam
  Unhide Monster:(Random)0 Duelist[F.1]
                               1 Duelist[F.2]
                               2 Duelist[F.3]
                               3 Duelist[F.4]
                               4 Duelist[F.5]
  (Start Script)
}
Counter(HP Damage){
  {(Strong)Attack,Nothing,Nothing}
}
```

```
NAME: Medusa
LEVEL: 69 EXP: 15000
HP: 7500 GIL: 762
MP: 800 SPEED: 55
ATTACK: 99 MAGIC POWER: 50
ATT. MULT: 11 MAGIC MULT: 17
EVADE%: 0 MAGIC EVADE%: 20
DEFENSE: 30 MAGIC DEFENSE: 20
DROP(ALWAYS): Nothing STEAL(COMMON): Gold Needle
DROP(RARE): Gold Needle STEAL(RARE): Gold Needle
IMMUNITY: None CAN'T EVADE: None
CREATURE TYPE: Heavy, Human, Magic Beast, Undead
INITIAL STATUS: None
ELEMENTAL IMMUNITY: None
ELEMENTAL ABSORB: None
ELEMENTAL WEAKNESS: None
STATUS IMMUNITY: Death, Mini, Float, Poison, Zombie, Darkness, Old, Sleep,
                  Paralyze, Confuse, Berserk, Silence
```

SPECIALTY: Ray
 SPECIALTY EFFECT: Adds Paralyze
 CONTROL: Attack, Entice, Dancehall Daze
 RELEASE: Entice
 AI SCRIPT:
 {Attack,Entice,Ray}
 {Attack,Embrace,Dancehall Daze}
 {Attack,Evil Eye,Ray}
 Counter(HP Damage){
 {Evil Eye,Nothing,Nothing}
 }

NAME: Dinozombie
 LEVEL: 94 EXP: 30000
 HP: 20000 GIL: 5000
 MP: 5000 SPEED: 60
 ATTACK: 150 MAGIC POWER: 0
 ATT. MULT: 16 MAGIC MULT: 4
 EVADE%: 0 MAGIC EVADE%: 0
 DEFENSE: 20 MAGIC DEFENSE: 20
 DROP(ALWAYS): Nothing STEAL(COMMON): Antidote
 DROP(RARE): Dragon Fang STEAL(RARE): Antidote
 IMMUNITY: None CAN'T EVADE: None
 CREATURE TYPE: Heavy, Dragon, Undead
 INITIAL STATUS: None
 ELEMENTAL IMMUNITY: None
 ELEMENTAL ABSORB: Poison
 ELEMENTAL WEAKNESS: Holy
 STATUS IMMUNITY: Death, Petrify, Toad, Mini, Float, Poison, Zombie, Darkness,
 Old, Sleep, Paralyze, Confuse, Silence
 SPECIALTY: Critical Attack
 SPECIALTY EFFECT: 1.5*Damage
 CONTROL: Attack, Bone, Poison Breath
 RELEASE: Bone
 AI SCRIPT:
 {Attack,Attack,Bone}
 {Attack,Poison Breath,Critical Attack}
 {Bone,Critical Attack,Zombie Breath}

NAME: Claret Dragon
 LEVEL: 92 EXP: 30000
 HP: 17000 GIL: 2200
 MP: 8000 SPEED: 70
 ATTACK: 135 MAGIC POWER: 30
 ATT. MULT: 18 MAGIC MULT: 14
 EVADE%: 0 MAGIC EVADE%: 50
 DEFENSE: 40 MAGIC DEFENSE: 0
 DROP(ALWAYS): Nothing STEAL(COMMON): Blastshot
 DROP(RARE): Dragon Fang STEAL(RARE): Blastshot
 IMMUNITY: None CAN'T EVADE: None
 CREATURE TYPE: Heavy, Dragon
 INITIAL STATUS: None
 ELEMENTAL IMMUNITY: None
 ELEMENTAL ABSORB: Fire, Wind
 ELEMENTAL WEAKNESS: None
 STATUS IMMUNITY: Death, Petrify, Toad, Mini, Float, Poison, Zombie, Darkness,
 Old, Sleep, Paralyze, Confuse, Berserk, Silence, Image
 SPECIALTY: Critical Attack
 SPECIALTY EFFECT: 1.5*Damage
 CONTROL: Attack, Special, Flame Thrower

```

RELEASE: Flare
AI SCRIPT:
{Attack,Breath Wing,Firaga}
{Attack,Breath Wing,Flame Thrower}
React:Death{
    Flare
}
Counter(HP Damage){
    {Tail Screw,Nothing,Nothing}
}

NAME: Ironclad
LEVEL: 91                EXP: 40000
HP: 22000                GIL: 1000
MP: 15000                SPEED: 40
ATTACK: 140              MAGIC POWER: 60
ATT. MULT: 15            MAGIC MULT: 25
EVADE%: 0                MAGIC EVADE%: 90
DEFENSE: 60              MAGIC DEFENSE: 0
DROP(ALWAYS): Nothing    STEAL(COMMON): Nothing
DROP(RARE): Diamond Helm STEAL(RARE): Earthbreaker
IMMUNITY: Control, Catch CAN'T EVADE: None
CREATURE TYPE: Heavy
INITIAL STATUS: None
ELEMENTAL IMMUNITY: None
ELEMENTAL ABSORB: None
ELEMENTAL WEAKNESS: None
STATUS IMMUNITY: Death, Petrify, Toad, Mini, Float, Poison, Zombie, Darkness,
                  Old, Sleep, Paralyze, Confuse, Berserk, Silence, Image
SPECIALTY: Takedown
SPECIALTY EFFECT: 100% Hit, Pierce Def
CONTROL: Attack, (Strong)Attack, Attack, Specialty
RELEASE: Rocket Punch
USE WEAPON ANIMATION: Rune Axe
AI SCRIPT:
While(Var00=00 & HP<10000){
    Set Variable:Var00=01
    Mighty Guard
}
Attack
{Rocket Punch,Hurricane,Attack}
{Attack,Rocket Punch,Attack}
{Rocket Punch,Hurricane,Attack}
Counter(HP Damage){
    Set Target>Last Attacker
    {Attack,Takedown,Takedown}
}

NAME: Hades
LEVEL: 97                EXP: 50000
HP: 33333                GIL: 15000
MP: 10000                SPEED: 60
ATTACK: 120              MAGIC POWER: 66
ATT. MULT: 15            MAGIC MULT: 29
EVADE%: 50                MAGIC EVADE%: 60
DEFENSE: 30              MAGIC DEFENSE: 40
DROP(ALWAYS): Nothing    STEAL(COMMON): Nothing
DROP(RARE): Bone Mail    STEAL(RARE): Cursed Ring
IMMUNITY: Control, Catch CAN'T EVADE: None
CREATURE TYPE: Heavy, Undead

```



```

INITIAL STATUS: None
ELEMENTAL IMMUNITY: None
ELEMENTAL ABSORB: Poison
ELEMENTAL WEAKNESS: Holy
STATUS IMMUNITY: Death, Petrify, Toad, Mini, Float, Poison, Zombie, Darkness,
                  Old, Sleep, Paralyze, Confuse, Berserk, Silence
SPECIALTY: Sickle
SPECIALTY EFFECT: Adds Aging, Poison, Darkness, Paralyze, Confuse, HP Leak
CONTROL: Attack
RELEASE: Almagest
AI SCRIPT:
{Doom,Roulette,Death}
{Deep Freeze,Dark Spark,Sickle}
{Meltdown,Reaper's Sword,Sickle}
{Almagest,Curse,Nothing}
Counter(Anything But Magic){
    {Sickle,Nothing,Nothing}
}
Counter(Magic){
    {Flare,Death,Nothing}
}

```

```

*****
2.4) New Bosses
*****

```

```

NAME: Grand Aegis
LEVEL: 97                EXP: 0
HP: 42000                GIL: 0
MP: 20000                SPEED: 88
ATTACK: 120              MAGIC POWER: 100
ATT. MULT: 20            MAGIC MULT: 41
EVADE%: 30                MAGIC EVADE%: 20
DEFENSE: 60              MAGIC DEFENSE: 40
DROP(ALWAYS): Fairy's Bow    STEAL(COMMON): None
DROP(RARE): Nothing          STEAL(RARE): Cottage
IMMUNITY: Control, Catch      CAN'T EVADE: None
CREATURE TYPE: Heavy, Aegis
INITIAL STATUS: (Always)Float
ELEMENTAL IMMUNITY: None
ELEMENTAL ABSORB: Fire, Ice, Lightning, Wind
ELEMENTAL WEAKNESS: None
STATUS IMMUNITY: Death, Petrify, Toad, Mini, Float, Poison, Zombie, Darkness,
                  Old, Sleep, Paralyze, Confuse, Berserk, Silence, Stop
SPECIALTY: Wing Attack
SPECIALTY EFFECT: 1.5*Damage, Adds Poison
AI SCRIPT:
{Breath Wing,Zombie Powder,Blaster}
{Maelstrom,Poison Breath,Wing Attack}
{Zombie Breath,Zombie Powder,Evil Eye}
Breath Wing
Counter(HP Damage & Alone){
    Unhide Monster:(Change Monster):0 Grand Aegis
                                1 Dark Elemental
                                2 Dark Elemental
    (Start Script)
}
Counter(HP Damage & Status(Party Member:Dead){
    Set Target:Party Member
    Paraclote

```

}

NAME: Dark Elemental

LEVEL: 74 EXP: 0
HP: 5500 GIL: 0
MP: 10000 SPEED: 60
ATTACK: 80 MAGIC POWER: 35
ATT. MULT: 12 MAGIC MULT: 14
EVADE%: 0 MAGIC EVADE%: 0
DEFENSE: 70 MAGIC DEFENSE: 0
DROP(ALWAYS): Nothing STEAL(COMMON): None
DROP(RARE): Nothing STEAL(RARE): Hi-Potion
IMMUNITY: Control, Catch CAN'T EVADE: None

CREATURE TYPE: Heavy

INITIAL STATUS: None

ELEMENTAL IMMUNITY: Fire, Ice, Lighting

ELEMENTAL ABSORB: None

ELEMENTAL WEAKNESS: Fire, Ice, Lighting

STATUS IMMUNITY: Death, Petrify, Toad, Mini, Poison, Zombie, Darkness, Old,
Sleep, Paralyze, Confuse, Berserk, Silence

SPECIALTY: Critical Sttack

SPECIALTY EFFECT: None

AI SCRIPT:

```
While(Status:Group Only){  
    Self-Destruct  
}
```

{White Wind,Aeroga,Nothing}

NAME: Omega Mk.II[F.1]

LEVEL: 97 EXP: 0
HP: 65000 GIL: 0
MP: 60000 SPEED: 90
ATTACK: 150 MAGIC POWER: 200
ATT. MULT: 30 MAGIC MULT: 79
EVADE%: 100 MAGIC EVADE%: 100
DEFENSE: 200 MAGIC DEFENSE: 200
DROP(ALWAYS): Force Shield STEAL(COMMON): None
DROP(RARE): Nothing STEAL(RARE): Elixir
IMMUNITY: Control, Catch CAN'T EVADE: Song

CREATURE TYPE: Heavy

INITIAL STATUS: (Always)Reflect, Shell, Stop

ELEMENTAL IMMUNITY: None

ELEMENTAL ABSORB: Fire, Ice, Poison, Holy, Earth, Wind, Water

ELEMENTAL WEAKNESS: Lighting

STATUS IMMUNITY: Death, Petrify, Toad, Mini, Poison, Darkness, Old, Sleep,
Paralyze, Confuse, Berserk, Silence

SPECIALTY: Critical Attack

SPECIALTY EFFECT: None

AI SCRIPT:

```
while(Var00=01){  
    {Atomic Ray,Delta Attack,Blaster}  
    Wave Cannon  
    {Rainbow Wind,Flame Thrower,Atomic Ray}  
    Wave Cannon  
    No Interrupt{  
        {Delta Attack,Blaster,Wave Cannon}  
        {Maelstrom,Earthquake,Rainbow Wind}  
    }  
    Search  
    {Rainbow Wind,Flame Thrower,Atomic Ray}
```

```

Wave Cannon
}
No Interrupt{
  Set Variable:Var00=01
  Barrier Change
  Unhide Monster:(Random):0 Omega Mk.II[F.1]
                                1 Omega Mk.II[F.2]
                                2 Omega Mk.II[F.3]

  (Start Script)
}
Counter(Elemental Attack:Lightning){
  No Interrupt{
    Barrier Change
    Unhide Monster:(Random):0 Omega Mk.II[F.1]
                                1 Omega Mk.II[F.2]
                                2 Omega Mk.II[F.3]

    (Start Script)
  }
}
Counter(Rapid Fire){
  No Interrupt{
    {(Remedy),Encircle,Nothing}
  }
}
Counter(HP Damage){
  No Interrupt{
    {Rocket Punch,Rocket Punch,Mustard Bomb}
    {Rocket Punch,Rocket Punch,Encircle}
  }
}

```

NAME: Omega Mk.II[F.2]

LEVEL: 97	EXP: 0
HP: 65000	GIL: 0
MP: 60000	SPEED: 90
ATTACK: 150	MAGIC POWER: 200
ATT. MULT: 30	MAGIC MULT: 79
EVADE%: 100	MAGIC EVADE%: 100
DEFENSE: 200	MAGIC DEFENSE: 200
DROP(ALWAYS): Force Shield	STEAL(COMMON): None
DROP(RARE): Nothing	STEAL(RARE): Elixir
IMMUNITY: Control, Catch	CAN'T EVADE: Song
CREATURE TYPE: Heavy	
INITIAL STATUS: (Always)Reflect, Shell, Stop	
ELEMENTAL IMMUNITY: None	
ELEMENTAL ABSORB: Fire, Lightnging, Poison, Holy, Earth, Wind, Water	
ELEMENTAL WEAKNESS: Ice	
STATUS IMMUNITY: Death, Petrify, Toad, Mini, Poison, Darkness, Old, Sleep, Paralyze, Confuse, Berserk, Silence	
SPECIALTY: Critial Attack	
SPECIALTY EFFECT: None	
AI SCRIPT:	

```

while(Var00=01){
  {Atomic Ray,Delta Attack,Blaster}
  Wave Cannon
  {Rainbow Wind,Flame Thrower,Atomic Ray}
  Wave Cannon
  No Interrupt{
    {Delta Attack,Blaster,Wave Cannon}
    {Maelstrom,Earthquake,Rainbow Wind}
  }
}

```

```

    }
    Search
    {Rainbow Wind,Flame Thrower,Atomic Ray}
    Wave Cannon
    }
No Interrupt{
    Set Variable:Var00=01
    Barrier Change
    Unhide Monster:(Random):0 Omega Mk.II[F.1]
                                1 Omega Mk.II[F.2]
                                2 Omega Mk.II[F.3]

    (Start Script)
    }
Counter(Elemental Attack:Ice){
    No Interrupt{
        Barrier Change
        Unhide Monster:(Random):0 Omega Mk.II[F.1]
                                1 Omega Mk.II[F.2]
                                2 Omega Mk.II[F.3]

        (Start Script)
        }
    }
Counter(Rapid Fire){
    No Interrupt{
        {(Remedy),Encircle,Nothing}
        }
    }
Counter(HP Damage){
    No Interrupt{
        {Rocket Punch,Rocket Punch,Mustard Bomb}
        {Rocket Punch,Rocket Punch,Encircle}
        }
    }

NAME: Omega Mk.II[F.3]
LEVEL: 97                                EXP: 0
HP: 65000                                GIL: 0
MP: 60000                                SPEED: 90
ATTACK: 150                              MAGIC POWER: 200
ATT. MULT: 30                            MAGIC MULT: 79
EVADE%: 100                              MAGIC EVADE%: 100
DEFENSE: 200                             MAGIC DEFENSE: 200
DROP(ALWAYS): Force Shield               STEAL(COMMON): None
DROP(RARE): Nothing                      STEAL(RARE): Elixir
IMMUNITY: Control, Catch                 CAN'T EVADE: Song
CREATURE TYPE: Heavy
INITIAL STATUS: (Always)Reflect, Shell, Stop
ELEMENTAL IMMUNITY: None
ELEMENTAL ABSORB: Ice, Lightning, Poison, Holy, Earth, Wind, Water
ELEMENTAL WEAKNESS: Fire
STATUS IMMUNITY: Death, Petrify, Toad, Mini, Poison, Darkness, Old, Sleep,
                Paralyze, Confuse, Berserk, Silence
SPECIALTY: Critical Attack
SPECIALTY EFFECT: None
AI SCRIPT:
while(Var00=01){
    {Atomic Ray,Delta Attack,Blaster}
    Wave Cannon
    {Rainbow Wind,Flame Thrower,Atomic Ray}
    Wave Cannon

```

```

No Interrupt{
    {Delta Attack,Blaster,Wave Cannon}
    {Maelstrom,Earthquake,Rainbow Wind}
}
Search
{Rainbow Wind,Flame Thrower,Atomic Ray}
Wave Cannon
}
No Interrupt{
    Set Variable:Var00=01
    Barrier Change
    Unhide Monster:(Random):0 Omega Mk.II[F.1]
                                1 Omega Mk.II[F.2]
                                2 Omega Mk.II[F.3]

    (Start Script)
}
Counter(Elemental Attack:Fire){
    No Interrupt{
        Barrier Change
        Unhide Monster:(Random):0 Omega Mk.II[F.1]
                                1 Omega Mk.II[F.2]
                                2 Omega Mk.II[F.3]

        (Start Script)
    }
}
Counter(Rapid Fire){
    No Interrupt{
        {(Remedy),Encircle,Nothing}
    }
}
Counter(HP Damage){
    No Interrupt{
        {Rocket Punch,Rocket Punch,Mustard Bomb}
        {Rocket Punch,Rocket Punch,Encircle}
    }
}

```

NAME: Neo Shinryu

```

LEVEL: 97                                EXP: 0
HP: 65000                                GIL: 0
MP: 60000                                SPEED: 95
ATTACK: 200                              MAGIC POWER: 180
ATT. MULT: 40                            MAGIC MULT: 72
EVADE%: 20                               MAGIC EVADE%: 120
DEFENSE: 100                             MAGIC DEFENSE: 100
DROP(ALWAYS): Nothing                   STEAL(COMMON): None
DROP(RARE): Nothing                     STEAL(RARE): Elixir
IMMUNITY: Control, Catch                 CAN'T EVADE: None
CREATURE TYPE: Heavy, Dragon
INITIAL STATUS: (Always)Invulnerable
ELEMENTAL IMMUNITY: None
ELEMENTAL ABSORB: Holy
ELEMENTAL WEAKNESS: None
STATUS IMMUNITY: Death, Petrify, Toad, Mini, Poison, Zombie, Old, Sleep,
                    Paralyze, Confuse, Berserk, Stop
SPECIALTY: Critical Attack
SPECIALTY EFFECT: None
AI SCRIPT:
While(Alone){
    Unhide Monster:(Change Monster):[F596]0:Neo Shinryu
}

```

```

(Start Script)
}
While(Var01=02){
  No Interrupt{
    {Attack,Attack,Critical Attack}
    {Attack,Attack,Critical Attack}
  }
  No Interrupt{
    {Attack,Critical Attack,Nothing}
    {Attack,Critical Attack,Nothing}
    {Attack,Critical Attack,Nothing}
  }
}
While(Var01=01){
  Set Variable:Var01=02
  Mute
}
While(Var00=01){
  Maelstrom
  {Ice Storm,Ice Storm,Blaze}
  Zombie Breath
  {Earthquake,Earthquake,Lightning}
  No Interrupt{
    Attack
    Attack
  }
  {Poison Breath,Poison Breath,Breath Wing}
  Curse
  {Tidal Wave,Tidal Wave,Almagest}
}
Set Variable:Var00=01
Mighty Guard

NAME: (Neo Shinryu)
LEVEL: 97                EXP: 0
HP: 65000                GIL: 0
MP: 60000                SPEED: 95
ATTACK: 200              MAGIC POWER: 8
ATT. MULT: 40            MAGIC MULT: 7
EVADE%: 20               MAGIC EVADE%: 120
DEFENSE: 100             MAGIC DEFENSE: 100
DROP(ALWAYS): Nothing    STEAL(COMMON): None
DROP(RARE): Nothing      STEAL(RARE): Elixir
IMMUNITY: Control, Catch  CAN'T EVADE: None
CREATURE TYPE: Heavy, Dragon
INITIAL STATUS: (False Image)
ELEMENTAL IMMUNITY: None
ELEMENTAL ABSORB: Holy
ELEMENTAL WEAKNESS: None
STATUS IMMUNITY: Death, Petrify, Toad, Mini, Poison, Zombie, Old, Sleep,
                  Paralyze, Confuse, Berserk, Stop
SPECIALTY: Critial Attack
SPECIALTY EFFECT: None
AI SCRIPT:
While(HP<15000 & Var01=00){
  Set Variable:Var01=01
  Set Self Status:False Image(Reverse effect if already inflicted)
  Nothing
}

```

```

Set Self Status:False Image(Reverse effect if already inflicted)
Nothing
React:Death{
    No Interrupt{
        Unhide Monster:(Form Change)[F596]3:(Neo Shinryu)
        (Start Script)
        Giga Flare
        Meteor
    }
}
Counter(Rapid Fire){
    Set Target>Last Attacker
    {Zombie Powder,Doom,Nothing}
}
Counter(HP Damage){
    Set Target>Last Attacker
    {White Hole,Nothing,Nothing}
}

NAME: Archeodemon
LEVEL: 17                EXP: 0
HP: 50000                GIL: 0
MP: 62000                SPEED: 80
ATTACK: 180              MAGIC POWER: 90
ATT. MULT: 35            MAGIC MULT: 9
EVADE%: 0                MAGIC EVADE%: 0
DEFENSE: 80              MAGIC DEFENSE: 0
DROP(ALWAYS): Chaos Orb  STEAL(COMMON): None
DROP(RARE): Nothing      STEAL(RARE): Phoenix Down
IMMUNITY: Control, Catch  CAN'T EVADE: None
CREATURE TYPE: Heavy, Magic Beast, Undead
INITIAL STATUS: (Always)Protect
ELEMENTAL IMMUNITY: None
ELEMENTAL ABSORB: Fire, Ice, Lightning, Poison, Holy, Earth, Wind, Water
ELEMENTAL WEAKNESS: None
STATUS IMMUNITY: Death, Petrify, Toad, Mini, Poison, Zombie, Old, Sleep,
                  Paralyze, Confuse, Berserk, Silence, Stop
SPECIALTY: Critial Attack
SPECIALTY EFFECT: None
AI SCRIPT:
While(Var01=01){
    {Flare,Holy,Meteor}
    {Flare,Holy,Nothing}
    {Hurricane,Death,Drain Touch}
    Display Text:Focusing Power
    Set Variable:Var00=01
    Nothing
    Set Variable:Var00=00
    {Giga Flare,Giga Flare,Mega Flare}
}
While(HP<20000){
    No Interrupt{
        Set Variable:Var01=01
        Set Variable:Var00=00
        Drain Touch
    }
}
Drain Touch
Flare
Display Text:Focusing Power

```

```
Set Variable:Var00=01
Nothing
Nothing
Set Variable:Var00=00
{Mega Flare,Mega Flare,Giga Flare}
Counter(Anything But Magic){
    Set Target:Self
    Death
}
Counter(Var00=00 & HP Damage){
    {Curse,???,Nothing}
}
```

```
NAME: Guardian[F.1]
LEVEL: 97                                EXP: 0
HP: 55000                                GIL: 0
MP: 60000                                SPEED: 98
ATTACK: 110                              MAGIC POWER: 50
ATT. MULT: 30                            MAGIC MULT: 22
EVADE%: 0                                MAGIC EVADE%: 10
DEFENSE: 40                              MAGIC DEFENSE: 10
DROP(ALWAYS): Nothing                   STEAL(COMMON): Nothing
DROP(RARE): Nothing                     STEAL(RARE): Nothing
IMMUNITY: Control, Catch                 CAN'T EVADE: None
CREATURE TYPE: Heavy
INITIAL STATUS: (Always)Invulnerable
ELEMENTAL IMMUNITY: None
ELEMENTAL ABSORB: Lighting
ELEMENTAL WEAKNESS: None
STATUS IMMUNITY: Death, Petrify, Toad, Mini, Float, Poison, Zombie, Darkness,
                Old, Sleep, Paralyze, Confuse, Berserk, Silence, Image,
                Reflect, Protect, Shell, Stop, Haste, Slow, Invul, Regen
SPECIALTY: Critical Attack
SPECIALTY EFFECT: None
AI SCRIPT:
While(Enemy:#0 Alive Only){
    Unhide Monster:(Form Change):3 Guardian[Form 2]
    (Start Script)
}
While(Enemy:#0&6 Alive Only){
    Unhide Monster:(Form Change):3 Guardian[Form 2]
                                6 Wave Cannon
    (Start Script)
}
Nothing
```

```
NAME: Guardian[F.2]
LEVEL: 97                                EXP: 0
HP: 55000                                GIL: 0
MP: 60000                                SPEED: 78
ATTACK: 110                              MAGIC POWER: 50
ATT. MULT: 30                            MAGIC MULT: 22
EVADE%: 0                                MAGIC EVADE%: 10
DEFENSE: 40                              MAGIC DEFENSE: 10
DROP(ALWAYS): Crystal Orb               STEAL(COMMON): Nothing
DROP(RARE): Nothing                     STEAL(RARE): Blitzshot
IMMUNITY: Control, Catch                 CAN'T EVADE: None
CREATURE TYPE: Heavy
INITIAL STATUS: None
ELEMENTAL IMMUNITY: None
```



```

ELEMENTAL ABSORB: Lighting
ELEMENTAL WEAKNESS: None
STATUS IMMUNITY: Death, Petrify, Toad, Mini, Float, Poison, Zombie, Darkness,
                  Old, Sleep, Paralyze, Confuse, Berserk, Silence, Image,
                  Reflect, Protect, Shell, Stop, Haste, Slow, Invul, Regen
SPECIALTY: Critial Attack
SPECIALTY EFFECT: None
AI SCRIPT:
While(Enemy:#3&6 Alive Only){
    Delta Attack
    {Gravity,Graviga,Graviga}
    {Encircle,Off-Guard,Reverse Polarity}
    {Atomic Ray,Electrocute,Electrocute}
    No Interrupt{
        Display Text:The armor has been completely restored
        Unhide Monster:(Form Change):0 Guardian[F.1]
                                4 Launcher(L)
                                5 Launcher(R)
                                6 Wave Cannon

        (Start Script)
    }
}
Delta Attack
{Graviga,Graviga,Gravity}
Set Variable:Var00=01
{Encircle,Off-Guard,Reverse Polarity}
{Atomic Ray,Electrocute,Electrocute}
No Interrupt{
    Set Variable:Var00=00
    Display Text:The armor has been completely restored
    Unhide Monster:(Form Change):0 Guardian[F.1]
                                4 Launcher(L)
                                5 Launcher(R)

    (Start Script)
}
React:Death{
    Set Target:All Enemies
    (Punishment)
}
Counter(HP Damage & Var00=01){
    No Interrupt{
        Set Variable:Var00=00
        Unhide Monster:(Change Monster):3 Guardian[F.2]
                                6 Wave Cannon

        (Start Script)
    }
}

NAME: Launcher(L)
LEVEL: 97                                EXP: 0
HP: 20000                                GIL: 0
MP: 50000                                SPEED: 52
ATTACK: 110                              MAGIC POWER: 50
ATT. MULT: 30                            MAGIC MULT: 22
EVADE%: 0                                MAGIC EVADE%: 10
DEFENSE: 20                              MAGIC DEFENSE: 10
DROP(ALWAYS): Nothing                    STEAL(COMMON): Nothing
DROP(RARE): Nothing                       STEAL(RARE): Blastshot
IMMUNITY: Control, Catch                  CAN'T EVADE: None
CREATURE TYPE: Heavy

```

```

INITIAL STATUS: None
ELEMENTAL IMMUNITY: None
ELEMENTAL ABSORB: Lighting
ELEMENTAL WEAKNESS: None
STATUS IMMUNITY: Death, Petrify, Toad, Mini, Float, Poison, Zombie, Darkness,
                  Old, Sleep, Paralyze, Confuse, Berserk, Silence, Image,
                  Reflect, Protect, Shell, Stop, Haste, Slow, Invul, Regen
SPECIALTY: Critial Attack
SPECIALTY EFFECT: None
AI SCRIPT:
(Valiant Attack)
{Missile,Rocket Punch,Rainbow Wind}
React:Death(Var01=01){
    No Interrupt{
        Set Variable:Var01=00
        Display Text:The armor was desrtoyed!
        Set Target:Self
        (Punishment)
    }
}
React:Death{
    No Interrupt{
        Set Variable:Var01=01
        Set Target:Self
        (Punishment)
    }
}

```

```

NAME: Launcher(R)
LEVEL: 97                EXP: 0
HP: 20000                GIL: 0
MP: 50000                SPEED: 52
ATTACK: 110              MAGIC POWER: 50
ATT. MULT: 30            MAGIC MULT: 22
EVADE%: 0                MAGIC EVADE%: 10
DEFENSE: 20              MAGIC DEFENSE: 10
DROP(ALWAYS): Nothing    STEAL(COMMON): Nothing
DROP(RARE): Nothing      STEAL(RARE): Blastshot
IMMUNITY: Control, Catch  CAN'T EVADE: None
CREATURE TYPE: Heavy
INITIAL STATUS: None
ELEMENTAL IMMUNITY: None
ELEMENTAL ABSORB: Lighting
ELEMENTAL WEAKNESS: None
STATUS IMMUNITY: Death, Petrify, Toad, Mini, Float, Poison, Zombie, Darkness,
                  Old, Sleep, Paralyze, Confuse, Berserk, Silence, Image,
                  Reflect, Protect, Shell, Stop, Haste, Slow, Invul, Regen
SPECIALTY: Critial Attack
SPECIALTY EFFECT: None
AI SCRIPT:
(Valiant Attack)
{Missile,Mustard Bomb,Flash}
React:Death(Var01=01){
    No Interrupt{
        Set Variable:Var01=00
        Display Text:The armor was desrtoyed!
        Set Target:Self
        (Punishment)
    }
}

```

```
React:Death{
  No Interrupt{
    Set Variable:Var01=01
    Set Target:Self
    (Punishment)
  }
}
```

```
NAME: Wave Cannon
LEVEL: 97                                EXP: 0
HP: 22000                                GIL: 0
MP: 55000                                SPEED: 44
ATTACK: 120                              MAGIC POWER: 100
ATT. MULT: 30                            MAGIC MULT: 41
EVADE%: 0                                MAGIC EVADE%: 0
DEFENSE: 20                              MAGIC DEFENSE: 0
DROP(ALWAYS): Nothing                    STEAL(COMMON): Nothing
DROP(RARE): Nothing                       STEAL(RARE): Blitzshot
IMMUNITY: Control, Catch                  CAN'T EVADE: None
CREATURE TYPE: Heavy
INITIAL STATUS: None
ELEMENTAL IMMUNITY: None
ELEMENTAL ABSORB: Lighting
ELEMENTAL WEAKNESS: None
STATUS IMMUNITY: Death, Petrify, Toad, Mini, Float, Poison, Zombie, Darkness,
Old, Sleep, Paralyze, Confuse, Berserk, Silence, Image,
Reflect, Protect, Shell, Stop, Haste, Slow, Invul, Regen
SPECIALTY: Critical Attack
SPECIALTY EFFECT: None
AI SCRIPT:
While(Enemy:#6 Alive Only){
  Set Target:All Enemies
  (Punishment)
}
Display Text:DIFFUSION BEAM CANNON:ONLINE
Nothing
Display Text:LASER CROSSHAIR BRIGHTNESS:20
Nothing
Display Text:SAFETY LOCK:OFFLINE
Nothing
Display Text:BARREL PRESSURE RISING
Nothing
Display Text:BLAST SHIELDING:ACTIVATED
Nothing
Display Text:ENERGY CELLS:128% CAPACITY
Nothing
No Interrupt{
  Display Text:FIRING
  Wave Cannon
  Wave Cannon
}
React:Death{
  Set Target:Self
  (Punishment)
}
```

```
NAME: (Enuo R Hand)
LEVEL: 97                                EXP: 0
HP: 60000                                GIL: 0
MP: 65000                                SPEED: 24
```

```

ATTACK: 220                                MAGIC POWER: 100
ATT. MULT: 30                              MAGIC MULT: 41
EVADE%: 20                                 MAGIC EVADE%: 120
DEFENSE: 100                              MAGIC DEFENSE: 30
DROP (ALWAYS): Nothing                    STEAL (COMMON): Nothing
DROP (RARE): Nothing                      STEAL (RARE): Nothing
IMMUNITY: Control, Catch, HP Scan        CAN'T EVADE: None
CREATURE TYPE: Heavy
INITIAL STATUS: (Always)Invulnerable
ELEMENTAL IMMUNITY: None
ELEMENTAL ABSORB: None
ELEMENTAL WEAKNESS: None
STATUS IMMUNITY: Death, Petrify, Toad, Mini, Float, Poison, Zombie, Darkness,
                Old, Sleep, Paralyze, Confuse, Berserk, Silence, Image,
                Reflect, Slow
SPECIALTY: Dimention Zero
SPECIALTY EFFECT: 1.5*Damage, 100% Hit, Pierce Def, Adds HP Leak
AI SCRIPT:
While (Enemy:#0&1 Alive Only){
    No Interrupt{
        Display Text:The power of the Void is increasing!
        Unhide Monster:(Change Monster):4 Enuo[F.2]
        (Start Script)
    }
}
No Interrupt{
    Set Target:Enemy #3
    {Protect,Regen,Nothing}
    Set Target:Single Member with Status
    {Poison,Osmose,Nothing}
}
No Interrupt{
    Set Target:Enemy #3
    {Haste,Shell,Nothing}
    Set Target:Whole party
    {Graviga,Slowga,Nothing}
}
No Interrupt{
    Set Target:Single Member with Status
    {Berserk,Pond's Chorus,Nothing}
    Set Target:Single Member with Status
    {Evil Eye,White Hole,Nothing}
}

```

```

NAME: (Enuo L Hand)
LEVEL: 97                                EXP: 0
HP: 60000                                GIL: 0
MP: 65000                                SPEED: 20
ATTACK: 220                              MAGIC POWER: 15
ATT. MULT: 30                            MAGIC MULT: 9
EVADE%: 20                               MAGIC EVADE%: 120
DEFENSE: 100                             MAGIC DEFENSE: 30
DROP (ALWAYS): Nothing                   STEAL (COMMON): Nothing
DROP (RARE): Nothing                     STEAL (RARE): Nothing
IMMUNITY: Control, Catch, HP Scan        CAN'T EVADE: None
CREATURE TYPE: Heavy
INITIAL STATUS: (Always)Invulnerable
ELEMENTAL IMMUNITY: None
ELEMENTAL ABSORB: None
ELEMENTAL WEAKNESS: None

```

STATUS IMMUNITY: Death, Petrify, Toad, Mini, Float, Poison, Zombie, Darkness,
Old, Sleep, Paralyze, Confuse, Berserk, Silence, Image,
Reflect, Slow

SPECIALTY: Dimention Zero

SPECIALTY EFFECT: 1.5*Damage, 100% Hit, Pierce Def, Adds HP Leak

AI SCRIPT:

Nothing

(Animation Effect:Vibration ON)

Nothing

(Animation Effect:Vibration OFF)

Grand Cross

Nothing

(Animation Effect:Vibration ON)

Nothing

(Animation Effect:Vibration OFF)

Giga Flare

NAME: Enuo[F.1]

LEVEL: 97

EXP: 0

HP: 60000

GIL: 0

MP: 65000

SPEED: 65

ATTACK: 220

MAGIC POWER: 45

ATT. MULT: 30

MAGIC MULT: 21

EVADE%: 20

MAGIC EVADE%: 120

DEFENSE: 100

MAGIC DEFENSE: 30

DROP(ALWAYS): Nothing

STEAL(COMMON): Nothing

DROP(RARE): Nothing

STEAL(RARE): Nothing

IMMUNITY: Control, Catch, HP Scan

CAN'T EVADE: None

CREATURE TYPE: Heavy

INITIAL STATUS: None

ELEMENTAL IMMUNITY: None

ELEMENTAL ABSORB: None

ELEMENTAL WEAKNESS: None

STATUS IMMUNITY: Death, Petrify, Toad, Mini, Float, Poison, Zombie, Darkness,
Old, Sleep, Paralyze, Confuse, Berserk, Silence, Image,
Reflect

SPECIALTY: Dimention Zero

SPECIALTY EFFECT: 1.5*Damage, 100% Hit, Pierce Def, Adds HP Leak

AI SCRIPT:

{Firaga,Blizzaga,Thundaga}

{Aeroga,Aqua Breath,Bio}

{Flare,Holy,Meteor}

{Drain Touch,Deep Freeze,Meltdown}

React:Death{

 No Interrupt{

 Display Text:The power of the Void is increasing!

 Unhide Monster:(Change Monster):4 Enuo[F.2]

 (Start Script)

 }

}

NAME: Enuo[F.2]

LEVEL: 97

EXP: 0

HP: 60000

GIL: 0

MP: 65000

SPEED: 76

ATTACK: 220

MAGIC POWER: 50

ATT. MULT: 30

MAGIC MULT: 22

EVADE%: 20

MAGIC EVADE%: 120

DEFENSE: 100

MAGIC DEFENSE: 30

DROP(ALWAYS): Nothing

STEAL(COMMON): Nothing

```

DROP (RARE): Nothing
IMMUNITY: Control, Catch, HP Scan
CREATURE TYPE: Heavy
INITIAL STATUS: (Always)Protect, Shell
ELEMENTAL IMMUNITY: None
ELEMENTAL ABSORB: None
ELEMENTAL WEAKNESS: None
STATUS IMMUNITY: Death, Petrify, Toad, Mini, Float, Poison, Zombie, Darkness,
                  Old, Sleep, Paralyze, Confuse, Berserk, Silence, Image,
                  Reflect, Stop, Slow
SPECIALTY: Dimention Zero
SPECIALTY EFFECT: 1.5*Damage, 100% Hit, Pierce Def, Adds HP Leak
AI SCRIPT:
(Animation Effect:Vibration ON)
No Interrupt{
    {Dimension Zero,Meteor,Almagest}
    {Dimension Zero,White Hole,Maelstrom}
    (Animation Effect:Vibration OFF)
}
{Flare,Holy,Delta Attack}
(Animation Effect:Vibration ON)
No Interrupt{
    {Almagest,Almagest,Grand Cross}
    (Animation Effect:Vibration OFF)
}
{Drain Touch,Deep Freeze,Meltdown}
{L3 Flare,L4 Graviga,L5 Death}
(Animation Effect:Vibration ON)
No Interrupt{
    Dimension Zero
    (Animation Effect:Vibration OFF)
}
Counter(HP Damage & Var00=01){
    Set Variable:Var00=00
    {White Hole,Dance Macabre,Nothing}
}
Counter(HP Damage){
    Set Variable:Var00=01
    {Reaper's Sword,Hurricane,Nothing}
}

```

```

*****
2.5) Cloister of the Dead Monsters
*****

```

```

NAME: Wing Raptor[F.1]
LEVEL: 1
HP: 12000
MP: 2500
ATTACK: 80
ATT. MULT: 17
EVADE%: 0
DEFENSE: 0
IMMUNITY: Control, Catch
CREATURE TYPE: Heavy
INITIAL STATUS: (Always)Float
ELEMENTAL IMMUNITY: None
ELEMENTAL ABSORB: None
ELEMENTAL WEAKNESS: None
STATUS IMMUNITY: Petrify, Toad, Mini
EXP: 0
GIL: 0
SPEED: 55
MAGIC POWER: 20
MAGIC MULT: 4
MAGIC EVADE%: 20
MAGIC DEFENSE: 30
CAN'T EVADE: Aerial

```

SPECIALTY: Claw
SPECIALTY EFFECT: 100% Hit, Pierce Def
AI SCRIPT:
{Breath Wing,Attack,Breath Wing}
{Breath Wing,Attack,Breath Wing}
Unhide Monster:(Form Change):1 Wing Raptor[F.2]
(Start script)

NAME: Wing Raptor[F.2]
LEVEL: 2 EXP: 0
HP: 12000 GIL: 0
MP: 0 SPEED: 55
ATTACK: 80 MAGIC POWER: 20
ATT. MULT: 17 MAGIC MULT: 4
EVADE%: 40 MAGIC EVADE%: 20
DEFENSE: 40 MAGIC DEFENSE: 30
IMMUNITY: Control, Catch CAN'T EVADE: Aerial

CREATURE TYPE: Heavy
INITIAL STATUS: (Always)Float
ELEMENTAL IMMUNITY: None
ELEMENTAL ABSORB: None
ELEMENTAL WEAKNESS: None
STATUS IMMUNITY: Petrify, Toad, Mini
SPECIALTY: Claw
SPECIALTY EFFECT: 100% Hit, Pierce Def

AI SCRIPT:
Nothing
Nothing
No Interrupt{
 Unhide Monster:(Form Change):0 Wing Raptor[F.1]
 (Start Script)
 Breath Wing
 }
Counter(Attack){
 Claw
 }

NAME: Garuda
LEVEL: 3 EXP: 0
HP: 10000 GIL: 0
MP: 1000 SPEED: 45
ATTACK: 118 MAGIC POWER: 0
ATT. MULT: 16 MAGIC MULT: 4
EVADE%: 0 MAGIC EVADE%: 0
DEFENSE: 20 MAGIC DEFENSE: 20
IMMUNITY: Control, Catch CAN'T EVADE: None

CREATURE TYPE: Magic Beast
INITIAL STATUS: None
ELEMENTAL IMMUNITY: None
ELEMENTAL ABSORB: None
ELEMENTAL WEAKNESS: None
STATUS IMMUNITY: Mini, Sleep
SPECIALTY: Rush
SPECIALTY EFFECT: Adds HP Leak

AI SCRIPT:
While(Status:Self:Toad){
 Set Target:Self
 Toad
 }
Attack

```
Counter(HP<5000 & HP Damage){
  No Interrupt{
    Attack
    {Rush,Attack,Nothing}
  }
}
```

NAME: Siren(Human)

LEVEL: 2	EXP: 0
HP: 14000	GIL: 0
MP: 2000	SPEED: 60
ATTACK: 100	MAGIC POWER: 0
ATT. MULT: 20	MAGIC MULT: 4
EVADE%: 0	MAGIC EVADE%: 0
DEFENSE: 0	MAGIC DEFENSE: 40
IMMUNITY: Control, Catch	CAN'T EVADE: None

CREATURE TYPE: Heavy, Human

INITIAL STATUS: None

ELEMENTAL IMMUNITY: None

ELEMENTAL ABSORB: None

ELEMENTAL WEAKNESS: None

STATUS IMMUNITY: Toad, Mini, Sleep, Silence

SPECIALTY: Critical Attack

SPECIALTY EFFECT: None

AI SCRIPT:

{Silence,Slow,Haste}

{Curaga,Blizzaga,Libra}

{Protect,Sleep,Thundaga}

No Interrupt{

Display Text:Siren has become one of the Undead!

Unhide Monster:(Form Change):1 Siren(Undead)

(Start Script)

}

NAME: Siren(Undead)

LEVEL: 2	EXP: 0
HP: 14000	GIL: 0
MP: 2000	SPEED: 60
ATTACK: 100	MAGIC POWER: 0
ATT. MULT: 20	MAGIC MULT: 4
EVADE%: 0	MAGIC EVADE%: 0
DEFENSE: 20	MAGIC DEFENSE: 0
IMMUNITY: Control, Catch	CAN'T EVADE: None

CREATURE TYPE: Heavy, Human, Undead

INITIAL STATUS: None

ELEMENTAL IMMUNITY: None

ELEMENTAL ABSORB: Poison

ELEMENTAL WEAKNESS: Fire

STATUS IMMUNITY: Toad, Mini, Poison, Old, Sleep, Paralyze, Confuse, Berserk,
Silence, Image, Stop

SPECIALTY: Venomous Clasp

SPECIALTY EFFECT: Adds Poison

AI SCRIPT:

{Attack,Venomous Clasp,Attack}

{Attack,Venomous Clasp,Attack}

{Attack,Venomous Clasp,Venomous Clasp}

Unhide Monster:(Form Change):0 Siren(Human)

(Start Script)

NAME: Forza

LEVEL: 8 EXP: 0
HP: 16000 GIL: 0
MP: 1500 SPEED: 60
ATTACK: 122 MAGIC POWER: 0
ATT. MULT: 18 MAGIC MULT: 4
EVADE%: 0 MAGIC EVADE%: 0
DEFENSE: 10 MAGIC DEFENSE: 30
IMMUNITY: Control, Catch CAN'T EVADE: None
CREATURE TYPE: Heavy, Human
INITIAL STATUS: None
ELEMENTAL IMMUNITY: None
ELEMENTAL ABSORB: None
ELEMENTAL WEAKNESS: None
STATUS IMMUNITY: Death, Petrify, Toad, Mini
SPECIALTY: Tackle
SPECIALTY EFFECT: 1.5*Damage
AI SCRIPT:
{Attack,Tackle,Attack}

NAME: Magissa

LEVEL: 8 EXP: 0
HP: 13000 GIL: 0
MP: 3000 SPEED: 50
ATTACK: 122 MAGIC POWER: 30
ATT. MULT: 15 MAGIC MULT: 4
EVADE%: 0 MAGIC EVADE%: 0
DEFENSE: 0 MAGIC DEFENSE: 0
IMMUNITY: Control, Catch CAN'T EVADE: None
CREATURE TYPE: Human
INITIAL STATUS: None
ELEMENTAL IMMUNITY: None
ELEMENTAL ABSORB: None
ELEMENTAL WEAKNESS: None
STATUS IMMUNITY: Death, Petrify, Toad, Mini, Old, Sleep, Paralyze, Confuse,
Berserk, Image
SPECIALTY: Critical Attack
SPECIALTY EFFECT: None
AI SCRIPT:
While(Var00=00 & HP<6000){
 No Interrupt{
 Set Target:All Enemies
 Regen
 Set Variable:Var00=01
 }
}
{Firaga,Blizzaga,Thundaga}
{Aeroga,Critical Attack,Drain}

NAME: Gil Turtle

LEVEL: 57 EXP: 0
HP: 40000 GIL: 5000
MP: 1000 SPEED: 70
ATTACK: 155 MAGIC POWER: 70
ATT. MULT: 15 MAGIC MULT: 19
EVADE%: 50 MAGIC EVADE%: 60
DEFENSE: 50 MAGIC DEFENSE: 60
IMMUNITY: Control, Catch CAN'T EVADE: None
CREATURE TYPE: Heavy, Undead
INITIAL STATUS: Protect, Shell
ELEMENTAL IMMUNITY: Holy

ELEMENTAL ABSORB: Fire, Lightning, Poison, Earth, Wind, Water

ELEMENTAL WEAKNESS: Ice

STATUS IMMUNITY: Death, Petrify, Toad, Mini, Float, Poison, Zombie, Darkness,
Old, Sleep, Paralyze, Confuse, Berserk, Silence, Stop

SPECIALTY: Turtle

SPECIALTY EFFECT: Adds Aging, Poison, Darkness, Paralyze, Confuse, HP Leak

AI SCRIPT:

Attack

React:Death{

 Earthquake

}

Counter(HP Damage){

 No Interrupt{

 Turtle

 Turtle

 }

}

NAME: Liquid Flame(Human)

LEVEL: 19 EXP: 0

HP: 13000 GIL: 0

MP: 3000 SPEED: 62

ATTACK: 100 MAGIC POWER: 20

ATT. MULT: 18 MAGIC MULT: 5

EVADE%: 30 MAGIC EVADE%: 0

DEFENSE: 0 MAGIC DEFENSE: 20

IMMUNITY: Control, Catch CAN'T EVADE: None

CREATURE TYPE: None

INITIAL STATUS: None

ELEMENTAL IMMUNITY: Poison, Water

ELEMENTAL ABSORB: Fire, Wind

ELEMENTAL WEAKNESS: Ice

STATUS IMMUNITY: Petrify, Toad, Mini, Poison, Zombie, Darkness, Old, Sleep,
Paralyze, Berserk, Silence, Image, Reflect, Protect, Shell,
Stop, Haste, Slow, Invul, Regen

SPECIALTY: Rush

SPECIALTY EFFECT: 100% Hit, Pierce Def

AI SCRIPT:

{Attack,Rush,Blaze}

Counter(HP Damage){

 No Interrupt{

 Blaze

 Unhide Monster:(Random):1 Liquid Flame(Hand)

 2 Liquid Flame(Whirl)

 Start Script)

 }

}

NAME: Liquid Flame(Hand)

LEVEL: 19 EXP: 0

HP: 13000 GIL: 0

MP: 1000 SPEED: 62

ATTACK: 100 MAGIC POWER: 50

ATT. MULT: 18 MAGIC MULT: 7

EVADE%: 20 MAGIC EVADE%: 0

DEFENSE: 0 MAGIC DEFENSE: 50

IMMUNITY: Control, Catch CAN'T EVADE: None

CREATURE TYPE: Heavy

INITIAL STATUS: None

ELEMENTAL IMMUNITY: Ice, Lightning, Poison, Holy, Earth, Wind, Water

ELEMENTAL WEAKNESS: None
 ELEMENTAL ABSORB: Fire, Wind
 STATUS IMMUNITY: Petrify, Toad, Mini, Poison, Zombie, Darkness, Old, Sleep,
 Paralyze, Berserk, Silence, Image, Reflect, Protect, Shell,
 Stop, Haste, Slow, Invul, Regen
 SPECIALTY: Ray
 SPECIALTY EFFECT: Adds Paralyze
 AI SCRIPT:
 {Attack,Attack,Ray}
 Counter(HP Damage){
 No Interrupt{
 Firaga
 Unhide Monster:(Random):0 Liquid Flame(Human)
 2 Liquid Flame(Whirl)
 (Start Script)
 }
}

NAME: Liquid Flame(Whirl)
 LEVEL: 19 EXP: 0
 HP: 13000 GIL: 0
 MP: 2000 SPEED: 62
 ATTACK: 100 MAGIC POWER: 30
 ATT. MULT: 18 MAGIC MULT: 6
 EVADE%: 40 MAGIC EVADE%: 0
 DEFENSE: 0 MAGIC DEFENSE: 20
 IMMUNITY: Control, Catch CAN'T EVADE: None
 CREATURE TYPE: None
 INITIAL STATUS: None
 ELEMENTAL IMMUNITY: Poison, Water
 ELEMENTAL ABSORB: Fire, Wind
 ELEMENTAL WEAKNESS: Ice
 STATUS IMMUNITY: Petrify, Toad, Mini, Poison, Zombie, Darkness, Old, Sleep,
 Paralyze, Berserk, Silence, Image, Reflect, Protect, Shell,
 Stop, Haste, Slow, Invul, Regen
 SPECIALTY: Critical Attack
 SPECIALTY EFFECT: 1.5*Damage
 AI SCRIPT:
 Set Target:Self
 Firaga
 Counter(HP Damage){
 No Interrupt{
 Magnet
 Unhide Monster:(Random):0 Liquid Flame(Human)
 1 Liquid Flame(Hand)
 (Start Script)
 }
}

NAME: Soul Cannon
 LEVEL: 36 EXP: 40
 HP: 30000 GIL: 100
 MP: 10000 SPEED: 65
 ATTACK: 120 MAGIC POWER: 10
 ATT. MULT: 15 MAGIC MULT: 5
 EVADE%: 0 MAGIC EVADE%: 20
 DEFENSE: 20 MAGIC DEFENSE: 20
 IMMUNITY: Control, Catch CAN'T EVADE: None
 CREATURE TYPE: Heavy
 INITIAL STATUS: None

ELEMENTAL IMMUNITY: Poison, Wind, Water
ELEMENTAL ABSORB: None
ELEMENTAL WEAKNESS: Lightning
STATUS IMMUNITY: Death, Petrify, Toad, Mini, Float, Poison, Zombie, Darkness,
Old, Sleep, Paralyze, Confuse, Berserk, Silence, Image, Stop
SPECIALTY: Critical Attack
SPECIALTY EFFECT: None
AI SCRIPT:
While(Var00=01){
 Display Text:DIFFUSION BEAM CANNON:ONLINE
 Nothing
 Display Text:BARREL PRESSURE RISING
 Nothing
 Display Text:ENERGY CELLS:128% CAPACITY
 Nothing
 Display Text:FIRING
 Wave Cannon
 }
Display Text:DIFFUSION BEAM CANNON:ONLINE
Nothing
Display Text:LASER CROSSHAIR BRIGHTNESS:20
Nothing
Display Text:SAFETY LOCK:OFFLINE
Nothing
Display Text:BARREL PRESSURE RISING
Nothing
Display Text:BLAST SHIELDING:ACTIVATED
Nothing
Display Text:ENERGY CELLS:128% CAPACITY
Nothing
Display Text:FIRING
Wave Cannon
Set Variable:Var00=01
Nothing
While(HP Damage & HP<10000){
 Set Target:All Enemies
 (Punishment)
 }

NAME: Launcher
LEVEL: 50
HP: 12000
MP: 2500
ATTACK: 100
ATT. MULT: 10
EVADE%: 0
DEFENSE: 0
IMMUNITY: Control, Catch
CREATURE TYPE: Heavy
INITIAL STATUS: None
ELEMENTAL IMMUNITY: Poison, Wind, Water
ELEMENTAL ABSORB: None
ELEMENTAL WEAKNESS: None
STATUS IMMUNITY: Death, Petrify, Toad, Mini, Float, Poison, Zombie, Darkness,
Old, Sleep, Paralyze, Confuse, Berserk, Silence, Image
SPECIALTY: Critical Attack
SPECIALTY EFFECT: None
AI SCRIPT:
(Valiant Attack)
While(HP Damage & HP<10000){

```
Set Target:Self
(Punishment)
}
```

```
NAME: Purobolos
LEVEL: 22 EXP: 0
HP: 6000 GIL: 0
MP: 600 SPEED: 45
ATTACK: 112 MAGIC POWER: 20
ATT. MULT: 8 MAGIC MULT: 5
EVADE%: 0 MAGIC EVADE%: 0
DEFENSE: 0 MAGIC DEFENSE: 0
IMMUNITY: Catch CAN'T EVADE: None
CREATURE TYPE: None
INITIAL STATUS: None
ELEMENTAL IMMUNITY: None
ELEMENTAL ABSORB: None
ELEMENTAL WEAKNESS: None
STATUS IMMUNITY: Toad, Mini, Paralyze, Confuse
SPECIALTY: Critical Attack
SPECIALTY EFFECT: None
CONTROL: Attack, Self-Destruct
RELEASE: Can't
AI SCRIPT:
Nothing
Nothing
{Attack,Critical Attack,Self-Destruct}
React:Death{
    Set Target:All Dead Enemies
    Arise
}
Counter(Summon Magic){
    Set Target:Self
    Curaga
}
```

```
NAME: Minotaur
LEVEL: 37 EXP: 0
HP: 24000 GIL: 0
MP: 0 SPEED: 55
ATTACK: 130 MAGIC POWER: 0
ATT. MULT: 12 MAGIC MULT: 4
EVADE%: 0 MAGIC EVADE%: 0
DEFENSE: 0 MAGIC DEFENSE: 0
IMMUNITY: Control, Catch CAN'T EVADE: None
CREATURE TYPE: Heavy, Human
INITIAL STATUS: None
ELEMENTAL IMMUNITY: Poison, Holy, Earth, Water
ELEMENTAL ABSORB: Poison, Holy, Earth, Water
ELEMENTAL WEAKNESS: None
STATUS IMMUNITY: Death, Petrify, Toad, Mini, Float, Poison, Zombie, Darkness,
                Old, Sleep, Paralyze, Confuse, Berserk, Silence, Image,
                Reflect, Protect, Shell, Stop, Haste, Slow, Invul, Regen
SPECIALTY: Critical Attack
SPECIALTY EFFECT: None
AI SCRIPT:
While(Var00=01){
    {Attack,Attack,Critical Attack}
}
Set Variable:Var00=01
```

```

Display Text:Your Magic has been taken away!
{Attack,Attack,Critical Attack}
React:Death{
    Holy
}
Counter(Anything But Magic){
    {Critical Attack,Nothing,Nothing}
}
Counter(Item:Assassin's Dagger){
    Nothing
}

NAME: Triton
LEVEL: 37                                EXP: 0
HP: 18000                                GIL: 0
MP: 12000                                SPEED: 40
ATTACK: 110                              MAGIC POWER: 40
ATT. MULT: 15                            MAGIC MULT: 9
EVADE%: 0                                MAGIC EVADE%: 80
DEFENSE: 0                                MAGIC DEFENSE: 30
IMMUNITY: Control, Catch                 CAN'T EVADE: None
CREATURE TYPE: Undead
INITIAL STATUS: None
ELEMENTAL IMMUNITY: None
ELEMENTAL ABSORB: Fire
ELEMENTAL WEAKNESS: Ice
STATUS IMMUNITY: Toad, Mini, Berserk, Slow
SPECIALTY: Critical Attack
SPECIALTY EFFECT: None
AI SCRIPT:
While(Status:Enemy:Dead){
    No Interrupt{
        Unhide Monster:(Form Change):0 Triton
                                           1 Nereid
                                           2 Phobos

        (Start Script)
        Delta Attack
    }
}
{Attack,Attack,Nothing}
Set Target:Whole party
{Firaga,Firaga,Nothing}
{Attack,Attack,Flame Thrower}
{Attack,Firaga,Attack}

```

```

NAME: Nereid
LEVEL: 20                                EXP: 0
HP: 18000                                GIL: 0
MP: 12000                                SPEED: 50
ATTACK: 105                              MAGIC POWER: 40
ATT. MULT: 15                            MAGIC MULT: 7
EVADE%: 0                                MAGIC EVADE%: 80
DEFENSE: 0                                MAGIC DEFENSE: 30
IMMUNITY: Control, Catch                 CAN'T EVADE: None
CREATURE TYPE: Undead
INITIAL STATUS: None
ELEMENTAL IMMUNITY: None
ELEMENTAL ABSORB: Ice
ELEMENTAL WEAKNESS: Fire
STATUS IMMUNITY: Toad, Mini, Berserk, Slow

```

SPECIALTY: Critical Attack

SPECIALTY EFFECT: None

AI SCRIPT:

```
While (Status:Enemy:Dead) {  
    No Interrupt{  
        Unhide Monster:(Form Change):0 Triton  
                                           1 Nereid  
                                           2 Phobos  
  
        (Start Script)  
        Delta Attack  
    }  
}  
{Attack,Attack,Nothing}  
{Ice Storm,Ice Storm,Nothing}  
{Attack,Attack,Frost}  
{Attack,Blizzaga,Attack}
```

NAME: Phobos

LEVEL: 39	EXP: 0
HP: 18000	GIL: 0
MP: 12000	SPEED: 60
ATTACK: 110	MAGIC POWER: 40
ATT. MULT: 15	MAGIC MULT: 10
EVADE%: 0	MAGIC EVADE%: 80
DEFENSE: 0	MAGIC DEFENSE: 30
IMMUNITY: Control, Catch	CAN'T EVADE: None

CREATURE TYPE: Undead

INITIAL STATUS: None

ELEMENTAL IMMUNITY: None

ELEMENTAL ABSORB: Poison

ELEMENTAL WEAKNESS: Earth

STATUS IMMUNITY: Toad, Mini, Berserk, Slow

SPECIALTY: Critical Attack

SPECIALTY EFFECT: None

AI SCRIPT:

```
While (Status:Enemy:Dead) {  
    No Interrupt{  
        Unhide Monster:(Form Change):0 Triton  
                                           1 Nereid  
                                           2 Phobos  
  
        (Start Script)  
        Delta Attack  
    }  
}  
{Attack,Attack,Nothing}  
Set Target:Whole Party  
{Bio,Bio,Nothing}  
{Attack,Attack,Rainbow Wind}  
{Attack,Bio,Attack}
```

NAME: Byblos

LEVEL: 24	EXP: 0
HP: 12000	GIL: 0
MP: 2500	SPEED: 70
ATTACK: 98	MAGIC POWER: 30
ATT. MULT: 18	MAGIC MULT: 6
EVADE%: 40	MAGIC EVADE%: 30
DEFENSE: 16	MAGIC DEFENSE: 35
IMMUNITY: Control, Catch	CAN'T EVADE: None

CREATURE TYPE: Magic Beast

INITIAL STATUS: None
ELEMENTAL IMMUNITY: None
ELEMENTAL ABSORB: Ice, Lightning, Poison, Holy, Earth, Wind, Water
ELEMENTAL WEAKNESS: Fire, Holy
STATUS IMMUNITY: Death, Petrify, Toad, Mini, Float, Old, Sleep, Confuse,
 Silence, Stop
SPECIALTY: Critical Attack
SPECIALTY EFFECT: None
AI SCRIPT:
{Web,Magic Hammer,Attack}
{Attack,Confuse,Wind Slash}
{Magic Hammer,Attack,Web}
{Dischord,Wind Slash,Attack}
Counter(HP<8000 & HP Damage){
 {Drain,Drain,Nothing}
 }
Counter(Anything But Magic){
 {Protect,Nothing,Nothing}
 }
Counter(Magic){
 {Toad,Nothing,Nothing}
 }

NAME: Tyrannosaur
LEVEL: 29 EXP: 0
HP: 22000 GIL: 0
MP: 2200 SPEED: 80
ATTACK: 120 MAGIC POWER: 0
ATT. MULT: 12 MAGIC MULT: 4
EVADE%: 0 MAGIC EVADE%: 0
DEFENSE: 20 MAGIC DEFENSE: 30
IMMUNITY: Control, Catch CAN'T EVADE: None

CREATURE TYPE: Dragon, Undead
INITIAL STATUS: None
ELEMENTAL IMMUNITY: Ice
ELEMENTAL ABSORB: None
ELEMENTAL WEAKNESS: Fire
STATUS IMMUNITY: Petrify, Toad, Mini, Poison, Sleep, Paralyze, Confuse,
 Silence, Stop
SPECIALTY: Critical Attack
SPECIALTY EFFECT: None
AI SCRIPT:
{Attack,Attack,Critical Attack}
Counter(Anything But Magic){
 {Attack,Critical Attack,???)
 }
Counter(Magic:Elemental:Holy,Earth,Wind,Water){
 Poison Breath
 }

NAME: Dragon Pod
LEVEL: 33 EXP: 0
HP: 20000 GIL: 0
MP: 3000 SPEED: 50
ATTACK: 140 MAGIC POWER: 60
ATT. MULT: 8 MAGIC MULT: 11
EVADE%: 0 MAGIC EVADE%: 0
DEFENSE: 0 MAGIC DEFENSE: 50
IMMUNITY: Control, Catch CAN'T EVADE: None
CREATURE TYPE: Human


```

INITIAL STATUS: (Always)Regen
ELEMENTAL IMMUNITY: None
ELEMENTAL ABSORB: None
ELEMENTAL WEAKNESS: None
STATUS IMMUNITY: Petrify, Toad, Mini, Poison, Sleep, Paralyze, Confuse, Silence
SPECIALTY: Critical Attack
SPECIALTY EFFECT: None
AI SCRIPT:
While(Var00=01 & Alone){
    Unhide Monster:(Change Monster):0 Dragon Pod
        1 Dragon Flower
        2 Dragon Flower
        3 Dragon Flower
        4 Dragon Flower
        5 Dragon Flower

    (Start Script)
}
While(Var00=01){
    Nothing
    Nothing
    Nothing
    Nothing
    Nothing
    Unhide Monster:(Change Monster):0 Dragon Pod
        1 Dragon Flower
        2 Dragon Flower
        3 Dragon Flower
        4 Dragon Flower
        5 Dragon Flower

    (Start Script)
}
Unhide Monster:(Change Monster):0 Dragon Pod
    1 Dragon Flower
    4 Dragon Flower
    5 Dragon Flower

(Start Script)
Unhide Monster:(Change Monster):0 Dragon Pod
    1 Dragon Flower
    3 Dragon Flower
    4 Dragon Flower

(Start Script)
Unhide Monster:(Change Monster):0 Dragon Pod
    2 Dragon Flower
    3 Dragon Flower
    5 Dragon Flower

(Start Script)
Unhide Monster:(Change Monster):0 Dragon Pod
    1 Dragon Flower
    2 Dragon Flower
    3 Dragon Flower
    4 Dragon Flower
    5 Dragon Flower

(Start Script)
Set Variable:Var00=01
Nothing

NAME: Dragon Flower(1,RIGHT)
LEVEL: 31                EXP: 0
HP: 3000                 GIL: 0
MP: 3000                 SPEED: 35

```

ATTACK: 20
ATT. MULT: 30
EVADE%: 0
DEFENSE: 0
IMMUNITY: Control, Catch
CREATURE TYPE: None
INITIAL STATUS: (Always)Regen
ELEMENTAL IMMUNITY: None
ELEMENTAL ABSORB: None
ELEMENTAL WEAKNESS: None
STATUS IMMUNITY: None
SPECIALTY: Silver Powder
SPECIALTY EFFECT: 100% Hit, Pierce Def, Adds Aging
AI SCRIPT:
{Silver Powder,Silver Powder,Nothing}

NAME: Dragon Flower(2,MID R)
LEVEL: 31
HP: 3000
MP: 3000
ATTACK: 20
ATT. MULT: 30
EVADE%: 0
DEFENSE: 0
IMMUNITY: Control, Catch
CREATURE TYPE: None
INITIAL STATUS: (Always)Regen
ELEMENTAL IMMUNITY: None
ELEMENTAL ABSORB: None
ELEMENTAL WEAKNESS: None
STATUS IMMUNITY: None
SPECIALTY: Poison Powder
SPECIALTY EFFECT: 100% Hit, Pierce Def, Adds Poison
AI SCRIPT:
{Poison Powder,Poison Powder,Nothing}

NAME: Dragon Flower(3,MID)
LEVEL: 33
HP: 3000
MP: 3000
ATTACK: 20
ATT. MULT: 30
EVADE%: 0
DEFENSE: 0
IMMUNITY: Control, Catch
CREATURE TYPE: None
INITIAL STATUS: (Always)Regen
ELEMENTAL IMMUNITY: None
ELEMENTAL ABSORB: None
ELEMENTAL WEAKNESS: None
STATUS IMMUNITY: None
SPECIALTY: Darkness Powder
SPECIALTY EFFECT: 100% Hit, Pierce Def, Adds Darkness
AI SCRIPT:
{Darkness Powder,Darkness Powder,Nothing}

NAME: Dragon Flower(4,MID L)
LEVEL: 31
HP: 3000
MP: 3000
ATTACK: 20
ATT. MULT: 30
EVADE%: 0
DEFENSE: 0
IMMUNITY: Control, Catch
CREATURE TYPE: None
INITIAL STATUS: (Always)Regen
ELEMENTAL IMMUNITY: None
ELEMENTAL ABSORB: None
ELEMENTAL WEAKNESS: None
STATUS IMMUNITY: None
SPECIALTY: Silver Powder
SPECIALTY EFFECT: 100% Hit, Pierce Def, Adds Aging
AI SCRIPT:
{Silver Powder,Silver Powder,Nothing}

```

ATTACK: 20                                MAGIC POWER: 60
ATT. MULT: 30                             MAGIC MULT: 11
EVADE%: 0                                 MAGIC EVADE%: 40
DEFENSE: 0                                MAGIC DEFENSE: 60
IMMUNITY: Control, Catch                  CAN'T EVADE: None
CREATURE TYPE: None
INITIAL STATUS: (Always)Regen
ELEMENTAL IMMUNITY: None
ELEMENTAL ABSORB: None
ELEMENTAL WEAKNESS: None
STATUS IMMUNITY: None
SPECIALTY: Paralyze Powder
SPECIALTY EFFECT: 100% Hit, Pierce Def, Adds Paralyze
AI SCRIPT:
{Paralyze Powder,Paralyze Powder,Nothing}

```

```

NAME: Dragon Flower(5,L)
LEVEL: 35                                 EXP: 0
HP: 3000                                 GIL: 0
MP: 3000                                 SPEED: 32
ATTACK: 20                               MAGIC POWER: 60
ATT. MULT: 30                            MAGIC MULT: 12
EVADE%: 0                                 MAGIC EVADE%: 40
DEFENSE: 0                               MAGIC DEFENSE: 60
IMMUNITY: Control, Catch                  CAN'T EVADE: None
CREATURE TYPE: None
INITIAL STATUS: (Always)Regen
ELEMENTAL IMMUNITY: None
ELEMENTAL ABSORB: None
ELEMENTAL WEAKNESS: None
STATUS IMMUNITY: None
SPECIALTY: Confuse Powder
SPECIALTY EFFECT: 100% Hit, Pierce Def, Adds Confuse
AI SCRIPT:
{Confuse Powder,Confuse Powder,Nothing}

```

```

NAME: Apanda
LEVEL: 59                                 EXP: 0
HP: 35000                                GIL: 0
MP: 2500                                 SPEED: 78
ATTACK: 140                              MAGIC POWER: 66
ATT. MULT: 18                            MAGIC MULT: 19
EVADE%: 25                               MAGIC EVADE%: 38
DEFENSE: 35                              MAGIC DEFENSE: 18
IMMUNITY: Control, Catch                  CAN'T EVADE: None
CREATURE TYPE: Heavy, Magic Beast
INITIAL STATUS: None
ELEMENTAL IMMUNITY: None
ELEMENTAL ABSORB: None
ELEMENTAL WEAKNESS: Fire
STATUS IMMUNITY: Death, Petrify, Toad, Mini, Poison, Old, Sleep, Paralyze,
                 Confuse, Stop
SPECIALTY: Critical Attack
SPECIALTY EFFECT: None
AI SCRIPT:
While(Var00=01){
    No Interrupt{
        Display Text:Apanda:*tremble*
        Set Target:Self
        Panacea
    }
}

```

```

        (Reverse Polarity)
        Set Variable:Var00=00
    }
}
{Web,Magic Hammer,Attack}
{Attack,Confuse,Wind Slash}
{Magic Hammer,Attack,Web}
{Dischord,Wind Slash,Attack}
Counter(Magic:Ifrit){
    No Interrupt{
        (Reverse Polarity)
        Display Text:Apanda:Gah,Ifrit!Scary!
        Set Variable:Var00=01
        Nothing
    }
}
Counter(Var00=00 & Anything But Magic){
    {Protect,Drain,Nothing}
}
Counter(Var00=00 & Magic){
    {Toad,Drain,Nothing}
}

```

```

NAME: Manticore
LEVEL: 19                                EXP: 0
HP: 13000                                GIL: 0
MP: 1800                                  SPEED: 60
ATTACK: 111                              MAGIC POWER: 10
ATT. MULT: 14                            MAGIC MULT: 4
EVADE%: 20                               MAGIC EVADE%: 0
DEFENSE: 20                              MAGIC DEFENSE: 30
IMMUNITY: Control, Catch                 CAN'T EVADE: None
CREATURE TYPE: Magic Beast
INITIAL STATUS: None
ELEMENTAL IMMUNITY: None
ELEMENTAL ABSORB: Ice
ELEMENTAL WEAKNESS: None
STATUS IMMUNITY: Toad, Mini, Sleep, Paralyze, Confuse
SPECIALTY: Critical Attack
SPECIALTY EFFECT: None
AI SCRIPT:
{Aqua Breath,Attack,Critical Attack}
{Aqua Breath,Frost,Frost}

```

```

NAME: Adamantoise
LEVEL: 20                                EXP: 0
HP: 18000                                GIL: 0
MP: 2200                                  SPEED: 42
ATTACK: 105                              MAGIC POWER: 0
ATT. MULT: 20                            MAGIC MULT: 4
EVADE%: 0                               MAGIC EVADE%: 70
DEFENSE: 40                              MAGIC DEFENSE: 10
IMMUNITY: Control, Catch                 CAN'T EVADE: None
CREATURE TYPE: None
INITIAL STATUS: Protect, Shell
ELEMENTAL IMMUNITY: None
ELEMENTAL ABSORB: None
ELEMENTAL WEAKNESS: Ice
STATUS IMMUNITY: Petrify, Toad, Mini, Float, Zombie, Sleep, Paralyze, Confuse,
Stop

```

```
SPECIALTY: Critical Attack
SPECIALTY EFFECT: None
AI SCRIPT:
No Interrupt{
    Attack
    Attack
}
{Attack,Attack,Critical Attack}
No Interrupt{
    Critical Attack
    Critical Attack
}
{Attack,Attack,Critical Attack}
```

```
NAME: Jackanapes
LEVEL: 20 EXP: 0
HP: 6000 GIL: 1
MP: 12000 SPEED: 56
ATTACK: 100 MAGIC POWER: 60
ATT. MULT: 12 MAGIC MULT: 8
EVADE%: 60 MAGIC EVADE%: 60
DEFENSE: 60 MAGIC DEFENSE: 60
IMMUNITY: Catch CAN'T EVADE: None
CREATURE TYPE: Heavy
INITIAL STATUS: None
ELEMENTAL IMMUNITY: None
ELEMENTAL ABSORB: Fire, Ice, Lightning, Poison, Holy, Earth, Wind, Water
ELEMENTAL WEAKNESS: None
STATUS IMMUNITY: Death, Petrify, Toad, Mini, Float, Poison, Zombie, Darkness,
                Old, Sleep, Paralyze, Confuse, Berserk, Silence, Image, Stop
SPECIALTY: Critical Attack
SPECIALTY EFFECT: None
CONTROL: Attack, Encircle
RELEASE: Can't
AI SCRIPT:
{Attack,Attack,Critical Attack}
React:HP Damage{
    Set Target:Whole Party
    Moon Flute
}
```

```
NAME: Calotisteri
LEVEL: 68 EXP: 0
HP: 24000 GIL: 0
MP: 4000 SPEED: 62
ATTACK: 120 MAGIC POWER: 31
ATT. MULT: 17 MAGIC MULT: 12
EVADE%: 15 MAGIC EVADE%: 19
DEFENSE: 57 MAGIC DEFENSE: 34
IMMUNITY: Control, Catch CAN'T EVADE: Song
CREATURE TYPE: Human, Heavy, Magic Beast
INITIAL STATUS: None
ELEMENTAL IMMUNITY: None
ELEMENTAL ABSORB: None
ELEMENTAL WEAKNESS: None
STATUS IMMUNITY: Death, Petrify, Toad, Mini, Sleep, Paralyze, Confuse, Berserk,
                Stop
SPECIALTY: Critical Attack
SPECIALTY EFFECT: None
USE WEAPON ANIMATION: Sage's Staff
```

AI SCRIPT:

```
Condition:Status:Single Party Member:Reflect{
    Set Target:Single party member
    {Haste,Protect,Regen}
    Set Target:Single party member
    {Cura,Shell,Esuna}
}
Condition:Self:Reflect{
    Set Target:Self
    {Reflect,Bio,Poison}
    Set Target:Self
    {Reflect,Old,Stop}
}
{Reflect,Old,Stop}
```

NAME: Twin Tania[F.1]

LEVEL: 39	EXP: 0
HP: 55000	GIL: 0
MP: 20000	SPEED: 44
ATTACK: 130	MAGIC POWER: 11
ATT. MULT: 15	MAGIC MULT: 5
EVADE%: 0	MAGIC EVADE%: 18
DEFENSE: 34	MAGIC DEFENSE: 22
IMMUNITY: Control, Catch	CAN'T EVADE: None

CREATURE TYPE: Heavy, Magic Beast

INITIAL STATUS: None

ELEMENTAL IMMUNITY: None

ELEMENTAL ABSORB: None

ELEMENTAL WEAKNESS: Holy, Water

STATUS IMMUNITY: Death, Petrify, Toad, Mini, Poison, Old, Sleep, Paralyze,
Confuse, Berserk, Stop

SPECIALTY: Critical Attack

SPECIALTY EFFECT: None

AI SCRIPT:

```
{Atomic Ray,Ice Storm,Attack}
```

```
{Atomic Ray,Ice Storm,Attack}
```

```
Set Target:Whole party
```

```
Mind Blast
```

```
Wind Slash
```

```
Wind Slash
```

```
Unhide Monster:(Form Change):1 Twin Tania[F.2]
```

```
(Start Script)
```

```
React:(Anything But Magic){
    {Tidal Wave,Nothing,Nothing}
}
```

```
React:Magic{
    {Mega Flare,Nothing,Nothing}
}
```

NAME: Twin Tania[F.2]

LEVEL: 30	EXP: 0
HP: 55000	GIL: 0
MP: 20000	SPEED: 88
ATTACK: 130	MAGIC POWER: 80
ATT. MULT: 15	MAGIC MULT: 13
EVADE%: 0	MAGIC EVADE%: 0
DEFENSE: 0	MAGIC DEFENSE: 0
IMMUNITY: Control, Catch	CAN'T EVADE: None

CREATURE TYPE: Magic Beast

INITIAL STATUS: None

ELEMENTAL IMMUNITY: None
ELEMENTAL ABSORB: None
ELEMENTAL WEAKNESS: Holy, Water
STATUS IMMUNITY: Mini, Poison, Old, Sleep, Paralyze, Confuse, Berserk
SPECIALTY: Critical Attack
SPECIALTY EFFECT: None
AI SCRIPT:
(Animation Effect:Flash Light)
Display Text:Charging up for Giga Flare!
Nothing
Giga Flare
Unhide Monster:(Form Change):0 Twin Tania[F.1]
(Start Script)

NAME: Omniscient
LEVEL: 53 EXP: 0
HP: 23000 GIL: 0
MP: 40000 SPEED: 33
ATTACK: 120 MAGIC POWER: 26
ATT. MULT: 21 MAGIC MULT: 9
EVADE%: 0 MAGIC EVADE%: 0
DEFENSE: 0 MAGIC DEFENSE: 10
IMMUNITY: Control, Catch CAN'T EVADE: None
CREATURE TYPE: Heavy
INITIAL STATUS: Protect, Shell, Regen
ELEMENTAL IMMUNITY: None
ELEMENTAL ABSORB: None
ELEMENTAL WEAKNESS: Wind
STATUS IMMUNITY: Death, Petrify, Toad, Mini, Poison, Sleep, Confuse
SPECIALTY: Critical Attack
SPECIALTY EFFECT: None
AI SCRIPT:
Condition:HP<4000{
 {Thundaga,Firaga,Blizzaga}
 }
{Cure,Fire,Slow}
{Libra,Blizzard,Regen}
{Silence,Poison,Haste}
{Mini,Float,Nothing}
{Cura,Toad,Gravity}
{Confuse,Fira,Stop}
{Thundara,Blizzara,Graviga}
{Reflect,Drain,Bio}
React:Death{
 Flare
 }
React:Anything But Magic(Exception:Steal){
 Return
 }

NAME: Wendigo
LEVEL: 7 EXP: 0
HP: 30000 GIL: 0
MP: 10000 SPEED: 62
ATTACK: 105 MAGIC POWER: 18
ATT. MULT: 14 MAGIC MULT: 4
EVADE%: 0 MAGIC EVADE%: 13
DEFENSE: 15 MAGIC DEFENSE: 24
IMMUNITY: Control, Catch CAN'T EVADE: None
CREATURE TYPE: Heavy

INITIAL STATUS: (Always)Float
ELEMENTAL IMMUNITY: Earth
ELEMENTAL ABSORB: Water
ELEMENTAL WEAKNESS: None
STATUS IMMUNITY: Death, Petrify, Toad, Mini, Poison, Old, Paralyze, Confuse,
Berserk, Silence, Stop

SPECIALTY: Critical

SPECIALTY EFFECT: None

USE WEAPON ANIMATION: Dragon's Whisker

AI SCRIPT:

```
Condition:Status:All Enemies:False Image{  
    Set Status Self:False Image  
    Nothing  
}
```

{Mind Blast,Nothing,Nothing}

{Attack,Nothing,Nothing}

{Hurricane,Nothing,Nothing}

{Attack,Nothing,Nothing}

{Confuse,Nothing,Nothing}

{Attack,Nothing,Nothing}

(Stalker Attack)

```
Condition:Target & Status:Self:False Image{  
    Frost  
}
```

```
React:HP Damage{  
    (Stalker Attack)  
}
```

NAME: Sandworm(Fake)

LEVEL: 18	EXP: 0
HP: 18000	GIL: 0
MP: 10250	SPEED: 78
ATTACK: 99	MAGIC POWER: 5
ATT. MULT: 13	MAGIC MULT: 4
EVASD%: 0	MAGIC EVASD%: 10
DEFENSE: 0	MAGIC DEFENSE: 15
IMMUNITY: Control, Catch	CAN'T EVASD: None

CREATURE TYPE: Heavy, Desert

INITIAL STATUS: None

ELEMENTAL IMMUNITY: None

ELEMENTAL ABSORB: None

ELEMENTAL WEAKNESS: None

STATUS IMMUNITY: Death, Petrify, Toad, Mini, Float, Poison, Zombie, Darkness,
Old, Sleep, Paralyze, Confuse, Berserk, Silence, Image, Stop

SPECIALTY: Tusk

SPECIALTY EFFECT: Adds Aging, Poison, Confuse

AI SCRIPT:

```
{Attack,Quicksand,Quicksand}
```

NAME: (Sandworm)

LEVEL: 18	EXP: 0
HP: 18000	GIL: 0
MP: 10250	SPEED: 98
ATTACK: 10	MAGIC POWER: 5
ATT. MULT: 5	MAGIC MULT: 4
EVASD%: 0	MAGIC EVASD%: 10
DEFENSE: 0	MAGIC DEFENSE: 15
IMMUNITY: Control, Catch	CAN'T EVASD: None

CREATURE TYPE: Heavy, Desert

INITIAL STATUS: None

ELEMENTAL IMMUNITY: None
ELEMENTAL ABSORB: None
ELEMENTAL WEAKNESS: Water
STATUS IMMUNITY: Death, Petrify, Toad, Mini, Float, Poison, Zombie, Darkness,
Old, Sleep, Paralyze, Confuse, Berserk, Silence, Image, Stop
SPECIALTY: Critical Attack
SPECIALTY EFFECT: None
AI SCRIPT:
Unhide Monster:(Form Change)
(Stalker Attack)
Unhide Monster:(Form Change)
(Stalker Attack)
Unhide Monster:(Form Change)
(Stalker Attack)
Set Target:All Enemies(Excluding self)
Invincibility

NAME: Hole
LEVEL: 18 EXP: 0
HP: 18000 GIL: 0
MP: 10250 SPEED: 1
ATTACK: 99 MAGIC POWER: 5
ATT. MULT: 13 MAGIC MULT: 4
EVADE%: 0 MAGIC EVADE%: 10
DEFENSE: 0 MAGIC DEFENSE: 15
IMMUNITY: Control, Catch CAN'T EVADE: None
CREATURE TYPE: Heavy, Desert
INITIAL STATUS: None
ELEMENTAL IMMUNITY: None
ELEMENTAL ABSORB: None
ELEMENTAL WEAKNESS: None
STATUS IMMUNITY: Death, Petrify, Toad, Mini, Float, Poison, Zombie, Darkness,
Old, Sleep, Paralyze, Confuse, Berserk, Silence, Image, Stop
SPECIALTY: Critical Attack
SPECIALTY EFFECT: None
AI SCRIPT:
Nothing
React:Anything But Magic{
Graviga
}

NAME: Atmos
LEVEL: 41 EXP: 0
HP: 25000 GIL: 0
MP: 19997 SPEED: 45
ATTACK: 100 MAGIC POWER: 90
ATT. MULT: 10 MAGIC MULT: 18
EVADE%: 0 MAGIC EVADE%: 30
DEFENSE: 20 MAGIC DEFENSE: 30
IMMUNITY: Control, Catch CAN'T EVADE: None
CREATURE TYPE: Heavy
INITIAL STATUS: Haste
ELEMENTAL IMMUNITY: None
ELEMENTAL ABSORB: None
ELEMENTAL WEAKNESS: None
STATUS IMMUNITY: Death, Petrify, Toad, Mini, Float, Poison, Zombie, Darkness,
Old, Paralyze, Confuse, Berserk, Silence, Image, Reflect,
Protect, Shell, Stop, Haste, Slow, Invul, Regen
SPECIALTY: Critical Attack
SPECIALTY EFFECT: None

AI SCRIPT:

```
Condition:Status:Party Member1:Dead & Party Member1 Position:03 80{
  Set Target:Party Member1
  Wormhole
}
Condition:Status:Party Member2:Dead & Party Member1 Position:03 40{
  Set Target:Party Member2
  Wormhole
}
Condition:Status:Party Member4:Dead & Party Member1 Position:03 10{
  Set Target:Party Member4
  Wormhole
}
Condition:Status:Party Member5:Dead & Party Member1 Position:03 08{
  Set Target:Party Member5
  Wormhole
}
Condition:Status:Party Member:Dead{
  {Pull,Pull,Pull}
  Pull
  Pull
  {Pull,Pull,Slowga}
  Pull
  {Pull,Pull,Gravity}
  Pull
  {Pull,Pull,Graviga}
  Pull
  {Pull,Pull,Old}
  Pull
  {Pull,Pull,Pull}
  Pull
  {Pull,Pull,Gravity}
  Pull
  {Pull,Pull,Graviga}
  Pull
}
No Interrupt{
  {Comet,Comet,Nothing}
  {Comet,Comet,Nothing}
}
```

NAME: Halicarnaso

LEVEL: 97

EXP: 0

HP: 44444

GIL: 0

MP: 6000

SPEED: 66

ATTACK: 134

MAGIC POWER: 255

ATT. MULT: 12

MAGIC MULT: 100

EVADE%: 0

MAGIC EVADE%: 77

DEFENSE: 15

MAGIC DEFENSE: 25

IMMUNITY: Control, Catch

CAN'T EVADE: None

CREATURE TYPE: Heavy

INITIAL STATUS: None

ELEMENTAL IMMUNITY: None

ELEMENTAL ABSORB: None

ELEMENTAL WEAKNESS: None

STATUS IMMUNITY: Death, Petrify, Toad, Poison, Sleep, Paralyze, Confuse,
Berserk, Stop

SPECIALTY: Critical Attack

SPECIALTY EFFECT: None

AI SCRIPT:

```
Condition:Var00=01{
    {Attack,Reverse Polarity,Critical Attack}
    {Attack,Attack,Dispel}
    {Attack,Reverse Polarity,Critical Attack}
    {Attack,Attack,Haste}
    {Attack,Reverse Polarity,Critical Attack}
    {Attack,Attack,Shell}
    Set Variable:Var00=00
    Holy
}
```

```
Set Variable:Var00=01
Set Target:Whole party
Ribbit
```

```
React:Summon Magic{
    Display Text:Focusing power!
    (Animation Effect:Flash Light)
    (Strong)Attack
}
```

NAME: (Crystal) (Fire)

LEVEL: 77	EXP: 0
HP: 15000	GIL: 0
MP: 12000	SPEED: 50
ATTACK: 100	MAGIC POWER: 20
ATT. MULT: 13	MAGIC MULT: 10
EVADE%: 0	MAGIC EVADE%: 30
DEFENSE: 10	MAGIC DEFENSE: 30
IMMUNITY: Control, Catch	CAN'T EVADE: None

CREATURE TYPE: None

INITIAL STATUS: None

ELEMENTAL IMMUNITY: Ice, Lightning, Poison, Holy

ELEMENTAL ABSORB: Fire

ELEMENTAL WEAKNESS: None

STATUS IMMUNITY: Petrify, Toad, Mini, Poison, Old, Sleep, Paralyze, Confuse,
Berserk, Silence, Stop

SPECIALTY: Critical Attack

SPECIALTY EFFECT: None

AI SCRIPT:

```
Condition:HP<3000{
    Set Target:Whole party
    Firaga
}
```

```
{Attack,Attack,Critical Attack}
```

NAME: (Crystal) (Earth)

LEVEL: 77	EXP: 0
HP: 15000	GIL: 0
MP: 12000	SPEED: 55
ATTACK: 100	MAGIC POWER: 5
ATT. MULT: 13	MAGIC MULT: 5
EVADE%: 0	MAGIC EVADE%: 30
DEFENSE: 10	MAGIC DEFENSE: 30
IMMUNITY: Control, Catch	CAN'T EVADE: None

CREATURE TYPE: None

INITIAL STATUS: None

ELEMENTAL IMMUNITY: Ice, Lightning, Poison, Holy

ELEMENTAL ABSORB: Earth

ELEMENTAL WEAKNESS: None

STATUS IMMUNITY: Petrify, Toad, Mini, Poison, Old, Sleep, Paralyze, Confuse,
Berserk, Silence, Stop

SPECIALTY: Critical Attack
SPECIALTY EFFECT: None
AI SCRIPT:
Condition:HP<3000{
 Earth Shaker
}
{Attack,Attack,Critical Attack}

NAME: (Crystal) (Water)
LEVEL: 77 EXP: 0
HP: 15000 GIL: 0
MP: 12000 SPEED: 60
ATTACK: 100 MAGIC POWER: 20
ATT. MULT: 13 MAGIC MULT: 10
EVADE%: 0 MAGIC EVADE%: 30
DEFENSE: 10 MAGIC DEFENSE: 30
IMMUNITY: Control, Catch CAN'T EVADE: None
CREATURE TYPE: None
INITIAL STATUS: None
ELEMENTAL IMMUNITY: Ice, Lightning, Poison, Holy
ELEMENTAL ABSORB: Water
ELEMENTAL WEAKNESS: None
STATUS IMMUNITY: Petrify, Toad, Mini, Poison, Old, Sleep, Paralyze, Confuse,
 Berserk, Silence, Stop

SPECIALTY: Critical Attack
SPECIALTY EFFECT: None
AI SCRIPT:
Condition:HP<3000{
 Aqua Breath
}
{Attack,Attack,Critical Attack}

NAME: (Crystal) (Wind)
LEVEL: 77 EXP: 0
HP: 15000 GIL: 0
MP: 12000 SPEED: 65
ATTACK: 100 MAGIC POWER: 15
ATT. MULT: 13 MAGIC MULT: 8
EVADE%: 0 MAGIC EVADE%: 30
DEFENSE: 10 MAGIC DEFENSE: 30
IMMUNITY: Control, Catch CAN'T EVADE: None
CREATURE TYPE: None
INITIAL STATUS: None
ELEMENTAL IMMUNITY: Ice, Lightning, Poison, Holy
ELEMENTAL ABSORB: Wind
ELEMENTAL WEAKNESS: None
STATUS IMMUNITY: Petrify, Toad, Mini, Poison, Old, Sleep, Paralyze, Confuse,
 Berserk, Silence, Stop

SPECIALTY: Critical Attack
SPECIALTY EFFECT: None
AI SCRIPT:
Condition:HP<3000{
 Set Target:Whole party
 Aeroga
}
{Attack,Attack,Critical Attack}

NAME: Melusine[F.1]
LEVEL: 29 EXP: 0
HP: 24000 GIL: 0

```

MP: 1200                                SPEED: 70
ATTACK: 97                               MAGIC POWER: 10
ATT. MULT: 15                            MAGIC MULT: 5
EVADE%: 20                               MAGIC EVADE%: 20
DEFENSE: 120                             MAGIC DEFENSE: 0
IMMUNITY: Control, Catch                 CAN'T EVADE: None
CREATURE TYPE: Heavy
INITIAL STATUS: None
ELEMENTAL IMMUNITY: Poison, Holy, Earth, Wind, Water
ELEMENTAL ABSORB: Ice, Lightning
ELEMENTAL WEAKNESS: Fire
STATUS IMMUNITY: Death, Petrify, Toad, Mini, Poison, Old, Berserk
SPECIALTY: Critical Attack
SPECIALTY EFFECT: None
AI SCRIPT:
{Attack,Attack,Nothing}
{Thundaga,Attack,Nothing}
{Blizzaga,Attack,Nothing}
{Attack,Invincibility,Nothing}
{Thundaga,Invincibility,Nothing}
{Blizzaga,Invincibility,Nothing}
{Attack,Invincibility,Invincibility}
{Thundaga,Invincibility,Invincibility}
{Blizzaga,Invincibility,Invincibility}
React:Magic:Invincibility{
  No Interrupt{
    Set Target:Whole party
    Blizzaga
    Barrier Change
    Unhide Monster:(Random):0 Melusine[F.1]
                                1 Melusine[F.2]
                                2 Melusine[F.3]
                                3 Melusine[F.4]

    (Start Script)
  }
}

```

```

NAME: Melusine[F.2]
LEVEL: 29                                EXP: 0
HP: 24000                               GIL: 0
MP: 1200                                SPEED: 70
ATTACK: 97                               MAGIC POWER: 10
ATT. MULT: 15                            MAGIC MULT: 5
EVADE%: 20                               MAGIC EVADE%: 20
DEFENSE: 120                             MAGIC DEFENSE: 0
IMMUNITY: Control, Catch                 CAN'T EVADE: None
CREATURE TYPE: Heavy
INITIAL STATUS: None
ELEMENTAL IMMUNITY: Poison, Holy, Earth, Wind, Water
ELEMENTAL ABSORB: Fire, Lightning
ELEMENTAL WEAKNESS: Ice
STATUS IMMUNITY: Death, Petrify, Toad, Mini, Poison, Old, Berserk
SPECIALTY: Critical Attack
SPECIALTY EFFECT: None
AI SCRIPT:
{Attack,Attack,Nothing}
{Thundaga,Attack,Nothing}
{Firaga,Attack,Nothing}
{Attack,Invincibility,Nothing}
{Thundaga,Invincibility,Nothing}

```

```

{Firaga,Invincibility,Nothing}
{Attack,Invincibility,Invincibility}
{Thundaga,Invincibility,Invincibility}
{Firaga,Invincibility,Invincibility}
React:Magic:Invincibility{
  No Interrupt{
    Set Target:Whole party
    Thundaga
    Barrier Change
    Unhide Monster:(Random):0 Melusine[F.1]
                                1 Melusine[F.2]
                                2 Melusine[F.3]
                                3 Melusine[F.4]

    (Start Script)
  }
}

```

```

NAME: Melusine[F.3]
LEVEL: 29                      EXP: 0
HP: 24000                     GIL: 0
MP: 1200                      SPEED: 70
ATTACK: 97                    MAGIC POWER: 10
ATT. MULT: 15                 MAGIC MULT: 5
EVADE%: 20                    MAGIC EVADE%: 20
DEFENSE: 120                  MAGIC DEFENSE: 0
IMMUNITY: Control, Catch      CAN'T EVADE: None
CREATURE TYPE: Heavy
INITIAL STATUS: None
ELEMENTAL IMMUNITY: Poison, Holy, Earth, Wind, Water
ELEMENTAL ABSORB: Fire, Ice
ELEMENTAL WEAKNESS: Lightning
STATUS IMMUNITY: Death, Petrify, Toad, Mini, Poison, Old, Berserk
SPECIALTY: Critical Attack
SPECIALTY EFFECT: None
AI SCRIPT:
{Attack,Attack,Nothing}
{Blizzaga,Attack,Nothing}
{Firaga,Attack,Nothing}
{Attack,Invincibility,Nothing}
{Blizzaga,Invincibility,Nothing}
{Firaga,Invincibility,Nothing}
{Attack,Invincibility,Invincibility}
{Blizzaga,Invincibility,Invincibility}
{Firaga,Invincibility,Invincibility}
React:Magic:Invincibility{
  No Interrupt{
    Set Target:Whole party
    Firaga
    Barrier Change
    Unhide Monster:(Random):0 Melusine[F.1]
                                1 Melusine[F.2]
                                2 Melusine[F.3]
                                3 Melusine[F.4]

    (Start Script)
  }
}

```

```

NAME: Melusine[F.4]
LEVEL: 33                      EXP: 0
HP: 24000                     GIL: 0

```

MP: 1200 SPEED: 70
ATTACK: 97 MAGIC POWER: 0
ATT. MULT: 15 MAGIC MULT: 4
EVADE%: 0 MAGIC EVADE%: 120
DEFENSE: 0 MAGIC DEFENSE: 120
IMMUNITY: Control, Catch CAN'T EVADE: Aerial
CREATURE TYPE: Heavy
INITIAL STATUS: None
ELEMENTAL IMMUNITY: Poison, Holy, Earth, Wind, Water
ELEMENTAL ABSORB: Fire, Ice, Lightning
ELEMENTAL WEAKNESS: None
STATUS IMMUNITY: Death, Petrify, Toad, Mini, Poison, Old, Berserk
SPECIALTY: Critical Attack
SPECIALTY EFFECT: None
AI SCRIPT:

```
{Firaga,Nothing,Nothing}
{Blizzaga,Nothing,Nothing}
{Thundaga,Nothing,Nothing}
{Firaga,Invincibility,Nothing}
{Blizzaga,Invincibility,Nothing}
{Thundaga,Invincibility,Nothing}
{Firaga,Invincibility,Invincibility}
{Blizzaga,Invincibility,Invincibility}
{Thundaga,Invincibility,Invincibility}
React:Magic:Invincibility{
    No Interrupt{
        Entice
        Barrier Change
        Unhide Monster:(Random):0 Melusine[F.1]
                                1 Melusine[F.2]
                                2 Melusine[F.3]
                                3 Melusine[F.4]
        (Start Script)
    }
}
```

NAME: Catastrophe
LEVEL: 71 EXP: 0
HP: 33333 GIL: 0
MP: 33333 SPEED: 66
ATTACK: 99 MAGIC POWER: 22
ATT. MULT: 22 MAGIC MULT: 10
EVADE%: 22 MAGIC EVADE%: 33
DEFENSE: 44 MAGIC DEFENSE: 22
IMMUNITY: Control, Catch CAN'T EVADE: None
CREATURE TYPE: Heavy
INITIAL STATUS: None
ELEMENTAL IMMUNITY: None
ELEMENTAL ABSORB: Earth
ELEMENTAL WEAKNESS: None
STATUS IMMUNITY: Death, Petrify, Toad, Mini, Poison, Sleep, Confuse, Berserk,
 Silence, Stop
SPECIALTY: Critical Attack
SPECIALTY EFFECT: None
AI SCRIPT:
Condition:Status:Party Member:Float{
 100 Gs
}
{Earth Shaker,Earth Shaker,Evil Eye}
{Attack,Earth Shaker,Critical Attack}

NAME: Azulmagia
LEVEL: 57 EXP: 0
HP: 40000 GIL: 0
MP: 50000 SPEED: 64
ATTACK: 123 MAGIC POWER: 66
ATT. MULT: 16 MAGIC MULT: 18
EVADE%: 18 MAGIC EVADE%: 40
DEFENSE: 35 MAGIC DEFENSE: 80
IMMUNITY: Control, Catch CAN'T EVADE: None
CREATURE TYPE: Heavy
INITIAL STATUS: None
ELEMENTAL IMMUNITY: None
ELEMENTAL ABSORB: None
ELEMENTAL WEAKNESS: Poison
STATUS IMMUNITY: Death, Petrify, Toad, Mini, Poison, Old, Sleep, Paralyze,
Confuse, Berserk, Silence, Stop, Slow
SPECIALTY: Critical Attack
SPECIALTY EFFECT: None
USE WEAPON ANIMATION: Kiku-Ichimonji
AI SCRIPT:
Condition:Var00=00 & Status:Self:Toad{
Set Target:Self
Toad
}
Condition:Var00=01{
{L3 Flare,L3 Flare,Dark Spark}
{L3 Flare,L3 Flare,Off-Guard}
{L3 Flare,L3 Flare,Goblin Punch}
Set Variable:Var00=00
{L3 Flare,L3 Flare,Mind Blast}
}
Condition:Var00=02{
{Aeroga,Aeroga,Doom}
{Aeroga,Aeroga,Roulette}
{Aeroga,Aeroga,Aero}
Set Variable:Var00=00
{Aeroga,Aeroga,L2 Old}
}
Condition:Var00=03{
{1000 Needles,1000 Needles,L5 Death}
{1000 Needles,1000 Needles,L4 Graviga}
Set Variable:Var00=00
{1000 Needles,1000 Needles,Mighty Guard}
}
Condition:Var00=04{
{Vampire,Vampire,Lilliputian Lyric}
{Vampire,Vampire,Flash}
Set Variable:Var00=00
{Vampire,Vampire,??}
}
Condition:Var00=05{
{Aqua Breath,Aqua Breath,Aera}
{Aqua Breath,Aqua Breath,Flame Thrower}
{Aqua Breath,Aqua Breath,Pond's Chorus}
Set Variable:Var00=00
{Aqua Breath,Aqua Breath,Missile}
}
Condition:Var00=06{
{Magic Hammer,Magic Hammer,Time Slip}


```

    {Magic Hammer,Magic Hammer,Death Claw}
    Set Variable:Var00=00
    {Magic Hammer,Magic Hammer,White Wind}
    }
Condition:Var00=07{
    Self-Destruct
    }
{Dark Spark,Off-Guard,Mind Blast}
{Doom,Roulette,L2 Old}
{L5 Death,L4 Graviga,Mighty Guard}
{Lilliputian Lyric,Flash,???)
{Aera,Flame Thrower,Missile}
{Time Slip,Death Claw,White Wind}
React:Magic:L3 Flare{
    Display Text: Learned L3 Flare!
    Set Var00=01
    Nothing
    }
React:Magic:Aeroga{
    Display Text: Learned Aeroga!
    Set Var00=02
    Nothing
    }
React:Magic:1000 Needles{
    Display Text: Learned 1000 Needles!
    Set Var00=03
    Nothing
    }
React:Magic:Vampire{
    Display Text: Learned Vampire!
    Set Var00=04
    Nothing
    }
React:Magic:Aqua Breath{
    Display Text: Learned Aqua Breath!
    Set V00=05
    Nothing
    }
React:Magic:Magic Hammer{
    Display Text: Learned Magic Hammer!
    Set V00=06
    Nothing
    }
React:Magic:Self-Destruct{
    Display Text: Learned Self-Destruct!
    Set V00=07
    Nothing
    }

```

NAME: Necrophobe

LEVEL: 66

EXP: 0

HP: 55055

GIL: 0

MP: 10000

SPEED: 52

ATTACK: 141

MAGIC POWER: 55

ATT. MULT: 12

MAGIC MULT: 18

EVADE%: 20

MAGIC EVADE%: 80

DEFENSE: 50

MAGIC DEFENSE: 55

IMMUNITY: Control, Catch

CAN'T EVADE: None

CREATURE TYPE: Heavy

INITIAL STATUS: Invul

```

ELEMENTAL IMMUNITY: None
ELEMENTAL ABSORB: None
ELEMENTAL WEAKNESS: Fire, Ice, Lightning, Poison, Holy, Earth, Wind, Water
STATUS IMMUNITY: Death, Petrify, Toad, Mini, Poison, Old, Sleep, Paralyze,
                  Confuse, Berserk, Stop
SPECIALTY: Vacuum Wave
SPECIALTY EFFECT: 1.5*Damage, Adds HP Leak
USE WEAPON ANIMATION: Twin Lance
AI SCRIPT:
While(HP<30000 & Var00=01){
    No Interrupt{
        {Vacuum Wave,Firaga,Thundaga}
        {Vacuum Wave,Blizzaga,(Strong)Attack}
    }
}
While(Var00=01){
    No Interrupt{
        {Attack,Attack,Hurricane}
        {Attack,Attack,Vacuum Wave}
    }
    No Interrupt{
        {Attack,Attack,Vacuum Wave}
        {Attack,Attack,Vacuum Wave}
    }
    No Interrupt{
        {Attack,Attack,Hurricane}
        {Attack,Attack,Vacuum Wave}
    }
    No Interrupt{
        {Attack,Attack,Vacuum Wave}
        {Attack,Attack,Death}
    }
}
While(Alone){
    Set Status Self:Invulnerable(Reverse effect if already inflicted)
    Set Variable:Var00=01
    Flash
}
Nothing
Counter(HP<30000)
    Flare
}

NAME: Barrier
LEVEL: 44                EXP: 0
HP: 12000                GIL: 0
MP: 500                  SPEED: 1
ATTACK: 120              MAGIC POWER: 10
ATT. MULT: 12            MAGIC MULT: 5
EVADE%: 0                MAGIC EVADE%: 20
DEFENSE: 22              MAGIC DEFENSE: 20
IMMUNITY: HP Scan, Control, Catch    CAN'T EVADE: None
CREATURE TYPE: Heavy
INITIAL STATUS: (Always)Reflect
ELEMENTAL IMMUNITY: Earth
ELEMENTAL ABSORB: None
ELEMENTAL WEAKNESS: None
STATUS IMMUNITY: Toad, Mini, Float, Poison, Zombie, Darkness, Old, Sleep,
                  Paralyze, Confuse, Berserk, Image
SPECIALTY: Critical Attack

```

SPECIALTY EFFECT: None

AI SCRIPT:

Set Target:Single Enemy with Reflect

{Flare,Holy,Flare}

Set Target:All Allies

{Firaga,Thundaga,Blizzaga}

Set Target:Single Enemy with Reflect

{Holy,Flare,Holy}

Set Target:All Allies

{Firaga,Thundaga,Blizzaga}

3. New Monster Formations

Here is a list of all possible Monster formations that can be encountered in Sealed Temple.

Glossary:

INDEX: Formation number

ABP: ABP earned if victorious in battle

ESC%: Chance to escape from battle by holding down L and R

Mute?: Whether Mute can be successfully cast

B/P?: Whether it is possible to have a Back Attack or Pre-emptive Attack

INDEX	ABP	ESC%	Mute?	B/P?	MONSTERS
F512	2	5	Y	Y	0:Sword Dancer [POSITION: X=2;Y=5] 1:Fury [X=15;Y=4] 2:Death Claw [X=11;Y=11]
F513	3	5	Y	Y	0:Sword Dancer [X=1;Y=6] 1:Sword Dancer [X=9;Y=2] 2:Fury [X=14;Y=11]
F514	4	5	Y	Y	0:Great Dragon [X=1;Y=8] 1:Dragon Aevis [X=10;Y=2]
F515	4	5	Y	Y	0:Dragon Aevis [X=1;Y=3] 1:Dragon Aevis [X=10;Y=6]
F516	2	5	Y	Y	0:Grenade [X=9;Y=3] 1:Grenade [X=3;Y=5] 2:Grenade [X=15;Y=6] 3:Grenade [X=5;Y=11] 4:Grenade [X=12;Y=11]
F517	2	5	Y	Y	0:Executor [X=4;Y=8] 1:Chrono Controller [X=10;Y=3] 2:Fury [X=12;Y=10]
F518	2	5	Y	Y	0:Mecha Head [X=3;Y=6] 1:Level Checker [X=12;Y=10] 2:Level Checker [X=15;Y=5]
F519	2	5	Y	Y	0:Mecha Head [X=2;Y=3] 1:Mecha Head [X=6;Y=9] 2:Level Checker [X=14;Y=4]
F520	2	5	Y	Y	0:Rukh [X=4;Y=4]
F521	2	5	Y	Y	0:Sea Devil [X=13;Y=5] 1:Rukh [X=2;Y=6]
F522	25	5	Y	Y	0:Vilia [X=6;Y=6]
F523	20	5	Y	Y	0:Stingray [X=7;Y=6]

F524	4	5	Y	Y	0:Red Dragon [X=2;Y=6] 1:Blue Dragon [X=11;Y=3]
F525	4	5	Y	Y	0:Red Dragon [X=1;Y=3] 1:Yellow Dragon [X=11;Y=8]
F526	5	5	Y	Y	0:Red Dragon [X=0;Y=9] 1:Yellow Dragon [X=4;Y=2] 2:Blue Dragon [X=11;Y=5]
F527	4	5	Y	Y	0:Blue Dragon [X=1;Y=3] 1:Yellow Dragon [X=12;Y=8]
F528	4	5	Y	Y	0:Belphegor [X=3;Y=5] 1:Crystelle [X=13;Y=5] 2:Crystelle [X=10;Y=11]
F529	5	5	Y	Y	0:Belphegor [X=2;Y=7] 1:Belphegor [X=12;Y=4] 2:Crystelle [X=10;Y=11]
F530	3	5	Y	Y	0:Moss Fungus [X=2;Y=5] 1:Moss Fungus [X=8;Y=6] 2:Moss Fungus [X=14;Y=7]
F531	15	5	Y	Y	0:Moss Fungus [X=9;Y=3] 1:Moss Fungus [X=13;Y=9] 2:Mindflayer [X=3;Y=9]
F532	5	5	Y	Y	0:Mindflayer [X=9;Y=4] 1:Mindflayer [X=3;Y=8] 2:Achelon [X=11;Y=11]
F533	6	5	Y	Y	0:Mindflayer [X=10;Y=5] 1:Mindflayer [X=3;Y=9] 2:Mindflayer [X=15;Y=10]
F534	5	5	Y	Y	0:Iron Giant [X=2;Y=6] 1:Gorgimera [X=9;Y=3]
F535	6	5	Y	Y	0:Iron Giant [X=3;Y=3] 1:Yojimbo [X=12;Y=8]
F536	7	5	Y	Y	0:Iron Giant [X=3;Y=4] 1:Iron Giant [X=12;Y=6]
F537	4	5	Y	Y	0:Yojimbo [X=3;Y=7] 1:Yojimbo [X=11;Y=3]
F538	5	5	Y	Y	0:Gorgimera [X=8;Y=2] 1:Gorgimera [X=1;Y=8]
F539	4	5	Y	Y	0:Necromancer [X=13;Y=4] 1:Archeosaur [X=3;Y=8]
F540	3	5	Y	Y	0:Shield Dragon [X=3;Y=2] 1:Shield Dragon [X=10;Y=9]
F541	6	5	Y	Y	0:Crystal Dragon [X=3;Y=1]
F542	7	5	Y	Y	0:Crystal Dragon [X=1;Y=1] 1:Dragon Aevis [X=11;Y=6]
F543	20	5	Y	Y	0:Crystal Dragon [X=1;Y=1] 1:Crystal Dragon [X=10;Y=0]
F544	199	5	Y	Y	0:Mover [X=6;Y=7] 1:Mover [X=14;Y=11] 2:Mover [X=6;Y=15] 3:Mover [X=11;Y=7 HIDDEN] 4:Mover [X=11;Y=15 HIDDEN] 5:Mover [X=3;Y=11 HIDDEN]
F545	3	5	Y	Y	0:Mini Satana [X=6;Y=7]
F546	4	5	Y	Y	0:Mini Satana [X=4;Y=7] 1:Flaremancer [X=9;Y=3] 2:Flaremancer [X=12;Y=10]
F547	5	5	Y	Y	0:Mini Satana [X=8;Y=7] 1:Fury [X=14;Y=10] 2:Fury [X=2;Y=3]
F548	6	5	Y	Y	0:Mini Satana [X=5;Y=6]

F549	7	5	Y	Y	1:Mini Satana [X=12;Y=7] 0:Mini Satana [X=9;Y=3] 1:Mini Satana [X=3;Y=7] 2:Chrono Controller [X=14;Y=8]
F550	2	5	Y	Y	0:Assassin(Image) [X=5;Y=3]
F551	4	5	Y	Y	0:Assassin [X=5;Y=3] 1:Assassin(Image) [X=5;Y=3 HIDDEN]
F552	5	5	Y	Y	0:Assassin [X=3;Y=3] 1:Assassin(Image) [X=3;Y=3 HIDDEN] 2:Yojimbo [X=13;Y=6]
F553	5	5	Y	Y	0:Assassin [X=3;Y=3] 1:Assassin(Image) [X=3;Y=3 HIDDEN] 2:Ninja [X=11;Y=5]
F554	8	5	Y	Y	0:Assassin [X=3;Y=4] 1:Assassin(Image) [X=3;Y=4 HIDDEN] 2:Dinozombie [X=13;Y=5]
F555	4	5	Y	Y	0:Soul Eater [X=8;Y=8]
F556	5	5	Y	Y	0:Soul Eater [X=4;Y=6] 1:Skull Eater [X=9;Y=6] 2:Nutkin [X=14;Y=6] 3:Soul Eater [X=4;Y=12 HIDDEN] 4:Skull Eater [X=9;Y=12 HIDDEN] 5:Nutkin [X=14;Y=12 HIDDEN]
F557	5	5	Y	Y	0:Soul Eater [X=4;Y=8] 1:Skull Eater [X=6;Y=4] 2:Skull Eater [X=2;Y=12] 3:Skull Eater [X=15;Y=4 HIDDEN] 4:Skull Eater [X=13;Y=8 HIDDEN] 5:Skull Eater [X=11;Y=12 HIDDEN]
F558	8	5	Y	Y	0:Soul Eater [X=9;Y=8] 1:Soul Eater [X=7;Y=12] 2:Soul Eater [X=11;Y=4]
F559	10	5	Y	Y	0:Nutkin [X=10;Y=8] 1:Soul Eater [X=5;Y=8 HIDDEN] 2:Soul Eater [X=11;Y=12 HIDDEN] 3:Soul Eater [X=15;Y=8 HIDDEN] 4:Soul Eater [X=9;Y=4 HIDDEN]
F560	7	5	Y	Y	0:Dark Elemental (F) [X=10;Y=3] 1:Dark Elemental (I) [X=5;Y=9] 2:Dark Elemental (L) [X=14;Y=9]
F561	7	5	Y	Y	0:Dark Elemental (I) [X=10;Y=3] 1:Dark Elemental (L) [X=5;Y=9] 2:Dark Elemental (F) [X=14;Y=9]
F562	7	5	Y	Y	0:Dark Elemental (L) [X=10;Y=3] 1:Dark Elemental (F) [X=5;Y=9] 2:Dark Elemental (I) [X=14;Y=9]
F563	6	5	Y	Y	0:Exoray (UPPER) [X=9;Y=5] 1:Exoray (UPPER LEFT) [X=4;Y=7] 2:Exoray (BOTTOM LEFT) [X=5;Y=11] 3:Exoray (BOTTOM RIGHT) [X=10;Y=12] 4:Exoray (UPPER RIGHT) [X=13;Y=8]
F564	3	5	Y	Y	0:Duelist[F.1] [X=5;Y=5] 1:Duelist[F.2] [X=5;Y=5 HIDDEN] 2:Duelist[F.3] [X=5;Y=5 HIDDEN] 3:Duelist[F.4] [X=5;Y=5 HIDDEN] 4:Duelist[F.5] [X=5;Y=5 HIDDEN]
F565	4	5	Y	Y	0:Medusa [X=2;Y=4] 1:Lamia Queen [X=13;Y=4] 2:Lamia Queen [X=7;Y=9]
F566	6	5	Y	Y	0:Medusa [X=3;Y=8]

F567	5	5	Y	Y	1:Mini Satana [X=14;Y=4] 0:Medusa [X=13;Y=9] 1:Necromancer [X=8;Y=2] 2:Necromancer [X=1;Y=6]
F568	7	5	Y	Y	0:Medusa [X=7;Y=3] 1:Medusa [X=11;Y=9]
F569	10	5	Y	Y	0:Medusa [X=13;Y=3] 1:Medusa [X=2;Y=5] 2:Medusa [X=9;Y=10]
F570	5	5	Y	Y	0:Dinozombie [X=7;Y=4]
F571	6	5	Y	Y	0:Dinozombie [X=3;Y=5] 1:Mecha Head [X=12;Y=9]
F572	6	5	Y	Y	0:Dinozombie [X=12;Y=3] 1:Necromancer [X=3;Y=5]
F573	6	5	Y	Y	0:Dinozombie [X=4;Y=6] 1:Medusa [X=13;Y=5]
F574	12	5	Y	Y	0:Dinozombie [X=4;Y=3] 1:Dinozombie [X=13;Y=6]
F575	4	5	Y	Y	0:Behemoth [X=4;Y=6]
F576	6	5	Y	Y	0:Behemoth [X=9;Y=3] 1:Yojimbo [X=2;Y=8]
F577	12	5	Y	Y	0:King Behemoth [X=2;Y=9] 1:Behemoth [X=8;Y=2]
F578	30	5	Y	Y	0:Claret Dragon [X=5;Y=6]
F579	32	5	Y	Y	0:Claret Dragon [X=2;Y=3] 1:Great Dragon [X=11;Y=8]
F580	30	5	Y	Y	0:Ironclad [X=5;Y=4]
F581	40	5	Y	Y	0:Hades [X=5;Y=4]
F582	40	5	Y	Y	0:Goblin [X=3;Y=4]
F583	40	5	Y	Y	0:Goblin [X=3;Y=4]
F584	40	5	Y	Y	0:Goblin [X=3;Y=4]
F585	40	5	Y	Y	0:Goblin [X=3;Y=4]
F586	40	5	Y	Y	0:Goblin [X=3;Y=4]
F587	40	5	Y	Y	0:Goblin [X=3;Y=4]
F588	40	5	Y	Y	0:Goblin [X=3;Y=4]
F589	40	5	Y	Y	0:Goblin [X=3;Y=4]
F590	40	5	Y	Y	0:Goblin [X=3;Y=4]
F591	40	5	Y	Y	0:Goblin [X=3;Y=4]
F592	3	0	Y	N	0:Gil Turtle [X=6;Y=6]
F593	15	0	Y	N	0:Tonberry [X=3;Y=8] 1:Tonberry [X=6;Y=8 HIDDEN] 2:Tonberry [X=9;Y=8 HIDDEN] 3:Tonberry [X=12;Y=8 HIDDEN] 4:Tonberry [X=15;Y=8 HIDDEN]
F594	30	0	Y	N	0:Grand Aegis [X=1;Y=3] 1:Dark Elemental [X=15;Y=4] 2:Dark Elemental [X=14;Y=11]
F595	150	0	Y	N	0:Omega Mk.II[F.1] [X=5;Y=6] 1:Omega Mk.II[F.2] [X=5;Y=6 HIDDEN] 2:Omega Mk.II[F.3] [X=5;Y=6 HIDDEN]
F596	150	0	Y	N	0:Neo Shinryu [X=8;Y=8] 1:Neo Exdeath(UP RIGHT) [X=3;Y=7 HIDDEN] 2:Neo Exdeath(UP RIGHT) [X=3;Y=8 HIDDEN] 3:(Neo Shinryu) [X=4;Y=1]
F597	40	0	Y	N	0:Guardian[F.1] [X=4;Y=4] 1:Neo Exdeath(UP RIGHT) [X=3;Y=4 HIDDEN] 2:Neo Exdeath(UP RIGHT) [X=3;Y=5 HIDDEN] 3:Guardian[F.2] [X=4;Y=4 HIDDEN] 4:Launcher(L) [X=6;Y=5] 5:Launcher(R) [X=6;Y=7]

					6:Wave Cannon [X=7;Y=4]
F598	40	0	Y	N	0:Archeodemon [X=5;Y=4]
F599	180	0	N	Y	0:(Enuo R Hand) [X=4;Y=6] 1:(Enuo L Hand) [X=14;Y=6] 2:(Enuo L Hand) [X=8;Y=9 HIDDEN] 3:Enuo[F.1] [X=3;Y=2] 4:Enuo[F.2] [X=3;Y=2 HIDDEN]
F600	100	0	Y	Y	0:Omega [X=4;Y=6]
F601	0	0	Y	Y	0:Goblin [X=3;Y=4]
F602	0	0	Y	Y	0:Goblin [X=3;Y=4]
F603	0	0	Y	Y	0:Goblin [X=3;Y=4]
F604	0	0	Y	Y	0:Goblin [X=3;Y=4]
F605	0	0	Y	Y	0:Goblin [X=3;Y=4]
F606	0	0	Y	Y	0:Goblin [X=3;Y=4]
F607	0	0	Y	Y	0:Goblin [X=3;Y=4]
F608	5	0	N	N	0:Wing Raptor[F.1] [X=5;Y=4] 1:Wing Raptor[F.2] [X=5;Y=4 HIDDEN]
F609	5	0	N	N	0:Garula [X=5;Y=5]
F610	5	0	N	N	0:Siren(Human) [X=6;Y=4] 1:Siren(Undead) [X=6;Y=4 HIDDEN]
F611	6	0	N	N	0:Forza [X=12;Y=3] 1:Magissa [X=4;Y=7]
F612	3	0	Y	N	0:Gil Turtle [X=7;Y=7]
F613	6	0	N	N	0:Liquid Flame(Human) [X=6;Y=3] 1:Liquid Flame(Hand) [X=6;Y=6 HIDDEN] 2:Liquid Flame(Whirl) [X=4;Y=4 HIDDEN]
F614	7	0	N	N	0:Soul Cannon [X=4;Y=4] 1:Launcher [X=6;Y=5] 2:Launcher [X=6;Y=7]
F615	5	0	N	N	0:Purabolos [X=14;Y=5] 1:Purabolos [X=9;Y=2] 2:Purabolos [X=4;Y=3] 3:Purabolos [X=2;Y=8] 4:Purabolos [X=13;Y=10] 5:Purabolos [X=7;Y=11]
F616	20	0	N	N	0:Minotaur [X=5;Y=5]
F617	20	0	Y	N	0:Triton [X=7;Y=3] 1:Nereid [X=3;Y=10] 2:Phobos [X=13;Y=8]
F618	0	0	N	N	0:Byblos [X=6;Y=5]
F619	9	0	N	N	0:Tyrannosaur [X=6;Y=5]
F620	10	0	N	N	0:Dragon Pod [X=5;Y=2] 1:Dragon Flower(MID) [X=15;Y=9 HIDDEN] 2:Dragon Flower(MR) [X=12;Y=12 HIDDEN] 3:Dragon Flower(MID) [X=7;Y=13 HIDDEN] 4:Dragon Flower(ML) [X=3;Y=12 HIDDEN] 5:Dragon Flower(L) [X=1;Y=9 HIDDEN]
F621	16	0	Y	N	0:Apanda [X=6;Y=5]
F622	6	0	N	N	0:Manticore [X=5;Y=5]
F623	5	0	N	N	0:Adamantoise [X=6;Y=7]
F624	2	0	N	N	0:Jackanapes [X=7;Y=7]
F625	20	0	N	N	0:Calofisteri [X=4;Y=5]
F626	24	0	Y	N	0:Twintania[F.1] [X=4;Y=4] 1:Twintania[F.2] [X=4;Y=4 HIDDEN]
F627	20	0	N	N	0:Omniscient [X=5;Y=4]
F628	20	0	N	N	0:Wendigo [X=4;Y=2] 1:Wendigo [X=13;Y=3] 2:Wendigo [X=1;Y=8] 3:Wendigo [X=10;Y=9]
F629	5	0	N	N	0:Hole [X=3;Y=14]

					1:Hole [X=15;Y=14]
					2:Hole [X=9;Y=11]
					3:Sandworm(Fake) [X=3;Y=6 HIDDEN]
					4:Sandworm(Fake) [X=15;Y=6 HIDDEN]
					5:Sandworm(Fake) [X=9;Y=3 HIDDEN]
					6:(Sandworm) [X=1;Y=2]
F630	12	0	N	N	0:Atomos [X=3;Y=2]
F631	20	0	Y	N	0:Halicarnassus [X=5;Y=4]
F632	15	0	N	N	0:(Crystal)(Fire) [X=7;Y=5]
					1:(Crystal)(Earth) [X=8;Y=12]
					2:(Crystal)(Water) [X=13;Y=8]
					3:(Crystal)(Wind) [X=2;Y=9]
F633	20	0	N	N	0:Melusine[F.1] [X=4;Y=4]
					1:Melusine[F.2] [X=4;Y=4 HIDDEN]
					2:Melusine[F.3] [X=4;Y=4 HIDDEN]
					3:Melusine[F.4] [X=4;Y=4 HIDDEN]
F634	21	0	N	N	0:Catastophe [X=3;Y=3]
F635	22	0	N	N	0:Azulmagia [X=5;Y=3]
F636	27	0	Y	N	0:Necrophobe [X=6;Y=4]
					1:Barrier [X=3;Y=7]
					2:Barrier [X=14;Y=13]
					3:Barrier [X=2;Y=13]
					4:Barrier [X=12;Y=7]
F637	40	0	N	N	0:Archeodemon [X=5;Y=4]
F638	0	0	Y	Y	0:Mindflayer [X=6;Y=6]

4. New Monster Encounter Table

These are the various monster encounter groups that you may randomly fight in Sealed Temple.

GROUP	???	1(90/256)	2(90/256)	3(60/256)	4(16/256)	Location
GROUP 256	F512	F513	F516	F515	Entrance	
GROUP 257	F512	F515	F525	F545	Corridor(L)	
GROUP 258	F513	F516	F527	F551	Corridor(R)	
GROUP 259	F545	F550	F524	F551	Arena	
GROUP 260	F555	F556	F557	F559	River of Souls(B1)	
GROUP 261	F520	F528	F522	F544	River of Souls(B2)	
GROUP 262	F521	F529	F523	F544	River of Souls(B3)	
GROUP 263	F534	F537	F535	F570	Titans' Grotto(B1)	
GROUP 264	F575	F576	F538	F570	Titans' Grotto(B2)	
GROUP 265	F546	F547	F548	F560	Hall of Souls	
GROUP 266	F549	F560	F561	F562	Hall of Doubt	
GROUP 267	F518	F519	F533	F563	Hall of Watchmen	
GROUP 268	F518	F530	F563	F531	Warp Zone	
GROUP 269	F519	F533	F563	F563	Heart of Ronka(B1)	
GROUP 270	F563	F532	F536	F563	Heart of Ronka(B2)	
GROUP 271	F563	F536	F563	F580	Treasure Room(Ronka)	
GROUP 272	F564	F551	F514	F558	Abyssal Falls(B1)	
GROUP 273	F564	F514	F548	F561	Abyssal Falls(B2)	
GROUP 274	F564	F552	F553	F578	Treasure Room(Fall)	
GROUP 275	F539	F548	F565	F570	Decedent's Path	
GROUP 276	F571	F566	F568	F572	Incubi's Path	
GROUP 277	F573	F570	F566	F569	Iniquity's Path	
GROUP 278	F567	F570	F569	F574	Throne Room	
GROUP 279	F526	F514	F540	F541	Entryway	

GROUP 280	F526	F540	F541	F578	Treasure Room(Lair)
GROUP 281	F526	F578	F542	F578	Shinryu's Roost
GROUP 282	F580	F554	F577	F581	The Shadowed Gate
GROUP 283	F580	F543	F579	F581	Stairs of Destiny

5. New Weapons & Armors

5.1) New Weapons

WEAPON: Mutsunokami

ATTACK: 142	DAMAGE FORMULA: 37
HIT%: 100	CRITICAL%: 50
GB PUNCH/THROW ATTACK: 142	THROWABLE?: Y
PRICE: 34464	SELL: 5
ATTACK CATEGORY: Physical	STRONG VS:
STATS:	
ATTACK ELEMENT:	
SPECIAL: Double Grip OK	
SPELL/COMMAND:	

WEAPON: Apocalypse

ATTACK: 145	DAMAGE FORMULA: 31
HIT%: 100	CRITICAL%: 0
GB PUNCH/THROW ATTACK: 145	THROWABLE?: Y
PRICE: 34464	SELL: 5
ATTACK CATEGORY: Physical	STRONG VS:
STATS: Str+3, Sta+3	
ATTACK ELEMENT:	
SPECIAL: Double Grip OK, Spellblade OK	
SPELL/COMMAND:	

WEAPON: Ultima Weapon

ATTACK: 180	DAMAGE FORMULA: 31
HIT%: 100	CRITICAL%: 0
GB PUNCH/THROW ATTACK: 180	THROWABLE?: Y
PRICE: 34464	SELL: 5
ATTACK CATEGORY: Physical	STRONG VS:
STATS: Str+2, Agi+2, Sta+2	
ATTACK ELEMENT:	
SPECIAL: Double Grip OK, Spellblade OK	
SPELL/COMMAND:	

WEAPON: Longinus

ATTACK: 132	DAMAGE FORMULA: 33
HIT%: 100	CRITICAL%: 0
GB PUNCH/THROW ATTACK: 132	THROWABLE?: Y
PRICE: 34464	SELL: 5
ATTACK CATEGORY: Physical	STRONG VS:
STATS: Str+2	
ATTACK ELEMENT:	
SPECIAL: Jump for M = M*2	
SPELL/COMMAND:	

WEAPON: Fairy's Bow

ATTACK: 130 DAMAGE FORMULA: 72
 HIT%: 100 CRITICAL%: 0
 GB PUNCH/THROW ATTACK: 130 THROWABLE?: N
 PRICE: 34464 SELL: 5
 ATTACK CATEGORY: Aerial STRONG VS:
 STATS:
 ATTACK ELEMENT:
 SPECIAL: Double Grip ONLY
 SPELL/COMMAND: Confuse (12%)

WEAPON: Kagenui
 ATTACK: 126 DAMAGE FORMULA: 32
 HIT%: 100 CRITICAL%: 0
 GB PUNCH/THROW ATTACK: 126 THROWABLE?: Y
 PRICE: 34464 SELL: 5
 ATTACK CATEGORY: Physical STRONG VS:
 STATS: Agi+3
 ATTACK ELEMENT:
 SPECIAL: Spellblade OK
 SPELL/COMMAND: Stop (20%)

WEAPON: Earthbreather
 ATTACK: 133 DAMAGE FORMULA: 34
 HIT%: 80 CRITICAL%: 0
 GB PUNCH/THROW ATTACK: 133 THROWABLE?: Y
 PRICE: 34464 SELL: 5
 ATTACK CATEGORY: Physical STRONG VS:
 STATS: Agi-5, Mag-5, Str+5, Sta+5
 ATTACK ELEMENT:
 SPECIAL: Double Grip OK
 SPELL/COMMAND:

WEAPON: Mace of Zeus
 ATTACK: 78 DAMAGE FORMULA: 3A
 HIT%: 90 CRITICAL%: 0
 GB PUNCH/THROW ATTACK: 78 THROWABLE?: N
 PRICE: 34464 SELL: 5
 ATTACK CATEGORY: Physical STRONG VS:
 STATS: Mag+3
 ATTACK ELEMENT:
 SPECIAL: Double Grip OK, Backrow OK
 SPELL/COMMAND:

WEAPON: Gladius
 ATTACK: 118 DAMAGE FORMULA: 32
 HIT%: 100 CRITICAL%: 0
 GB PUNCH/THROW ATTACK: 118 THROWABLE?: Y
 PRICE: 34464 SELL: 5
 ATTACK CATEGORY: Physical STRONG VS:
 STATS: Agi+2
 ATTACK ELEMENT: Holy
 SPECIAL: Spellblade OK
 SPELL/COMMAND:

WEAPON: Demon's Rod
 ATTACK: 55 DAMAGE FORMULA: 3B
 HIT%: 90 CRITICAL%: 0
 GB PUNCH/THROW ATTACK: 55 THROWABLE?: N
 PRICE: 34464 SELL: 5
 ATTACK CATEGORY: Black STRONG VS:

STATS:

ATTACK ELEMENT: Poison

SPECIAL: Backrow OK

SPELL/COMMAND: Death(16%)

5.2) New Armors and Accessories

ARMOUR: Force Shield

DEFENSE: 15 MAGIC DEFENSE: 0

EVADE%: 10 MAGIC EVADE%: 0

WEIGHT: 15 PRICE: 34464

STATS: Agi-5

ELEMENTAL ABSORB:

ELEMENTAL IMMUNITY: Fire, Ice, Lighting, Poison, Holy, Earth, Wind, Water

ELEMENTAL HALF:

ELEMENTAL WEAKNESS:

INTIAL STATUS:

MAGIC ELEMENT UP:

SPECIAL:

ARMOUR: Grand Helm

DEFENSE: 18 MAGIC DEFENSE: 2

EVADE%: 0 MAGIC EVADE%: 0

WEIGHT: 6 PRICE: 34464

STATS:

ELEMENTAL ABSORB:

ELEMENTAL IMMUNITY:

ELEMENTAL HALF:

ELEMENTAL WEAKNESS:

INTIAL STATUS:

MAGIC ELEMENT UP:

SPECIAL:

ARMOUR: Royal Crown

DEFENSE: 13 MAGIC DEFENSE: 13

EVADE%: 5 MAGIC EVADE%: 10

WEIGHT: 8 PRICE: 34464

STATS: Agi+1, Mag+1

ELEMENTAL ABSORB:

ELEMENTAL IMMUNITY:

ELEMENTAL HALF:

ELEMENTAL WEAKNESS:

INTIAL STATUS:

MAGIC ELEMENT UP:

SPECIAL:

ARMOUR: Maximillian

DEFENSE: 27 MAGIC DEFENSE: 5

EVADE%: 0 MAGIC EVADE%: 0

WEIGHT: 9 PRICE: 34464

STATS: Sta+2

ELEMENTAL ABSORB:

ELEMENTAL IMMUNITY:

ELEMENTAL HALF:

ELEMENTAL WEAKNESS:

INTIAL STATUS:

MAGIC ELEMENT UP:

SPECIAL:

ARMOUR: Vishnu Vest
DEFENSE: 20 MAGIC DEFENSE: 8
EVADE%: 0 MAGIC EVADE%: 5
WEIGHT: 3 PRICE: 34464
STATS:
ELEMENTAL ABSORB:
ELEMENTAL IMMUNITY:
ELEMENTAL HALF: Fire, Ice, Lightning
ELEMENTAL WEAKNESS:
INITIAL STATUS:
MAGIC ELEMENT UP:
SPECIAL:

ARMOUR: Robe of Lords
DEFENSE: 18 MAGIC DEFENSE: 22
EVADE%: 0 MAGIC EVADE%: 24
WEIGHT: 2 PRICE: 34464
STATS: Mag+1
ELEMENTAL ABSORB:
ELEMENTAL IMMUNITY:
ELEMENTAL HALF:
ELEMENTAL WEAKNESS:
INITIAL STATUS:
MAGIC ELEMENT UP:
SPECIAL:

ARMOUR: Hyper Wrist
DEFENSE: 3 MAGIC DEFENSE: 0
EVADE%: 0 MAGIC EVADE%: 0
WEIGHT: 0 PRICE: 34464
STATS: Str+5
ELEMENTAL ABSORB:
ELEMENTAL IMMUNITY:
ELEMENTAL HALF:
ELEMENTAL WEAKNESS:
INITIAL STATUS:
MAGIC ELEMENT UP:
SPECIAL: Att+10 (Apply to Goblin Punch always, don't apply to Rods & Harps)

ARMOUR: Sorceror's Mantle
DEFENSE: 0 MAGIC DEFENSE: 0
EVADE%: 10 MAGIC EVADE%: 20
WEIGHT: 1 PRICE: 34464
STATS:
ELEMENTAL ABSORB:
ELEMENTAL IMMUNITY:
ELEMENTAL HALF: Fire, Ice, Lightning, Poison, Holy, Earth, Wind, Water
ELEMENTAL WEAKNESS:
INITIAL STATUS:
MAGIC ELEMENT UP:
SPECIAL:

ARMOUR: Chaos Orb
DEFENSE: 0 MAGIC DEFENSE: 8
EVADE%: 0 MAGIC EVADE%: 10
WEIGHT: 1 PRICE: 34464
STATS:
ELEMENTAL ABSORB:
ELEMENTAL IMMUNITY:

ELEMENTAL HALF:
ELEMENTAL WEAKNESS:
INITIAL STATUS: HP Leak(Regen)
MAGIC ELEMENT UP: Fire, Ice, Lightning
SPECIAL: If wearer is undead(Necromancer), HP Leak becomes Regen

ARMOUR: Crystal Orb
DEFENSE: 0 MAGIC DEFENSE: 20
EVADE%: 0 MAGIC EVADE%: 12
WEIGHT: 1 PRICE: 34464
STATS: Mag+5
ELEMENTAL ABSORB:
ELEMENTAL IMMUNITY:
ELEMENTAL HALF:
ELEMENTAL WEAKNESS:
INITIAL STATUS:
MAGIC ELEMENT UP:
SPECIAL:

6. New Spells

Abbreviations

SPELL: Spell name
ATT: Spell Attack Power
MP: MP Cost
HT%: Spell Hit%. "A" means that the spell will always hit
ELEM: Attack Element
STAT: Status effects inflicted
DUR: Duration of inflicted Status effects
TAR: Targetting
S = Self Only
A = Single or Multiple Targets, Default Ally
E = Single or Multiple Targets, Default Enemy
SA = Single Target, Default Ally
SE = Single Target, Default Enemy
AA = All Allies only
AE = All Enemies only
SEO = Single Target, can only target Enemies
SAO = Single Target, can only target Allies
R: Reflectable, Y = Yes, N = No

6.1) DARK ARTS

SPELL	ATT	MP	HT%	ELEMENT	STATUS	DUR	TAR	R	SPECIAL
Drain Touch	80	15	A					SE	N
Dark Haze		18	75		Old,Confuse	125	AE	N	
Deep Freeze	190	38	A	Ice	Stop		E	N	
Evil Mist	190	38	A	Poison	Poison		AE	N	
Meltdown	190	38	A	Fire	HP Leak		E	N	
Hellwind	190	38	A	Wind	Petrify		AE	N	
Chaos Drive	190	38	A	Lit	Paralyze		AE	N	

Curse	42	A	Toad,Mini	E N
			Poison,Darkness	
			Old,Sleep	
			Confuse,Berserk	
			Silence,HP Leak	
Dark Flare	200	52	A	AE N Pierce M.Def
Doomsday	254	66	A	AE N

Note: Enemies can still use Dark Arts spells after Mute is used. But you can't.

7. New Commands

7.1) Bladeblitz

M = M*3/4

Does not ignore enemy Evade%.

Does not ignore Row Modifiers.

Weapons will not cast spells.

Does not work with Harps or Blood Sword.

7.2) Finisher

Job Level	Attempt	Failed	Critical Hit	Elemental Attack
0	6/16		6/16	4/16
1	5/16		6/16	5/16
2	5/16		5/16	6/16
3	5/16		4/16	7/16
4	4/16		4/16	8/16

7.3) Oath

3/8	Skeleton	50	4
2/8	Rajiiformes	75	4
2/8	Flaremancer	254	5
1/8	Zombie Dragon	10-100	5

7.4) Open Fire

			Att-Def
104/256	Black shot	Darkness	115
62 /256	Purple shot	Poison	115
60 /256	Red shot	Confuse	175
30 /256	X shot	Death	215 (can kill undead)

8. Combine

Notes

Combine does magical damage and Hit%=A.

Combine damage formula:

Attack = Base Attack + (0..(Base Attack/8))

M = (Level*Level)/256 + 4

Damage = Attack*M, max = 9999

Status is always 75% chance to inflict while an enemy is not immune to effects.

		Base Att	Element/Status
Flame Shot	Buckshot + Flame Scroll	80	Fire
Flame Burst	Blastshot + Flame Scroll	170	Fire
Flame Cannon	Blitzshot + Flame Scroll	220	Fire
Water Shot	Buckshot + Water Scroll	80	Water
Water Burst	Blastshot + Water Scroll	170	Water
Water Cannon	Blitzshot + Water Scroll	220	Water
Spark Shot	Buckshot + Lightning Scroll	80	Lightning
Spark Burst	Blastshot + Lightning Scroll	170	Lightning
Spark Cannon	Blitzshot + Lightning Scroll	220	Lightning
Dark Shot	Buckshot + Ash	70	Darkness
Dark Burst	Blastshot + Ash	160	Darkness
Dark Cannon	Blitzshot + Ash	200	Darkness
Normal Shot	Buckshot + Shuriken	80	
Normal Burst	Blastshot + Shuriken	160	
Normal Cannon	Blitzshot + Shuriken	210	
Killer Shot	Buckshot + Fuma Shuriken	80	M=M*2 if Human
Killer Burst	Blastshot + Fuma Shuriken	170	M=M*2 if Human
Killer Cannon	Blitzshot + Fuma Shuriken	215	M=M*2 if Human
Slow Shot	Buckshot + Turtle Shell	65	Slow
Slow Burst	Blastshot + Turtle Shell	160	Slow
Slow Cannon	Blitzshot + Turtle Shell	200	Slow
Dragon Shot	Buckshot + Dragon Fang	80	M=M*2 if Dragon
Dragon Burst	Blastshot + Dragon Fang	170	M=M*2 if Dragon
Dragon Cannon	Blitzshot + Dragon Fang	215	M=M*2 if Dragon
Chaos Shot	Buckshot + Dark Matter	70	Confuse
Chaos Burst	Blastshot + Dark Matter	145	Poison
Chaos Cannon	Blitzshot + Dark Matter	185	Death
Quake Shot	Buckshot + Goliath Tonic	80	Earth
Quake Burst	Blastshot + Goliath Tonic	170	Earth
Quake Cannon	Blitzshot + Goliath Tonic	215	Earth
Power Shot	Buckshot + Power Drink	65	Berserk
Power Burst	Blastshot + Power Drink	160	Berserk
Power Cannon	Blitzshot + Power Drink	200	Berserk
Vulner Shot	Buckshot + Iron Draft	65	Def+M.Def/2
Vulner Burst	Blastshot + Iron Draft	160	Def+M.Def/2
Vulner Cannon	Blitzshot + Iron Draft	200	Def+M.Def/2
Silver Shot	Buckshot + Speed Shake	65	Old
Silver Burst	Blastshot + Speed Shake	160	Old
Silver Cannon	Blitzshot + Speed Shake	200	Old
Divine Shot	Buckshot + Hero Cocktail	85	Holy
Divine Burst	Blastshot + Hero Cocktail	175	Holy
Divine Cannon	Blitzshot + Hero Cocktail	225	Holy
Needle Shot	Buckshot + Gold Needle		1000
Needle Burst	Blastshot + Gold Needle		2000

Needle Cannon	Blitzshot + Gold Needle		3000
Mini Shot	Buckshot + Mallet	40	Mini
Mini Burst	Blastshot + Mallet	135	Mini
Mini Cannon	Blitzshot + Mallet	175	Mini

9. Predict

9.1) Predict Spells

Spell is decided by last digit of caster's MP value.

MP	Spell	Element	Status	Effects	Abv.
0	Cleansing				CS
1	Deluge	Water	Toad		DL
2	Eruption	Fire	HP Leak		ER
3	Starfall		Death	Damagex2	SF
4	Rockslide	Earth		Damagex2	RS
5	Divine Judgement	Holy		MP damage (2nd)+Recovery	DJ
6	Healing Wind	Holy	Dispel	Recovery	HW
7	Blessing	Holy	Regen	Recovery	BL
8	Hurricane	Wind	Silence		HC
9	Pestilence	Poison	Poison		PL

9.2) Predict Damage Formula

Predict damage formula:

Attack = Base Attack + (0..(Base Attack/8))

M = see below

Damage = (Att - Mag Def)*M

M is decided by last digit of target HP value when a prediction is being made.

E = Enemy, P = Player

Abv.	Att	0	1	2	3	4	5	6	7	8	9	HP Last Digit
CS(E)	250	3	6	9	12	15	18	21	24	27	30	= M
DL(E)	180	2	5	8	10	13	16	18	21	24	27	
DL(P)	180	1	1	1	1	1	1	2	2	2	3	
ER(E)	165	2	4	7	9	12	14	16	19	21	24	
ER(P)	165	1	1	1	2	3	3	4	4	5	6	
SF(E)	190	2	5	8	10	13	16	18	21	24	27	
SF(P)	190	1	1	1	1	1	1	2	2	2	3	
RS(E)	160	1	3	4	6	7	9	10	12	13	15	
RS(P)	160	1	3	4	6	7	9	10	12	13	15	
DJ(E)	220	3	6	9	12	15	18	21	24	27	30	
DJ(P)	240	10	10	10	10	10	10	10	10	10	10	
HW(P)	155	3	6	9	12	15	18	21	24	27	30	
BL(P)	210	3	6	9	12	15	18	21	24	27	30	
HC(E)	200	2	4	7	9	12	14	16	19	21	24	
HC(P)	200	1	1	1	2	3	3	4	4	5	6	
PL(P)	180	3	6	9	12	15	18	21	24	27	30	

9.3) Notes

Ribbon cannot protect against Starfall's death.

Rockslide is not "Ground Attack".

Healing Wind dispels Toad, Mini, Poison, Old, Sleep, Paralyze, Confuse,
Berserk, Silence, Protect, Shell, Stop, Haste, Slow

does not dispel Petrify, Float, Zombie, Image, Regen

Predict does not trigger counter attacks.

10. Reference

For codes used in this FAQ and other purposes, refer to this page

<http://erick.guillen.com.mx/codes/GBA%20Final%20Fantasy%20V%20Advance.txt>

For new GBA dungeon maps, refer to this page:

[http://smg.photobucket.com/albums/v205/SamuraiGoroh/Final%20Fantasy%20V/
GBA%20version/Maps/](http://smg.photobucket.com/albums/v205/SamuraiGoroh/Final%20Fantasy%20V/GBA%20version/Maps/)

I was going to do one but didn't have time.

This is samurai goroh's page with many FF5&A codes:

<http://erick.guillen.com.mx/>

Gaia(haven't got time to locate which is which):

<http://img524.imageshack.us/img524/3756/gaia01wk9.gif>

<http://img514.imageshack.us/img514/1995/gaia02zm9.gif>

<http://img246.imageshack.us/img246/305/gaia03jf6.gif>

<http://img301.imageshack.us/img301/9338/gaia04aj7.gif>

<http://img529.imageshack.us/img529/5532/gaia05rx4.gif>

<http://img72.imageshack.us/img72/2980/gaia06ot2.gif>

<http://img245.imageshack.us/img245/8082/gaia07yu2.gif>

<http://img80.imageshack.us/img80/6376/gaia08cn4.gif>

<http://img404.imageshack.us/img404/1314/gaia09su6.gif>

<http://img524.imageshack.us/img524/7985/gaia10wy7.gif>

<http://img514.imageshack.us/img514/5353/gaia11tm6.gif>

<http://img246.imageshack.us/img246/7049/gaia12ri4.gif>

<http://img301.imageshack.us/img301/5803/gaia13yc3.gif>

<http://img529.imageshack.us/img529/308/gaia14oe3.gif>

<http://img72.imageshack.us/img72/4954/gaia15it6.gif>

<http://img245.imageshack.us/img245/633/gaia16xm8.gif>

<http://img80.imageshack.us/img80/5766/gaia17uu3.gif>

<http://img404.imageshack.us/img404/4617/gaia18ab4.gif>

<http://img341.imageshack.us/img341/4709/gaia19hw2.gif>

<http://img514.imageshack.us/img514/2751/gaia20tm4.gif>

<http://img246.imageshack.us/img246/4995/gaia21gc4.gif>

<http://img301.imageshack.us/img301/7418/gaia22ma9.gif>

<http://img529.imageshack.us/img529/8964/gaia23il2.gif>

<http://img72.imageshack.us/img72/607/gaia24oo6.gif>

<http://img524.imageshack.us/img524/9872/gaia25zr2.gif>

<http://img529.imageshack.us/img529/652/gaia26wl9.gif>

<http://img207.imageshack.us/img207/6872/gaia27os7.gif>

<http://img341.imageshack.us/img341/1286/gaia28np1.gif>

<http://img80.imageshack.us/img80/7180/gaia29jw8.gif>

<http://img137.imageshack.us/img137/8391/gaia30sg3.gif>

<http://img142.imageshack.us/img142/5715/gaia31ij1.gif>

<http://img291.imageshack.us/img291/6738/gaia32vb3.gif>
<http://img245.imageshack.us/img245/5170/gaia33ax5.gif>
<http://img524.imageshack.us/img524/2814/gaia34tk0.gif>

Big Bridge Map:

<http://img169.imageshack.us/img169/6600/bigbridgehi6.jpg>

Enemy skills:

Blue Magic (SNES name)???? is now named ???.
No Clue(Wrong Way): Force Death, no animation, no ATB time wait
False Image: invulnerable
Stalker Attack: switch False Image status to a random target
Invisibility(No-Damage Magic): used to trigger certain script, no animation,
yes ATB time wait
Vanish(???): Force Death, used in react to Soft by some enemies
Punishment(Warning): Self-destruct, force Death
Panacea(Medicine): enemy's Esuna, dispels Darkness, Poison, Mini, Frog, Stop,
Silence, Berserk, Confuse, Paralyze, Slow, Old
HP Recover(Remedy): HP recover to Max
Valiant Attack(Micro Missile): 8/16, 75%, Old
Set Self Status: no animation, no ATB time wait

Reflect - 10f

Carbuncle Reflect duration = 52 + (caster level/4)
Dragon Armor Reflect = 90 fixed

Monster stats revision(in very slow progress)

NAME: Goblin
CODE: 00 00 BESTIARY: #001
LEVEL: 6 EXP: 10
HP: 16 GIL: 20
MP: 3 SPEED: 10
ATTACK: 5 MAGIC POWER: 0
ATT MULT: 1 MAGIC MULT: 4
EVADE%: 0 MAGIC EVADE%: 0
DEFENSE: 0 MAGIC DEFENSE: 5
DROP(ALWAYS): Nothing STEAL(COMMON): Potion
DROP(RARE): Leather Cap STEAL(RARE): Nothing
MOTION: Knife
CREATURE TYPE: None
CAN'T EVADE: None
INITIAL STATUS: None
STATUS IMMUNITY: Death
ELEMENTAL WEAKNESS: None
ELEMENTAL IMMUNITY: None
ELEMENTAL ABSORB: None
IMMUNITY: None
CONTROL: Attack, Goblin Punch, Flee
RELEASE: Flare
SPECIALTY: Critical Attack
SPECIALTY EFFECT: 1.5*Damage
AI SCRIPT:
{Attack,Attack,Goblin Punch}

NAME: Killer Bee

CODE: 00 01 BESTIARY: #005
LEVEL: 1 EXP: 15
HP: 20 GIL: 20
MP: 0 SPEED: 10
ATTACK: 5 MAGIC POWER: 0

ATT MULT: 2
EVADE%: 10
DEFENSE: 0
DROP (ALWAYS): Nothing
DROP (RARE): Nothing
MOTION: None
CREATURE TYPE: None
CAN'T EVADE: Aerial
INITIAL STATUS: (Auto)Float
STATUS IMMUNITY: Toad, Mini
ELEMENTAL WEAKNESS: None
ELEMENTAL IMMUNITY: Earth
ELEMENTAL ABSORB: None
IMMUNITY: None
CONTROL: Attack, Needle
RELEASE: Needle
SPECIALTY: Needle
SPECIALTY EFFECT: 1.5*Damage
AI SCRIPT:
{Attack,Attack,Needle}

MAGIC MULT: 4
MAGIC EVADE%: 0
MAGIC DEFENSE: 5
STEAL (COMMON): Nothing
STEAL (RARE): Potion

NAME: Nutkin
CODE: 00 02
LEVEL: 1
HP: 20
MP: 0
ATTACK: 5
ATT MULT: 2
EVADE%: 0
DEFENSE: 0
DROP (ALWAYS): Nothing
DROP (RARE): Potion
MOTION: None
CREATURE TYPE: Magic Beast
CAN'T EVADE: None
INITIAL STATUS: Regen
STATUS IMMUNITY: Mini
ELEMENTAL WEAKNESS: None
ELEMENTAL IMMUNITY: None
ELEMENTAL ABSORB: None
IMMUNITY: None
CONTROL: Attack, Specialty
RELEASE: (Strong)Attack
SPECIALTY: Incisor
SPECIALTY EFFECT: 100% Hit, Pierce Def
AI SCRIPT:
{Attack,Attack,Incisor}

BESTIARY: #006
EXP: 10
GIL: 20
SPEED: 10
MAGIC POWER: 0
MAGIC MULT: 4
MAGIC EVADE%: 0
MAGIC DEFENSE: 5
STEAL (COMMON): Potion
STEAL (RARE): Potion

NAME: Stray Cat
CODE: 00 03
LEVEL: 2
HP: 20
MP: 0
ATTACK: 5
ATT MULT: 2
EVADE%: 0
DEFENSE: 0
DROP (ALWAYS): Nothing
DROP (RARE): Nothing
MOTION: None

BESTIARY: #007
EXP: 15
GIL: 20
SPEED: 10
MAGIC POWER: 0
MAGIC MULT: 4
MAGIC EVADE%: 0
MAGIC DEFENSE: 5
STEAL (COMMON): Nothing
STEAL (RARE): Potion

CREATURE TYPE: Magic Beast
CAN'T EVADE: None
INITIAL STATUS: None
STATUS IMMUNITY: Mini
ELEMENTAL WEAKNESS: None
ELEMENTAL IMMUNITY: None
ELEMENTAL ABSORB: None
IMMUNITY: None
CONTROL: Attack, Specialty, Flee
RELEASE: (Strong)Attack
SPECIALTY: Tail
SPECIALTY EFFECT: 1.5*Damage
AI SCRIPT:
{Attack,Attack,Tail}

NAME: Steel Bat
CODE: 00 04
LEVEL: 2
HP: 20
MP: 10000
ATTACK: 3
ATT MULT: 2
EVADE%: 0
DEFENSE: 0
DROP (ALWAYS): Nothing
DROP (RARE): Nothing
MOTION: None
CREATURE TYPE: None
CAN'T EVADE: Aerial
INITIAL STATUS: (Auto)Float
STATUS IMMUNITY: Toad, Mini
ELEMENTAL WEAKNESS: None
ELEMENTAL IMMUNITY: Earth
ELEMENTAL ABSORB: None
IMMUNITY: None
CONTROL: Attack, Vampire
RELEASE: Vampire
SPECIALTY: Claw
SPECIALTY EFFECT: 1.5*Damage
AI SCRIPT:
Attack
{Attack,Vampire,Claw}

BESTIARY: #002
EXP: 9
GIL: 20
SPEED: 5
MAGIC POWER: 0
MAGIC MULT: 4
MAGIC EVADE%: 0
MAGIC DEFENSE: 5
STEAL (COMMON): Nothing
STEAL (RARE): Potion

NAME: Devil Crab
CODE: 00 05
LEVEL: 3
HP: 16
MP: 0
ATTACK: 4
ATT MULT: 1
EVADE%: 0
DEFENSE: 3
DROP (ALWAYS): Nothing
DROP (RARE): Nothing
MOTION: None
CREATURE TYPE: None
CAN'T EVADE: None
INITIAL STATUS: None
STATUS IMMUNITY: Mini
ELEMENTAL WEAKNESS: Ice

BESTIARY: #003
EXP: 7
GIL: 20
SPEED: 7
MAGIC POWER: 0
MAGIC MULT: 4
MAGIC EVADE%: 0
MAGIC DEFENSE: 5
STEAL (COMMON): Nothing
STEAL (RARE): Potion

ELEMENTAL IMMUNITY: None
ELEMENTAL ABSORB: None
IMMUNITY: None
CONTROL: Attack, Specialty
RELEASE: (Strong)Attack
SPECIALTY: Pincer
SPECIALTY EFFECT: 1.5*Damage
AI SCRIPT:
{Attack,Attack,Pincer}

NAME: Stroper
CODE: 00 06
LEVEL: 3
HP: 20
MP: 0
ATTACK: 4
ATT MULT: 2
EVADE%: 0
DEFENSE: 0
DROP (ALWAYS): Nothing
DROP (RARE): Nothing
MOTION: None
CREATURE TYPE: None
CAN'T EVADE: None
INITIAL STATUS: None
STATUS IMMUNITY: Toad, Mini
ELEMENTAL WEAKNESS: None
ELEMENTAL IMMUNITY: None
ELEMENTAL ABSORB: None
IMMUNITY: None
CONTROL: Attack, Spore
RELEASE: Spore
SPECIALTY: Critical Attack
SPECIALTY EFFECT: None
AI SCRIPT:
Attack

BESTIARY: #004
EXP: 8
GIL: 20
SPEED: 7
MAGIC POWER: 0
MAGIC MULT: 4
MAGIC EVADE%: 0
MAGIC DEFENSE: 5
STEAL (COMMON): Potion
STEAL (RARE): Potion

NAME:
CODE: 00 07
LEVEL:
HP:
MP:
ATTACK:
ATT MULT:
EVADE%:
DEFENSE:
DROP (ALWAYS):
DROP (RARE):
MOTION:
CREATURE TYPE:
CAN'T EVADE:
INITIAL STATUS:
STATUS IMMUNITY:
ELEMENTAL WEAKNESS:
ELEMENTAL IMMUNITY:
ELEMENTAL ABSORB:
IMMUNITY:
CONTROL:
RELEASE:
SPECIALTY:

BESTIARY: #
EXP:
GIL:
SPEED:
MAGIC POWER:
MAGIC MULT:
MAGIC EVADE%:
MAGIC DEFENSE:
STEAL (COMMON):
STEAL (RARE):

SPECIALTY EFFECT:

AI SCRIPT:

NAME:

CODE: 00 08

LEVEL:

HP:

MP:

ATTACK:

ATT MULT:

EVADE%:

DEFENSE:

DROP (ALWAYS):

DROP (RARE):

MOTION:

CREATURE TYPE:

CAN'T EVADE:

INITIAL STATUS:

STATUS IMMUNITY:

ELEMENTAL WEAKNESS:

ELEMENTAL IMMUNITY:

ELEMENTAL ABSORB:

IMMUNITY:

CONTROL:

RELEASE:

SPECIALTY:

SPECIALTY EFFECT:

AI SCRIPT:

BESTIARY: #

EXP:

GIL:

SPEED:

MAGIC POWER:

MAGIC MULT:

MAGIC EVADE%:

MAGIC DEFENSE:

STEAL (COMMON):

STEAL (RARE):

NAME:

CODE: 00 09

LEVEL:

HP:

MP:

ATTACK:

ATT MULT:

EVADE%:

DEFENSE:

DROP (ALWAYS):

DROP (RARE):

MOTION:

CREATURE TYPE:

CAN'T EVADE:

INITIAL STATUS:

STATUS IMMUNITY:

ELEMENTAL WEAKNESS:

ELEMENTAL IMMUNITY:

ELEMENTAL ABSORB:

IMMUNITY:

CONTROL:

RELEASE:

SPECIALTY:

SPECIALTY EFFECT:

AI SCRIPT:

BESTIARY: #

EXP:

GIL:

SPEED:

MAGIC POWER:

MAGIC MULT:

MAGIC EVADE%:

MAGIC DEFENSE:

STEAL (COMMON):

STEAL (RARE):

NAME:

CODE: 00 0A

LEVEL:

HP:

MP:

BESTIARY: #

EXP:

GIL:

SPEED:

ATTACK:
ATT MULT:
EVADE%:
DEFENSE:
DROP (ALWAYS) :
DROP (RARE) :
MOTION:
CREATURE TYPE:
CAN'T EVADE:
INITIAL STATUS:
STATUS IMMUNITY:
ELEMENTAL WEAKNESS:
ELEMENTAL IMMUNITY:
ELEMENTAL ABSORB:
IMMUNITY:
CONTROL:
RELEASE:
SPECIALTY:
SPECIALTY EFFECT:
AI SCRIPT:

NAME:
CODE: 00 0B
LEVEL:
HP:
MP:
ATTACK:
ATT MULT:
EVADE%:
DEFENSE:
DROP (ALWAYS) :
DROP (RARE) :
MOTION:
CREATURE TYPE:
CAN'T EVADE:
INITIAL STATUS:
STATUS IMMUNITY:
ELEMENTAL WEAKNESS:
ELEMENTAL IMMUNITY:
ELEMENTAL ABSORB:
IMMUNITY:
CONTROL:
RELEASE:
SPECIALTY:
SPECIALTY EFFECT:
AI SCRIPT:

MAGIC POWER:
MAGIC MULT:
MAGIC EVADE%:
MAGIC DEFENSE:
STEAL (COMMON) :
STEAL (RARE) :

BESTIARY: #
EXP:
GIL:
SPEED:
MAGIC POWER:
MAGIC MULT:
MAGIC EVADE%:
MAGIC DEFENSE:
STEAL (COMMON) :
STEAL (RARE) :

NAME:
CODE: 00 0C
LEVEL:
HP:
MP:
ATTACK:
ATT MULT:
EVADE%:
DEFENSE:
DROP (ALWAYS) :
DROP (RARE) :
MOTION:
CREATURE TYPE:

BESTIARY: #
EXP:
GIL:
SPEED:
MAGIC POWER:
MAGIC MULT:
MAGIC EVADE%:
MAGIC DEFENSE:
STEAL (COMMON) :
STEAL (RARE) :

CAN'T EVADE:
INITIAL STATUS:
STATUS IMMUNITY:
ELEMENTAL WEAKNESS:
ELEMENTAL IMMUNITY:
ELEMENTAL ABSORB:
IMMUNITY:
CONTROL:
RELEASE:
SPECIALTY:
SPECIALTY EFFECT:
AI SCRIPT:

NAME:

CODE: 00 0D

BESTIARY: #

LEVEL:

EXP:

HP:

GIL:

MP:

SPEED:

ATTACK:

MAGIC POWER:

ATT MULT:

MAGIC MULT:

EVADE%:

MAGIC EVADE%:

DEFENSE:

MAGIC DEFENSE:

DROP (ALWAYS) :

STEAL (COMMON) :

DROP (RARE) :

STEAL (RARE) :

MOTION:

CREATURE TYPE:

CAN'T EVADE:

INITIAL STATUS:

STATUS IMMUNITY:

ELEMENTAL WEAKNESS:

ELEMENTAL IMMUNITY:

ELEMENTAL ABSORB:

IMMUNITY:

CONTROL:

RELEASE:

SPECIALTY:

SPECIALTY EFFECT:

AI SCRIPT:

NAME:

CODE: 00 0E

BESTIARY: #

LEVEL:

EXP:

HP:

GIL:

MP:

SPEED:

ATTACK:

MAGIC POWER:

ATT MULT:

MAGIC MULT:

EVADE%:

MAGIC EVADE%:

DEFENSE:

MAGIC DEFENSE:

DROP (ALWAYS) :

STEAL (COMMON) :

DROP (RARE) :

STEAL (RARE) :

MOTION:

CREATURE TYPE:

CAN'T EVADE:

INITIAL STATUS:

STATUS IMMUNITY:

ELEMENTAL WEAKNESS:

ELEMENTAL IMMUNITY:

ELEMENTAL ABSORB:

IMMUNITY:

CONTROL:
RELEASE:
SPECIALTY:
SPECIALTY EFFECT:
AI SCRIPT:

NAME:

CODE: 00 0F

BESTIARY: #

LEVEL:

EXP:

HP:

GIL:

MP:

SPEED:

ATTACK:

MAGIC POWER:

ATT MULT:

MAGIC MULT:

EVADE%:

MAGIC EVADE%:

DEFENSE:

MAGIC DEFENSE:

DROP (ALWAYS) :

STEAL (COMMON) :

DROP (RARE) :

STEAL (RARE) :

MOTION:

CREATURE TYPE:

CAN'T EVADE:

INITIAL STATUS:

STATUS IMMUNITY:

ELEMENTAL WEAKNESS:

ELEMENTAL IMMUNITY:

ELEMENTAL ABSORB:

IMMUNITY:

CONTROL:

RELEASE:

SPECIALTY:

SPECIALTY EFFECT:

AI SCRIPT:

NAME:

CODE: 00 10

BESTIARY: #

LEVEL:

EXP:

HP:

GIL:

MP:

SPEED:

ATTACK:

MAGIC POWER:

ATT MULT:

MAGIC MULT:

EVADE%:

MAGIC EVADE%:

DEFENSE:

MAGIC DEFENSE:

DROP (ALWAYS) :

STEAL (COMMON) :

DROP (RARE) :

STEAL (RARE) :

MOTION:

CREATURE TYPE:

CAN'T EVADE:

INITIAL STATUS:

STATUS IMMUNITY:

ELEMENTAL WEAKNESS:

ELEMENTAL IMMUNITY:

ELEMENTAL ABSORB:

IMMUNITY:

CONTROL:

RELEASE:

SPECIALTY:

SPECIALTY EFFECT:

AI SCRIPT:

NAME:

CODE: 00 11
LEVEL:
HP:
MP:
ATTACK:
ATT MULT:
EVADE%:
DEFENSE:
DROP (ALWAYS) :
DROP (RARE) :
MOTION:
CREATURE TYPE:
CAN'T EVADE:
INITIAL STATUS:
STATUS IMMUNITY:
ELEMENTAL WEAKNESS:
ELEMENTAL IMMUNITY:
ELEMENTAL ABSORB:
IMMUNITY:
CONTROL:
RELEASE:
SPECIALTY:
SPECIALTY EFFECT:
AI SCRIPT:

BESTIARY: #
EXP:
GIL:
SPEED:
MAGIC POWER:
MAGIC MULT:
MAGIC EVADE%:
MAGIC DEFENSE:
STEAL (COMMON) :
STEAL (RARE) :

NAME:
CODE: 00 12
LEVEL:
HP:
MP:
ATTACK:
ATT MULT:
EVADE%:
DEFENSE:
DROP (ALWAYS) :
DROP (RARE) :
MOTION:
CREATURE TYPE:
CAN'T EVADE:
INITIAL STATUS:
STATUS IMMUNITY:
ELEMENTAL WEAKNESS:
ELEMENTAL IMMUNITY:
ELEMENTAL ABSORB:
IMMUNITY:
CONTROL:
RELEASE:
SPECIALTY:
SPECIALTY EFFECT:
AI SCRIPT:

BESTIARY: #
EXP:
GIL:
SPEED:
MAGIC POWER:
MAGIC MULT:
MAGIC EVADE%:
MAGIC DEFENSE:
STEAL (COMMON) :
STEAL (RARE) :

NAME:
CODE: 00 13
LEVEL:
HP:
MP:
ATTACK:
ATT MULT:
EVADE%:
DEFENSE:

BESTIARY: #
EXP:
GIL:
SPEED:
MAGIC POWER:
MAGIC MULT:
MAGIC EVADE%:
MAGIC DEFENSE:

DROP (ALWAYS) : STEAL (COMMON) :
DROP (RARE) : STEAL (RARE) :
MOTION:
CREATURE TYPE:
CAN'T EVADE:
INITIAL STATUS:
STATUS IMMUNITY:
ELEMENTAL WEAKNESS:
ELEMENTAL IMMUNITY:
ELEMENTAL ABSORB:
IMMUNITY:
CONTROL:
RELEASE:
SPECIALTY:
SPECIALTY EFFECT:
AI SCRIPT:

NAME :
CODE: 00 14 BESTIARY: #
LEVEL: EXP:
HP: GIL:
MP: SPEED:
ATTACK: MAGIC POWER:
ATT MULT: MAGIC MULT:
EVADE%: MAGIC EVADE%:
DEFENSE: MAGIC DEFENSE:
DROP (ALWAYS) : STEAL (COMMON) :
DROP (RARE) : STEAL (RARE) :
MOTION:
CREATURE TYPE:
CAN'T EVADE:
INITIAL STATUS:
STATUS IMMUNITY:
ELEMENTAL WEAKNESS:
ELEMENTAL IMMUNITY:
ELEMENTAL ABSORB:
IMMUNITY:
CONTROL:
RELEASE:
SPECIALTY:
SPECIALTY EFFECT:
AI SCRIPT:

NAME :
CODE: 00 15 BESTIARY: #
LEVEL: EXP:
HP: GIL:
MP: SPEED:
ATTACK: MAGIC POWER:
ATT MULT: MAGIC MULT:
EVADE%: MAGIC EVADE%:
DEFENSE: MAGIC DEFENSE:
DROP (ALWAYS) : STEAL (COMMON) :
DROP (RARE) : STEAL (RARE) :
MOTION:
CREATURE TYPE:
CAN'T EVADE:
INITIAL STATUS:
STATUS IMMUNITY:
ELEMENTAL WEAKNESS:

ELEMENTAL IMMUNITY:
ELEMENTAL ABSORB:
IMMUNITY:
CONTROL:
RELEASE:
SPECIALTY:
SPECIALTY EFFECT:
AI SCRIPT:

NAME:

CODE: 00 16

LEVEL:

HP:

MP:

ATTACK:

ATT MULT:

EVADE%:

DEFENSE:

DROP (ALWAYS) :

DROP (RARE) :

MOTION:

CREATURE TYPE:

CAN'T EVADE:

INITIAL STATUS:

STATUS IMMUNITY:

ELEMENTAL WEAKNESS:

ELEMENTAL IMMUNITY:

ELEMENTAL ABSORB:

IMMUNITY:

CONTROL:

RELEASE:

SPECIALTY:

SPECIALTY EFFECT:

AI SCRIPT:

BESTIARY: #

EXP:

GIL:

SPEED:

MAGIC POWER:

MAGIC MULT:

MAGIC EVADE%:

MAGIC DEFENSE:

STEAL (COMMON) :

STEAL (RARE) :

NAME:

CODE: 00 17

LEVEL:

HP:

MP:

ATTACK:

ATT MULT:

EVADE%:

DEFENSE:

DROP (ALWAYS) :

DROP (RARE) :

MOTION:

CREATURE TYPE:

CAN'T EVADE:

INITIAL STATUS:

STATUS IMMUNITY:

ELEMENTAL WEAKNESS:

ELEMENTAL IMMUNITY:

ELEMENTAL ABSORB:

IMMUNITY:

CONTROL:

RELEASE:

SPECIALTY:

SPECIALTY EFFECT:

AI SCRIPT:

BESTIARY: #

EXP:

GIL:

SPEED:

MAGIC POWER:

MAGIC MULT:

MAGIC EVADE%:

MAGIC DEFENSE:

STEAL (COMMON) :

STEAL (RARE) :

NAME:
CODE: 00 18
LEVEL:
HP:
MP:
ATTACK:
ATT MULT:
EVADE%:
DEFENSE:
DROP (ALWAYS) :
DROP (RARE) :
MOTION:
CREATURE TYPE:
CAN'T EVADE:
INITIAL STATUS:
STATUS IMMUNITY:
ELEMENTAL WEAKNESS:
ELEMENTAL IMMUNITY:
ELEMENTAL ABSORB:
IMMUNITY:
CONTROL:
RELEASE:
SPECIALTY:
SPECIALTY EFFECT:
AI SCRIPT:

BESTIARY: #
EXP:
GIL:
SPEED:
MAGIC POWER:
MAGIC MULT:
MAGIC EVADE%:
MAGIC DEFENSE:
STEAL (COMMON) :
STEAL (RARE) :

NAME:
CODE: 00 19
LEVEL:
HP:
MP:
ATTACK:
ATT MULT:
EVADE%:
DEFENSE:
DROP (ALWAYS) :
DROP (RARE) :
MOTION:
CREATURE TYPE:
CAN'T EVADE:
INITIAL STATUS:
STATUS IMMUNITY:
ELEMENTAL WEAKNESS:
ELEMENTAL IMMUNITY:
ELEMENTAL ABSORB:
IMMUNITY:
CONTROL:
RELEASE:
SPECIALTY:
SPECIALTY EFFECT:
AI SCRIPT:

BESTIARY: #
EXP:
GIL:
SPEED:
MAGIC POWER:
MAGIC MULT:
MAGIC EVADE%:
MAGIC DEFENSE:
STEAL (COMMON) :
STEAL (RARE) :

NAME:
CODE: 00 1A
LEVEL:
HP:
MP:
ATTACK:
ATT MULT:

BESTIARY: #
EXP:
GIL:
SPEED:
MAGIC POWER:
MAGIC MULT:

EVADE%:
DEFENSE:
DROP (ALWAYS) :
DROP (RARE) :
MOTION:
CREATURE TYPE:
CAN'T EVADE:
INITIAL STATUS:
STATUS IMMUNITY:
ELEMENTAL WEAKNESS:
ELEMENTAL IMMUNITY:
ELEMENTAL ABSORB:
IMMUNITY:
CONTROL:
RELEASE:
SPECIALTY:
SPECIALTY EFFECT:
AI SCRIPT:

MAGIC EVADE%:
MAGIC DEFENSE:
STEAL (COMMON) :
STEAL (RARE) :

NAME:

CODE: 00 1B

BESTIARY: #

LEVEL:

EXP:

HP:

GIL:

MP:

SPEED:

ATTACK:

MAGIC POWER:

ATT MULT:

MAGIC MULT:

EVADE%:

MAGIC EVADE%:

DEFENSE:

MAGIC DEFENSE:

DROP (ALWAYS) :

STEAL (COMMON) :

DROP (RARE) :

STEAL (RARE) :

MOTION:

CREATURE TYPE:

CAN'T EVADE:

INITIAL STATUS:

STATUS IMMUNITY:

ELEMENTAL WEAKNESS:

ELEMENTAL IMMUNITY:

ELEMENTAL ABSORB:

IMMUNITY:

CONTROL:

RELEASE:

SPECIALTY:

SPECIALTY EFFECT:

AI SCRIPT:

NAME: Ice Soldier

CODE: 00 1C

BESTIARY: #026

LEVEL: 13

EXP: 65

HP: 160

GIL: 84

MP: 20

SPEED: 15

ATTACK: 17

MAGIC POWER: 0

ATT MULT: 4

MAGIC MULT: 4

EVADE%: 0

MAGIC EVADE%: 0

DEFENSE: 0

MAGIC DEFENSE: 5

DROP (ALWAYS): Nothing

STEAL (COMMON): Mythril Sword

DROP (RARE): Long Sword

STEAL (RARE): Potion

MOTION: Long Sword

CREATURE TYPE: Humanoid

CAN'T EVADE: Aerial

INITIAL STATUS: None

STATUS IMMUNITY: Toad
ELEMENTAL WEAKNESS: Fire
ELEMENTAL IMMUNITY: None
ELEMENTAL ABSORB: Ice
IMMUNITY: None
CONTROL: Attack, Specialty, Fira
RELEASE: Blizzara
SPECIALTY: Critical Attack
SPECIALTY EFFECT: 1.5*Damage
AI SCRIPT:
{Attack,Attack,Critical Attack}
{Attack,Attack,Blizzard}

NAME: Ricard Mage
CODE: 00 1D
LEVEL: 10
HP: 100
MP: 70
ATTACK: 17
ATT MULT: 2
EVADE%: 0
DEFENSE: 0
DROP (ALWAYS): Nothing
DROP (RARE): Flame Rod
MOTION: None
CREATURE TYPE: Humanoid
CAN'T EVADE: None
INITIAL STATUS: None
STATUS IMMUNITY: Toad, Sleep
ELEMENTAL WEAKNESS: None
ELEMENTAL IMMUNITY: None
ELEMENTAL ABSORB: None
IMMUNITY: Control, Catch
CONTROL: Attack
RELEASE: (Strong)Attack
SPECIALTY: Critical Attack
SPECIALTY EFFECT: None
AI SCRIPT:
{Sleep,Slow,Stop}
{Cure,Drain,Attack}

BESTIARY: #027
EXP: 75
GIL: 87
SPEED: 15
MAGIC POWER: 1
MAGIC MULT: 4
MAGIC EVADE%: 0
MAGIC DEFENSE: 5
STEAL (COMMON): Rod
STEAL (RARE): Nothing

11. Copyright

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Allowed Web Sites: www.gamefaqs.com
www.supercheats.com

12. Credits and Acknowledgements

FF5A GBA board, FF5 SNES board

SQUARE

J.L.Tseng

samurai goroh

Board user suggestions, comments by Master_Gamer, majesticmystic, silktail, Deathlike2

I've read every FAQ on Gamefaqs and used many as reference so some credits to those faq writers as well.

13. Version History

Version 0.1 New Bosses AI scripts
Version 0.2 New Spells STATS added
Version 0.3 New Monster AI scripts added
Version 0.4 New Monster STATS and Boss STATS added
Version 0.5 New Weapons info added
Version 0.6 New Monster Formations added
Version 0.7 New Monster Encounter Table added
Version 0.8 Formatting
Version 0.9 Glossory added
Version 1.0 Initial release 6th, Feb, 08
Version 1.1 Reformatting
Version 1.12 Reformatting continuation
Version 1.13 Added Combine list
Version 1.5 Added Bladeblitz, weapon info 9th, Feb, 08
Version 1.51 Added Armor data
Version 1.52 Added Armor Data and Accessory data
Version 1.6 Added Predict damage formula
Version 1.61 Added Predict Modifier
Version 1.7 Finished adding Predict Modifiers
Version 1.8 Predict test data received
Version 1.82 Predict Spell added
Version 1.83 Formatting
Version 1.85 Formatting & Re-wording, 11th, Feb, 08
Version 1.86 Nothing
Version 1.87 Formatting
Version 1.89 Error Corrections, 12th, Feb, 08
Version 1.91 Minor Format Adjust
Version 1.92 Updated Neo Shinryu's AI Script (sorry, forgot)
Version 1.93 Nothing
Version 1.96 Nothing
Version 1.97 Added Cloister of the Dead Monsters, 15th, Feb, 08
Version 1.98 Re-wording
Version 2.1 Updated Neo Shinryu's AI Script (for real this time)
Version 2.2 Updated Bosses AI Scripts
Version 2.3 Major Error Corrections

Version 2.31 Format Shuffle
Version 2.5 Updated Monster Infos, 18th, Feb, 08
Version 2.54 Detailed weapons info, new commands
Version 2.55 Corrected a few stats
Version 2.56 Recovered past Predict sheet, 26th, Feb, 08
Version 2.57 Minor Corrections, 27th, Feb, 08
Version 2.59 Corrected Exoray's AI Script
Version 2.60 Shuffle, 7th, Mar, 2008
Version 2.62 Added various maps, 17th, Mar, 2008
Version 2.65 New reference for codes, 3rd, Apr, 2008

14. Suggestions & Contact

I got distracted by FF8. So FF5 has to wait for further progress. Sorry.
Contact me FF5 Advance GBA board. If you have better explanations of terms,
skills, spells, and suggestions, corrections, or any other matters,
email me: mog0088@hotmail.com

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