

# Beyond the Beyond Enemy List

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BEYOND THE BEYOND  
ENEMY LIST GUIDE  
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Best viewed with Courier New font.

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## TABLE OF CONTENTS

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1. Introduction
2. Common Sense
3. Legends
4. Somethings You Need to Know First
5. The List
6. Last Words

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## INTRODUCTION

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Beyond the Beyond is not a super popular RPG game, but it is a fun one to play. Presented by Camelot, it offers a hard difficulty level of gameplay. Like other 'old' RPGs, you'll find it annoying to level up your charas, the enemies have more digits of HP than the digits you can dealt to them, so little room to carry items yet so many enemies you'll encounter in every 5 steps or so, and all. The storyline is not bad at all, and the special features and sidequests are pretty good, but that's not why I wrote this. Rite now, the only thing I'll dealt to the game is the enemy list. There are tons of them, so why not make a list of it, rite?

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## COMMON SENSE

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1. If an enemy has used up the item their carry in the battle, you will not gain the item after the fight.
2. All enemies that dropped status recoverer or status affecting items are enemies that can affect that status to you or to their ally. Be careful.
3. All enemies that dropped healing items are enemies that can cure their ally/es. Try to kill them first so you can save time, energy, and hopefully get the item after.

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## LEGENDS

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Here's the format of the list:

ENEMY'S NAME

HP : number/s goes here  
Exp : number/s goes here  
G : number/s goes here  
Item : item's name goes here  
Where : location's name goes here  
Note : notes goes here

Now, how to read them?

ENEMY'S NAME : Obviously, the name of the enemy. Bosses will be marked with (BoSS) word after the name.  
HP : How much Health Point (or Hit Point, whatever) you need to dealt toward the enemy to beat him/her/it.  
Exp : How much Experience Points you'll gain after the fight.  
G : How much money (in G) you'll gain after the fight.  
Item : What item you'll probably get after the fight.  
Where : Where to find this certain enemy.  
Note : Some extra notes I found about the enemy. If you didn't find this section after the Where section, means there's no special notes I need to add about the enemy.

Another thing, if you see the word "None" somewhere in the list, means that there really is notn to get from the enemy, but if you see "n/a" it means I haven't got the info needed for that section ^\_^; Sorry for the inconvenience.

=====  
SOMETHINGS YOU NEED TO KNOW FIRST  
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1. The HP is not an exact. I can't find the real exact one, but the ones that I mention in the list are the minimum number I've ever dealt toward the enemy to finish him/her/it off.
2. The Item list is not completed yet. I have one hell of a time trying to complete it, but still can't. I'll try to update it again, but I can't promise anything. Any help is welcomed.
3. The Where section is not actually means it's the only place you can find the enemy. But it's the first place that's possible to encounter the enemy, if you follow the storyline correctly. You can possibly fight the enemy again on the next place/dungeon/world map.

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THE LIST  
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In alphabetical order, here is my not-so-complete enemy list of Beyond the Beyond.

\* \* \*

AKKADIAS (FINAL BOSS)

HP : n/a  
Exp : 0  
G : 0  
Item : None  
Where : Abyss

AMAZON

HP : 19  
Exp : 30  
G : 31  
Item : Herb  
Where : Zalagoon World Map

ASSASIN

HP : 35  
Exp : 87  
G : 58  
Item : n/a  
Where : Arawn Tower

BANDORE SOLDIER (1)

HP : 20  
Exp : 12  
G : 22  
Item : Prison Key  
Where : Marion Underground Prison  
Note : There are several types of Bandore Soldier enemy, so take a peak at the notes section everytime you see this kinda enemy here. This Bandore Soldier one is kind of sub-boss, in which you'll get to mandatory encounter just once, and get the item once, and there's NO WAY you will not get the item therefore.

BANDORE SOLDIER (2)

HP : n/a  
Exp : 700  
G : 400  
Item : None  
Where : Cave to Simone  
Note : There are several types of Bandore Soldier enemy, so take a peak at the notes section everytime you see this kinda enemy here. This Bandore Soldier is kind of sub-boss, in which you'll get to mandatory encounter just once.

BANDORE SOLDIER (TROOP)

HP : 45  
Exp : 352  
G : 125  
Item : None  
Where : Bridge  
Note : There are several types of Bandore Soldier enemy, so take a peak at the notes section everytime you see this kinda enemy here. This Bandore Soldier is kind of sub-boss, in which you'll get to mandatory encounter just once.

BANDORE SOLDIER (BOSS)

HP : n/a  
Exp : 882  
G : 392  
Item : None  
Where : Bridge  
Note : There are several types of Bandore Soldier enemy, so take a peak at the notes section everytime you see this kinda enemy here. This Bandore Soldier is the Boss type.

BANDORE SOLDIER (SWORD)

HP : 45

Exp : 194

G : 75

Item : Healing Herb

Where : Marion Castle

Note : There are several types of Bandore Soldier enemy, so take a peak at the notes section everytime you see this kinda enemy here. This Bandore Soldier is the normal type which you'll encounter just like normal enemy. There are two types of this one with two different HP, Exp, G and Item. The one who carry sword will be mentioned with (SWORD) after the name, and the one who carry crossbow will be mentioned with (ARROW) after the name.

BANDORE SOLDIER (ARROW)

HP : 45

Exp : 193

G : 80

Item : None

Where : Marion Castle

Note : There are several types of Bandore Soldier enemy, so take a peak at the notes section everytime you see this kinda enemy here. This Bandore Soldier is the normal type which you'll encounter just like normal enemy. There are two types of this one with two different HP, Exp, G and Item. The one who carry sword will be mentioned with (SWORD) after the name, and the one who carry crossbow will be mentioned with (ARROW) after the name.

BARROG

HP : 100

Exp : 660

G : 128

Item : n/a

Where : Abyss

BASILISK

HP : 50

Exp : 269

G : 47

Item : n/a

Where : Ophera Sea

BAT

HP : 11

Exp : 11

G : 14

Item : Herb

Where : Marion Underground

BAT (SEA)

HP : 55

Exp : 324

G : 50

Item : Healing Herb

Where : Ophera Sea

Notes : This enemy somehow has the same name as the one inland, but as you can see, it has more stuffs to get.

#### BLACK AERIAL

HP : 48  
Exp : 299  
G : 52  
Item : n/a  
Where : Ophera Sea

#### BLOOD PUDDING

HP : 22  
Exp : 51  
G : 34  
Item : Antidote  
Where : Arawn Tower

#### BUG BEAR

HP : 35  
Exp : 100  
G : 44  
Item : n/a  
Where : Arawn Tower

#### BURIAL

HP : 60  
Exp : 324  
G : 60  
Item : n/a  
Where : Pity Island

#### CLAY GOLEM

HP : 44  
Exp : 149  
G : 90  
Item : Healing Herb  
Where : Arawn Beanstalk

#### COCKATRICE

HP : 31  
Exp : 112  
G : 40  
Item : Cure Herb  
Where : Gaea Island

#### DARK BISHOP

HP : 44  
Exp : 182  
G : 80  
Item : Healing Potion  
Where : Zalagoon Underground  
Note : For all Priests enemy, I suggest you kill them first coz they tend to heal their other party member or if they're alone they like to cast some pretty annoying magics toward you.

#### DARK ELF

HP : 50  
Exp : 274  
G : 90

Item : n/a

Where : Ophera Sea

Note : For all Elves and Thieves enemies, I suggest you kill them first, coz they might be faster than you and can kill you before you can move. If the Elf/Thief is alone, don't waste time and kill as fast as possible coz other than they're swift and pretty strong, they also has the tendency to flee if by themselves.

#### DARK PRIEST

HP : 22

Exp : 60

G : 40

Item : Healing Herb

Where : Arawn Tower

Note : For all Priests enemy, I suggest you kill them first coz they tend to heal their other party member or if they're alone they like to cast some pretty annoying magics toward you.

#### DEAD ARMOR

HP : 49

Exp : 402

G : 105

Item : n/a

Where : Ice Cave

#### DEMON

HP : 80

Exp : 504

G : 90

Item : n/a

Where : Pity Island

Notes : You'll oftenly found this guy accompanied by Demon's Pet.

#### DEMON'S PET

HP : 70

Exp : 464

G : 65

Item : n/a

Where : Pity Island

Notes : You'll oftenly found this one accompanying Demon.

#### DEMON HORNET

HP : 16

Exp : 18

G : 21

Item : Antidote

Where : Sleeping Dragon Cave

#### DEVIL SCORPION

HP : 18

Exp : 41

G : 29

Item : n/a

Where : Simone World Map

#### DIRE WOLF

HP : 27

Exp : 79  
G : 41  
Item : Monster Bait  
Where : Arawn Tower

#### EKIDONA

HP : 50  
Exp : 404  
G : 71  
Item : n/a  
Where : Ophera Sea

#### ELF

HP : 25  
Exp : 42  
G : 50  
Item : n/a

Where : Zalagoon World Map

Note : For all Elves and Thieves enemies, I suggest you kill them first, coz they might be faster than you and can kill you before you can move. If the Elf/Thief is alone, don't waste time and kill as fast as possible coz other than they're swift and pretty strong, they also has the tendency to flee if by themselves.

#### ELF PRIESTESS

HP : 26  
Exp : 45  
G : 38  
Item : n/a

Where : Arawn Tower

Note : For all Elves and Thieves enemies, I suggest you kill them first, coz they might be faster than you and can kill you before you can move. If the Elf/Thief is alone, don't waste time and kill as fast as possible coz other than they're swift and pretty strong, they also has the tendency to flee if by themselves.

#### EVIL SHAMAN

HP : 50  
Exp : 264  
G : 90  
Item : n/a

Where : Ophera Sea

#### EVIL SHAMAN (OTHER TYPE)

HP : 60  
Exp : 294  
G : 60  
Item : n/a

Where : Pity Island

Notes : Another version of the monster.

#### EVIL SUMMONER

HP : 45  
Exp : 200  
G : 76  
Item : Sleeping Powder

Where : Bandore World Map

Notes : All Summoners, Warlocks, and Wizards enemies are

depending on their magic only. Beware tho, some of the low level types will probably cast a single target basic magics/summons, but the higher ones will no doubt cast multiple targets strong magics/summons. I suggest to kill these magic casting enemies before the physical attacker enemies.

#### FENRIL

HP : 57  
Exp : 337  
G : 60  
Item : n/a  
Where : Pity Island

#### FLYING MOUSE

HP : 15  
Exp : 28  
G : 25  
Item : n/a  
Where : Zalagoon World Map

#### FIRE GIANT

HP : 50  
Exp : 172  
G : 57  
Item : n/a  
Where : Bandore World Map

#### GARGOYLE

HP : 36  
Exp : 82  
G : 47  
Item : n/a  
Where : Arawn Tower

#### GHOST

HP : 25  
Exp : 49  
G : 75  
Item : n/a  
Where : Arawn Tower

#### GHOUL

HP : 25  
Exp : 56  
G : 41  
Item : Illusion Potion  
Where : Arawn Tower

#### GIANT GOLEM

HP : 70  
Exp : 244  
G : 56  
Item : n/a  
Where : Pity Island

#### GIANT SCORPION

HP : 12  
Exp : 15  
G : 18



Item : Antidote  
Where : Border Cave  
Note : This is the cave where you'll find the sleeping Dragon.

GLADE (EVIL) (BOSS)

HP : n/a  
Exp : 700  
G : 300  
Item : None  
Where : Zalagoon Underground

GOBLIN

HP : 14  
Exp : 14  
G : 23  
Item : Herb  
Where : Tree Road  
Note : The Tree Road is a one time only dungeon.

GREATER DEMON

HP : 80  
Exp : 544  
G : 108  
Item : n/a  
Where : Barbaros Sea

GREEN DRAGON

HP : 75  
Exp : 350  
G : 68  
Item : n/a  
Where : Flying Temple

GREEN SLIME

HP : 13  
Exp : 10  
G : 13  
Item : Antidote  
Where : Border Cave

GRIFFIN

HP : 50  
Exp : 284  
G : 60  
Item : n/a  
Where : Ophera Sea

HARPY

HP : 23  
Exp : 52  
G : 37  
Item : Illusion Powder  
Where : Arawn Tower  
Note : The Harpies enemies are pretty annoying. They have moves that can affect some status ailment toward you or their ally. If you encounter a group of enemy with a Harpy or two in it, try to kill the Harpy first.

HELL HOUND

HP : 45

Exp : 162  
G : 43  
Item : n/a  
Where : Arawn Beanstalk

#### HIGH ELF

HP : 37  
Exp : 110  
G : 70  
Item : n/a

Where : Gaea Island

Note : For all Elves and Thieves enemies, I suggest you kill them first, coz they might be faster than you and can kill you before you can move. If the Elf/Thief is alone, don't waste time and kill as fast as possible coz other than they're swift and pretty strong, they also has the tendency to flee if by themselves.

#### HIGH ORK

HP : 22  
Exp : 31  
G : 40  
Item : n/a

Where : Arawn Tower

#### HIPPOGRIF

HP : 50  
Exp : 332  
G : 67  
Item : n/a

Where : Ophera Sea

#### HOBGOBLIN

HP : 20  
Exp : 44  
G : 33  
Item : Herb

Where : Simone World Map

#### HUGE GEL

HP : 50  
Exp : 200  
G : 44  
Item : n/a

Where : Ophera Sea

#### HYDRA

HP : 70  
Exp : around 200  
G : around 50  
Item : n/a

Where : Pity Island

Notes : I'm sorry, but I lost my data bout this one and I haven't had the time to try encounter one again.  
I'll get this fixed asap.

#### HYDRA WARRIOR

HP : 88  
Exp : 580  
G : 114

Item : n/a  
Where : Abyss

ICE DRAGON

HP : 75  
Exp : 436  
G : 82  
Item : n/a  
Where : Ice Cave

ICE GIANT

HP : 70  
Exp : 414  
G : 74  
Item : n/a  
Where : Ice Cave

ICE WARRIOR

HP : 31  
Exp : 102  
G : 51  
Item : Healing Herb  
Where : Gaea Island

ILLUSIONIST

HP : 38  
Exp : 140  
G : 70  
Item : n/a  
Where : Arawn Beanstalk

IMP

HP : 45  
Exp : 144  
G : 53  
Item : n/a  
Where : Arawn Beanstalk

KILLER BEE

HP : 9  
Exp : 7  
G : 9  
Item : Antidote  
Where : Isla World Map

KILLER FROG

HP : 11  
Exp : 8  
G : 12  
Item : Antidote  
Where : Isla World Map

KOBOLD

HP : 11  
Exp : 9  
G : 15  
Item : n/a  
Where : Isla World Map

KOBOLD LORD

HP : 16  
Exp : 27  
G : 27  
Item : Herb  
Where : Tree Road  
Note : The Tree Road is a one time only dungeon.

#### LICH

HP : 55  
Exp : 362  
G : 100  
Item : Ball of Void  
Where : Ice Cave

#### LIVING ARMOR

HP : 40  
Exp : 122  
G : 52  
Item : Sleeping Powder  
Where : Gaea Island

#### LIZARD MAN

HP : 25  
Exp : 59  
G : 42  
Item : War Amulet  
Where : Arawn Tower

#### LIZARD WARRIOR

HP : 30  
Exp : 49  
G : 48  
Item : n/a  
Where : Jonowan Valley

#### MANTICORE

HP : 60  
Exp : 334  
G : 64  
Item : Dragon Roar  
Where : Pity Island

#### MANTICORE ELDER

HP : 70  
Exp : 394  
G : 75  
Item : n/a  
Where : Ice Cave

#### MANTRAP

HP : 18  
Exp : 34  
G : 26  
Item : n/a  
Where : Ephora Desert

#### METAL GOLEM

HP : 65  
Exp : 1500  
G : 500

Item : n/a  
Where : Quamdar World Map

#### MINOTAUR

HP : 48  
Exp : 266  
G : 70  
Item : n/a  
Where : Ophera Sea

#### MINOTAUR LORD

HP : 50  
Exp : 324  
G : 76  
Item : n/a  
Where : Ephora Sea

#### MIRAGE DRAGON

HP : 70  
Exp : 454  
G : 74  
Item : n/a  
Where : Zeal World Map

#### MOLD

HP : 11  
Exp : 13  
G : 30  
Item : n/a  
Where : Tunnel Church  
Note : The Tunnel Church is a one time dungeon only.

#### MYSTIC FUNGUS

HP : 45  
Exp : 160  
G : 45  
Item : n/a  
Where : Arawn Beanstalk

#### NAGA

HP : 37  
Exp : 117  
G : 54  
Item : n/a  
Where : Gaea Island  
Note : Just some nitpicking, but Naga is actually the Indonesian word for Dragon. ^\_^;

#### NECROMANCER

HP : 70  
Exp : 414  
G : 115  
Item : Healing Herbs  
Where : Pity Island

#### NIGHTMARE QUEEN

HP : 100  
Exp : 1159  
G : 240  
Item : n/a

Where : Abyss

OGRE

HP : 40

Exp : 171

G : 52

Item : n/a

Where : Bandore Castle

ORK

HP : 18

Exp : 19

G : 30

Item : Herb

Where : Tree Road

Note : The Tree Road is a one time only dungeon.

ORK LORD

HP : 26

Exp : 62

G : 50

Item : Healing Herb

Where : Arawn Tower

PHANTOM ARMOR

HP : 50

Exp : 192

G : 57

Item : n/a

Where : Bandore Castle

POISONOUS FROG

HP : 14

Exp : 17

G : 19

Item : Antidote

Where : Border Cave

POLTERGEIST

HP : 55

Exp : 304

G : 54

Item : n/a

Where : Pity Island

PYRO-HYDRA

HP : 50

Exp : 281

G : 59

Item : n/a

Where : Bandore Castle

RAISE

HP : 40

Exp : 152

G : 63

Item : n/a

Where : Arawn Beanstalk

RAMUE (FINAL BOSS)

HP : n/a  
Exp : 2500  
G : 0  
Item : None  
Where : Abyss

#### RAZOR DEMON

HP : 50  
Exp : 223  
G : 55  
Item : n/a  
Where : Bandore World Map

#### RED DRAGON

HP : 80  
Exp : 624  
G : 130  
Item : n/a  
Where : Barbaros Sea

#### ROYAL GUARD

HP : 90  
Exp : 575  
G : 200  
Item : Smoke Bomb  
Where : Abyss

#### ROPER

HP : 22  
Exp : 63  
G : 34  
Item : Illusion Powder  
Where : Arawn Tower

#### SHADOW DRAGON

HP : 100  
Exp : 640  
G : 160  
Item : n/a  
Where : Abyss

#### SHUTAT (FINAL BOSS)

HP : n/a  
Exp : 2500  
G : 0  
Item : None  
Where : Abyss

#### SIREN HARPY

HP : 40  
Exp : 105  
G : 56  
Item : n/a  
Where : Gaea Island

Note : The Harpies enemies are pretty annoying. They have moves that can affect some status ailment toward you or their ally. If you encounter a group of enemy with a Harpy or two in it, try to kill the Harpy first.

#### SKELETON

HP : 17  
Exp : 35  
G : 32  
Item : War Amulet  
Where : Arawn Tower

SKELETON WARRIOR

HP : 25  
Exp : 75  
G : 45  
Item : n/a  
Where : Arawn Tower

SLIME

HP : 7  
Exp : 5  
G : 4  
Item : Herb  
Where : Isla World Map

SMALL BAT

HP : 7  
Exp : 4  
G : 3  
Item : Herb  
Where : Isla World Map

SNOW BEAR

HP : 70  
Exp : 430  
G : 72  
Item : n/a  
Where : Ice Cave

SNOW WOLF

HP : 70  
Exp : 409  
G : 60  
Item : n/a  
Where : Ice Cave

SPINNING TAIL

HP : 16  
Exp : 24  
G : 23  
Item : Monster Bait  
Where : Cave after Tree Road

STONE GOLEM

HP : 42  
Exp : 307  
G : 99  
Item : n/a  
Where : Bandore Castle

STONE GOLEM (Other Version)

HP : 62  
Exp : 1500  
G : 500  
Item : n/a



Where : Pity Island

Notes : The stronger version of the monster.

#### SUCCUBUS

HP : 55

Exp : 224

G : 58

Item : n/a

Where : Ophera Sea

#### SUMMONER

HP : 21

Exp : 65

G : 49

Item : Herb

Where : Arawn Tower

Notes : All Summoners, Warlocks, and Wizards enemies are depending on their magic only. Beware tho, some of the low level types will probably cast a single target basic magics/summons, but the higher ones will no doubt cast multiple targets strong magics/summons. I suggest to kill these magic casting enemies before the physical attacker enemies.

#### SYLPH

HP : 28

Exp : 72

G : 36

Item : n/a

Where : Arawn Tower

#### THIEF

HP : 18

Exp : 22

G : 45

Item : Herb

Where : Zalagoon World Map

Note : For all Elves and Thieves enemies, I suggest you kill them first, coz they might be faster than you and can kill you before you can move. If the Elf/Thief is alone, don't waste time and kill as fast as possible coz other than they're swift and pretty strong, they also has the tendency to flee if by themselves.

#### TUMBLE RABBIT

HP : 9

Exp : 6

G : 6

Item : Monster Bait

Where : Isla World Map

#### UNDEAD KNIGHT

HP : 70

Exp : 459

G : 74

Item : n/a

Where : Zeal Cave

#### UNDEAD LECTOR

HP : 70

Exp : 524  
G : 120  
Item : n/a  
Where : Quamdar World Map

#### VAMPIRE BAT

HP : 45  
Exp : 204  
G : 46  
Item : Smoke Bomb  
Where : Ophera Sea

#### VAMPIRE WORM

HP : 70  
Exp : 259  
G : 47  
Item : n/a  
Where : Pity Island

#### VENOM GIANTS

HP : 55  
Exp : 291  
G : 62  
Item : Healing Herb/Cure Herb  
Where : Bandore World Map

Notes : The Venom Giants is the only enemy I found carrying two different items. But it'll drop just one of them, meaning you can't get both. :(

#### WARLOCK

HP : 17  
Exp : 45  
G : 36  
Item : Herb  
Where : Ephora Desert

Notes : All Summoners, Warlocks, and Wizards enemies are depending on their magic only. Beware tho, some of the low level types will probably cast a single target basic magics/summons, but the higher ones will no doubt cast multiple targets strong magics/summons. I suggest to kill these magic casting enemies before the physical attacker enemies.

#### WATER DEMON (BOSS)

HP : n/a  
Exp : 500  
G : 200  
Item : None  
Where : Gaea Cave

#### WATER LEAPER

HP : 37  
Exp : 160  
G : 39  
Item : Cure Herb  
Where : Gaea Island

#### WIGHT

HP : 52  
Exp : 328

G : 66  
Item : n/a  
Where : Pity Island

WORM

HP : 20  
Exp : 39  
G : 28  
Item : n/a  
Where : Ephora Desert

WYVERN

HP : 50  
Exp : 214  
G : 59  
Item : Cure Herb  
Where : Bandore Castle

YEON (BOSS)

HP : n/a  
Exp : 2255  
G : 914  
Item : None  
Where : Abyss

YETI

HP : 43  
Exp : 152  
G : 50  
Item : n/a  
Where : Arawn Beanstalk

YETI CHILD

HP : 44  
Exp : 120  
G : 80  
Item : n/a  
Where : Gaea Island

YOUNG DRAGON

HP : 65  
Exp : 384  
G : 85  
Item : Healing Potion  
Where : Zeal World Map

ZOMBIE

HP : 18  
Exp : 20  
G : 24  
Item : n/a  
Where : Border Cave

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LAST WORDS  
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Well, that's all. Seeing the lack of completeness, I welcome any contributions. As always, proper credit will be given to every contributor.

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Jya minna!!

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