

Legend of Mana Pet Raising Guide

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Updated to v1.3 on Apr 5, 2002

"Legend of Mana" In-Depth FAQ

Written by HonestLiar

Version 1.3

Perfect Pets:

The Dietary Guide to Raising the Best Possible Monster Companions

Any casual Legend of Mana player can easily select a decent Pet monster and raise it as an effective companion with decent stats and maybe a helpful Personality or two. Most people will be content with this charming and effective addition to their party.

This FAQ is not for them.

Some gamers will find themselves obsessed, compelled, and drawn beyond their control to raise their Pets to their absolute maximum potential. They will be unsatisfied with anything less than perfection in their monster allies. They will want their Rabite to be powerful enough to drop the average Land Dragon. If you fit this description, I have written this guide to help you achieve the flawless Pet raising skills that you crave.

The FAQ you are about to read is in no way all-inclusive. There are many aspects of Pet raising that are already covered in detail elsewhere. For instance, you will not see anything about Eggs and the best places to catch them. You will not find explanations of the basic functions of your Corral. You will not see discussion of the relative quality of a specific species of Pet over another. I am assuming that those of you who are serious about making your Pets the best they can be already know about those things. If you are looking for a comprehensive guide to basic Pet care, ANelson has written an amazing and informative one that, even in its incomplete form, is filled with useful stuff. Maybe if we all ask him very nicely, he'll submit it to GameFAQs as a 'beta version.'

Please note that while I have extensively tested the theories and strategies I describe herein, I can claim ownership of only an extremely limited few of them. Most of the information you'll find here originated from the LoM masters that grace the GameFAQs boards. If this FAQ is helpful, thank them. If it is useless and confusing, blame me.

Updates

- 1.0 - Original version
- 1.1 - Reworded and improved for GameFAQs submission
- 1.2 - Updates section added, three new Sample Diets by chocomog added, Credits and Special Thanks section improved, several minor typo corrections
- 1.3 - AsianGrinch has allowed me to reprint his excellent Natural Growth Rate chart! Also, more chocomog diets and a new host (Neoseeker) is granted permission to display this FAQ.

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1. Natural Pet Growth

In order to calculate a way for your Pet to reach its optimum potential, you are going to need to design a diet that enhances the Pet's natural statistic growth. Every species of Pet has its own unique pattern of stat growth. There are two ways to determine this. You could write down the starting stats of your Pet, save the game, raise the Pet to level 5, subtract the starting stats from the new stats, and divide the results by 4. Or, you can simply refer to the wonderful chart done by AsianGrinch showing the growth rates for each kind of Pet, which he has been kind enough to grant me permission to reprint here. Because of the massive size of the chart, I've placed it at the end of this document.

2. Understanding Growth Bonuses and Penalties

The first thing to keep in mind when working out a diet for your Pet is that the most a given statistic can possibly increase in one level is 3.75. Therefore, feeding, say, a Polter Box three Rocket Papayas is pointless. Polter Boxes have a natural growth rate of 0.75 Charm per level, and Rocket Papayas add +2 Charm. Half of the second Rocket Papaya's bonus and all of the third would be lost. Instead, feeding it a single Rocket Papaya and a Needlettuce is not only a more efficient way to get the same total Charm growth, but also gives the additional bonus of +1 to Defense from the Needlettuce.

The second thing you need to understand is that a statistic can never actually lose points when gaining a level. Giving three Lilipods to a Pet with a natural growth rate of 0.25 in Magic will not cause the Pet to lose 2.75 points of Magic upon gaining a level. It will simply cause a growth of 0 in that stat.

There is an important consideration here, though. When a Pet gains a level, the total cumulative bonuses and penalties given by the items in its Feedbox are not just lumped together. They are applied in the same order that the items are given. Let's look at a Land Dragon as an example here. Land Dragons gain 1.5 points of Power naturally each level. If you were to place a Dialaurel and two Honey Onions in his Feedbox in that order, he would gain a bonus of +2 Power from the Dialaurel, then receive a penalty of -1 Power from each of the Honey Onions. The total Power gain that level would be 1.5, exactly as if he had not been fed at all. However, if you place the Honey Onions in the Feedbox before you place the Dialaurel, the Land Dragon will be assessed the penalty of -1 Power per Honey Onion, dropping his gain to 0 (remember, Pets can't lose points), which is then increased to 2 from the Dialaurel. While a difference of 0.5 points might not seem like a big deal, it's vitally important to those who are interested in maximizing the potential of their Pets.

3. Understanding Personality Gain

Personalities are probably the most misunderstood aspect of Pet raising, which is understandable due to the fact that they are totally misrepresented in nearly every available source of information, especially the in-game Produce Encyclopedia. Take a look at your Produce Encyclopedia. Almost every Produce item is shown as having some sort of effect on one of the

eight Personalities. However, after quite a bit of testing, I've found only a few Produces that actually manifest a Personality. These are:

Bellgrapes: Scheming
Mangolephant: Aggressive and/or Arrogant
Squalphin: Friendly and/or Lonely

Further, while I have not yet replicated these results, I am assured that the following Produce items will manifest Personalities:

Diceberries: Aggressive
Loquat-Shoes: Scheming and/or Lazy
Applesocks: Calm and/or Indecisive
Orange'opus: Scheming and/or Lazy

Now, you need to be aware that Personality gain follows its own rules and is completely different than stat bonuses. First of all, it's very random. A single feeding of three Squalphins could result in Friendly, Lonely, both, or none. Also, while three Squalphins have a higher chance of manifesting a Personality than one, I am still struggling to understand how Personality stacks over a period of several feedings. The random nature makes it extremely difficult to be able to tell if a given feeding has increased the amount of a given Personality trait in a Pet.

Unlike stat growth, Personality change occurs the moment a Produce item is placed in the Feedbox, NOT when a level is gained. So if a Pet is put out to graze and fed Bellgrapes, Mangolephants and/or Squalphins, you can go right out and pet it to see if it got the Personality that you wanted, no EXP required. You can even do this at level 99, since the Feedbox is still accessible for one last feeding.

If you want a Pet that is Aggressive, Arrogant, Friendly, Lonely, Scheming or any combination of the above, the process is simple, but it requires a little patience. Taking the random nature of Personality manifestations to it's logical extreme, you can get a Pet to level 99, save the game, and place three Personality causing Produce items into its Feedbox. Now, without ever leaving your Corral, simply go out and pet it. If your Pet has gained the Personalities you wanted, wonderful. If not, simply reset, reload and try feeding and petting it again. However, I still haven't found a quick, reliable way to apply Calm to a Pet. I suspect that Applesocks have the potential to manifest the Calm Personality over a period of several feedings, but I haven't yet managed this. If you have a Calm Pet, please tell me about it. It would help immensely to know exactly how people have managed to manifest this Personality trait.

Finally, ANelson has found that Aggressive, Friendly, Calm and Scheming can be removed from a Pet, but Arrogant, Lonely, Indecisive and Lazy cannot. However, since we are concerned with maximizing our Pet's stat growth, we can't afford to be wasting levels removing Personalities. Instead, just be careful not to manifest an unwanted Personality in the first place.

4. Produce Chart

This is a combined and slightly altered copy of the Produce Stats Chart translated by Hecatonchires and the Produce Percentage Chart translated by D. Short.

I've included the percentages per Seed combination and Elements of each Produce exactly as they appear in D. Short's chart. While the percentages are extremely useful while attempting to grow a lot of the rarer Produce items, I do not yet completely understand the Element numbers. Simply be aware that if, for example, you are trying to grow Applesocks on a Land with no Shade, they will mature more slowly than on a Land with full Shade.

TIP: In nearly every case where you see two of the same Seeds resulting in a given percentage, a single Seed of that type will result in the same percentage chance. It'll just grow three Produce items instead of four. You can use this to your advantage especially when growing Produce items that require only the relatively rare Flat Seeds. Giving Trent two sets of one Seed each will reduce your Seed use by half while only reducing your harvest by two Produce items.

Produce Chart Key:

- *Seeds: Sp=Spiny, F=Flat, B=Big, Sm=Small, L=Long, R=Round, O=Oblong, C=Crooked
- *Elements: Wi=Wisp, Sh=Shade, Au=Aura, Dr=Dryad, Sa=Salamander, Gn=Gnome, Un=Undine, Ji=Jinn
- *Stat Points: P=Power, Sk=Skill, D=Defense, M=Magic, HP=HP, Sp=Spirit, C=Charm, L=Luck
- *Defense: St=Strike, Sl=Slash, Pi=Pierce, Ma=Magic

Produce	Seeds	Elements	Stat Bonus	Defense	Personality
Bellgrapes	Sp+L: 3.91% Sp+R/C: 3.13%	Au 16 Gn 25	M+2, Sp+1		Scheming
Diceberry	C+C: 18.75%	Wi 8, Gn 15	P+1		
Mangolephant	F+F: 4.69% F+Sp: 3.13%	Wi 8, Sa 16 Gn 45	P+1, HP+2		Aggressive Arrogant
Loquat-Shoes	O+C: 18.75% Sm+Sm: 10.55%	Sh 8, Gn 15 Ji 8	Sk+1, C+1 HP-1		Scheming? Lazy?
Pear 'O Heels	F+F: 29.69% F+Sp: 12.5% F+Sm/L : 5.47%	Wi 8, Dr 8 Gn 25 Ji 8	P+1, D+1, C+1 Sp-1		
Squalphin	O+R: 18.75% O+B: 12.5% B+B: 10.55%	Au 8 Gn 15 Un 8	M+1, L+1 P-1		Friendly Lonely
Citrisquid	O+O: 56.25% O+F/Sm: 28.13%	Au 8 Gn 15	M+1		
Springanana	O+O: 18.75% O+F/Sm: 9.38%	Sa 8 Gn 15	HP+1		
Peach Puppy	C+F: 37.5% C+C: 18.75%	Wi 8, Sh 8 Gn 25	P+1, Sk+1		
Apricat	C+C: 56.25% C+F/Sm/L: 28.13%	Dr 8 Gn 15	D+1		
Applesocks	Sp+C: 6.25% Sp+F: 4.69% F+Sp/C: 3.13%	Sh 16 Gn 45 Ji 8	Sk+2, C+1		Calm? Indecisive?
Whalamato	C+Sp: 25% C+F: 21.88% C+C: 6.25%	Au 8, Sa 8 Gn 25 Ji 8	M+1, HP+1, C+1 D-1		

Pine 'O Clock	R+F: 37.5%	Gn 45	Sp+1, L+1		
	R+R: 18.75%				
	B+F: 14.06%				
Fishy Fruit	O+Sp: 25%	Sh 8, Au 8	Sk+1, M+1, C+1		
	O+F: 21.88%	Gn 25	HP-1		
	O+O: 6.25%	Ji 8			
Boarmelon	Sp+B: 16.8%	Wi 8	P+1, Sk+1,		
	R+O: 6.25%	Sh 8	Sp+1		
		Gn 25	C-1		
Rhinoloupe	R+Sp: 25%	Wi 8	P+1, HP+1,		
	R+F: 21.88%	Sa 8	Sp+1		
	R+R: 6.25%	Gn 25	M-1		
Orcaplant	R+C: 18.75%	Sh 8, Au 8	Sk+1, M+1		
	L+L: 10.55%	Gn 25			
Garlicrown	F+F: 14.06%	Gn 15	Sp+1		
	F+Sm: 7.03%	Ji 8			
	Sm+Sm: 3.52%				
Honey Onion	Sp+Sm: 15.63%	Sh 8	Sk+1, HP+1,		
	Sp+O/C: 12.5%	Sa 8	Sp+1		
	O+C: 6.25%	Gn 25	P-1		
Sweet Moai	L+Sp: 15.63%	Dr 8, Au 8	D+1, M+1		
	L+F: 5.47%	Gn 25	Sk-1		
	L+L: 3.52%	Un 8			
Spiny Carrot	O+C: 56.25%	Au 8	M+1, Sp+1		
	Sm+Sm: 31.64%	Gn 15	Sk-1		
Conchurnip	F+F: 4.69%	Wi 8	P+1, D+1		
	F+Sm/L: 2.34%	Dr 8	HP-1		
	Sm+L: 1.17%	Gn 15			
Cornflower	O+F: 37.5%	Au 8, Gn 25	M+1, C+1		
	O+O: 18.75%	Ji 8			
Cabbadillo	R+O: 56.25%	Dr 8	D+1, Sp+1	St, Sl,	
	B+B: 36.33%	Gn 45	C-1	Pi +0.5	
	B+R: 28.13%			Ma -0.5	
Needlettuce	R+O: 18.75%	Dr 8, Gn 25	D+1, C+1		
	B+B: 10.55%	Ji 8			
Cherry Bombs	R+C: 18.75%	Sa 8	HP+1		
	L+L: 10.55%	Gn 15			
Masked Potato	F+F: 46.88%	Dr 8, Sa 8	D+1, HP+1, C+1		
	F+ Sm/L: 9.38%	Gn 25	L-1		
Lilipods	C+R: 56.25%	Sh 8, Sa 8	Sk+1, HP+1		
	C+L: 28.13%	Gn 15	M-1		
Rocket Papaya	O+Sp: 6.25%	Au 8, Gn 25	M+1, C+2		
	O+F: 3.13%	Ji 16			

Orange'opus	Sp+Sm: 3.91%	Dr 16	D+2, HP+1		Scheming?
	Sp+O/C: 3.13%	Sa 8			Lazy?
	F+Sm: 0.78%	Gn 45			
<hr/>					
Bumpkin	O+C: 18.75%	Wi 8	P+1, Sp+1		
	Sm+Sm: 10.55%	Gn 25			
<hr/>					
Heart Mint	R+R: 56.25%	Gn 15	C+1		
	R+B/L: 28.13%	Ji 8			
	B+B: 14.06%				
<hr/>					
Spade Basil	R+R: 18.75%	Gn 15	Sp+1		
	R+B/L: 9.38%				
<hr/>					
Dialaurel	Sp+B: 3.91%	Wi 16	P+2	Ma +0.5	
	Sp+R/O: 3.13%	Gn 25			
	F+B: 0.78%	Un 8			
<hr/>					
Gold Clover	Sp+R: 6.25%	Sh 8, Gn 25	Sk+1, L+2		
	F+R: 3.13%	Un 16			
<hr/>					
Mush-in-a-Box	L+O: 25%	Sh 8			
	B+C: 25%	Gn 15			
	B+Sm: 21.88%				
<hr/>					
Toadstoolshed	Sp+B/Sm/L: 2.34%	Sh 8	All except L	All	
		Gn 80	+0.25	+0.125	
<hr/>					

Meats

Animal Meat			P+1, Sk+1	Sl +0.5	
			D-1, M-1		
<hr/>					
Bug Meat			Sk+1, Sp+1	Ma +0.5	
			P-1, C-1		
<hr/>					
Lizard Meat			D+1, C+1	Pi +0.5	
			M-1, Sp-1		
<hr/>					

Some things to consider: The Seed combinations shown are not the only possible combinations that will result in that Produce, but may be considered the best ones. Also, as you can see, Toadstoolsheds are almost totally worthless. Don't bother using Spiny Seeds on them unless you enjoy collecting rare items. Certainly don't feed them to your Pets. Further, don't waste Seeds and time growing the 'playing card suit' Produce items (Heart Mint, Spade Basil, Dialaurel and Gold Clover) or Mush-in-a-Boxes. You can just buy them at the Bone Fortress. In fact, don't even waste Lucre on Mush-in-a-Boxes, they don't do anything at all for Pets.

This chart is intended as a quick reference. It contains all the Produce information that I use to formulate Pet diets. However, sometimes it is helpful to see the statistic growth rates in a larger, more readable chart. Check out the original chart at:

<http://www.geocities.com/jasonrashidi/Produce.html>

5. Formulating a Diet

Okay, now comes the fun part. You are going to need some very basic math skills here and the patience to check and revise your diet plan a few times. Basically, your goal is to get all of your Pet's basic stats to 99 while increasing the DEF stats as much as possible. The problem is that DEF stats have a much lower maximum gain per level than normal stats. The most you can get a given DEF stat to increase is 1 point per level.

There are two methods for raising DEF stats. The first is to use two Cabbadillos and a Bug Meat or Dialaurel. This will give 1 point per level to Strike, Slash and Pierce defense and 0.5 points per level in Magic defense. This method is recommended for any Pet that has a low natural growth rate in the three physical defense stats. The other method is to use a single Cabbadillo and two Bug Meats or Dialaurels. This method gives 0.5 plus the Pet's natural growth rate in Strike, Slash and Pierce and a rate of 1 per level for Magic. Great for any Pet with a natural growth rate of 0.5 in the physical stats, such as the Specter or Mad Mallard.

Now, as a side effect of all those Cabbadillos and Bug Meats, your Pet's Charm growth is going to be at very least severely crippled. Most Pets will gain no Charm at all during the DEF raising process. Also be aware that only Rabites will gain Luck naturally, so there's usually not going to be any Luck gain either. Therefore, what you are going to have to do is get both Luck and Charm to 99 in as few levels as possible.

Bug Meats can also cause Power problems, but Dialaurels easily counteract this. For the first method, use Dialaurels until Power hits 99, then switch to Bug Meats for the Skill and Spirit boost. For the second method, simply put the Dialaurel into the Feedbox after the Bug Meat and your minimum Power growth will be a more than acceptable 2 per level.

Finally, if your Pet does not have high natural growth rates in both Magic and HP, you're going to have to provide a boost to these stats before beginning to work on DEF. Fortunately, this can usually be done during the Charm and Luck raising process.

Let me show you all this in action. This is a diet that I worked out for my Polter Box. Since everyone needs a Polter Box, it might as well be a good one, right?

Level 1
10 2 3 3 DEF: 1/3/3/3
10 3 3 5

These stats are shown as they appear on the Status screen, with Power, Skill, Defense and Magic on the top row and HP, Spirit, Charm and Luck on the bottom.

For the first 20 levels, I fed my Polter Box two Gold Clovers and one Rocket Papaya. Using these Produce items, my total bonuses were +1 to Magic, +2 to Charm, and +3.75 to Luck (remember that 3.75 is the maximum possible gain). At the end of this part my Pet's stats looked like this:

Level 21
40 47 18 38 DEF: 1/13/13/13
40 18 58 80

Now, I finished boosting Luck while at the same time maximizing my Charm gain and getting a few extra Pierce defense points using a Lizard Meat, a Rocket Papaya, and a Gold Clover for the next ten levels.

Level 31
55 59.5 35.5 48 DEF: 1/18/23/18
55 18 95.5 99

At this point, I only needed 3.5 more Charm points and I could begin my serious Defense boosting. I chose to use a Cabbadillo and two Rocket

Papayas, in that order. The Cabbadillo negates my natural Charm growth of 0.75, but chasing it with two Rocket Papayas brings it back up to 3.75.

Level 32

56.5	59.75	37.25	50.75	DEF: 1.5/19/24/18
56.5	19.75	99	99	

I finished it up with 67 levels of a Cabbadillo, a Bug Meat, and a Dialaurel, in that order. The bonuses from the Cabbadillo and Bug Meat took care of the Polter Box's slow rate of growth in Skill while boosting the pitiful 19.75 in Spirit. The Dialaurel provides the same Magic Defense boost as the Bug Meat while compensating for the Power penalty, and since my Polter Box already had 99 Charm, I could ignore the total penalty of -2 per level to that stat. Finally, I saved the game and gave three Squalphins at level 99, and got both Friendly and Lonely on the first try. My Polter Box ended up looking like this:

Level 99 (Friendly/Lonely)

99	99	99	99	DEF: 35/86/91/85
99	99	99	99	Total: 297 DEF points

Not bad for a walking treasure chest. The only problem is that you are going to need to grow 33 Rocket Papayas, which is not an easy task. In fact, you'll probably spend more time doing that than actually leveling your Pet. You didn't think this was going to be a breeze, did you? ;)

Check out the next section for a different approach.

6. Sample Diets

This section will contain as many complete, tested diets as I can get. I only have a few at this point, so please feel free to send in diets for your favorite Pet. Also, if you see something in any of these that can be improved, don't hesitate to let me know. Every diet I've ever tried gets revised several times, and I am sure that some of you will see something I've missed.

-Rabite-

13 levels of 1 Rocket Papaya and 2 Gold Clovers
9 levels of Mangolephant/Springanana/Rocket Papaya
9 levels of Mangolephant/Lizard Meat/Rocket Papaya
1 level of Mangolephant/Cabbadillo/Rocket Papaya
31 levels of 2 Cabbadillos and 1 Dialaurel
35 levels of 2 Cabbadillos and 1 Bug Meat

Level 99 (Aggressive/Arrogant)

99	99	99	99	DEF: 76.5/71.5/76/42.75
99	99	99	99	Total: 266.75 DEF points

(265 effective)

A tribute to the infamous Black Rabite of Seiken Densetsu 3. If you don't want an Aggressive/Arrogant Rabite, you can always be EXTREMELY patient during the levels that involve Mangolephants and reset/retry throughout them.

-chocomog's Seadragon-

25 levels of 1 Rocket Papaya and 2 gold clovers.

9 levels of 3 heart mint/garlic crown, anything that boosts charm and doesn't decrease anything.

1 level of Rocket Papaya, Dialaurel/Gold Clover, and Mangoelephant

64 levels of 2 Cabadillos and a Dialaurel.

Final Stats:

99 99 99 99

99 99 99 99

79.125/79.125/74.75/71.125.

Aggressive and Arrogant personalities, if you're careful/lucky. You need to get the Mangoelephant to put in the arrogant personalities.

-chocomog's Garuda-

25 levels Rocket Papaya and 2 GoldClovers

1 level Gold Clover/Pine o clock

4 levels Rocket Papaya, Heart Mint, and Dialaurel

1 level Rocket Papaya, Cabadillo, and Dialaurel

70(!) levels 2 Cabadillos and a Dialaurel

Final Defense stats: 75/75/75/91

All primaries 99

-chocomog's Tezla-

25 levels of Rocket papaya, and 2 Gold Clovers

7 levels and Rocket Papaya and 2 Mangoelephants

1 level Gold Clover/Pine o clock, and 2 Mangoelephants

6 levels 2 Mangoelephants, Cabadillo

1 level Cherry Bomb, Dialaurel, and Cabadillo

59 levels 2 Cabadillos and a Dialaurel

Final Defense stats: 82/74.5/74.5/76

All primaries 99

-chocomog's Springball-

25 levels Rocket Papaya, 2 Gold Clovers

3 levels Rocket Papaya, Bellgrapes, Citrisquid

1 level Heart Mint, Gold Clover/Pine o clock, Bell Grapes

3 levels 2 bellgrapes, dialaurel

1 level Bellgrapes, 2 Cabadillos

66 levels 2 cabadillos and a dialaurel.

99 99 99 99

99 99 99 99

81/77/81/72.625

Be careful you don't put on the scheming personality if you don't want it with the bell grapes.

-Revised Polter Box-

20 levels of 1 Rocket Papaya and 2 Gold Clovers

10 levels of Lizard Meat/Rocket Papaya/Gold Clover

1 level of 1 Cabbadillo and 2 Rocket Papayas

12 levels of 2 Cabbadillos and 1 Dialaurel

55 levels of 2 Cabbadillos and 1 Bug Meat

Level 99

99	99	99	99	DEF: 68.5/86/91/51
99	99	99	99	Total: 296.5 DEF points
				(296 effective)

In exchange for a single DEF point, you get far more points in the physical defense stats where you really need them.

-chocomog's Dainslaif-

25 levels of Rocket Papaya (why does this seem like a standard?)

1 level Gold Clover/Pine o clock, Rocket Papaya, Heart Mint

8 levels Rocket Papaya and 2 Heart Mints

65 levels 2 Cabadillos and a dialaurel

final stats:

99 99 99 99

99 99 99 99

70.25/79.75/79.75/85

-Elysia the Succubus-

25 levels of 1 Rocket Papaya and 2 Gold Clovers

1 level of Cabbadillo/Rocket Papaya/Gold Clover

72 levels of 2 Cabbadillos and 1 Dialaurel

Level 99

99	99	99	99	DEF: 81/81/81/47.375
99	99	99	99	Total: 290.375 DEF points
				(290 effective)

Kooky and oozy.

7. AsianGrinch's Natural Growth Rate Chart

Also included in this extremely useful chart are the Syncro bonuses provided by each Pet, as well as their status ailment immunities.

#HP	Monster/Pet	Synchro				Tolerance		
#Hatch								
Level /	POWER	SKILLS	DEFENSE	MAGIC	HP	SPIRIT	CHARM	LUCK
1 \	OFFENSE	STRIKES	SLASHES	THRUSTS	MAGIC	Price		
+ per /	POWER	SKILLS	DEFENSE	MAGIC	HP	SPIRIT	CHARM	LUCK
level \	OFFENSE	STRIKES	SLASHES	THRUSTS	MAGIC	Price		
Level /	POWER	SKILLS	DEFENSE	MAGIC	HP	SPIRIT	CHARM	LUCK
99 \	OFFENSE	STRIKES	SLASHES	THRUSTS	MAGIC	Price		

Beast

21	Rabite		HP Recovery					
5	3	3	3	3	3	3	3	8
	21	2	1	1	2	50		

0.25 0.75 0.5 0.75 0.5 0.75 0.75 0.5
0.5 0.25 0.125 0.125 0.25 50

27.5 76.5 52 76.5 52 76.5 76.5 57
70 26.5 14.25 14.25 26.5 4950

17 Molebear EFCT DFS: Darkness Darkness
7

3 3 2 3 3 4 3 5
10 1 2 2 3 60

0.5 0.75 0.25 0.75 0.25 1 0.75 0
0.5 0.125 0.25 0.25 0.5 70

52 76.5 26.5 76.5 27.5 102 76.5 5
59 13.25 26.5 26.5 52 6920

25 Teedie EFCT PLS: Paralysis Paralysis, Confusion
10

3 3 3 4 4 3 3 5
9 2 2 1 2 70

0.25 0.5 0.75 1 0.75 0.75 0.75 0
0.375 0.25 0.25 0.125 0.375 90

27.5 52 76.5 102 77.5 76.5 76.5 5
45.75 26.5 26.5 13.25 38.75 8890

32 Howler Skill Plus Poison
13

8 7 3 3 7 3 3 5
15 2 2 2 2 80

1.25 1.25 0.5 0.5 1 0.75 0.75 0
0.75 0.25 0.25 0.25 0.25 120

130.5 129.5 52 52 105 76.5 76.5 5
88.5 26.5 26.5 26.5 26.5 11840

68 Gray Ox ATTK PLS: Reptiles Sleep
15

7 3 4 3 10 3 3 5
13 2 2 2 1 100

1 0.5 1 0.5 1.5 0.5 0.75 0
0.625 0.375 0.375 0.375 0.125 150

105 52 102 52 157 52 76.5 5
74.25 38.75 38.75 38.75 13.25 14800

Plant

25 Lullabud DFNS PLS: Plants
5

3 3 3 3 4 3 7 5
9 2 1 2 2 30

0.25 0.75 0.5 0.75 0.75 0.75 1.25 0
0.375 0.25 0.125 0.25 0.25 60

27.5	76.5	52	76.5	77.5	76.5	129.5	5
45.75	26.5	13.25	26.5	26.5	5910		

32
7

Mushboom		EFCT PLS: Sleep			Sleep		
4	4	3	3	7	4	3	5
10	3	1	2	2	40		
0.75	1	0.75	0.75	1	1	0.75	0
0.5	0.5	0.125	0.25	0.375	80		
77.5	102	76.5	76.5	105	102	76.5	5
59	52	13.25	26.5	38.75	7880		

25
10

Shrieknip		DFNS PLS: Sound Waves					
2	2	3	7	4	3	7	5
9	2	1	2	3	50		
0	0.25	0.75	1.25	0.75	0.75	1.25	0
0.375	0.25	0.125	0.25	0.5	100		
2	26.5	76.5	129.5	77.5	76.5	129.5	5
45.75	26.5	13.25	26.5	52	9850		

40
13

Malboro		EFCT PLS: Paralysis			Poison, Paralysis, Petrification		
4	3	4	3	8	3	8	5
13	2	1	2	3	60		
0.75	0.5	1	0.5	1.25	0.75	1.25	0
0.625	0.25	0.125	0.25	0.5	120		
77.5	52	102	52	130.5	76.5	130.5	5
74.25	26.5	13.25	26.5	52	11820		

40
15

Wooding		ATTK PLS: Beasts					
7	4	4	2	8	2	2	5
13	2	2	2	1	80		
1	1	1	0.25	1.25	0.25	0.25	0
0.625	0.375	0.25	0.375	0.125	160		
105	102	102	26.5	130.5	26.5	26.5	5
74.25	38.75	26.5	38.75	13.25	15760		

Arthropod

13
5

Stinger Bug		EFCT PLS: Poison			Poison		
3	4	2	3	2	4	3	5
9	1	1	1	2	100		
0.25	1	0.25	0.75	0.25	1	0.75	0
0.375	0.125	0.125	0.125	0.375	10		
27.5	102	26.5	76.5	26.5	102	76.5	5
45.75	13.25	13.25	13.25	38.75	1080		

4	4	3	3	4	3	3	5
10	2	2	2	2	80		

0.75	1	0.5	0.75	0.75	0.5	0.5	0
0.5	0.25	0.375	0.375	0.25	20		

77.5	102	52	76.5	77.5	52	52	5
59	26.5	38.75	38.75	26.5	2040		

32
10

Rattler Boa	EFCT PLS: Poison			Poison			
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4	7	4	3	7	3	3	5
10	2	2	2	2	100		

0.75	1.25	1	0.75	1.25	0.5	0.5	0
0.5	0.25	0.375	0.375	0.25	30		

77.5	129.5	102	76.5	129.5	52	52	5
59	26.5	38.75	38.75	26.5	3040		

32
13

Basilisk	EFCT PLS: Petrification Poison, Petrification						
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3	4	4	7	7	3	8	5
10	2	2	2	2	600		

0.25	1	1	1.25	1.25	0.5	1.25	0
0.5	0.25	0.375	0.375	0.375	50		

27.5	102	102	129.5	129.5	52	130.5	5
59	26.5	38.75	38.75	38.75	5500		

68
15

Tyrranos	ATTK PLS: Arthropods						
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8	3	7	3	10	3	3	5
15	2	3	3	2	1000		

1.25	0.75	1.25	0.75	1.5	0.75	0.75	0
0.75	0.375	0.5	0.5	0.375	200		

130.5	76.5	129.5	76.5	157	76.5	76.5	5
88.5	38.75	52	52	38.75	20600		

Aquatic

25
5

Iffish	DFNS PLS: Aquatics						
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3	3	3	4	4	3	3	5
9	1	2	2	2	10		

0.25	0.75	0.5	1	0.75	0.75	0.5	0
0.375	0.125	0.25	0.25	0.25	100		

27.5	76.5	52	102	77.5	76.5	52	5
45.75	13.25	26.5	26.5	26.5	9810		

25
7

Pincher Crab	EFCT DFNS: Sleep			Sleep			
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4	4	4	3	4	2	2	5
9	2	2	2	2	15		

0.75 1 1 0.5 0.75 0.25 0.25 0
0.375 0.25 0.25 0.25 0.25 120

77.5 102 102 52 77.5 26.5 26.5 5
45.75 26.5 26.5 26.5 26.5 11775

40 Seajack HP Plus
10

7 7 3 3 8 4 3 5
15 2 2 2 2 20

1 1.25 0.5 0.5 1.25 1 0.75 0
0.75 0.375 0.25 0.25 0.375 140

105 129.5 52 52 130.5 102 76.5 5
88.5 38.75 26.5 26.5 38.75 13740

32 Seadragon EFCT PLS: Freeze Freeze
13

4 7 4 4 7 3 3 5
10 2 2 2 2 40

0.75 1.25 1 1 1 0.5 0.5 0
0.5 0.375 0.375 0.25 0.375 180

77.5 129.5 102 102 105 52 52 5
59 38.75 38.75 26.5 38.75 17680

40 Big Baby ATTK PLS: Morphs Confusion
15

4 4 7 8 8 7 8 5
13 3 2 2 3 80

0.75 1 1.25 1.25 1.25 1.25 1.25 0
0.625 0.5 0.375 0.25 0.5 240

77.5 102 129.5 130.5 130.5 129.5 130.5 5
74.25 52 38.75 26.5 52 23600

Aerial

13 Needlebeak DFNS PLS: Aerials Darkness
5

3 4 2 3 2 4 3 5
9 1 1 1 3 50

0.25 1 0.25 0.75 0.25 1 0.75 0
0.375 0.125 0.125 0.125 0.5 50

27.5 102 26.5 76.5 26.5 102 76.5 5
45.75 13.25 13.25 13.25 52 4950

13 Bloodsucker EFCT DFNS: Confusion Confusion
7

3 4 3 4 2 3 7 5
9 1 1 1 3 70

0.25 1 0.5 1 0.25 0.5 1.25 0
0.375 0.125 0.125 0.125 0.5 70

27.5	102	52	102	26.5	52	129.5	5
45.75	13.25	13.25	13.25	52	6930		

32 Cockatrice EFCT DFNS: Petrification Poison, Petrification

3	3	3	4	7	7	7	5
10	2	1	1	2	30		

0.25	0.5	0.5	1	1	1.25	1.25	0
0.5	0.25	0.125	0.125	0.375	150		

27.5	52	52	102	105	129.5	129.5	5
59	26.5	13.25	13.25	38.75	14730		

40 Chocobo Status Recovery

4	4	3	3	8	4	4	5
10	2	2	2	2	300		

0.75	1	0.75	0.75	1.25	1	1	0
0.5	0.25	0.25	0.25	0.25	100		

77.5	102	76.5	76.5	130.5	102	102	5
59	26.5	26.5	26.5	26.5	10100		

68 Garuda ATTK PLS: Aquatics Paralysis

8	8	7	4	10	4	4	5
13	1	1	1	3	500		

1.25	1.75	1.25	1	1.5	1	1	0
0.625	0.125	0.125	0.125	0.5	150		

130.5	179.5	129.5	102	157	102	102	5
74.25	13.25	13.25	13.25	52	15200		

Morph

17 Shadow Zero EFCT DFNS: Darkness Darkness

3	7	2	3	3	4	3	5
9	3	2	2	3	50		

0.25	1.25	0.25	0.75	0.25	1	0.5	0
0.375	0.5	0.25	0.25	0.5	5		

27.5	129.5	26.5	76.5	27.5	102	52	5
45.75	52	26.5	26.5	52	540		

40 Slime EFCT DFNS: Paralysis Poison, Paralysis

3	2	10	3	8	2	2	5
9	3	2	2	3	10		

0.25	0.25	1.5	0.5	1.25	0.25	0.25	0
0.375	0.5	0.25	0.25	0.5	100		

27.5	26.5	157	52	130.5	26.5	26.5	5
45.75	52	26.5	26.5	52	9810		

21	Tezla		DFNS PLS: Morphs			Paralysis		
10	-----							
	3	4	3	7	3	4	4	5
	9	3	2	2	3	60		

	0.25	1	0.5	1.25	0.5	1	1	0
	0.375	0.5	0.25	0.25	0.5	20		

	27.5	102	52	129.5	52	102	102	5
	45.75	52	26.5	26.5	52	2020		

25	Denden		ATTK PLS: Aerials			Sleep		
13	-----							
	4	4	8	3	4	3	3	5
	10	2	2	2	3	100		

	0.75	1	1.25	0.75	0.75	0.75	0.75	0
	0.5	0.375	0.375	0.375	0.5	75		

	77.5	102	130.5	76.5	77.5	76.5	76.5	5
	59	38.75	38.75	38.75	52	7450		

68	Moldy Goo		Power Plus					
15	-----							
	10	2	3	3	10	7	2	5
	10	3	2	2	3	80		

	1.5	0.25	0.75	0.75	1.5	1.25	0.25	0
	0.5	0.5	0.375	0.375	0.5	200		

	157	26.5	76.5	76.5	157	129.5	26.5	5
	59	52	38.75	38.75	52	19680		

Undead

21	Skull Beast		DFNS PLS: Undeads					
5	-----							
	4	4	3	3	3	2	2	5
	10	0	3	3	2	10		

	0.75	1	0.75	0.5	0.5	0.25	0.25	0
	0.5	0	0.5	0.5	0.25	80		

	77.5	102	76.5	52	52	26.5	26.5	5
	59	0	52	52	26.5	7850		

40	Zombine		ATTK PLS: Poison			Poison		
7	-----							
	7	3	3	3	8	2	2	5
	10	2	1	1	1	5		

	1	0.5	0.5	0.5	1.25	0.25	0.25	0
	0.5	0.375	0.125	0.125	0.125	5		

	105	52	52	52	130.5	26.5	26.5	5
	59	38.75	26.5	26.5	26.5	495		

25	Specter		EFCT DFNS: Freeze			Darkness, Freeze		
10	-----							
	2	3	3	10	4	4	7	5

9 3 3 3 3 300

0 0.5 0.75 1.5 0.75 1 1.25 0
0.375 0.5 0.5 0.5 0.5 50

2 52 76.5 157 77.5 102 129.5 5
45.75 52 52 52 52 5200

32 Skeleton Regeneration
13

7 7 4 3 7 3 3 5
10 0 3 3 2 20

1 1.25 1 0.5 1.25 0.5 0.5 0
0.5 0 0.5 0.5 0.25 100

105 129.5 102 52 129.5 52 52 5
59 0 52 52 26.5 9820

68 Ape Mummy ATTK PLS: Demi-humans Sleep
15

7 4 3 3 10 3 3 5
15 3 2 2 2 15

1 1 0.5 0.5 1.5 0.5 0.5 0
0.75 0.5 0.375 0.375 0.375 120

105 102 52 52 157 52 52 5
88.5 52 38.75 38.75 38.75 11775

Demonic

17 Imp Bonus EXP
5

3 4 3 4 3 4 4 5
9 2 2 2 3 300

0.25 1 0.5 1 0.5 1 1 0
0.375 0.25 0.25 0.375 0.5 30

27.5 102 52 102 52 102 102 5
45.75 26.5 26.5 38.75 52 3240

25 Fierce Face EFCT DFNS: Flame Burst Flame Burst
7

3 3 3 7 4 4 7 5
10 2 2 2 3 350

0.5 0.75 0.75 1.25 0.75 1 1.25 0
0.5 0.25 0.25 0.375 0.5 35

52 76.5 76.5 129.5 77.5 102 129.5 5
59 26.5 26.5 38.75 52 3780

32 Punkster DFNS PLS: Demonics Paralysis
10

4 4 4 7 7 8 7 5
10 2 2 2 3 400

0.75 1 1 1.25 1.25 1.25 1.25 0

0.5	0.25	0.25	0.375	0.5	40		
77.5	102	102	129.5	129.5	130.5	129.5	5
59	26.5	26.5	38.75	52	4320		

32	Dark Stalker	EFCT PLS: Darkness	Darkness				
13							
8	7	7	3	7	8	4	5
15	2	2	2	3	600		
1.25	1.25	1.25	0.5	1.25	1.25	1	0
0.75	0.25	0.375	0.375	0.5	60		
130.5	129.5	129.5	52	129.5	130.5	102	5
88.5	26.5	38.75	38.75	52	6480		

40	Chimera Beast	ATTK PLS: Oddities	Poison, Petrification				
15							
7	3	7	7	8	8	4	5
13	2	2	2	3	750		
1	0.75	1.25	1.25	1.25	1.25	1	0
0.625	0.25	0.375	0.375	0.5	75		
105	76.5	129.5	129.5	130.5	130.5	102	5
74.25	26.5	38.75	38.75	52	8100		

Dragon

40	Kid Dragon	DFNS PLS: Breath	Flame Burst				
15							
4	4	4	7	8	7	7	5
13	2	2	2	2	500		
0.75	1	1	1.25	1.25	1.25	1.25	0
0.625	0.375	0.375	0.375	0.375	180		
77.5	102	102	129.5	130.5	129.5	129.5	5
74.25	38.75	38.75	38.75	38.75	18140		

68	Sky Dragon	DFNS PLS: Dragons	Freeze				
30							
8	10	10	10	10	10	10	5
13	3	3	2	3	5000		
1.25	1.5	1.5	1.5	1.5	1.5	1.5	0
0.625	0.5	0.5	0.375	0.5	250		
130.5	157	157	157	157	157	157	5
74.25	52	52	38.75	52	29500		

68	Land Dragon	ATTK PLS: Demonics	Poison, Petrification				
30							
10	8	10	10	10	10	10	5
15	2	3	3	3	5000		
1.5	1.25	1.5	1.5	1.5	1.5	1.5	0
0.75	0.375	0.5	0.5	0.5	250		
157	125.75	157	157	157	157	157	5

88.5 38.75 52 52 52 29500

Oddity

13	Eye Spy	EFCT	DFNS:	Confusion	Confusion			
5								
2	3	2	7	2	4	7	5	
7	0	0	0	3	5			
0	0.5	0.25	1.25	0.25	1	1.25	0	
0.25	0	0	0	0.5	10			
2	52	26.5	129.5	26.5	102	129.5	5	
31.5	0	0	0	52	985			

17	Spiny Cone	DFNS	PLS:	Oddities	Paralysis			
7								
3	3	7	3	3	4	3	5	
9	2	2	2	2	100			
0.5	0.75	1.25	0.75	0.25	1	0.75	0	
0.375	0.375	0.25	0.25	0.375	10			
52	76.5	129.5	76.5	27.5	102	27.5	5	
45.75	38.75	26.5	26.5	38.75	1080			

21	Poto	ATTK	PLS:	Dragons	Sleep, Freeze			
10								
3	4	3	7	3	7	4	5	
9	2	2	2	2	150			
0.5	1	0.75	1.25	0.5	1.25	1	0	
0.375	0.375	0.25	0.25	0.375	15			
52	102	76.5	129.5	52	129.5	102	5	
45.75	38.75	26.5	26.5	38.75	1620			

25	Beholder	DFNS	PLS:	Staring	Petrification			
13								
2	3	4	8	4	4	10	5	
10	2	2	2	3	300			
0	0.75	1	1.25	0.75	1	1.25	0	
0.5	0.375	0.25	0.25	0.5	30			
2	76.5	102	130.5	77.5	102	132.5	5	
59	38.75	26.5	26.5	52	3240			

32	Springball	Invincible	Darkness, Flame Burst					
15								
3	8	3	3	7	4	7	5	
10	2	2	2	2	350			
0.25	1.25	0.75	0.75	1.25	1	1.25	0	
0.5	0.375	0.25	0.375	0.375	75			
27.5	130.5	76.5	76.5	129.5	102	129.5	5	
59	38.75	38.75	38.75	38.75	7700			

Poltergeist

25	Cursed Doll		DFNS PLS: Poltergeists					
5								
	3	4	3	4	4	3	4	5
	10	1	2	2	1	100		
	0.5	1	0.75	1	0.75	0.75	1	0
	0.5	0.125	0.25	0.25	0.125	100		
	52	102	76.5	102	77.5	76.5	102	5
	59	13.25	26.5	26.5	13.25	9900		

68	Polter Box		Rare Item			Confusion		
7								
	10	2	3	3	10	3	3	5
	10	1	3	3	3	1000		
	1.5	0.25	0.75	0.75	1.5	0.75	0.75	0
	0.5	0	0.5	0.5	0.5	10		
	157	26.5	76.5	76.5	157	76.5	76.5	5
	59	1	52	52	52	1980		

21	Chess Knight		Defense Plus			Paralysis, Petrification		
10								
	4	4	3	7	3	7	7	5
	10	1	2	2	3	250		
	0.75	1	0.5	1.25	0.5	1.25	1.25	0
	0.5	0	0.25	0.25	0.5	25		
	77.5	102	52	129.5	52	129.5	129.5	5
	59	1	26.5	26.5	52	2700		

32	Dainslaif		DFNS PLS: Staring					
13								
	7	8	3	4	7	4	3	5
	13	1	2	2	3	300		
	1	1.25	0.75	1	1.25	1	0.5	0
	0.625	0.125	0.375	0.375	0.5	30		
	105	130.5	76.5	102	129.5	102	52	5
	74.25	13.25	38.75	38.75	52	3240		

Demi-Human

68	Chobin Hood		ATTK PLS: Indirect Attacks				Poison	
	8	10	7	4	10	3	3	5
	10	2	2	2	2	10		
	1.25	1.5	1.25	1	1.25	0.5	0.75	0
	0.5	0.25	0.25	0.375	0.25	0		
	130.5	157	129.5	102	132.5	52	76.5	5
	59	26.5	26.5	38.75	26.5	10		

68	Goblin		ATTK PLS: Slashing					
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10	7	8	4	10	3	3	5
10	2	2	2	2	10		

1.5	1.25	1.25	1	1.25	0.75	0.5	0
0.5	0.25	0.375	0.25	0.25	0		

157	129.5	130.5	102	132.5	76.5	52	5
59	26.5	38.75	26.5	26.5	10		

68 Tomato Man EFCT PLS: Flame Burst Flame Burst

3	4	3	10	10	8	7	5
10	2	2	2	3	10		

0.25	1	0.75	1.5	1.25	1.25	1.25	0
0.5	0.25	0.25	0.25	0.5	0		

27.5	102	76.5	157	132.5	130.5	129.5	5
59	26.5	26.5	26.5	52	10		

32 Sahagin ATTK PLS: Stabbing Sleep

7	7	7	3	10	7	7	5
13	2	2	2	2	10		

1	1.25	1.25	0.5	1.25	1.25	1.25	0
0.625	0.25	0.25	0.375	0.25	0		

105	129.5	129.5	52	132.5	129.5	129.5	5
74.25	26.5	26.5	38.75	26.5	10		

32 Succubus HP Drain Paralysis, Confusion

3	7	3	10	7	8	10	5
13	2	2	2	2	10		

0.5	1.25	0.5	1.5	1	1.25	1.5	0
0.625	0.25	0.25	0.25	0.375	0		

52	129.5	52	157	105	130.5	157	5
80.25	26.5	26.5	26.5	38.75	10		

68 Narcissos ATTK PLS: Striking

10	8	7	3	10	7	3	5
13	3	2	2	2	10		

1.5	1.25	1.25	0.5	1.25	1.25	0.75	0
0.625	0.5	0.25	0.25	0.25	0		

157	130.5	129.5	52	132.5	129.5	76.5	5
74.25	52	26.5	26.5	26.5	10		

68 Mad Mallard Defense Plus Flame Burst

7	8	10	3	10	7	3	5
13	3	3	3	1	10		

1	1.25	1.5	0.75	1.25	1.25	0.5	0
0.625	0.5	0.5	0.5	0.125	0		

105 130.5 157 76.5 132.5 129.5 52 5
74.25 52 52 52 13.25

8. Credits and Special Thanks

-Contributions-

AsianGrinch: author of the Natural Growth Chart that I have reprinted in this FAQ.

Danatoth: helped out with some Personality testing.

D. Short: translated the Produce Percentage Chart that I have reprinted in a slightly altered form in this FAQ.

chocomog: pointed out the 'two Cabbadillo/one Bug Meat or Dialaurel' method for DEF stat boosting and submitted several new diets.

Hecatonychires: translated the Produce Stats Chart that I have reprinted in a slightly altered form in this FAQ.

Zach Keene: various suggestions and proof-reading

-Special Thanks-

ANelson gets the biggest nod of all. He got me started down the path to perfecting my Pets and put up with my frequent questions while I was still learning the Ways of the Corral. I consider this entire FAQ to be merely an add-on to his currently unsubmitted Pet Guide. He also co-wrote a really cool Artifact Placement Guide, which I highly recommend.

SeanKelson, MarcusMajarra, and JumiViolet get a big thank you for their respective FAQs, which cover other aspects of this amazing game and have been extremely helpful to me throughout my LoM play.

Myst Erik Ery, Miranda B, Kaosu Reido, Summonmaster, User Name Error, and dozens of others from the GameFAQs Legend of Mana board. Many thanks for your help, patience, and encouragement.

I would also like to thank:

Squaresoft

GameFAQs

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My dog

9. Contact and Copyright Information

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- Please contact me with additions, corrections, comments, or questions at:

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(If someone gets bored I'd love a cool ASCII Rabite for the header!)

Lil' Gods #2 v1.3

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