

Xenogears Monster Encyclopedia

by SSJ4Kain

Updated to vFinal on May 14, 2007

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Xenogears - Monster List.
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Walkthrough Version: Final.
Last Updated: 5/14/07.
System(s): PlayStation.

7/19/03 - Revised and edited the guide for errors, mistakes, etc. I've also made it the final version and the final update to this guide. If I ever need to add or correct something in the future, I'll do so or if someone submits something to me that should go in here, I'll also add that. Until that time, enjoy the guide and I hope it helps you!

6/10/03 - I've finished the guide completely. I'll revise and edit it in the future. Until then, use this guide as a resource to you as you play Xenogears and I hope it helps you. Thanks and enjoy!

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= III. FAQ (Frequently Asked Questions.) [FAQ3] =
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There are none...yet. If I get any, I'll add some up, so start E-Mailing me so I can add to this area!

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= IV. Monster List [MOLI4]=
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- Abandon -

Hit Points - 150.
Experience - 3,200.
Gold - 350.
Special Attacks - Ether Saucer.
Weak Points - None.
Ineffective Attacks - None.
Dropped Items - B&J M10A Ammo and B&J M10S Ammo.

- Achtzehn -

Hit Points - 12,000.
Experience - 50,000.
Gold - 10,000.
Special Attacks - None.
Weak Points - None.
Ineffective Attacks - None.
Dropped Items - Lite Ar +1, Silver Ar and Wizardry Ring.

- Acid Frog -

Hit Points - 120.
Experience - 885.
Gold - 0.
Special Attacks - Call Friends, Poison and Rain Call.
Weak Points - None.
Ineffective Attacks - None.
Dropped Items - Mentsol and Physisol.

- Aegis Knight -

Hit Points - 700.
Experience - 1,500.
Gold - 300.
Special Attacks - Pile Driver.
Weak Points - None.
Ineffective Attacks - None.
Dropped Items - Extra Armor +2.

- Aegis Knight R -

Hit Points - 1,600.
Experience - 5,570.
Gold - 2,000.
Special Attacks - Pile Driver.
Weak Points - None.
Ineffective Attacks - None.
Dropped Items - None.

- Air Walk -

Hit Points - 700.
Experience - 2,300.
Gold - 600.
Special Attacks - None.
Weak Points - None.
Ineffective Attacks - None.
Dropped Items - Lite Ar +1.

- Alkanshel -

Hit Points - 10,500.
Experience - 132,549.
Gold - 30,000.
Special Attacks - Mass Limit, Power Loss, Seal, Slow.
Weak Points - None.
Ineffective Attacks - None.
Dropped Items - E Circuit.

- Alpha Weltall -

Hit Points - ??????
Experience - 197,472.
Gold - 0.
Special Attacks - None.
Weak Points - None.
Ineffective Attacks - None.
Dropped Items - Slayer Robe.

- Amphysvena -

Hit Points - 28,000.
Experience - 190,000.
Gold - 50,000.
Special Attacks - Blaze Pose, Terra Flare and Wave #3 Demiser.
Weak Points - None.
Ineffective Attacks - None.
Dropped Items - Golden Vest.

- Argonite -

Hit Points - 2,300.
Experience - 18,500.
Gold - 3,000.
Special Attacks - Electric Attack.
Weak Points - None.
Ineffective Attacks - None.
Dropped Items - Insulated Ar +1.

- Armor Grub -

Hit Points - 7/67.
Experience - 35/1,758.
Gold - 0/0.
Special Attacks - None/None.
Weak Points - Ether Attacks/Ether Attacks.
Ineffective Attacks - Physical Attacks/Physical Attacks.
Dropped Items - Bizfruit/None.

- Armor Wasp -

Hit Points - 77.
Experience - 880.
Gold - 0.
Special Attacks - Lowers Attack.
Weak Points - Ether Attacks.
Ineffective Attacks - Physical Attacks.
Dropped Items - Eyeball and Zetasol.

- Assassin -

Hit Points - 290.
Experience - 3,500.
Gold - 150.
Special Attacks - Halve Hit Points and Lower Hit Points to one.
Weak Points - None.
Ineffective Attacks - None.
Dropped Items - Aquasol.

- Assassin (Priest.) -

Hit Points - 290.
Experience - 3,500.
Gold - 150.
Special Attacks - Net and Seal.
Weak Points - None.
Ineffective Attacks - None.
Dropped Items - Aquasol.

- Avalanche -

Hit Points - 290.
Experience - 2,800.
Gold - 500.
Special Attacks - Avalanche Drill, Gel Breath and Sonic Boom.
Weak Points - None.
Ineffective Attacks - None.
Dropped Items - Noise Filter.

- Aveh Corpal -

Hit Points - 60/80.
Experience - 75/242.
Gold - 40/45.
Special Attacks - None/None.
Weak Points - None/None.
Ineffective Attacks - None/None.
Dropped Items - Aquasol, Leather Hat, Rosesol/Aquasol.

- Aveh Guard -

Hit Points - 75.
Experience - 242.
Gold - 90.
Special Attacks - None.
Weak Points - None.
Ineffective Attacks - None.
Dropped Items - Aquasol.

- Aveh Soldier -

Hit Points - 60.
Experience - 75.
Gold - 35.
Special Attacks - None.
Weak Points - None.
Ineffective Attacks - None.
Dropped Items - Aquasol and Rosesol.

- Batrat -

Hit Points - 150.
Experience - 799.
Gold - 0.
Special Attacks - None.
Weak Points - None.
Ineffective Attacks - None.
Dropped Items - Fang.

- Big Joe -

Hit Points - 777.
Experience - 1.
Gold - 1.
Special Attacks - Fan's Attack and Fan's Cheer Support.
Weak Points - None.
Ineffective Attacks - None.
Dropped Items - Metal Vest.

- Bladegash -

Hit Points - 3,000/4,000/5,000.
Experience - 22,428/26,000/26,000.
Gold - 3,000/5,000/5,000.
Special Attacks - Earth Sword, Fire Sword, Water Sword and Wind
Sword/Earth Sword, Fire Sword, Water Sword and Wind Sword/Earth Sword,
Fire Sword, Water Sword and Wind Sword.
Weak Points - None/None/None.
Ineffective Attacks - None/None/None.
Dropped Items - STR Drive/EP Drive/VIT Drive.

- Bloody -

Hit Points - 4242.
Experience - 25,701.
Gold - 3,000.
Special Attacks - Bloody Rain and Murder.
Weak Points - None.
Ineffective Attacks - None.
Dropped Items - None.

- Breaker -

Hit Points - 500.
Experience - 5,800.
Gold - 600.
Special Attacks - Breaker.
Weak Points - None.
Ineffective Attacks - None.
Dropped Items - Extra Ar +4.

- Brigandier -

Hit Points - 800.
Experience - 1,600.
Gold - 500.
Special Attacks - Chain Whip and Wild Smile.
Weak Points - None.
Ineffective Attacks - None.
Dropped Items - None.

- Calamity -

Hit Points - 2,500.
Experience - 8,642.
Gold - 2,000.
Special Attacks - Missile Attack.
Weak Points - None.
Ineffective Attacks - None.
Dropped Items - None.

- Carrier -

Hit Points - 420.
Experience - 7,500.
Gold - 0.
Special Attacks - Lower Accuracy.
Weak Points - None.
Ineffective Attacks - None.
Dropped Items - Fang and Zetasol.

- Carrier Fl -

Hit Points - 820.
Experience - 7,489.
Gold - 0.
Special Attacks - Lower Accuracy.
Weak Points - None.
Ineffective Attacks - None.
Dropped Items - Fang and Zetasol.

- Citadel -

Hit Points - 290.
Experience - 2,800.
Gold - 500.
Special Attacks - Gel Breath and Sonic Boom.
Weak Points - None.
Ineffective Attacks - None.
Dropped Items - Gold Plate.

- Claw Knight -

Hit Points - 600.
Experience - 1,500.
Gold - 300.
Special Attacks - None.
Weak Points - None.
Ineffective Attacks - None.
Dropped Items - Extra Ar +2.

- Claw Knight R -

Hit Points - 1,700.
Experience - 5,570.
Gold - 2,000.
Special Attacks - None.
Weak Points - None.
Ineffective Attacks - None.
Dropped Items - Beam Coat.

- Conjuror -

Hit Points - 880.
Experience - 6,000.
Gold - 650.
Special Attacks - Ether Attack.
Weak Points - None.
Ineffective Attacks - None.
Dropped Items - Ether Ar.

- Crescens -

Hit Points - 14,800.
Experience - 255,000.
Gold - 10,000.
Special Attacks - Kick Combo, Terra Dhaum, Terra Feist, Wing Grab and Wing Slap.
Weak Points - None.
Ineffective Attacks - None.
Dropped Items - None.

- Croaker Tribe -

Hit Points - 550/800/550.
Experience - 1,200/2,155/4,065.
Gold - 0/0/0.
Special Attacks - None/None/None.
Weak Points - None/None/None.
Ineffective Attacks - None/None/None.
Dropped Items - Fang and Scales/Fang and Scales/Fang and Scales.

- Dan -

Hit Points - 450.
Experience - 500.
Gold - 5.
Special Attacks - Energy Blast.
Weak Points - None.
Ineffective Attacks - None.
Dropped Items - Wedding Dress.

- Death Eater -

Hit Points - 7777.
Experience - 30,000.
Gold - 0.
Special Attacks - Eat and Ether Point Drain.
Weak Points - None.
Ineffective Attacks - None.
Dropped Items - Evasion Ring and Muscle Belt.

- Death Scythe -

Hit Points - 900.
Experience - 3,000.
Gold - 0.
Special Attacks - None.
Weak Points - None.
Ineffective Attacks - None.
Dropped Items - Fang and Scales.

- Defenser -

Hit Points - 900.
Experience - 10,512.
Gold - 1,000.
Special Attacks - Ether Point Buster.
Weak Points - None.
Ineffective Attacks - None.
Dropped Items - Cast Ar and Eyeball.

- Dues -

Hit Points - 40,000/40,000 or 52,000 or 75,000.
Experience - 363,345/0.
Gold - 30,000/0.
Special Attacks - Halve Hit Points/Cosmic Crush, Halve Hit Points, Starry Night and Ultimate Break.
Weak Points - None/None.
Ineffective Attacks - None/None.
Dropped Items - None/None.

- Dive Bomber -

Hit Points - 30.
Experience - 15.
Gold - 0.
Special Attacks - Flutter.
Weak Points - None.
Ineffective Attacks - None.
Dropped Items - Zetasol.

- Domina -

Hit Points - 4,000.
Experience - 7,500.
Gold - 2,500.
Special Attacks - Elemental Blades.
Weak Points - Wind.
Ineffective Attacks - Earth.
Dropped Items - ETH Drive.

- Dora -

Hit Points - 3,000.
Experience - 13,393.
Gold - 2,000.
Special Attacks - Can use Pirate Gears as weapons.
Weak Points - None.
Ineffective Attacks - None.
Dropped Items - Extra Ar +3.

- Dorothy -

Hit Points - 150.
Experience - 6,000.
Gold - 150.
Special Attacks - Confusion and Lower Hit Points to one.
Weak Points - ANY Healing Item or Healing Ether.
Ineffective Attacks - Physical Attacks.
Dropped Items - Rosesol and Rosesol DX.

- Dragon -

Hit Points - 18,000/18,000.
Experience - 91,000/30,500.
Gold - 0/0.
Special Attacks - Fire Breath/Fire Breath.
Weak Points - None/None.
Ineffective Attacks - None/None.
Dropped Items - Devil Dress/Blessed Habit, Blessed Helm, Death Adder,

Kaiser Helm and Mumyo Sword.

- Dune Man -

Hit Points - 550.
Experience - 1,000.
Gold - 360.
Special Attacks - None.
Weak Points - None.
Ineffective Attacks - None.
Dropped Items - None.

- Dwarf -

Hit Points - 500.
Experience - 600.
Gold - 0.
Special Attacks - None.
Weak Points - None.
Ineffective Attacks - None.
Dropped Items - Aquasol.

- Eagle Armor -

Hit Points - 3,200.
Experience - 9,666.
Gold - 650.
Special Attacks - Beam Gun.
Weak Points - Ether Attacks.
Ineffective Attacks - Physical Attacks.
Dropped Items - Mirror Ar.

- Eagle Blade -

Hit Points - 2,000.
Experience - 9,333.
Gold - 500.
Special Attacks - Def Down and Wiields Sword.
Weak Points - None.
Ineffective Attacks - None.
Dropped Items - Mirror Ar.

- Eagle Gunner -

Hit Points - 1,500.
Experience - 4,500.
Gold - 700.
Special Attacks - Beam Gun.
Weak Points - None.
Ineffective Attacks - None.

Dropped Items - Lite Ar +3.

- Eagle Wing -

Hit Points - 1,300.

Experience - 3,650.

Gold - 1,200.

Special Attacks - Beam Gun.

Weak Points - None.

Ineffective Attacks - None.

Dropped Items - Mirror Ar.

- Earth Seraph -

Hit Points - 2,200.

Experience - 6,000.

Gold - 8,000.

Special Attacks - Halo.

Weak Points - Wind.

Ineffective Attacks - Earth.

Dropped Items - Angel Ar and Angel Ar +1.

- Edelweiss -

Hit Points - 815.

Experience - 880.

Gold - 0.

Special Attacks - None.

Weak Points - None.

Ineffective Attacks - None.

Dropped Items - Fang and Scales.

- Edin -

Hit Points - 3,000.

Experience - 17,000.

Gold - 650.

Special Attacks - Magic Space.

Weak Points - None.

Ineffective Attacks - None.

Dropped Items - None.

- Etone -

Hit Points - 1,200.

Experience - 2,000.

Gold - 900.

Special Attacks - Seal.

Weak Points - None.

Ineffective Attacks - None.

Dropped Items - Ether Ar.

- Executioner -

Hit Points - 4,444.

Experience - 92,805.

Gold - 0.

Special Attacks - Dark Dimension.

Weak Points - None.

Ineffective Attacks - None.

Dropped Items - None.

- Fire Seraph -

Hit Points - 8,000.

Experience - 4,333.

Gold - 5,000.

Special Attacks - Halo.

Weak Points - Water.

Ineffective Attacks - Fire.

Dropped Items - Ether Ar +3.

- Fis-6 -

Hit Points - 6,800.

Experience - 67,284.

Gold - 15,000.

Special Attacks - Call Fis-6 Mechanic, Overheating and Shift Up.

Weak Points - None.

Ineffective Attacks - None.

Dropped Items - Ground.

- Fis-6 Mechanic -

Hit Points - 600.

Experience - 0.

Gold - 0.

Special Attacks - Repair Fis-6 for 500 Hit Points.

Weak Points - None.

Ineffective Attacks - None.

Dropped Items - None.

- Forbidden -

Hit Points - 800/10,000.

Experience - 8,608/6,500.

Gold - 5/0.

Special Attacks - Mighty Blow/Might Blow.

Weak Points - None/None.

Ineffective Attacks - Ether Attacks/None.

Dropped Items - Gold Nugget/Gold Nugget and Gold Bullion.

- Forest Elf -

Hit Points - 40/180.
Experience - 41/288.
Gold - 21/0.
Special Attacks - None/None.
Weak Points - None/None.
Ineffective Attacks - None/None.
Dropped Items - Zetasol/Zetasol.

- Freelancer -

Hit Points - 420.
Experience - 8,700.
Gold - 500.
Special Attacks - Target Arms and Target Legs.
Weak Points - None.
Ineffective Attacks - None.
Dropped Items - Aquasol.

- Ft. Hurricane -

Hit Points - 15,000.
Experience - 32,367.
Gold - 50,000.
Special Attacks - Blue Star.
Weak Points - None.
Ineffective Attacks - None.
Dropped Items - None.

- Fuel Tank -

Hit Points - 1,200.
Experience - 5,000.
Gold - 10.
Special Attacks - Restores 1/5 of your Fuel and Self Destruct.
Weak Points - None.
Ineffective Attacks - None.
Dropped Items - None.

- G Elements -

Hit Points - 45,000.
Experience - 319,068.
Gold - 30,000.
Special Attacks - Kishin Sword, Light Ray and Tri-Slash.
Weak Points - None.
Ineffective Attacks - None.

Dropped Items - Kishin Sword.

- Gebler Guard -

Hit Points - 180.

Experience - 4,400.

Gold - 600.

Special Attacks - Explosive Ammo.

Weak Points - None.

Ineffective Attacks - None.

Dropped Items - None.

- Giant Wels -

Hit Points - 7,000.

Experience - 77,103.

Gold - 28,000.

Special Attacks - Drain Fuel and grows larger when hit with Ether Attacks.

Weak Points - None.

Ineffective Attacks - None.

Dropped Items - G-M686 Gun.

- Gigafoot -

Hit Points - 850.

Experience - 0.

Gold - 0.

Special Attacks - None.

Weak Points - None.

Ineffective Attacks - None.

Dropped Items - C Circuit and Extra Ar.

- Gimmick -

Hit Points - 6.

Experience - 7,681.

Gold - 1,111.

Special Attacks - Absorbs Ether Points.

Weak Points - None.

Ineffective Attacks - Physical Attacks and Ether Attacks.

Dropped Items - Golden Vest.

- Golem -

Hit Points - 50.

Experience - 4,500.

Gold - 0.

Special Attacks - None.

Weak Points - Ether Attacks.

Ineffective Attacks - Physical Attacks.

Dropped Items - Aquasol.

- Gonzalez -

Hit Points - 400.

Experience - 500.

Gold - 0.

Special Attacks - None.

Weak Points - None.

Ineffective Attacks - None.

Dropped Items - Survival Tent.

- Grahf -

Hit Points - 5,000/6,666.

Experience - 1/0.

Gold - 0/0.

Special Attacks - Super Guided Shot/Dark Hole and Super Guided Shot.

Weak Points - None/None.

Ineffective Attacks - None/None.

Dropped Items - None/None.

- Grandgowl -

Hit Points - 4,000.

Experience - 26,000.

Gold - 5,000.

Special Attacks - Fire Breath.

Weak Points - None.

Ineffective Attacks - None.

Dropped Items - EP Drive.

- Griffon -

Hit Points - 2,200/7,900/7,500.

Experience - 4,050/24,150/8,050.

Gold - 0/0/0.

Special Attacks - None/None/None.

Weak Points - None/None/None.

Ineffective Attacks - None/None/None.

Dropped Items - Fang/Fang/Fang.

- Gun Drone -

Hit Points - 400.

Experience - 16,000.

Gold - 70.

Special Attacks - Fire Ether Shot, Water Ether Shot and Wind Ether Shot.

Weak Points - None.

Ineffective Attacks - None.

Dropped Items - Lite Ar +1 and Lite Ar +2.

- Haishao -

Hit Points - 5,000/4,500.

Experience - 0/19,500.

Gold - 0/15,000.

Special Attacks - Electric Arm and Nereid Cyclone/Electric Arm and Nereid Cyclone.

Weak Points - None/None.

Ineffective Attacks - None/None.

Dropped Items - None/None.

- Hammer -

Hit Points - 48,000.

Experience - 348,174.

Gold - 0.

Special Attacks - Gel Breath, Self Modification, Self Destruction and Tail Sting.

Weak Points - None.

Ineffective Attacks - None.

Dropped Items - Trader Card.

- Hammerhead F1 -

Hit Points - 180/180.

Experience - 3,708/14,832.

Gold - 0/200.

Special Attacks - Absorbs Ether Points/None.

Weak Points - None/None.

Ineffective Attacks - None/None.

Dropped Items - Eyeball/Eyeball.

- Harlute -

Hit Points - 45,000.

Experience - 1.

Gold - 0.

Special Attacks - Heavenly Annoinment and Space-Time.

Weak Points - None.

Ineffective Attacks - None.

Dropped Items - None.

- Harquebus MK10 -

Hit Points - 400.

Experience - 3,200.

Gold - 200.

Special Attacks - None.

Weak Points - None.
Ineffective Attacks - None.
Dropped Items - None.

- Hatamoto MK3 -

Hit Points - 1,000.
Experience - 2,866.
Gold - 970.
Special Attacks - None.
Weak Points - None.
Ineffective Attacks - None.
Dropped Items - Mica.

- Heal Seraph -

Hit Points - 2,000.
Experience - 8,000.
Gold - 1,500.
Special Attacks - Halo and heals when attacked.
Weak Points - None.
Ineffective Attacks - None.
Dropped Items - Ether Ar +3.

- Heinrich -

Hit Points - 500.
Experience - 300.
Gold - 300.
Special Attacks - None.
Weak Points - None.
Ineffective Attacks - None.
Dropped Items - None.

- Hetch -

Hit Points - 7,500.
Experience - 48,106.
Gold - 2,000.
Special Attacks - Aerod and Create Super Aerod.
Weak Points - None.
Ineffective Attacks - None.
Dropped Items - HP Drive.

- Hobgob -

Hit Points - 15/60.
Experience - 2/490.
Gold - 0/0.
Special Attacks - Gobble-Gobble/Gobble-Gobble.

Weak Points - None/None.

Ineffective Attacks - None/None.

Dropped Items - Hob Jerky and Hob Steak/Hob Jerky and Hob Meat.

- Hopper -

Hit Points - 100.

Experience - 8.

Gold - 0.

Special Attacks - None.

Weak Points - None.

Ineffective Attacks - None.

Dropped Items - Fencing Wear.

- Id -

Hit Points - 3,000.

Experience - 90,534.

Gold - 5.

Special Attacks - Combos similar to Fei's and Ether Attacks similar to Fei's.

Weak Points - None.

Ineffective Attacks - None.

Dropped Items - None.

- Id (Gear.) -

Hit Points - 30,000.

Experience - 200,000.

Gold - 0.

Special Attacks - Flying Blaze.

Weak Points - None.

Ineffective Attacks - None.

Dropped Items - None.

- Jackal -

Hit Points - 14.

Experience - 3.

Gold - 0.

Special Attacks - Jackal Tackle.

Weak Points - None.

Ineffective Attacks - None.

Dropped Items - None.

- Keifeinzel (Main Gun.) -

Hit Points - 1,800.

Experience - 7,000.

Gold - 0.

Special Attacks - Keifeinzel Gun.

Weak Points - None.

Ineffective Attacks - None.

Dropped Items - Gold Nugget.

- Kelvena -

Hit Points - 2,000.

Experience - 7,500.

Gold - 5,000.

Special Attacks - Healing.

Weak Points - Fire.

Ineffective Attacks - Water.

Dropped Items - STR Drive.

- Leonardo -

Hit Points - 500.

Experience - 300.

Gold - 0.

Special Attacks - None.

Weak Points - None.

Ineffective Attacks - None.

Dropped Items - None.

- Lil' Allemange -

Hit Points - 400.

Experience - 2,207.

Gold - 0.

Special Attacks - Loving Gaze.

Weak Points - None.

Ineffective Attacks - None.

Dropped Items - Eyeball.

- Lil' Kobold -

Hit Points - 35.

Experience - 3.

Gold - 0.

Special Attacks - None.

Weak Points - None.

Ineffective Attacks - None.

Dropped Items - Fencing Cap.

- Little Foot Gear -

Hit Points - 600.

Experience - 300.

Gold - 0.

Special Attacks - Short Beam.
Weak Points - None.
Ineffective Attacks - None.
Dropped Items - Rosesol, Silver Ar and Silver Ar +1.

- Lucre Bug -

Hit Points - 67.
Experience - 586.
Gold - 0.
Special Attacks - Lower Hit Points to one.
Weak Points - None.
Ineffective Attacks - Physical Attacks.
Dropped Items - Gold Nugget and Rosesol.

- Mammoth -

Hit Points - 2,500.
Experience - 3,750.
Gold - 0.
Special Attacks - None.
Weak Points - None.
Ineffective Attacks - None.
Dropped Items - EtherStoneLg.

- Marinebasher -

Hit Points - 5,000.
Experience - 26,000.
Gold - 5,000.
Special Attacks - Tidal Wave and Water Bubble.
Weak Points - None.
Ineffective Attacks - None.
Dropped Items - ETHDEF Drive.

- Marlute -

Hit Points - 54,000.
Experience - 1.
Gold - 0.
Special Attacks - Fuel Drain and Fuel Explosion.
Weak Points - None.
Ineffective Attacks - None.
Dropped Items - None.

- May Fly -

Hit Points - 555.
Experience - 1,410.
Gold - 690.

Special Attacks - Armor Damage.
Weak Points - None.
Ineffective Attacks - None.
Dropped Items - Extra Ar +1 and Eyeball.

- Mechanic -

Hit Points - 333.
Experience - 180.
Gold - 350.
Special Attacks - Repair enemy Gear.
Weak Points - None.
Ineffective Attacks - None.
Dropped Items - None.

- Medusoid -

Hit Points - 65/500.
Experience - 698/7,500.
Gold - 0/0.
Special Attacks - Charging, Electric Attack and Flash/Charging, Electric
Attack and Flash.
Weak Points - None/None.
Ineffective Attacks - None/None.
Dropped Items - None/Mica.

- Merman -

Hit Points - 2,500.
Experience - 9,500.
Gold - 500.
Special Attacks - Electric Attack.
Weak Points - None.
Ineffective Attacks - None.
Dropped Items - Insulated Ar.

- Metatron -

Hit Points - 45,000.
Experience - 1.
Gold - 0.
Special Attacks - Bombshell, Def Down and Earthly Anointment.
Weak Points - None.
Ineffective Attacks - None.
Dropped Items - None.

- Mullet -

Hit Points - 416.
Experience - 2,928.

Gold - 146.
Special Attacks - None.
Weak Points - None.
Ineffective Attacks - None.
Dropped Items - Aquasol S.

- Musha MK100 -

Hit Points - 150.
Experience - 90.
Gold - 50.
Special Attacks - None.
Weak Points - None.
Ineffective Attacks - None.
Dropped Items - None.

- Neo Etone -

Hit Points - 3,500.
Experience - 15,255.
Gold - 5,000.
Special Attacks - Seal.
Weak Points - None.
Ineffective Attacks - None.
Dropped Items - Seal Ar and Seal Barrier.

- Neo Gimmick -

Hit Points - 6.
Experience - 7,681.
Gold - 1,111.
Special Attacks - Absorb Ether Points.
Weak Points - None.
Ineffective Attacks - Physical Attacks and Ether Attacks.
Dropped Items - Golden Vest.

- Neo Musha MK100 -

Hit Points - 950.
Experience - 12,000.
Gold - 500.
Special Attacks - None.
Weak Points - None.
Ineffective Attacks - None.
Dropped Items - None.

- Neo Tears -

Hit Points - 70.
Experience - 4,500.

Gold - 1,111.
Special Attacks - Attack increases when allies die.
Weak Points - None.
Ineffective Attacks - Elemental Ether Attacks.
Dropped Items - Golden Hood.

- Neo Tin Robo -

Hit Points - 800.
Experience - 740.
Gold - 300.
Special Attacks - None.
Weak Points - None.
Ineffective Attacks - None.
Dropped Items - Extra Ar and Extra Ar +1.

- Neo Wels -

Hit Points - 200.
Experience - 8,450.
Gold - 125.
Special Attacks - Self Destruction.
Weak Points - None.
Ineffective Attacks - None.
Dropped Items - Scales.

- Nomad Fix Bot -

Hit Points - 120.
Experience - 420.
Gold - 200.
Special Attacks - Fill Up and Repair.
Weak Points - None.
Ineffective Attacks - None.
Dropped Items - None.

- Opiomorph -

Hit Points - 22,000.
Experience - 190,000.
Gold - 0.
Special Attacks - Wave #4 Devastator.
Weak Points - None.
Ineffective Attacks - None.
Dropped Items - Executor Gown.

- Orphan -

Hit Points - 3,000.
Experience - 3,000.

Gold - 1.
Special Attacks - Absorb Ether Points and Absorb Hit Points.
Weak Points - None.
Ineffective Attacks - None.
Dropped Items - Alphasol and Aquasol.

- Pecking Duck -

Hit Points - 208.
Experience - 100.
Gold - 0.
Special Attacks - Hitchcock.
Weak Points - None.
Ineffective Attacks - None.
Dropped Items - None.

- Pedestal -

Hit Points - 12,000.
Experience - 9,500.
Gold - 1,000.
Special Attacks - Missile Attacks.
Weak Points - None.
Ineffective Attacks - None.
Dropped Items - Beam Jammer and Extra Ar DX.

- Phobia -

Hit Points - 50.
Experience - 4,096.
Gold - 2,048.
Special Attacks - None.
Weak Points - ANY Healing Item or Healing Ether.
Ineffective Attacks - Physical Attacks
Dropped Items - None.

- Planter -

Hit Points - 300.
Experience - 2,008.
Gold - 0.
Special Attacks - Absorbs 1/5 of your Hit Points and Lower Accuracy.
Weak Points - None.
Ineffective Attacks - None.
Dropped Items - Bizfruit.

- Power Seraph -

Hit Points - 15,580.
Experience - 151,500.

Gold - 2,000.
Special Attacks - None.
Weak Points - None.
Ineffective Attacks - None.
Dropped Items - Angel Ar, Angel Ar S and Anti Angel S.

- Rain Frog -

Hit Points - 80.
Experience - 885.
Gold - 0.
Special Attacks - Rain Call.
Weak Points - None.
Ineffective Attacks - None.
Dropped Items - Aquasol and Aquasol S.

- Ramus -

Hit Points - 400/800/12,000.
Experience - 7,000/7,000/32,397.
Gold - 500/500/50,000.
Special Attacks - Mirror Stance/Mirror Stance.
Weak Points - None/None.
Ineffective Attacks - None/None.
Dropped Items - None/None.

- Rankar Dragon -

Hit Points - 480.
Experience - 348.
Gold - 0.
Special Attacks - Camera Malfunction and Slow.
Weak Points - None.
Ineffective Attacks - None.
Dropped Items - Scales.

- Rankar R -

Hit Points - 800.
Experience - 946.
Gold - 0.
Special Attacks - Camera Malfunction and Slow.
Weak Points - None.
Ineffective Attacks - None.
Dropped Items - Scales.

- Rapid Fire -

Hit Points - 500.
Experience - 600.

Gold - 0.
Special Attacks - None.
Weak Points - None.
Ineffective Attacks - None.
Dropped Items - Extra Ar +4 and Resp Circuit.

- Redrum -

Hit Points - 4,242.
Experience - 52,425.
Gold - 500.
Special Attacks - Bloody Rain, Gel, Murder and Poison.
Weak Points - None.
Ineffective Attacks - Fire.
Dropped Items - None.

- Rhino -

Hit Points - 800.
Experience - 1,120.
Gold - 0.
Special Attacks - Raise Defense, Raise Speed and Restore 100 Hit Points.
Weak Points - None.
Ineffective Attacks - None.
Dropped Items - Eyeball and Scales.

- Rico -

Hit Points - ??????
Experience - 0.
Gold - 0.
Special Attacks - Steel Fist and Steel Body.
Weak Points - None.
Ineffective Attacks - None.
Dropped Items - None.

- Ripper -

Hit Points - 1,000.
Experience - 10,440.
Gold - 0.
Special Attacks - Absorbs 1/5 of your Hit Points and Eat.
Weak Points - None.
Ineffective Attacks - None.
Dropped Items - None.

- Rotton Sod -

Hit Points - 650.
Experience - 5,481.

Gold - 147.
Special Attacks - Counter Attack Deathblows and Sleep.
Weak Points - None.
Ineffective Attacks - None.
Dropped Items - Zetasol.

- Salvager -

Hit Points - 400.
Experience - 7,500.
Gold - 0.
Special Attacks - Dig.
Weak Points - None.
Ineffective Attacks - None.
Dropped Items - Gold Nugget and Insulated Ar +1.

- Sand Man -

Hit Points - 50/200.
Experience - 60/1,000.
Gold - 75/120.
Special Attacks - None/None.
Weak Points - None/None.
Ineffective Attacks - None/None.
Dropped Items - None/None.

- Sand Shark -

Hit Points - 111/1,000.
Experience - 121/2,000.
Gold - 0/0.
Special Attacks - None/None.
Weak Points - None/None.
Ineffective Attacks - None/None.
Dropped Items - None/None.

- Sand Tripper -

Hit Points - 180.
Experience - 180.
Gold - 510.
Special Attacks - None.
Weak Points - None.
Ineffective Attacks - None.
Dropped Items - C Circuit.

- Sand Trooper -

Hit Points - 500.
Experience - 320.

Gold - 220.
Special Attacks - None.
Weak Points - None.
Ineffective Attacks - None.
Dropped Items - None.

- Schpariel -

Hit Points - 5,963.
Experience - 17,889.
Gold - 1,700.
Special Attacks - Armor Damage and Ground Breaker.
Weak Points - None.
Ineffective Attacks - None.
Dropped Items - Beam Coat.

- Scud -

Hit Points - 300.
Experience - 500.
Gold - 0.
Special Attacks - Offense Pill and Defense Pill.
Weak Points - None.
Ineffective Attacks - None.
Dropped Items - Samson's Hair.

- Security Cubes -

Hit Points - 180.
Experience - 1,500.
Gold - 2,000.
Special Attacks - Def Up/EthDef Down and EthDef Up/Def Down.
Weak Points - None.
Ineffective Attacks - None.
Dropped Items - None.

- Seibzehn -

Hit Points - 5,500.
Experience - 60,000.
Gold - 10,000.
Special Attacks - Restore Frame Hit Points.
Weak Points - None.
Ineffective Attacks - None.
Dropped Items - Ether Ar +1 and Heavy Alloy.

- Seraphita -

Hit Points - 2,000/2,000.
Experience - 31,184/7,500.

Gold - 5,000/5,000.

Special Attacks - Ether Points Drain/Absorbs 1/5 of your Ether Points and Fire Ether Attacks.

Weak Points - Water/Fire.

Ineffective Attacks - Fire/Fire.

Dropped Items - VIT Drive/VIT Drive.

- Shady -

Hit Points - 800.

Experience - 2,000.

Gold - 800.

Special Attacks - None.

Weak Points - None.

Ineffective Attacks - None.

Dropped Items - AntiEthRockL.

- Shakhan -

Hit Points - 18,000.

Experience - 218,343.

Gold - 30,000.

Special Attacks - Absorb Gate's Energy, Ignas Storm and Seal Punch.

Weak Points - None.

Ineffective Attacks - None.

Dropped Items - Ether Ar +1.

- Shakhan Guard -

Hit Points - 200/250.

Experience - 6,518/6,528.

Gold - 45/65.

Special Attacks - None/None.

Weak Points - None/None.

Ineffective Attacks - None/None.

Dropped Items - Aquasol and Rosesol/Aquasol and Rosesol.

- Shakhan Monk -

Hit Points - 200.

Experience - 1,100.

Gold - 500.

Special Attacks - Healing Light, Net and Seal.

Weak Points - None.

Ineffective Attacks - None.

Dropped Items - Rosesol.

- Shellbelle -

Hit Points - 700.

Experience - 9,000.
Gold - 0.
Special Attacks - Poison Discharge and Sleep.
Weak Points - None.
Ineffective Attacks - None.
Dropped Items - None.

- Shellbelle F1 -

Hit Points - 2,200.
Experience - 9,669.
Gold - 0.
Special Attacks - Love Melody.
Weak Points - None.
Ineffective Attacks - None.
Dropped Items - None.

- Shinobi MK0 -

Hit Points - 960.
Experience - 12,000.
Gold - 1,500.
Special Attacks - None.
Weak Points - None.
Ineffective Attacks - None.
Dropped Items - Simp Circuit.

- Skyghene -

Hit Points - 5,000.
Experience - 26,000.
Gold - 5,000.
Special Attacks - None.
Weak Points - None.
Ineffective Attacks - None.
Dropped Items - ETH Drive and VIT Drive.

- Slugger -

Hit Points - 400.
Experience - 2,000.
Gold - 0.
Special Attacks - Poison.
Weak Points - None.
Ineffective Attacks - None.
Dropped Items - Speed Shoes.

- Small Gun -

Hit Points - 590.

Experience - 0.
Gold - 0.
Special Attacks - None.
Weak Points - None.
Ineffective Attacks - None.
Dropped Items - None.

- Solaris Guard -

Hit Points - 200.
Experience - 3,200.
Gold - 650.
Special Attacks - None.
Weak Points - None.
Ineffective Attacks - None.
Dropped Items - Muscle Belt.

- Spear Trooper -

Hit Points - 500.
Experience - 525.
Gold - 1,000.
Special Attacks - None.
Weak Points - None.
Ineffective Attacks - None.
Dropped Items - Lite Ar.

- Sufal -

Hit Points - 600/2000.
Experience - 5,500/136.
Gold - 0/0.
Special Attacks - None/None.
Weak Points - None/None.
Ineffective Attacks - None/None.
Dropped Items - Aquasol/Aquasol.

- Sufal Gear -

Hit Points - 1,800.
Experience - 12,000.
Gold - 150.
Special Attacks - None.
Weak Points - None.
Ineffective Attacks - None.
Dropped Items - Extra Ar.

- Sufal Mass -

Hit Points - 4,800.

Experience - 97,191.

Gold - 30,000.

Special Attacks - Absorbs Elemental Ether Attacks to heal itself and Sufal Mass.

Weak Points - None.

Ineffective Attacks - None.

Dropped Items - Gold Bullion, Gold Nugget and Pilot Shield.

- Sundel -

Hit Points - 54,000.

Experience - 1.

Gold - 0.

Special Attacks - Counter Attack, Healing and Targeting.

Weak Points - None.

Ineffective Attacks - None.

Dropped Items - None.

- Super Aerod -

Hit Points - 2,000.

Experience - 0.

Gold - 0.

Special Attacks - Super Aerod.

Weak Points - None.

Ineffective Attacks - None.

Dropped Items - None.

- Suzarn -

Hit Points - 800.

Experience - 500.

Gold - 0.

Special Attacks - Halve Hit Points and Drain Ether Points.

Weak Points - None.

Ineffective Attacks - None.

Dropped Items - Metal Jacket.

- Sword Knight -

Hit Points - 700.

Experience - 1,500.

Gold - 300.

Special Attacks - None.

Weak Points - None.

Ineffective Attacks - None.

Dropped Items - Extra Ar +2.

- Sword Knight R -

Hit Points - 1,800.
Experience - 5,570.
Gold - 2,000.
Special Attacks - None.
Weak Points - None.
Ineffective Attacks - None.
Dropped Items - None.

- Sword Seraph -

Hit Points - 3,000.
Experience - 8,000.
Gold - 2,400.
Special Attacks - None.
Weak Points - None.
Ineffective Attacks - None.
Dropped Items - Ether Ar +3.

- Swordsman -

Hit Points - 140.
Experience - 2,500.
Gold - 123.
Special Attacks - None.
Weak Points - None.
Ineffective Attacks - None.
Dropped Items - Aquasol and Rosesol.

- Tears -

Hit Points - 500.
Experience - 9,190.
Gold - 1,111.
Special Attacks - Attack increases when allies die.
Weak Points - None.
Ineffective Attacks - Elemental Ether Attacks.
Dropped Items - Extra Ar +5.

- Tin Robo -

Hit Points - 138.
Experience - 630.
Gold - 210.
Special Attacks - None.
Weak Points - None.
Ineffective Attacks - None.
Dropped Items - Extra Ar and Extra Ar +1.

- Tolone -

Hit Points - 2,500/2,500

Experience - 31,184/7,500.

Gold - 5,000/5,000.

Special Attacks - Head Dive, Positrom Beam and Wind Ether Attacks/Positrom Beam.

Weak Points - Earth/Earth.

Ineffective Attacks - Wind/Wind.

Dropped Items - ETH Drive/ETH Drive.

- Traffic Jam -

Hit Points - 345.

Experience - 6,000.

Gold - 350.

Special Attacks - Alarm Beam.

Weak Points - None.

Ineffective Attacks - None.

Dropped Items - Ether Ar and Zetasol.

- Traffic Jam -

Hit Points - 1,250.

Experience - 6,000.

Gold - 1,000.

Special Attacks - No Entry Beam.

Weak Points - None.

Ineffective Attacks - None.

Dropped Items - Ether Ar.

- Trooper -

Hit Points - 800.

Experience - 1,600.

Gold - 500.

Special Attacks - None.

Weak Points - None.

Ineffective Attacks - None.

Dropped Items - Extra Ar.

- True Weltall -

Hit Points - 15,000.

Experience - 198,000.

Gold - 0.

Special Attacks - Combos similar to Fei's and Ether Attacks similar to Fei's.

Weak Points - None.

Ineffective Attacks - None.

Dropped Items - None.

- Tusk-Tusk -

Hit Points - 8,000.
Experience - 5,004.
Gold - 0.
Special Attacks - None.
Weak Points - None.
Ineffective Attacks - None.
Dropped Items - Fang and Ivory.

- Urobolus -

Hit Points - 50,000.
Experience - 0.
Gold - 0.
Special Attacks - Fist Attack and Serpent's Tail.
Weak Points - None.
Ineffective Attacks - None.
Dropped Items - None.

- Vargas -

Hit Points - 500.
Experience - 300.
Gold - 300.
Special Attacks - None.
Weak Points - None.
Ineffective Attacks - None.
Dropped Items - None.

- Vendetta -

Hit Points - 12,000.
Experience - 32,397.
Gold - 50,000.
Special Attacks - Blaze Pose, Nano Flare and Tri-Slash.
Weak Points - None.
Ineffective Attacks - None.
Dropped Items - None.

- Vierge -

Hit Points - 2,400.
Experience - 11,046.
Gold - 300.
Special Attacks - Aerod.
Weak Points - None.
Ineffective Attacks - None.
Dropped Items - None.

- Wand Knight -

Hit Points - 620.
Experience - 1,500.
Gold - 400.
Special Attacks - Power Beam.
Weak Points - None.
Ineffective Attacks - None.
Dropped Items - Extra Ar +2.

- Wand Knight R -

Hit Points - 1,800.
Experience - 5,570.
Gold - 2,000.
Special Attacks - Power Beam.
Weak Points - None.
Ineffective Attacks - None.
Dropped Items - None.

- Water Seraph -

Hit Points - 3,000.
Experience - 3,000.
Gold - 1,600.
Special Attacks - Halo.
Weak Points - Fire.
Ineffective Attacks - Water.
Dropped Items - Angel Ar.

- Wels -

Hit Points - 500.
Experience - 1,600.
Gold - 500.
Special Attacks - None.
Weak Points - None.
Ineffective Attacks - None.
Dropped Items - None.

- White Knight -

Hit Points - 290.
Experience - 2,800.
Gold - 500.
Special Attacks - None.
Weak Points - None.
Ineffective Attacks - None.
Dropped Items - Ether Ar and Lite Ar +1.

- Wiseman -

Hit Points - 888/1000.
Experience - 1/0.
Gold - 0/0.
Special Attacks - Counter Attack/Counter Attack.
Weak Points - None/None.
Ineffective Attacks - None/None.
Dropped Items - None/None.

- Wind Seraph -

Hit Points - 2,000.
Experience - 8,000.
Gold - 1,500.
Special Attacks - Halo.
Weak Points - Earth.
Ineffective Attacks - Wind.
Dropped Items - Angel Ar.

- Wyrn -

Hit Points - 200/70.
Experience - 1,044/3,100.
Gold - 0/0.
Special Attacks - Counter Slurp and Slurp/None.
Weak Points - Ether Attacks/Ether Attacks.
Ineffective Attacks - Physical Attacks/Physical Attacks.
Dropped Items - Eyeball/Eyeball.

- Wyvern -

Hit Points - 5,000.
Experience - 23,652.
Gold - 3,000.
Special Attacks - Mega Flare and Mirror Stance.
Weak Points - None.
Ineffective Attacks - None.
Dropped Items - Scales.

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= V. Credits	[CRED5]=
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Well, here's where I give credit to the ones that helped make this guide possible. Here's the following people I'd like to thank:

Squaresoft - For making this AMAZING game. Thank you so much for bringing it over to the United States, as it was a VERY smart move. I and MANY others greatly enjoyed this game and I hope many more discover Xenogears and grow to like it as well. Without you making this game, this guide wouldn't be here.

Myself - For writing this guide. Thanks for reading it and I hope it

helped you in playing the game.

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= VI. My Words [MYWO6]=
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Thanks for reading my guide, first of all. I sure hope it helped you. If you wish to submit something to this guide, send it to ssj4kain@aol.com and label the subject as "Submit-Xenogears Monster" and as nothing else please. It isn't too hard and I'm not asking for alot. If you have any questions regarding this game, also send them to me and label the subject as "Question-Xenogears Monster" please. Again, not asking much here and it isn't hard to understand. Now for the legal stuff.

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