

# Chrono Trigger Equipment/Tech/Enemy List

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Updated to v1.00 on Feb 18, 2020

This walkthrough was originally written for Chrono Trigger on the SNES, but the walkthrough is still applicable to the PSX version of the game.

Chrono Trigger

Equipment / Tech / Enemy / Encounter List (version 1.00)

Based on: Snes, NTSC-U/C-version (SNS-ACTE-USA)

## Contents

Equipment List

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- A location in brackets means the item is found on the field. An exclamation mark means the chest must be examined in the past in order to obtain the powered up item.
- A price in brackets means the item can only be bought during a limited window of time.
- Time periods: M (Middle Ages / 600 AD), P (Present / 1000 AD)
- When you start a New Game +, you lose all default equipment as well as the following: Taban Vest, Taban Suit, Taban Helm, Masamune, Hero Badge, Green Dream, Slasher, Slasher 2, Ozzie Pants, Flea Vest.

## Weapons

- The critical hit rates listed apply to most of the character's weapons, but not all of them (except for Glenn and Janus).

Crono	ATP	Price	Source + attributes
Mop	1	-	S: Nu
Wood Sword	3	-	Default   Crit: 10%
Iron Blade	7	350	Truce
Steel Saber	15	800	Truce, Porre
Lode Sword	20	(4000)	(Guardia Dungeons)
Bolt Sword	25	-	(Sewer), (Factory)
Red Katana	30	4500	Melchior, Truce P
Flint Edge	40	-	(Ioka), Fang + Horn
Slasher	43	-	(Magus's Lair)
Aeon Blade	70	-	S: Megasaur, (Ioka), Fang + Horn
Demon Edge	90	17 000	Algetty, Medina
Alloy Blade	110	(21 000)	S: Bantam Imp, Kajar
Star Sword	125	25 000	(Ocean Palace), Last Village
Vedic Blade	135	-	(Death Peak)
Swallow	145	-	(Forest Ruins)
Slasher 2	155	-	S: Super Slash 2
Kali Blade	150	-	(Northern Ruins M)

Shiva Edge	170	-	(!Northern Ruins P)
Rainbow	220	-	[Rainbow Shell]+[Sun Stone]

#### Ayla

Fist	-	-	Default
Iron Fist	-	-	Lv72, Efc:Confuse
Bronze Fist	-	-	Lv96, 9999 pod with crit

#### Nadia

Bronze Bow	3	-	Default   Crit: 20%
Iron Bow	15	850	Truce P, Porre
Lode Bow	20	-	(Lab 16)
Robin Bow	25	2850	(Factory), Truce P
Sage Bow	40	-	(Ioka), Petal + Horn
Dream Bow	60	-	S: Fly Trap, (Ioka), Petal + Horn
Comet Arrow	80	(7800)	Algetty
Sonic Arrow	100	10 000	(Ocean Palace), Last Village, Efc:Slow
Siren	140	-	(Northern Ruins M), Efc:Stop
Valkerye	180	-	(!Northern Ruins P)

#### Glenn

Bronze Edge	6	-	Default   Crit: 23%
Iron Sword	10	-	(Cathedral)
Masamune	75	-	(Magic Cave)
Flash Blade	90	(18 000)	Algetty
Pearl Edge	105	(22 000)	S: Man Eater, Kajar
Rune Blade	120	24 000	(Ocean Palace), Last Village
Demon Hit	120	-	(Ocean Palace)
Brave hit	135	-	(Death Peak)
Masamune	200	-	(Northern Ruins)

#### Prometheus

Crisis Arm	1	-	(Geno Dome), ATP affected by last digit of HP
Tin Arm	20	-	Default   Crit: 10%
Hammer Arm	25	3500	(Factory), Truce P
Mirage Hand	30	-	(Denadoro Mts.)
Stone Arm	40	-	(Ioka), Petal + Feather
Doom Finger	50	-	(Magus's Lair)
Magma Hand	70	-	S: Reptite, (Ioka), Petal + Feather
Megaton Arm	90	(15 000)	Algetty
Big Hand	105	(18 000)	S: Gargoyle, Kajar
Kaiser Arm	120	21 000	(Ocean Palace), Last Village
Giga Arm	135	-	(Death Peak)
Terra Arm	150	-	(Geno Dome)

#### Janus

Dark Scythe	120	-	Default   Crit: 10%
Hurricane	135	35 000	Last Village
Star Scythe	150	-	(Death Peak)
Doom Sickle	160	-	(Ozzie's Fort)

#### Lucca

Air Gun	5	-	Default   Crit: 20%
Dart Gun	7	800	Porre
Auto Gun	15	1200	Trann Dome
Plasma Gun	25	3200	(Factory), Truce P
Ruby Gun	40	-	(Ioka), Petal + Fang
Dream Gun	60	-	S: Evilweevil, (Ioka), Petal + Fang
Megablast	80	(9800)	Algetty
Shock Wave	110	11 000	(Ocean Palace), Last Village, Efc:Confuse

Wonder Shot | 250 | - | [The Sun Stone], damage may vary

### Armor

F | Fire                      R | Resistant              S: | Steal  
W | Water                     A | Absorb  
L | Lightning                I | Immune (ailment)  
S | Shadow

- DFP = Stamina + armor DFP + helmet DFP

- Some armor can only be equipped by either male or female characters.

	DFP	Price	Source + attributes
Hide Tunic	5	-	D:CN
Karate Gi	10	300	Truce
Bronze Mail M	16	520	Porre, Truce P
Maiden Suit F	18	(560)	Truce P (pre-trial), (Cathedral)
Iron Suit	25	800	Trann Dome
Titan Vest	32	1200	Melchior, Truce P
Taban Vest	33	-	(Lucca's - Heckran), R:F, Spd +2
Gold Suit	39	1300	Porre M
Ruby Vest	45	-	(Ioka), Fang + Feather, R:F
Dark Mail M	45	-	(Magus's Lair), R:D
Red Vest	45	-	(Guardia M), A:F
Blue Vest	45	-	(Truce M), A:W
White Vest	45	-	(Porre M), A:L
Black Vest	45	-	(Porre M), A:D
Meso Mail	52	-	(Dactyl Nest), (Tyrano Lair)
Mist Robe F	54	-	(Magus's Lair)x2
Lumin Robe F	63	6500	Algetty, Medina
Flash Mail M	64	8500	Algetty, Medina
Red Mail	70	-	(!Guardia P) S: Rust Tyrano, A:F
Blue Mail	70	-	(!Truce P), S: Mother Brain, A:W
White Mail	70	-	(!Porre P), S: Yakra XIII, A:L
Black Mail	70	-	(!Porre P), S: Son of Sun, A:D
Lode Vest	71	(8500)	Kajar, (Mt. Woe)
Aeon Suit	75	9000	Last Village
Raven Armor	76	-	D: Janus
Ruby Armor	78	-	S: Gigasaur, R:F
Taban Suit	79	-	(Lucca's - Blackbird), R:F, Spd +3
Zodiac Cape F	80	-	(Giant's Claw), (Black Omen)
Nova Armor M	82	-	S: Goon, I:all
Gloom Cape	84	-	(Ozzie's Fort)
Moon Armor M	85	-	(!Northern Ruins P)
Prism Dress F	99	-	S: Zeal Absolute, Auto-Barrier

Hide Cap	3	-	D:CNL
Bronze Helm	8	200	Truce
Iron Helm	14	500	Trann Dome
Beret F	17	700	Porre M
Gold Helm M	18	-	(Zenan), (Denadoro Mts.)
Rock Helm	20	-	(Ioka), Horn + Feather
Taban Helm	24	-	(Lucca's - Dreamstone)
Cera Topper	23	-	(Tyrano Lair)x2
Glow Helm M	25	2300	Algetty, Medina
Lode Helm	29	(6500)	Kajar, (Mt. Woe)
Doom Helm	29	-	D: Janus

Sight Cap		30		20 000		Fiona's Shrine, I:Confuse
Memory Cap		30		20 000		Fiona's Shrine, I:Lock
Time Hat		30		30 000		Fiona's Shrine, I:Slow, Stop
Aeon Helm		33		7800		Last Village
Mermaid Cap		35		-		S: Blue Beast, R:W
Rainbow Helm		35		-		S: Beast, R:L
Dark Helm	M	35		-		(Death Peak), R:D
Haste Helm		35		-		(Black Omen), S:Lavos Spawn b, Auto-Haste
Vigil Hat		36		50 000		Fiona's Shrine, I:all
Safe Helm		38		-		(Forest Ruins), S: Lavos Spawn b, Auto-Protect
Prism Helm		40		-		S: Zeal Absolute, (Guardia P), I:all
Gloom Helm		42		-		(Ozzie's Fort), I:all, Spd +1
Ozzie Pants		45		-		S: Great Ozzie, Auto-Confuse

### Accessories

Sight Scope		Scan		D: Lucca
Charm Top		Charm+		(Bangor Dome)
Sun Specs		Damage +25%		[The Sun Stone]
Prism Specs		Damage +50%		[The Sun Stone + The Rainbow Shell]
Berserker		Auto-Berserk		(Lab 16), (Mystic Mt) [Dmg*1,5; DFP+]
Rage Band		50% Counter		(Sewer)
Frenzy Band		80% Counter		(Giant's Claw)
Hero Medal		Mmune Crit+		(Porre M)
Third Eye		Evade x2		S: Nizbel & II, (Hunting Range)
Silver Stud		1/2 MP Cost		(Denadoro Mts)
Gold Stud		1/4 MP Cost		S: Flyclops
Silver Earring		HP +25%		(Denadoro Mts)
Gold Earring		HP +50%		S: Synchronite
Green Dream		Auto-Life		(Fiona's Shrine)
Amulet		Immunity		D: Janus
Power Glove		Str +2		(Truce Canyon), D: Glenn
Power Scarf		Str +4		D: Ayla
Power Ring		Str +6		(Guardia Forest)
Power Seal		Str & Stm +10		(Black Omen), S:Terra Mutant
Defender		Stamina +2		(Cathedral), D: Prometheus
Muscle Ring		Stamina +6		S: Incognito, (Sunken Desert)
Bandana		Speed +1		D: Crono
Speed Belt		Speed +2		(Cathedral), (Magus's Lair)
Dash Ring		Speed +3		(Heckran Cave), (Ozzie's Fort)
Ribbon		Hit +2		D: Nadia
Hit Ring		Hit +10		(Arris Dome), S:Giga Mutant
Magic Scarf		Mag +2		(Heckran), (Cursed Woods), (Magus's Lair)
Magic Ring		Mag +6		S: Blob, (Magic Cave), (Death Peak)
Magic Seal		Mag & MDF +5		(Black Omen)
Wall Ring		MDF +10		(Heckran), (Death Peak)
Flea Vest		MDF +12		S: Super Flea 2
Blue Rock		Omega Flare		(Giant's Claw)
White Rock		Poyozo Dance		(Black Omen)
Black Rock		Dark Eternal		(Kajar)
Silver Rock		Strike Spin		(Laruba Ruins)
Gold Rock		Grand Dream		(Denadoro Mts)
Wallet		Exp -> G		(Bangor Dome)

- Your base physical damage is roughly ATP\*2.
- ATP = (4/3)Str + (5/9)weapon ATP (all except Ayla, Nadia & Lucca)
- ATP = 2/3(Hit + wATP) (Nadia & Lucca)
- ATP doesn't really max out at 255. It's simply the highest figure it can show (only Ayla can reach and exceed it).
- Critical hits deal double damage. Critical hit rate depends on the equipped weapon. Only normal attacks have a critical hit roll.
- The game uses a damage algorithm that allows physical and magical defense to be expressed as multipliers. The most common defense figure (indicated by a blank entry) is used as the point of reference.
- If an enemy has very high physical defense, you can still deal a little damage to them, since the random variable (at most approximately 1/3 of your Str / Hit) is added second last (before the critical hit roll).
- Offensive magic is affected by the character's Level and Magic. Simply add them together, then throw in the damage, magic defense and elemental defense multipliers.
- The random variation in magical damage is at most approximately EDF\*Magic/4.
- The power of healing spells is only affected by Magic.
- Note that, when you learn a new waza, the next skill will not only get any possible leftover TP, but the full TP as well. For example: let's say you have 2 points left and you gain 5 TP. What happens is that you'll gain 8 TP (3+5) for the next skill. I can only assume this is the result of a programming error, but it does work in your advantage.

Ph: Physical                   1 | Single target  
Mg: Magical                    a | Affects a certain area  
Hl: Healing magic               A | All targets  
Sp: Special formula (physical)

#### Single

##### Crono

	TP	MP	Type	Dmg	Tgt	Elem	
Cyclone	5	2	Ph	1,25	a		
Slash	90	2	Mg	4,1	a	L	
Lightning	-	2	Mg	4,91	1	L	
Spincut	160	4	Ph	2,0	1		
Lightning 2	500	8	Mg	5,73	A	L	
Life	400	10	Hl	10	1		
Confuse	800	12	Ph	3,5	1		(4*0,875)
Luminaire	1000	20	Mg	20,5	A	L	

##### Ayla

Kiss	10	1	Hl	14	1		
Rollo Kick	60	2	Ph	1,5	1		
Cat Attack	100	3	Ph	2,2	1		
Rock Throw	200	4	Ph	3,3	1		
Charm	400	4	-		1		
Tail Spin	600	10	Mg	16,3	a	-	
Dino Tail	800	15	Sp		A		
Triple Kick	1000	20	Ph	4,05	1		(3*1,35)

Nadia (aka. Marle, Maaru, Maarudia)

Aura	10	1	Hl	5	1		
Provoke	50	1	-		1		
Ice	-	2	Mg	4,5	1	W	
Cure	150	2	Hl	14	1		
Haste	250	6	-		1		
Ice 2	400	8	Mg	5,73	A	W	
Cure 2	600	5	Hl	24	1		
Life 2	900	15	-		1		

Lucca

Flame Toss	10	1	Mg	2,45	a	F	
Hypno Wave	60	1	-		1		
Fire	-	2	Mg	4,5	1	F	
Napalm	160	3	Mg	4,91	a	F	
Protect	250	6	-		1		
Fire 2	400	8	Mg	5,73	A	F	
Mega Bomb	600	15	Mg	13,1	a	F	
Flare	1000	20	Mg	17,2	A	F	

Glenn

Slurp	-	1	Hl	5	1		
Slurp Cut	15	2	Ph	1,25	1		
Water	-	2	Mg	4,5	1	W	
Heal	160	2	Hl	6	1		
Leap Slash	250	4	Ph	2,25	1		
Water 2	400	8	Mg	5,73	A	W	
Cure 2	600	5	Hl	24	1		
Frog Squash	1000	15	Sp		A		

Prometheus (aka R-66Y)

Rocket Punch	-	1	Ph	1,35	1		
Cure Beam	-	2	Hl	14	1		
Laser Spin	5	3	Mg	4,1	A	S	
Robo Tackle	150	4	Sp		1		
Heal Beam	400	3	Hl	10	A		
Uzzi Punch	600	12	Ph	3,0	1		
Area Bomb	800	14	Mg	12,28	a	F	
Shock	1000	17	Mg	16,37	A	L	

Janus (aka. Magus, Jacky, Maou)

Lightning 2	-	8	Mg	7,37	A	L	
Ice 2	-	8	Mg	7,37	A	W	
Fire 2	-	8	Mg	7,37	A	F	
Dark Bomb	400	8	Mg	10,23	a	S	
Magic Wall	400	8	-		1		
Dark Mist	400	10	Mg	10,23	A	S	
Black Hole	900	15	-		a		
Dark Matter	900	20	Mg	15,55	A	S	

- In most cases, Multi-Techs combine the damage from the two or three moves involved and adds an additional multiplier.

- '-' means the character does not contribute to the amount of damage / recovery.

- When physical and magical damage is combined, both will carry the element of the magical waza involved. If the magical waza doesn't contribute to the damage, the move is non-elemental. The one exception is Volt Bite, which is the only strictly physical elemental attack in the game.
- When two or three different elements are involved, the damage is Shadow-elemental.
- Attacks that combine physical and magical damage will bypass physical immunity (although there are only a few enemies with such immunity).
- If you check the move in the menu, the game incorrectly claims that Max Cyclone uses Robo Tackle, when in fact it uses Laser Spin. Likewise, it claims that Strike Spin uses Tail Spin, when it really uses Dino Tail.

Double (45)

C   Cyclone	-	2  Spincut	Ph-2,0	4  Confuse	Ph-3,5	12
N   Aura	Hl- 5	1  Ice	Mg-4,5	2  Ice 2	Mg-5,73	8
> Aura Whirl	A 1,0	Ice Sword	1 1,25	Ice Sword 2	a 1,0	
C   Cyclone	-	2  Lightning	-	2  Spincut	Ph-2,0	4
A   Rollo Kick	Ph-1,5	2  Cat Attack	Ph-2,2	3  Rock Throw	-	4
> Drill Kick	1 1,75	Volt Bite	1 2,0	Falcon Hit	a 2,0	
C   Cyclone	Ph-1,25	2  Spincut	Ph-2,0	4  Confuse	Ph-3,5	12
L   Flame Toss	Mg-2,45	1  Fire	Mg-4,5	2  Fire 2	Mg-5,73	8
> Fire Whirl	a 1,0	Fire Sword	1 1,25	Fire Sword 2	a 1,0	
C   Cyclone	Ph-1,25	2  Spincut	Ph-2,0	4  Lightning 2	Mg-5,73	8
G   Slurp Cut	Ph-1,25	2  Water	Mg-4,5	2  Leap Slash	Ph-2,25	4
> X Strike	1 1,25	Sword Stream	1 1,25	Spire	1 2,0	(C)
C   Cyclone	-	2  Spincut	Ph-2,0	4  Lightning 2	Mg-5,73	8
P   Laser Spin	Mg-4,1	3  Laser Spin	-	3  Shock	Mg-16,37	17
> Rocket Roll	A 1,5	Max Cyclone	a 2,0	Super Volt	A 1,25	
A   Charm	-	4  Rock Throw	Ph-3,3	4  Rock Throw	Ph-3,3	4
N   Provoke	-	1  Ice	Mg-4,5	2  Ice 2	Mg-5,73	8
> Twin Charm	1 -	Ice Toss	a 1,0	Cube Toss	a 1,25	
A   Kiss	Hl-14	1  Rollo Kick	Ph-1,5	2  Triple Kick	Ph-4,05	20
G   Slurp	-	1  Water	-	2  Leap Slash	Ph-2,25	4
> Slurp Kiss	A 2,0	Bubble Hit	1 2,0	Drop Kick	1 1,5	(G)
A   Rollo Kick	Ph-1,5	2  Charm	-	4  Rock Throw	Ph-3,3	4
P   Laser Spin	-	3  Robo Tackle	-	4  Uzzi Punch	Ph-3,0	12
> Spin Kick	1 2,0	Boogie	A -	Beast Toss	1 1,25	
A   Rollo Kick	Ph-1,5	2  Tail Spin	Mg-16,3	10  Triple Kick	Ph-4,05	20
L   Fire	Mg-4,5	2  Fire 2	Mg-5,73	8  Fire 2	Mg-5,73	8
> Flame Kick	1 1,25	Fire Whirl	A 1,5	Blaze Kick	1 1,25	
N   Ice	Mg-4,5	2  Ice 2	Mg-5,73	8  Cure 2	-	5
G   Water	Mg-4,5	2  Water 2	Mg_5,73	8  Cure 2	-	5
> Ice Water	A 1,0	Glacier	1 1,5	Double Cure	A 100% HP	
N   Aura	Hl- 5	1  Ice	Mg-4,5	2  Cure 2	Hl-24	5
P   Cure Beam	-	2  Robo Tackle	Sp	4  Heal Beam	-	3
> Aura Beam	A 1,0	Ice Tackle	1 1,5	Cure Touch	A 1,0	

N   Ice	Mg-4,5	2   Ice 2	Mg-5,73	8   Ice 2	Mg-5,73	8
L   Fire	Mg-4,5	2   Fire 2	Mg-5,73	8   Flare	Mg-17,2	20
> Antipode	a	1,0   Antipode 2	A	1,5   Antipode 3	3 A	1,25
G   Slurp Cut	Ph-1,25	2   Water	Mg-4,5	2   Cure 2	Hl-24	5
P   Laser Spin	-	3   Robo Tackle	Sp	4   Heal Beam	-	3
> Blade Toss	1	2,0   Bubble Snap	1	2,0   Cure Wave	A	1,0
G   Leap Slash	Ph-2,25	4   Leap Slash	-	4   Frog Squash	Sp	15
L   Fire	Mg-4,5	2   Mega Bomb	Mg-13,1	15   Flare	Mg-17,2	20
> Red Pin	1	1,25   Line Bomb	a	1,0   Frog Flare	A	1,25
P   Rocket Punch	Ph-1,35	1   Robo Tackle	Sp	4   Area Bomb	Mg-12,28	14
L   Fire	Mg-4,5	2   Fire 2	Mg-5,73	8   Mega Bomb	Mg-13,1	15
> Fire Punch	1	1,0   Fire Tackle	1	1,5   DoublevBomb	a	1,5

Triple (15)

Crono	Lightning 2	Mg-5,73	8   Final Kick	1   1,25
Ayla	Triple Kick	Ph-4,05	20	
Nadia	Ice 2	Mg-5,73	8	
Crono	Lightning 2	Mg-5,73	8   Gatling Kick	1   1,25
Ayla	Triple Kick	Ph-4,05	20	
Lucca	Fire 2	Mg-5,73	8	
Crono	Cyclone	Ph- 1,25	2   Twister	A   1,5
Ayla	Tail Spin	Mg-16,3	10	
Prometheus	Laser Spin	Mg- 4,1	3	
Crono	Cyclone	Ph-1,25	2   3D Attack	1   1,25
Ayla	Triple Kick	Ph-4,05	20	
Glenn	Slurp Cut	Ph-1,25	2	
Crono	Lightning 2	Mg-5,73	8   Delta Force	A   1,25
Nadia	Ice 2	Mg-5,73	8	
Lucca	Fire 2	Mg-5,73	8	
Crono	Cyclone	-	15   Life Line	A   Auto-Life
Nadia	Life 2	-	15	
Prometheus	Laser Spin	-	3	
Crono	Spincut	Ph-2,0	4   Arc Impulse	1   1,25
Nadia	Ice 2	Mg-5,73	8	
Glenn	Leap Slash	Ph-2,25	4	
Crono	Spincut	Ph-2,0	4   Fire Zone	a   2,0 (C)
Lucca	Fire 2	Mg-5,73	8	1,25 (L)
Prometheus	Laser Spin	-	3	
Crono	Lightning 2	Mg-5,73	8   Delta Storm	A   1,25
Lucca	Firer 2	Mg-5,73	8	
Glenn	Water 2	Mg-5,73	8	
Crono	Cyclone	Ph-1,25	2   Triple Raid	1   1,25
Glenn	Slurp Cut	Ph-1,25	2	
Prometheus	Robo Tackle	Sp	4	
Ayla	Tail Spin	Mg-16,3	10   Poyozo Dance	A   1,0



Nadia		Provoke	-	1		(White Rock)		
Lucca		Hypno Wave	-	1				
Ayla		Dino Tail	-	15		Spin Strike	1	Sp
Glenn		Leap Slash	Sp	4		(Silver Rock)		
Prometheus		Robo Tackle	-	4				
Glenn		Frog Squash	Sp	15		Grand Dream	A	Sp
Prometheus		Heal Beam	-	3		(Gold Rock)		
Nadia		Life 2	-	15				
Janus		Dark Matter	Mg-15,55	20		Dark Eternal	A	1,25
Nadia		Ice 2	Mg- 5,73	8		(Black Rock)		
Lucca		Fire 2	Mg- 5,73	8				
Janus		Dark Bomb	Mg-10,23	8		Omega Flare	A	1,25
Lucca		Flare	Mg-17,2	20		(Blue Rock)		
Prometheus		Spin Laser	Mg- 4,1	3				

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Enemy List

A02

- Enemies that can only be fought in very limited numbers are mostly not included. Neither are bosses.

Guardia Forest / Truce Canyon

	HP	Exp	G	Ph	Mg	Elemental
Hetake	14	3	16			
Beetle	12	3	15			
Avian Chaos	45	4	18			
Blue Imp	13	2	12			
Roly	24	3	25			
Roly Rider	30	5	40			
Blue Eaglet	16	3	32			
Green Imp	32	4	24			
Poly	99	7	35		1,4	
Imp Ace	54	11	45			

Cathedral

	HP	Exp	G	Ph	Mg	F	W	L	S
Diablos	50	10	60						
Gnasher	90	8	70		1,76	2	4/3	4/3	4/3
Naga-ette	60	8	80	0,6	1,76	2		4/3	
Hench	49	11	135	0,45	1,76	2	2	2	2
Mad Bat	18	6	75						

Guardia Castle Dungeons

Guard	60	10	70						
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Lab 16

Meat Eater	75	19	60						
Crater	80	15	35		1,5	0,5			
Octopod	130	12	10	1,4	0,25			2	
Shadow	1	14	50	N/A					
Mutant	300	22	30						2

Sewer

Egder	160	18	-	0,8	2				4
Nereid	138	22	100	0,8				4/3	4

#### Arris Dome

Rat	45	18	-		2				4
Bugger	100	18	45			0,5		4/3	
Bug	89	26	-						
Proto 2	128	22	50						4/3

Factory	HP	Exp	G	Ph	Mg	F	W	L	S
Debugger	120	24	50			0,5		4/3	
Proto 3	256	33	60						4/3
Acid	10	33	20	0,01	0,07	1/8	1/8	2	1/8
Alkaline	9	45	40	0,04	0,24	1/8	1/8	2	1/8

#### Cursed Woods

T'pole	150	26	30	0,5	2	0,5	0,5	0,5	0,5
Gnawer	210	26	300						

#### Denadoro Mts

Bellbird	94	27	100						
Free Lancer	110	39	125						
Ogan	146	32	80	0,13	0,53	0,5	0,5	0,5	0,5
Goblin	146	32	80	2	2				

#### Mystic Mts

Runner	196	48	-	0,45	1,4				
Kilwala	160	42	-		0,43				

#### Hunting Range

Croaker	100	66	-						
Amphibite	100	66	-						
Rain Frog	100	64	-						
Ion	152	72	-						
Anion	152	72	-						
Nu	1234	248	-						

#### Dactyl Nest

Shist	250	94	-	0,6	0,8				
Pahoehoe	250	94	-	0,95		I	I	I	I
Cave Ape	436	123	-	1,2	0,25				
Avian Rex	327	129	-					4/3	

#### Forest Maze

Gold Eaglet	400	57	-						
Red Eaglet	400	69	-	0,7		I			

#### Reptite Lair

Evilweevil	158	81	-	0,5	1,5				
Fly Trap	316	86	-	1,5					
Megasaur	830	147	-	0,2t	1,2				
Winged Ape	450	123	-		0,25				
Shitake	158	111	-		2				
Reptite a	92	72	-	0,45	1,4				

#### Magic Cave

Gremlin	110	51	70	0,05					
Vamp	120	58	70		1,4				

Magus's Lair	Exp	G	Ph	Mg	F	W	L	S
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Omnichrone	218	22	55			I	I	I	I	
Decedent	67	12	90		2	2		2	A	
Hench b	180	96	200			4				
Sorcerer	220	111	220		2	2	A	A	A	
Grimalkin	120	114	180			2				
Juggler	450	128	220	0,01t	0,05t					
Save Point Mimic	10	144	100	0,01						
Outlaw	182	104	90			I		I		
Roly Bomber	99	72	100		2	4	4	4	4	
Flunky	390	113	210		1,4	4	4	4	4	A

#### Tyrano Lair

Reptite b	336	126	-	0,82t				0,5		
Terrasaur	1090	253	-	0,2t	1,4					
Volcano	257	222	-			-4	4	-4	I	

#### Mt. Woe

Beast	830	204	450	0,66						
Rubble	515	1000	-	0,88	N/A					
Bantam Imp	250	222	550							
Stone Imp	300	126	300							
Gargoyle	260	216	-	1,2						
Man Eater	250	253	750		0,73					

#### Ocean Palace

Scouter	300	234	250	0,28		A	A	4/3	A	
Red Scout	300	234	250	0,28		4/3	A	A	4/3	
Blue Scout	300	234	250	0,28		A	4/3	A	A	
Mage	480	322	550		0,62					
Jinn	450	303	400	0,01t	0,04					
Barghest	450	376	400		0,62					
Thrasher	666	318	250	1,35	0,62					
Lasher	666	365	850	1,35						

#### Blackbird

Basher	150	377	-							
Byte	192	378	-	0,5						
Turret	700	1500	-	0,88	N/A					

#### Death Peak

Kraker	500	378	300							
Macabre	582	427	500							

#### Giant's Claw

Lizardactyl	950	444	-					A		
Fossil Ape	1800	533	450	1,2	0,43					
Leaper	800	412	360	0,5t	1,4					
Gigasaur	2250	584	450	0,03t	1,4					

#### Geno Dome

Debuggest	1024	452	450					4/3		
Proto 4	1024	477	800					4/3		
Laser Guard	400	346	120	1,2	1,4			4/3		

#### Black Omen

Martello	1245	554	400							
Synchrute	2250	755	900							
Goon	2800	850	800					A	A	
Boss Orb	850	-	750							
Side Kick	1250	500	-							

Metal Mute	1980	685	1100						
Flyclops	900	575	-		0,25				
Cybot	1800	728	750						
Ruminator	1500	422	400					1/64	1/64
Tubster	2000	850	800			4/3			A
Incognito	110	378	2000	0,01		I	I	I	I
PeepngDoom	1	378	450						

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Encounter List

A03

- (event): Mandatory event battle. [event]: Optional event battle.
- I've defined an event battle as a battle that you can't run away from.
- Most dungeons become devoid of enemies or simply inaccessible after being completed (indicated by 'temp').
- In some places, the enemies can overlap in different ways. I haven't even tried to list all the possible combinations.
- Bosses are not included.

Leene Square

	Exp	G	TP	
Gonzalez	10	-	1	[event]xn

Guardia Forest (1000 AD)

3x Hetake	9	48	3	
3x Beetle	9	45	3	
2x Beetle	6	30	2	(temp)
2x Beetle, Avian Chaos	10	48	3	

Truce Canyon

3x Blue Imp	6	36	3	(event)
2x Blue Imp	4	24	2	(temp)
2x Blue Imp, Roly	7	49	3	(temp)

Guardia Forest (600 AD)

3x Blue Eaglet	9	96	3	(temp)
Green Imp, 2x Roly	10	74	3	(temp)
2x Roly Rider	10	80	4	
3x Roly	9	75	3	(temp)
3x Roly Rider	15	120	6	(temp)

Cathedral (temp)

4x Naga-ette	32	320	4	(event)
3x Diablos	30	180	3	
2x Diablos	20	120	2	
3x Hench	33	405	3	[event]
Diablos, 2x Gnasher	26	200	3	
2x Gnasher	16	140	2	
2x Naga-ette, 3x Diablos	46	340	5	[event]
3x Gnasher	24	210	3	[event]
2x Gnasher, 2x Diablos	36	260	4	[event]xn
2x Gnasher, 2x Naga-ette	32	300	4	
Hench	11	135	1	
2x Mad Bat	12	150	2	
4x Mad Bat	24	300	4	
3x Hench, Mad Bat	39	480	4	

2x Hench, 2x Mad Bat		34		420		4		
2x Diablos, Mad Bat		26		195		3		
Hench, Mad Bat		17		210		2		
3x Hench, 2x Diablos		53		525		5		(event) [+xn]
2x Hench		22		270		2		
2x Naga-ette		16		160		2		
2x Hench, 2x Naga-ette		38		430		4		

Truce Canyon

Green Imp, Roly Rider		9		64		3		
Green Imp, Poly		11		59		3		Ether
/ 2x Imp Ace		22		90		2		

Guardia Castle Dungeons (temp)

2x Guard		20		140		2		(event)x0/2/3[+n]
Guard		10		70		1		[event] (+0/1)
Omicrone		22		55		1		[event]x1
2x Blue Shield / Yodu De		22		90		2		[event]x2
Decedent		12		90		1		[event]x1
2x Decedent		24		180		2		[event]x0/1

Lab 16

Meat Eater, 2x Octopod		43		80		3		
Meat Eater, 3x Crater		64		165		4		
2x Meat Eater, 2x Ruin Stalker		62		140		4		
5x Crater		75		175		5		
3x Shadow		42		150		3		
Mutant		22		30		1		

Lab 32

4x Proto 2		88		200		4		[event]xn (temp)
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Sewer

Nereid, 2x Egder		58		100		3		
2x Nereid		44		200		2		(event)
3x Nereid		66		300		3		[event]xn
4x Nereid		88		400		4		[event]xn
2x Nereid, Rat		62		200		3		[event]xn
2x Egder		36		-		2		
2x Nereid, 2x Egder		80		200		4		[event]xn

Arris Dome

Bugger, 2x Rat		54		45		3		
2x Bug		52		-		2		
Proto 2		22		50		1		
2x Shadow		28		100		2		
Bugger, 3x Rat		72		45		4		

Lab 32

3x Mutant		66		90		3		
2x Mutant		44		60		2		
5x Shadow		70		250		5		

Proto Dome

3x Bugger		54		135		3		(event)
4x Bugger		72		180		4		[event] (temp)

Factory

Acid		33		20		1		(& event) [+xn]
3x Debugger		72		150		3		

Proto 3		33		60		1		[event]xn
Proto 3, 2x Debugger		81		160		3		[event]xn
Proto 3, 4x Debugger		129		260		5		[event]xn
4x Bug		104		-		4		
2x Proto 3		66		200		2		[event]xn
2x Proto 3		66		200		2		[event]xn
2x Debugger		48		100		2		[event]xn
Acid, 2x Alkaline		123		100		3		(1x)
Alkaline		45		40		1		(temp)
Alkaline, 2x Acid		111		80		3		(temp)
3x Acid, 2x Alkaline		189		140		5		(event) [+xn]
/ Acid, 4x Alkaline		213		180		5		[event]xn

#### Medina

Hench, 2x Diablos		31		255		3		[event]
Hench, Omnicrone		33		190		2		[event]

#### Heckran Cave

2x Hench		22		270		2		(event)
Jinn Bottle, 3x Octoblush		118		155		5		(2x)
2x Tempurite		64		90		4		(1x)
3x Rolypoly		93		150		3		(1x)
3x Cave Bat		84		120		3		(2x)
4x Tempurite		128		180		8		(1x)
4x Rolypoly		124		200		4		(1x)

#### Zenan Bridge

2x Deceased, Ozzie		106		140		6		(event)
3x Deceased, Ozzie		144		160		8		(event)

#### Cursed Woods

2x Gnawer, 2x T'pole		104		660		6		
Gnawer, 2x T'pole		78		360		4		
Gnawer, 2x T'pole, Nu		326		360		34		

#### Denadoro Mts

Goblin		32		80		2		(event)
Ogan / Goblin		32		80		2		(event)
2x Bellbird, 2x Goblin		118		360		8		
Ogan, Free Lancer		71		205		4		[& event xn]
Ogan, Goblin		64		160		4		
2x Free Lancer		78		250		4		[& event xn]
Ogan, Goblin		64		160		4		[event]
Ogan, Free Lancer		71		205		4		[event]
Ogan, Goblin		64		160		4		[event]
Ogan, 2x Free Lancer		110		330		6		[event]
2x Free Lancer, Bellbird		105		350		6		
2x Bellbird		54		200		4		[event]xn
/ 3x Bellbird		81		300		6		[event]xn
3x Goblin, Free Lancer		135		365		8		[event]xn
2x Ogan, 2x Free Lancer		142		410		8		[event]xn

#### Mystic Mts

5x Reptite		360		-		10		(event)
4x Reptite		288		-		8		(event)
4x Runner		192		-		8		
2x Kilwala		84		-		4		(temp)
2x Runner		96		-		4		(temp)
/ 4x Runner, 2x Kilwala		276		-		12		(temp)
/ 2x Runner, 2x Kilwala		180		-		8		(temp)

4x Kilwala | 168 | - | 8 |

#### Hunting Range

Croaker, Amphibite, Rain Frog | 196 | - | - |

Ion, Anion | 144 | - | 2 |

Nu | 248 | - | 30 | [event]xn

#### Dactyl Nest

Cave Ape, 2x Shist / Pahoehoe | 311 | - | 9 |

2x Avian Rex | 258 | - | 6 | (temp)

3x Shist / Pahoehoe | 282 | - | 9 |

2x Cave Ape, Shist / Pahoehoe | 340 | - | 9 | (temp)

#### Forest Maze (temp)

2x Gold Eaglet / Red Eaglet | 114+ | - | 4 |

3x Kilwala | 126 | - | 6 |

Winged Ape | 123 | - | 2 |

Winged Ape, 2x Kilwala | 207 | - | 6 |

2x Runner | 96 | - | 4 |

Winged Ape, Kilwala | 165 | - | 4 |

3x Gold Eaglet / Red Eaglet | 171+ | - | 6 |

#### Reptite Lair

4x Evilweevil | 324 | - | 8 | [event]xn

2x Evilweevil | 162 | - | 4 | (event) [+xn]

Megasaur | 147 | - | 2 | (event) [+xn]

4x Reptite | 288 | - | 8 | [event]xn (temp)

Reptite, Megasaur | 219 | - | 4 | [event]xn (temp)

Winged Ape, Shitake | 234 | - | 4 |

Winged Ape, 2x Shitake | 345 | - | 6 |

Megasaur, 2x Reptite | 291 | - | 6 | (1x)

2x Fly Trap, 2x Evilweevil | 334 | - | 8 | [event]xn

#### Magic Cave

Vamp, 2x Gremlin | 160 | 210 | 6 | (1x)

2x Vamp, Gremlin | 167 | 210 | 6 | (1x)

5x Gremlin | 255 | 350 | 10 | (1x)

2x Vamp, 2x Gremlin | 218 | 280 | 8 |

#### Magus's Lair (temp)

4x Hench b, 2x Vamp | 488 | 940 | 12 | (event)

Omicrone, 4x Decedent | 70 | 415 | 5 |

5x Decedent | 60 | 450 | 5 | (event)

4x Shadow | 56 | 200 | 4 | (1x)

2x Hench b, 2x Vamp, Sorcerer | 413 | 760 | 11 | Mid-Ether

Flea? | - | - | - | (event)

2x Hench b | 186 | 400 | 4 |

2x Hench b, 2x Grimalkin | 414 | 760 | 10 |

2x Hench b, 2x Sorcerer | 408 | 840 | 10 |

2 Hench b, 2 Grimalkin, 2 Sorcerer | 636 | 1200 | 16 |

3x Vamp, Juggler, Roly | 305 | 455 | 10 | [event]xn

6x Decedent | 72 | 540 | 6 | [event]

3x Save Point Mimic | 432 | 300 | 6 | (temp)

Outlaw, Juggler | 232 | 310 | 6 | (event) [+xn]

Outlaw, Juggler, Roly Bomber | 304 | 410 | 9 | [event]xn

Outlaw | 104 | 90 | 3 | (event)x3 [+xn]

2x Outlaw, 2x Groupie | 462 | 520 | 10 | (event) [+xn] (temp)

2x Outlaw, 2x Juggler | 464 | 620 | 12 | (temp)

4x Juggler | 512 | 880 | 12 | (event)

2x Outlaw | 208 | 180 | 6 |

2x Outlaw, Juggler		336		400		9	
2x Outlaw, 2x Flunky, Juggler		562		820		13	
6x Vamp		348		420		12	

Tyrano Lair (temp)

2x Cave Ape, Reptite b		372		-		10	
2x Reptite b		252		-		8	(2x)
3x Reptite b		387		-		12	(1x)
Terrasaur, Reptite b		379		-		8	(1x)
Cave Ape, Reptite b		249		-		7	(1x)
Avian Rex, 2x Volcano		573		-		17	
Avian Rex, 2x Reptite b		381		-		11	
3x Reptite b		378		-		12	
Avian Rex		129		-		3	[event]xn
Terrasaur, Reptite b, Volcano		601		-		15	[event]
Avian Rex, Reptite b, Volcano		477		-		14	[event]
Terrasaur		253		-		4	[event]xn
Reptite b, 2x Volcano		570		-		18	[event]xn (& event)
Reptite b, Volcano		348		-		11	[event]xn
2x Reptite b, 2x Volcano		696		-		22	[event]xn
2x Avian Rex		258		-		6	[event]xn
Terrasaur, Avian Rex		382		-		7	[event]xn
Terrasaur, Volcano		475		-		11	[event]xn
2x Terrasaur		506		-		8	[event]xn
Avian Rex, Volcano		351		-		10	[event]

Beast's Nest (temp)

2x Beast		408		900		10	(event)x2 [+xn]
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Mt. Woe (temp)

Rubble		1000		-		100	(6x)
2x Bantam Imp (& Stone Imp)		696		1700		24	
2x Gargoyle		432		-		12	
Gargoyle, 2x Bantam Imp		912		1700		30	
4x Gargoyle		864		-		24	
2x Gargoyle, 2x Stone Imp		684		600		24	
2x Gargoyle, 2x Bantam Imp		1128		1700		36	
3x Gargoyle		648		-		18	
4x Man Eater		1012		3000		24	
3x Gargoyle, 2x Man Eater		1154		1500		30	

Ocean Palace (temp)

2x Scouter		468		500		16	(2x)
3x Red Scout		702		750		24	(1x)
3x Blue Scout		702		750		24	(1x)
Mage, 2x Scouter		790		1050		24	(1x)
Jinn, Barghest		679		800		16	
Mage, 2x Red Scout		790		1050		24	
Mage, 2x Blue Scout		790		1050		24	
2x Red Scout		468		500		16	
2x Blue Scout		468		500		16	
Mage, Red Scout, Blue Scout		790		1050		24	
Thrasher, Red Scout, Blue Scout		786		750		24	
2x Mage, 2x Thrasher		1280		1600		32	
4x Thrasher		1272		1000		32	
2x Lasher, 2x Thrasher		1366		2200		32	
Mage, 2x Scouter, 2x Blue Scout		1258		1550		40	
Jinn, Barghest, 3x Thrasher		1633		1550		40	(event) [+xn]
2x Mage, 2x Lasher, Scouter		1608		3050		40	(event) [+xn]
2x Scouter, 2x Red, 2x Blue		1404		1500		48	(event) [+xn]



Scouter, Red Scout, Blue Scout | 702 | 750 | 24 |

Blackbird (temp)

Basher | 377 | - | 8 | [event]x2  
Byte | 378 | - | 8 | (event) [+xn]  
2x Basher | 754 | - | 16 | (event)x2 [+4]  
3x Basher | 1131 | - | 24 | (event)  
6x Basher | 2262 | - | 48 | [event]  
Basher, Byte | 755 | - | 16 | [event]  
2x Basher, Byte | 1132 | - | 24 | (event)  
Turret | 1500 | - | 100 | [event]x6

Death Peak

3x Krakker | 1134 | 900 | 24 |  
2x Krakker | 756 | 600 | 16 |  
3x Krakker, Macabre | 1561 | 1400 | 32 |  
2x Macabre | 854 | 1000 | 16 |  
3x Macabre | 1281 | 1500 | 24 |  
Krakker | 378 | 300 | 8 |  
4x Krakker | 1512 | 1200 | 32 |  
5x Krakker | 1890 | 1500 | 40 |  
6x Krakker | 2268 | 1800 | 48 |

Sunken Desert

3x Mohavor, Hexapod | 1452 | 2250 | 60 | (1x)  
3x Mohavor | 1044 | 1650 | 45 | (2x)  
2x Hexapod | 816 | 1200 | 30 | (1x)  
3x Hexapod | 1224 | 1800 | 45 | (3x)

Northern Ruins (600 AD)

2x Sentry | 934 | 800 | 16 | [event]x2  
4x Sentry | 1868 | 1600 | 32 | [event]  
Defunct, 2x Reaper | 1510 | 1900 | 24 | [event]x2  
2x Defunct, 2x Reaper | 1984 | 2400 | 32 | [event]  
2x Reaper | 1036 | 1400 | 16 | [event]  
2x Defunct, 2x Base | 1702+ | 2300 | 32 | [event]x2

Northern Ruins (1000 AD) (temp)

Defunct, 2x Reaper | 1510 | 1900 | 24 | [event]xn  
2x Defunct, 2x Raper | 1984 | 2400 | 32 | [event]xn  
2x Reaper | 1036 | 1400 | 16 | [event]xn  
2x Defunct, 2x Base | 1702+ | 2300 | 32 | [event]xn

Giant's Claw

Gigasaur, 2x Leaper | 1408 | 1170 | 35 |  
3x Lizardactyl | 1332 | - | 24 |  
2x Fossil Ape | 1066 | 900 | 30 |  
3x Leaper | 1236 | 1080 | 30 |  
Fossil Ape, 2x Leaper | 1357 | 1170 | 35 |  
Fossil Ape, 2x Lizardactyl | 1421 | 450 | 31 |  
Rubble | 1000 | - | 100 | (2x)

Guardia Castle (1000 AD)

2x Gnasher | 16 | 140 | 2 | [event]  
Naga-ette, Gnasher | 16 | 150 | 2 | [event]  
Naga-ette | 8 | 80 | 1 | (temp)  
Naga-ette, 2x Gnasher | 24 | 230 | 3 | (temp)

Geno Dome (temp)

2x Debuggest | 904 | 900 | 16 | [event]xn

2x Proto 4	954   1600   16   [event]xn
4x Debuggest	1808   1800   32   [event]xn
2x Debuggest,2x Proto 4	1858   2500   32   [event]xn
4x Debuggest,2x Proto 4	2762   3400   48   [event]xn
2x Debuggest	904   900   24   [event]
3x Proto 4	1431   2400   24   [event]x2
4x Laser Guard	1384   480   32   [event]
3x Debuggest	1356   1350   24   [event]
2x Laser Guard	692   240   16   [event]x2
2x Proto 4, 2x Laser Guard	1646   1840   32   [event]
6x Laser Guard	2076   720   48   [event]x2

Black Omen (temp)

6x Laser Guard	2076   720   48   (event)
2x Incognito	756   900+   20   (1x)
2x Martello	1108   800   20
2x Goon	1700   1600   30   (& event)x2 [+xn]
2x Synchrite, Martello	2064   2200   34
2x Panel	1600   1100   24   (event)x2
Boss Orb, 2x Side Kick	1000   750   200
2x Metal Mute	1370   2200   32
2x Metal Mute, 2x Flyclops	2520   2200   56
2x Cybot	1456   1500   32   (& event)x2 [+xn]
4x Ruminator	1688   1600   72   (& event)x2 [+xn]
2x Ruminator	844   800   36
Synchrite, 2x Flyclops	1905   900   36   (1x)
2x Flyclops	1150   -   24
Synchrite, Flyclops	1309   1300   22
Tubster	850   800   20
3x Incognito	1134   1350+   30
2x Goon, Flyclops	2275   1600   42
2x Boss Orb, 4x Side Kick	2000   1500   400
Tubster, 2x Flyclops	2000   800   44
Cybot, Martello	1282   1150   26
2x Alien, 2x Blob	3114   4700   36   (1x)
Boss Orb, 4x Side Kick	2000   750   400   (1x)
2x Alien	1608   2200   16   (1x)
2x Synchrite	1510   1800   24   (event)
2x Fat Beast	1700   1600   40   (event)
4x Panel	3200   2200   48   (event)
5x Panel	4000   2750   60   (event)

"Water summons wind..."

Written by 3vrB257A5gq3fg.

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