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13

...

#### Actions

[Wiki Home](#)
[Pages and Files](#)
[Members](#)
[Recent Changes](#)
[Manage Wiki](#)


#### Navigation

#### The Game

[Member Roster](#)
[Session Index](#)
[Coliseum Matches](#)
[Trading Board](#)
[Skills Board](#)
[Chocobo Board](#)
[Bestiary](#)
[Old Updates](#)
[Feedback](#)
[Random Facts](#)
[Character Fiction](#)
[Mission Reports](#)
[Articles](#)

#### The Worlds

[Point Infinity](#)
[Ceres](#)
[Vulcan](#)
[Neptune](#)
[Mercury](#)
[Pluto](#)
[Quirinus](#)
[Jupiter](#)

## Bestiary: Humanoid

These are humanoid monsters, not necessarily "native" to any one world. They're not unique enough to refuse being let into the Point Infinity Bestiary, however.

### Goblin Guard

First Encountered In: [Gobologist Research Expedition](#)

Level 4 (Human)

Goblin Guards keep interlopers and dangerous beasts out of the village. Ferocious and savage, they'll unleash a Goblin Punch as a final attack. Always go after the stronger fighter first, regardless of who's hitting them.

Ratio: 1 PC/Monster

STR:	08	HP :	072	Weak:	
VIT:	09	MP :	N/A	Resist:	
AGI:	08	EVA:	020	Immune:	
SPD:	08	MEV:	010	Absorb:	
MAG:	03	ARM:	012	I: Status	
SPR:	03	MAR:	009	Auto-Status:	
		ACC:	100	EXP:	532
		MAC:	110	Gil:	208

#### Attacks:

Goblblade:	1d8+16,Arm damage.
Eye Gouge:	1d8+16,Arm damage, and 60% CoS Blind.
Exploding Nut:	30% CoS Unaware (1) (Slow, -2).

#### Spoils:

100-51	Echo Screen
50-25	Phoenix Down
24-08	Yaraimeru
07-01	Goggles

### Elite Goblin Warrior

First Encountered In: [Gobologist Research Expedition](#)

Level 4 (Human)

These Goblin Warriors are the most elite warriors of the 'home' tribe, the weakest (but smartest) tribe. They think strategically, and will go after whoever seems to be causing the most trouble for them (and they'll gang up, too!).

Ratio: 1 PC/Monster

STR:	10	HP :	088	Weak:	
VIT:	09	MP :	N/A	Resist:	
AGI:	08	EVA:	020	Immune:	
SPD:	08	MEV:	008	Absorb:	
MAG:	02	ARM:	012	I: Status	
SPR:	02	MAR:	005	Auto-Status:	
		ACC:	100	EXP:	660
		MAC:	108	Gil:	208

**Attacks:**

Gob-blade:	1d8+20,Arm damage.
Flaming Goblin Chi Blade:	1d8+40,Arm Fire-element damage (Power Strike; Affinity: Fire; Slow, -2).
Strangle:	1d8+20,Arm damage, 60% CoS of Silence (4) and Slow (4).

**Spoils:**

100-51	Echo Screen
50-25	Phoenix Down
24-08	Cuirass
07-01	Kunai

**Bestiarius**

First Encountered In: [Exhibition Gladiators - The Bestiarii](#)

Level 8 (Human)

Unarmored, bare-handed fighters trained to wrestle wild animals to the ground.

Ratio: 1/1 PC/Monster

STR:	04	HP :	384	Weak:	Fire, Ice
VIT:	12	MP :	000	Resist:	
AGI:	17	EVA:	031	Immune:	
SPD:	06	MEV:	012	Absorb:	Bio
MAG:	02	ARM:	010	I: Status	
SPR:	02	MAR:	017	Auto-Status:	X-Fight
		ACC:	122	EXP:	2084
		MAC:	112	Gil:	800

**Attacks:**

Fists:	1d6+34,Arm damage.
Sand Toss:	60% Blind (4)
Goad:	60% Berserk (4)
Throw:	1d6+34,Arm damage, 60% Eject

Grapple: Imprison, No init generation, 10% Max HP damage a turn, is taken

Spoils/Steal:

100-51	Tranquilizer
50-25	Eye Drops
24-08	Eye Drops
07-01	Potion

### Dimachaerius

First Encountered In: [Exhibition Gladiators - The Dimachaerii](#)

Level 8 (Human)

Swordsmen wielding two swords. Clever and deadly.

Ratio: 4/3 PC/Monster

STR: 04	HP : 320		Weak:	Bio, Holy
VIT: 10	MP : 000		Resist:	
AGI: 17	EVA: 033 (41)	Immune:		
SPD: 08	MEV: 012		Absorb:	Shadow
MAG: 02	ARM: 009		I: Status	Disable, Sleep
SPR: 02	MAR: 017		Auto-Status:	AGI-Up, X-Fight
	ACC: 122 (152)		EXP:	2288
	MAC: 112		Gil:	864

Attacks:

Sword:	1d8+51,Arm damage.
Green Edge:	1d8+51,Arm damage, 60% Poison (U)
Soporific:	1d8+51,Arm damage, 60% Sleep (4)
Black Edge:	1d8+51,Arm damage, 60% Condemned (4)

Spoils/Steal:

100-51	Antidot
50-25	Antidote
24-08	Potion
07-01	Phoenix Down

### Retarius

First Encountered In: [Exhibition Gladiators - The Retarii](#)

Level 8 (Human)

The trident and net armed fishermen of the Arena. Tricky fighters. Brut: [guest](#) | [Join](#) | [Help](#) | [Sign In](#)

Ratio: 4/3 PC/Monster

STR:	14	HP :	320	Weak:	Bio, Fire
VIT:	10	MP :	000	Resist:	
AGI:	09	EVA:	040	Immune:	
SPD:	06	MEV:	012	Absorb:	Water
MAG:	02	ARM:	013	I: Status	Immobilize, Sleep
SPR:	02	MAR:	009	Auto-Status:	AGI-Up, Evasion +75%
		ACC:	106	EXP:	4592
		MAC:	112	Gil:	1736

#### Attacks:

Trident:	1d12+42,Arm damage.
Eye Strike:	1d12+42,Arm damage, 60% Blind (4)
Weapon Strike:	1d12+42,Arm damage, 60% Disable (4)
Net Combo:	1d12+42,Arm damage, 60% Stop (4)
Chest Strike:	1d12+42,Arm damage, 30% Death
Rusted Tines:	1d12+42,Arm damage, 60% Venom (4)

#### Spoils/Steal:

100-51	Eye Drops
50-25	Antidote
24-08	Phoenix Down
07-01	Phoenix Down

### Archaeologist

First Encountered In: [Temple Raid](#)

Level 9 (Human)

These robed scholars have learned to pack some heat on their dig sites. You never know what you'll dig up - or who'll come to take it away.

Ratio: 1 PC/Monster

STR:	04	HP :	216	Weak:	
VIT:	10	MP :	054	Resist:	
AGI:	12	EVA:	027	Immune:	
SPD:	06	MEV:	025	Absorb:	
MAG:	10	ARM:	012	I: Status	
SPR:	06	MAR:	012	Auto-Status:	Critical 10%
		ACC:	113	EXP:	1188
		MAC:	129	Gil:	441

#### Attacks:

Pistol:	1d8+36,Arm damage.	guest   Join   Help   Sign In
Fire:	1d8+40,MArm Fire-element damage. 7 MP	
Gravity:	79,MDef chance to Reduce target's Current HP by 25%. 25 MP	
Red Feast:	Attack Action with HP Drain. 6 MP	

Spoils/Steal:

100-51	Empty
50-25	Empty
24-08	Empty
07-01	Empty

**Worker**

First Encountered In: [Temple Raid](#)

Level 9 (Human)

These overall-wearing strongmen have been hired to the dirty work at the Temple dig site.

Ratio:	1 PC/Monster
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STR:	12	HP :	432	Weak:	
VIT:	12	MP :	000	Resist:	
AGI:	08	EVA:	023	Immune:	
SPD:	06	MEV:	015	Absorb:	
MAG:	03	ARM:	010	I: Status	
SPR:	03	MAR:	010	Auto-Status:	Critical 10%
		ACC:	105	EXP:	1188
		MAC:	115	Gil:	441

Attacks:

Pry Bar:	1d12+36,Arm damage.
Item Use:	1x Ink (T:Group 65,MDef chance to Blind (6))

Reactions:

Sentinel:	Automatically Cover allies in SoS
Counter 50% Pry Bar	(not used in session due to party composition)

Spoils/Steal:

100-51	Ink
50-25	Ink
24-08	Ink
07-01	Ink

**Goblin Wolfrider**

First Appeared In: [Reinforcements Alpha](#)

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Level 10 (Beast/Human)

These Goblins ride on large wolves, perfectly capable of ripping up an unaware Chocobo or soldier.

Ratio: 3 PCs/Monster (plus one Goblin Wolfrider Shaman)
---

STR: 11	HP : 200	Weak:	Fire
VIT: 10	MP : N/A	Resist:	
AGI: 10	EVA: 030	Immune:	
SPD: 10	MEV: 014	Absorb:	
MAG: 02	ARM: 025	I: Status	Seal
SPR: 02	MAR: 011	Auto-Status:	
	ACC: 110	EXP:	1,950
	MAC: 114	Gil:	0,780

Attacks:

Gobblade:	33+2d8,Arm damage.
Slowbite:	2d10+44,Arm damage, Charge Breaker, 60% AGI-Down (6).
Sentinel + Cover:	Automatically cover an ally of less than 25% HP, or use an Action to always defend an ally.

Spoils:

100-51	None
50-25	Hi-Potion
24-08	400 Gil
07-01	Bronze Shield

**Goblin Wolfrider Shaman**First Appeared In: [Reinforcements Alpha](#)

Level 10 (Beast/Human) NOTORIOUS

Rides with other Goblin Wolfriders, rallying the troops and protecting them.

Ratio: 6 PCs/Monster (plus 2 Goblin Wolfriders)
---

STR: 02	HP : 240	Weak:	Fire
VIT: 06	MP : 150	Resist:	
AGI: 08	EVA: 027	Immune:	
SPD: 09	MEV: 030	Absorb:	
MAG: 10	ARM: 013	I: Status	Death, Seal
SPR: 10	MAR: 025	Auto-Status:	
	ACC: 106	EXP:	3,360
	MAC: 130	Gil:	1,060

Attacks:


Gobblast:	2d8+30,MArm damage.
Mystic Fireball:	2d8+30,MArm Fire-element MP damage to group (32 MP).

Darkness Bound:	2d8+30,Marm Shadow-element damage, 60% CoS tc (4) (48 MP).
Fire:	1d8+40,Marm Fire-element damage (7 MP).
Cure:	1d8+40 HP healed (5 MP).
Shell:	Shell (6) to one target (35 MP).
Protect:	Protect (6) to one target (20 MP).

## Spoils:

100-51	2 x Potion
50-25	Bomb Fragment x 2
24-08	Ink x 2
07-01	Light Curtain x 2

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20 ...

**Actions**

- [Wiki Home](#)
- [Pages and Files](#)
- [Members](#)
- [Recent Changes](#)
- [Manage Wiki](#)

**Navigation**

**The Game**

- [Member Roster](#)
- [Session Index](#)
- [Coliseum Matches](#)
- [Trading Board](#)
- [Skills Board](#)
- [Chocobo Board](#)
- [Bestiary](#)
- [Old Updates](#)
- [Feedback](#)
- [Random Facts](#)
- [Character Fiction](#)
- [Mission Reports](#)
- [Articles](#)

**The Worlds**

- [Point Infinity](#)
- [Ceres](#)
- [Vulcan](#)
- [Neptune](#)
- [Mercury](#)
- [Pluto](#)
- [Quirinus](#)
- [Jupiter](#)

**Leafer**

Level 1 (Beast)

First Encountered: [Fetch Quest Forest \(1\)](#)

Fluffy little bunny rabbits who dislike things bigger than themselves. Though they have sharp teeth, they're almost completely harmless to anyone except small children and the elderly.

Ratio: One PC/Leafer

STR:	05	HP :	024	Weak:	Fire
VIT:	06	MP :	N/A	Resist:	
AGI:	07	EVA:	015	Immune:	
SPD:	07	MEV:	012	Absorb:	
MAG:	05	ARM:	005	I: Status	
SPR:	06	MAR:	005	Auto-Status:	
		MAC:	111	EXP:	135
		ACC:	095	Gil:	056

**Attacks:**

Bite:	1d8+10,ARM
Incisor:	1d8+20,ARM; Slow (-2)

**Spoils:**

100-51	NONE
50-25	NONE
24-08	Tonic
07-01	Tonic

**Wimpy Flower**

Level 1 (Plant)

First Encountered: [Fetch Quest Forest \(1\)](#)

A thick-stemmed flower that slowly ensnares animals and eats them. Quite hardy, but their sluggishness is their downfall.

Ratio: One PC/Wimpy Flower

STR:	12	HP :	024	Weak:	Fire
VIT:	12	MP :	012	Resist:	
AGI:	03	EVA:	007	Immune:	
SPD:	03	MEV:	007	Absorb:	
MAG:	03	ARM:	008	I: Status	
SPR:	03	MAR:	003	Auto-Status:	



	MAC: 107	EXP:	129
	ACC: 087	Gil:	059

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**Attacks:**

Vine:	1d8+24,ARM
Red Feast:	Heal damage inflicted in a standard attack; 6 MP (Blue Magic!)

**Spoils:**

100-51	NONE
50-25	Tonic
24-08	Tonic
07-01	Antodote

**Dark Wind**

Level 2 BOSS (Arial)

First Encountered: [Fetch Quest Forest \(1\)](#)

A large, frumpy black bird - like a Zuu, but smaller - that guards its nest with a dangerous fury.

Ratio:	One/Party (Unique)
--------	--------------------

STR: 08	HP : 224	Weak:	Lit
VIT: 07	MP : N/A	Resist:	Wind
AGI: 05	EVA: 014	Immune:	
SPD: 05	MEV: 014	Absorb:	
MAG: 06	ARM: 006	I: Status:	Death
SPR: 06	MAR: 007	Auto-Status:	
	MAC: 114	EXP:	984
	ACC: 094	Gil:	300

**Attacks:**

Peck:	1d10+16,ARM
Razor	1d10+24,ARM; 64%,MEV CoS for ARM-Down (6); Piercing; Slow (-2); Power Strike
Wind:	
Dark Wind:	No Damage; 60% CoS Blind (4), 64%,MEV CoS of Curse (4), 30% CoS Silence (4); Slow (-2)

**Spoils:**

100-51	Tonic
50-25	Potion
24-08	Bird Feather
07-01	Cotton Cape

**Restraining Vine**

Level 2 (Plant)

First Encountered In: [Clear the Farm](#)

A strong, thick vine that tries to tightly hold onto prey. When someone is under Stop from the Restraining Vine, the Vine does not act.

Ratio: 1 PC/Monster

STR: 09	HP : 036	Weak:	Fire
VIT: 09	MP : N/A	Resist:	
AGI: 09	EVA: 015	Immune:	
SPD: 04	MEV: 008	Absorb:	
MAG: 03	ARM: 008	I: Status	
SPR: 03	MAR: 005	Auto-Status:	
	MAC: 108	EXP:	244
	ACC: 100	Gil:	094

Attacks:

Snap:	1d8+18,Arm damage
Restrain:	60% to inflict Stop (4).

Spoils:

100-51	Nothing
50-25	Nothing
24-08	Tonic
07-01	Potion

**Magus Vine**

Level 2 (Plant)

First Encountered In: [Clear the Farm](#)

The Magus Vine destroys the magical power of a beast before eating it.

Ratio: 1 PCs/Monster

STR: 03	HP : 016	Weak:	Ice
VIT: 06	MP : 024	Resist:	
AGI: 06	EVA: 011	Immune:	
SPD: 03	MEV: 020	Absorb:	
MAG: 10	ARM: 007	I: Status	
SPR: 08	MAR: 008	Auto-Status:	
	MAC: 122	EXP:	236
	ACC: 094	Gil:	096

Attacks:

Snap:	1d8+6,Arm damage.
Mana Barb:	1d8+20,MArm MP damage (15 MP)

Runic: Absorb the first spell cast and regain that spell's MP cost. [guest](#) | [Join](#) | [Help](#) | [Sign In](#)

Spoils:

100-51	Nothing
50-25	Nothing
24-08	Tonic
07-01	Tincture

### Poison Vine

Level 2 (Plant)

First Encountered In: [Clear the Farm](#)

The Poison Vine poisons its victims so that the other vines may eat them.

Ratio: 1 PCs/Monster

STR: 07	HP : 032	Weak:	Bio
VIT: 08	MP : N/A	Resist:	
AGI: 07	EVA: 016	Immune:	
SPD: 07	MEV: 010	Absorb:	
MAG: 04	ARM: 008	I: Status	
SPR: 04	MAR: 006	Auto-Status:	
	MAC: 110	EXP:	244
	ACC: 096	Gil:	088

Attacks:

Snap:	1d8+14,Arm damage.
Poison Barb:	1d8+14,Arm damage, 60% CoS Poison (U).

Spoils:

100-51	Nothing
50-25	Nothing
24-08	Tonic
07-01	Antidote

### Guardian Plant

Level 2 MINIBOSS (Plant)

First Encountered In: [Clear the Farm](#)

A bulbuous plant that lives the barn, with many vines threaded through the hay.

(NOTE: Destroying the Guardian Plant opens up the cellar in the house)

Ratio: 1 Party/Monster (Unique)

STR: 09	HP : 080	Weak:	Fire
VIT: 10	MP : N/A	Resist:	
AGI: 06	EVA: 014	Immune:	
SPD: 06	MEV: 008	Absorb:	Bio,Wtr

MAG: 03	ARM: 009	I: Status	
SPR: 03	MAR: 005	Auto-Status:	
	MAC: 108	EXP:	758
	ACC: 094	Gil:	280

**Attacks:**

Vine Whip:	1d8+18,Arm damage, 10% Critical
Drain Vine:	1d8+18,Arm HP-Drain damage, 60% CoS to inflict Slow (4). (Auto-Hit/Ground-based)
Goopsplasion:	1d8+24,Arm Group damage (Final Attack ONLY)

**Spoils:**

100-51	Tonic
50-25	Antidote
24-08	Scorpion Tail
07-01	Star Pendant

**Master Plant**

Level 3 BOSS (Plant)

First Encountered In: [Clear the Farm](#)

The plant that created all the Vines appeared shortly after the old farmer died. When destroyed, all the other vines should begin to wither.

(NOTE: If the vine in the Well is destroyed, Master Plant loses its Auto-Regen.)

Ratio: 1 Party/Monster (UNIQUE)

STR: 08	HP : 240	Weak:	Fire,Holy
VIT: 10	MP : N/A	Resist:	
AGI: 04	EVA: 011	Immune:	
SPD: 04	MEV: 015	Absorb:	
MAG: 06	ARM: 011	I: Status	
SPR: 06	MAR: 009	Auto-Status:	Regen
	MAC: 115	EXP:	1,236
	ACC: 091	Gil:	369

**Attacks:**

Vine Whip:	1d8+16,Arm damage
Impaler:	1d8+16,Arm damage, 60% CoS of Agility and Armor Down (6) (Ground-based/Slow (-2))
Biowave:	1d8+12,MArm damage, 30% CoS for Poison (U) (T: Group, Slow (-2))

**Spoils:**

100-51	Tonic x 2
50-25	Antidote x 2
24-08	Poison Axe
07-01	Star Pendant

**Dust Ray**

First Encountered In: [Living Sanctuary](#)

Level 2 (Aerial)

Manta Ray formed from gathered dust and soot in the area. Sorta cute at first, but they're dodgy lil' creatures.

Ratio:	1 PC/Dust Ray
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STR:	04	HP :	024	Weak:	Wind
VIT:	06	MP :	008	Resist:	
AGI:	10	EVA:	019	Immune:	Shadow
SPD:	07	MEV:	012	Absorb:	
MAG:	06	ARM:	007	I: Status	
SPR:	04	MAR:	004	Auto-Status:	Float
		MAC:	114	EXP:	320
		ACC:	102	Gil:	128

Attacks:

Collide:	ST, 20 + d6, ARM Damage
Soot Scatter:	Group, 64-MDEF chance of causing Blind (4)
Leap:	ST, 8 MP, 24 + d8, MARM Damage, 64-MDEF chance of causing Armor Down (4)

Spoils:

100-51	Eye Drops
50-25	Tonic
24-08	Potion
07-01	Bird Feather

**Fire Elemental**

First Encountered In: [Living Sanctuary](#)

Level 2 (Arcana)

Floating manifestation of fire. Material, and yet immaterial at the same time. Only uses Fire with Element Spikes.

Ratio:	4 PCs/Fire Elemental
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STR:	02	HP :	080	Weak:	Ice
VIT:	05	MP :	048	Resist:	Holy, Shadow, Bio, Lightning, Earth, Air
AGI:	04	EVA:	014	Immune:	Water
SPD:	08	MEV:	018	Absorb:	Fire
MAG:	10	ARM:	010 (012)	I: Status	Berserk, Silence, Poison, Sleep, Confuse, Eject, Magic Down, Magic Break, Mental Down, Mental Break, Toad, Venom, Heat
SPR:	06	MAR:	007	Auto-Status:	Float, Armor Up
		ACC:	090	EXP:	910

MAC: 122 Gil: 402

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## Attacks:

Solar Rock:	ST, 8+d6, ARM Damage
Flash Fire:	6 MP: ST, 20 + d6, MARM Damage, Fire Affinity
Element Spikes:	16 MP: Endows Element Spikes (6) on the user
50% Physical Counter:	Flash Fire

## Spoils:

100-51	Potion
50-25	Potion x2
24-08	Bomb Fragment
07-01	Fire Armor

**Dust Flan**First Encountered In: [Living Sanctuary](#)

Level 3 BOSS (Amorph)

Left unchecked, all of the soot formed one massive collection into one monster. And it's none too pretty.

Ratio: 5 PCs/Dust Flan

STR: 10	HP : 480	Weak:	Water
VIT: 10	MP : 000	Resist:	
AGI: 04	EVA: 011	Immune:	Bio
SPD: 04	MEV: 012	Absorb:	Shadow
MAG: 04	ARM: 008 (004)	I: Status	Fatal, Toxin, Mystify
SPR: 06	MAR: 015 (018)	Auto-Status:	Mental Up, Armor Break, SOS-Reflect
	ACC: 091	EXP:	1464
	MAC: 111	Gil:	987

## Attacks:

Smash:	ST, 20 + d10 damage
Soot Scatter:	Group, 61%, MDEF chance to inflict target with Blind (4)
Near-Fatal Attack:	61%, DEF chance to reduce target's HP down to 1
Mimic:	Repeats last action performed before its initiative
Mirror Mimic:	Allows Mimic to target original user

## Spoils:

100-51	Phoenix Down
50-25	Phoenix Down x2
24-08	Bright Gauntlet
07-01	(Tier 1 Weapon w/Blindtouch.)

**Wicked Willow**First Encountered In: [Rescue the Chocobo](#)

Level 2 (Plant)

A gnarled old tree that's really a monster.

Ratio: 1.6 PCs/Wicked Willow

STR: 08	HP : 64	Weak:	Fire
VIT: 08	MP : 14	Resist:	Earth, Ice
AGI: 04	EVA: 10	Immune:	Bio
SPD: 04	MEV: 15	Absorb:	Water
MAG: 06	ARM: 8	I: Status	Poison
SPR: 07	MAR: 7	Auto-Status:	
	MAC: 114	EXP:	428
	ACC: 90	Gil:	178

## Attacks:

Whack:	(2 x STR + d8) damage
Poison Breath:	(MAC-50)%, M.Evade chance of inflicting Poison (U) (MP Burn: 11 MP)
Willow Sap:	(2 x STR + d8) damage (MP Siphon)

## Spoils:

100-51	1 Antidote
50-25	2 Antidotes
24-08	1 Serum Wrist
07-01	10 Poison Arrows, 1 Antidote

**Beaver**First Encountered In: [Rescue the Chocobo](#)

Level 2 (Beast)

It looks like a normal beaver, except it's Final Fantasy sized.

Ratio: 0.8 PCs/Beaver

STR: 06	HP : 24	Weak:	
VIT: 06	MP : 0	Resist:	Water
AGI: 06	EVA: 15	Immune:	
SPD: 07	MEV: 12	Absorb:	
MAG: 05	ARM: 5	I: Status	
SPR: 05	MAR: 4	Auto-Status:	
	MAC: 112	EXP:	214
	ACC: 94	Gil:	84

## Attacks:

Splash:	(2 x STR + d6), Armor damage (Affinity: Water)
Buck Tooth:	(4 x STR + d6), Armor damage (Power Strike)

Spoils:

100-51	1 Tonic
50-25	2 Tonics
24-08	1 Potion, 1 Tonic
07-01	1 Potion, 3 Tonics

**Tooky**First Encountered In: [Rescue the Chocobo](#)

Level 4 BOSS (Beast)

A big bear with sharp teeth and claws

Ratio: 4.1 PCs/Tooky

STR:	10	HP :	288	Weak:	Fire
VIT:	09	MP :	0	Resist:	
AGI:	05	EVA:	14	Immune:	
SPD:	05	MEV:	14	Absorb:	
MAG:	05	ARM:	12	I: Status	
SPR:	05	MAR:	10	Auto-Status:	Confuse
		MAC:	114	EXP:	1064
		ACC:	94	Gil:	284

Attacks:

Bear Claw: (4 x STR + d10), Armor damage (Power Strike)

Spoils:

100-51	1 Iron Claw, 1 Tonic
50-25	1 Iron Claw, 1 Tonic, 1 Bestiary
24-08	1 Daydreamer
07-01	1 Daydreamer, 2 Potions, 1 Bestiary

**Wild Boar**First Encountered In: [Rescue the Chocobo](#)

Level 2 (Beast)

It looks kinda like a big pig.

Ratio: 0.6 PCs/Wild Boar

STR:	07	HP :	72	Weak:	Fire
VIT:	09	MP :	0	Resist:	
AGI:	05	EVA:	13	Immune:	
SPD:	06	MEV:	12	Absorb:	
MAG:	05	ARM:	11	I: Status	
SPR:	05	MAR:	5	SOS Status:	Berserk
		MAC:	112	EXP:	160



	ACC: 94	Gil:	66
--	---------	------	----

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**Attacks:**

Ram: (2 x STR + d8), Armor damage (Critical Strike: 10%)

**Spoils:**

100-51	1 Tonic
50-25	2 Tonics
24-08	2 Tonics
07-01	2 Tonics, 1 Potion

**Squirrel**

First Encountered In: [Rescue the Chocobo](#)

Level 2 (Beast)

It's a squirrel, a brown one if you must know.

Ratio: 0.6 PCs/Squirrel

STR: 05	HP : 15	Weak:	
VIT: 05	MP : 0	Resist:	
AGI: 09	EVA: 19	Immune:	
SPD: 08	MEV: 12	Absorb:	
MAG: 05	ARM: 3	I: Status	
SPR: 05	MAR: 3	Auto-Status:	
	MAC: 112	EXP:	164
	ACC: 100	Gil:	42

**Attacks:**

That Tickles! (2 x STR + d6), Armor damage (Unaware Touch (1))

**Spoils:**

100-51	Empty
50-25	1 Tonic
24-08	1 Tonic
07-01	2 Tonics

**Old Ma-Bomb**

First Encountered In: [Chocobo Aptitude Test \(2\)](#)

Level 3 BOSS (Arcana)

A giant, aged Bomb. Though no longer in its prime, it can still reproduce - and it's going to soon.

Ratio: 1 Party/Monster (Unique)

STR: 04	HP : 144	Weak:	Ice,Wtr
---------	----------	-------	---------

VIT:	06	MP :	096	Resist:	
AGI:	08	EVA:	015	Immune:	
SPD:	04	MEV:	019	Absorb:	Fire
MAG:	08	ARM:	009	I: Status	Fatal
SPR:	08	MAR:	010	Auto-Status:	
		ACC:	099	EXP:	1236
		MAC:	119	Gil:	414

Attacks:

Spitfire:	1d8+16,MArm Fire-element damage.
Flamewall:	1d8+16,MArm Fire-element damage to all (23 MP).
Heatwave:	30% Cos to inflict Heat (4) and/or Meltdown (2) (28 MP).
Self-Destruct:	Destroy self and deal Current HP damage to target (1 MP).

Spoils:

100-51	Potion
50-25	Bomb Fragment
24-08	Bomb Fragment x2
07-01	Fire Armor

**Gray Leafer**

First Encountered In: [Gobologist Research Expedition](#)

Level 3 (Beast)

Gray Leafers are slightly more ferocious versions of their white cousins; more territorial, and more dangerous, they tend to live in the Green Forest, as opposed to Ceres Forest. Incapable of tactics, they'll attack whoever attacked them last.

Ratio: 1 PC/Monster

STR:	05	HP :	042	Weak:	Fire
VIT:	07	MP :	N/A	Resist:	
AGI:	08	EVA:	018	Immune:	
SPD:	07	MEV:	014	Absorb:	
MAG:	05	ARM:	009	I: Status	
SPR:	06	MAR:	009	Auto-Status:	
		ACC:	099	EXP:	423
		MAC:	113	Gil:	171

Attacks:

Bite:	1d8+10,Arm damage.
Incisor:	1d8+20,Arm damage (Slow, -2).
Leafstorm:	1d8+10,MArm Bio-Element Damage to party (Slow, -2).

Spoils:

100-51	None
50-25	Tonic

24-08	Potion
07-01	Potion

**Peanut**

Level 15 (Unique Plant)

First Encountered: [Peanut](#)

A ten foot tall Marlboro. Or as her owner says, "Green and wiggly!"

Ratio: One PC/Leafer
----------------------

STR: 19	HP : 360	Weak:	Fire
VIT: 06	MP : 030	Resist:	
AGI: 02	EVA: 023	Immune:	
SPD: 06	MEV: 032	Absorb:	Bio
MAG: 15	ARM: 033	I: Status	Disable
SPR: 02	MAR: 031	Auto-Status:	Regen
	MAC: 145	EXP:	6195
	ACC: 099	Gil:	2175

**Attacks:**

Tentacle:	2d8+76,ARM
Toxic Spray:	2d8+60,ARM; 95%,MEva CoS to Slow (4), Confuse (4), Agility Break (4)
Poison:	1d8+60,MARM Bio; 95%,MEva CoS to Poison (U)

**Support Abilities:**

Fission (Physical):	When KOed by physical damage, Peanut splits into two new Peanuts
---------------------	--

Spoils: (for this battle)

4x Marlboro Tentacle

**Chocobo Eater**

First Encountered In: [Reinforcements Alpha](#)

Level 11 (Beast) BOSS

The Chocobo Eater has been tamed by the Goblins. This is the only one known to be tamed; the rest are in the wild, hunting down wild chocobos.

Ratio: 4 PCs/Monster (plus/minus a Goblin Wolfrider Shaman)
---

STR: 10	HP : 880	Weak:	Fire
VIT: 10	MP : N/A	Resist:	
AGI: 04	EVA: 025	Immune:	
SPD: 10	MEV: 049	Absorb:	
MAG: 08	ARM: 027	I: Status	Fatal, Sleep, Mystify
SPR: 04	MAR: 024	Auto-Status:	
	ACC: 099	EXP:	4,202

		MAC: 127	Gil:	1,276
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#### Attacks:

Bash:	2d8+30,Arm damage.
You're Next!:	2d10+70,Arm damage (Slow, -3).
Blizzard:	2d8+24,MArm Ice-element damage to all.

#### Spoils:

100-51	100 Gil
50-25	Bird Feather x 3
24-08	Antarctic Wind x 2
07-01	Mythril Glove

#### Bite Bug

First Encountered In: [Burning Ants](#)

Level 10 (Insect)

Ratio:	0.5 PCs/Bite Bug
--------	------------------

STR:	08	HP :	070	Weak:	Fire, Wind
VIT:	07	MP :	N/A	Resist:	
AGI:	10	EVA:	030	Immune:	
SPD:	10	MEV:	020	Absorb:	
MAG:	05	ARM:	008	I: Status	
SPR:	05	MAR:	007	Auto-Status:	
		ACC:	110	EXP:	520
		MAC:	120	Gil:	0

#### Attacks:

Bite:	d6+16,Arm damage.
Needle:	d6+16,Arm damage, Poison Strike (U).

#### Spoils:

100-51	
50-25	
24-08	
07-01	

#### Caterchipiller

First Encountered In: [Burning Ants](#)

Level 10 (Insect)

Ratio:	1 PC/Caterchipiller
--------	---------------------

STR:	07	HP :	220	Weak:	Fire, Ice
VIT:	11	MP :	N/A	Resist:	Earth
AGI:	07	EVA:	023	Immune:	
SPD:	06	MEV:	021	Absorb:	
MAG:	08	ARM:	015	I: Status	
SPR:	06	MAR:	013	Auto-Status:	
		ACC:	104	EXP:	1000
		MAC:	126	Gil:	360

**Attacks:**

Tail Bang:	d6+14,Arm damage.
Ultra Waves:	d8+24,M.Arm damage, Group, Magic Attack, Berserk Touch (4).

**Spoils:**

100-51	1 Tonic
50-25	1 Potion
24-08	1 Tranquilizer
07-01	1 Tranquilizer

**Grand Mantis**First Encountered In: [Burning Ants](#)

Level 10 (Insect)

Ratio:	1 PC/Grand Mantis
--------	-------------------

STR:	09	HP :	360	Weak:	Ice, Lightning
VIT:	09	MP :	N/A	Resist:	Water
AGI:	07	EVA:	023	Immune:	
SPD:	06	MEV:	024	Absorb:	
MAG:	09	ARM:	014	I: Status	
SPR:	05	MAR:	012	Auto-Status:	
		ACC:	104	EXP:	1120
		MAC:	128	Gil:	420

**Attacks:**

Claw Strike:	d8+27,Arm damage.
Melting Bubbles:	d6+16,M.Arm damage, Magic Attack, Silence Strike (4).

**Spoils:**

100-51	1 Tonic
50-25	1 Echo Screen
24-08	2 Echo Screens
07-01	3 Echo Screens

**Ryzarn**

First Encountered in: [Mount Firth - The Dragon](#)

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Level 30 (Dragon End Boss)

STR:	12	HP:	10800	Weak:	Bio, Ice, Water
VIT:	10	MP:	1320	Resist:	Holy, Shadow
AGI:	12	EVA:	32	Immune:	Fire
SPD:	07	MEVA:	41	Absorb:	
MAG:	13	ARM	35	I: Status	Confuse, Blind, Silence, Heat, Imprison, Berserk
SPR:	11	MARM:	35	Auto-Status:	
		ACC:	134		
		MACC:	156		

Attacks:

Claw	96+3d10, ARM	Single
Tail Smash	108+3d12, ARM	Unfocused
Chunka Burn	91+3d8, MARM Fire Damage, interrupts CT, forces target to Defend (50 MP)	Single
Despair	78+3d8, MARM Shadow Damage, 60% CoS for Agility Break, Magic Break and Power Break (118 MP)	Single
Meltdown Breath	91+3d8, MARM Fire Damage, 106%, MEVA to inflict Heat(2)	Single
Eat	Incapacitating, Sheltered, Damaging Imprison	Single

Spells

Flame Thrower (15 MP)	[Elemental (Fire)]	Target: Single;	104+ 2d8, M. Armor Fire Elemental damage.
Rippler (65 MP)	[Non-elemental]	Target: Single;	Swap all status conditions with target
Magic Hammer (25 MP)	[Non-elemental]	Target: Group;	106%, M.Def CoS to inflict (Target's Current MP/10) Non-Elemental damage to MP (Max 999) and restore equal amount to Blue Mage. Reflectable
1000 Needles (24 MP)	[Non-elemental]	Target: Single;	100 damage, Ignores Armor and M. Armor
Fira (22 MP)	[Elemental (Fire)]	Target: Single/Group;	156+3d8, M. Armor Fire damage.
Black Hole (150 MP)	[Status (Death)]	Target: Single;	106%, M.Def CoS to reduce targets curent HP by 90%. Can break 999.

Job Abilities


Lightning Stab (19 MP)	Group	75% Lightning Damage, Silence Touch
Black Wave (19 MP)	Group	75% Shadow Damage, Blind Touch

Abilities

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Critical Strike (30%)
X-Fight
Flight
Low Evasion
Low M.Evasion
Final Attack (Fira * 2)

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2 ...

**Actions**

- [Wiki Home](#)
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- [Members](#)
- [Recent Changes](#)
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**Navigation**

**The Game**

- [Member Roster](#)
- [Session Index](#)
- [Coliseum Matches](#)
- [Trading Board](#)
- [Skills Board](#)
- [Chocobo Board](#)
- [Bestiary](#)
- [Old Updates](#)
- [Feedback](#)
- [Random Facts](#)
- [Character Fiction](#)
- [Mission Reports](#)
- [Articles](#)

**The Worlds**

- [Point Infinity](#)
- [Ceres](#)
- [Vulcan](#)
- [Neptune](#)
- [Mercury](#)
- [Pluto](#)
- [Quirinus](#)
- [Jupiter](#)

**Minor Worker Tankidon**

Level 5 (Machina)

First Encountered: [Doing Things Differently](#)

The Minor Worker Tankidon is mindless, and lacking tactical insight. It simply moves things around... Like Adventurers. On a coin flip of Heads, it'll attack; otherwise, it'll grab someone, and try to run away. That'll act like Eject. They grab the weakest first.

Ratio: .75 PCs/Monster

STR:	09	HP :	090	Weak:	Fir,Lit
VIT:	09	MP :	N/A	Resist:	
AGI:	08	EVA:	021	Immune:	
SPD:	08	MEV:	011	Absorb:	
MAG:	03	ARM:	014	I: Status	
SPR:	03	MAR:	011	Auto-Status:	
		ACC:	101	EXP:	575
		MAC:	111	Gil:	255

Attacks:

Tankidon Shot:	1s8+27,Arm damage.
Grab!:	Incapacitating Imprison. PC freed when MWT takes 10% Max HP damage.
Escape:	56% CoS to flee from combat - with captured Adventurer, possibly.

Spoils:

100-51	Stuff
50-25	Stuff
24-08	Stuff
07-01	Stuff

**Flying Tankidon Soldier**

Level 9 (Machina)

First Encountered: [Doing Things Differently](#)

The Flying Tankidon Soldier is just what it sounds like - large and built to do damage from above with a giant manipulator set on its face, in place of the normal cannon.

Ratio: 2 Monsters per 3 Lv. 5ish PCs

STR:	12	HP :	180	Weak:	Fir,Lit
VIT:	10	MP :	N/A	Resist:	
AGI:	10	EVA:	027	Immune:	
SPD:	08	MEV:	013	Absorb:	
MAG:	02	ARM:	023	I: Status	
SPR:	02	MAR:	019	Auto-Status:	Crit10%



	ACC: 109	EXP:	1,278
	MAC: 113	Gil:	0,558

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Attacks:

Mandible:	1d8+36,Arm damage.
Divebomb:	1d8+60,Arm damage.
Flight:	After taking an action to go airborne, FTS can only be hit by long-range attacks.

Spoils:

100-51	Stuff
50-25	Stuff
24-08	Stuff
07-01	Stuff

**Lava Worm**

Level 9 BOSS (Beast)

First Encountered: [Capital Acquisition](#)

A giant magma-eating beast that tunnels through the rocks of Vulcan.

Ratio:	Unique
--------	--------

STR:	12	HP :	864	Weak:	Ice,Wtr
VIT:	12	MP :	063	Resist:	
AGI:	05	EVA:	018	Immune:	
SPD:	04	MEV:	020	Absorb:	Fire
MAG:	04	ARM:	024	I: Status	Fatal
SPR:	07	MAR:	008	Auto-Status:	
		ACC:	099	EXP:	3,330
		MAC:	117	Gil:	0,972

Attacks:

Ram:	1d12+36,Arm damage.
Hide:	Lava Worm buries underground for a round.
Ultra Waves:	2d8+32,MArm damage to all, plus a 63%,MDef chance to Berserk (6) (Roll for each target). (Blue Magic, 19 MP)
Consume:	Capture target PC. Release after 10% of Lava Worm's MaxHP is dealt. Damages the PC 10% of its Max HP every Status Phase. PC cannot act. PC does not take damage when Lava Worm does.

Spoils:

AUTO	1 x Hypello Essence
On Poach...	Drop This:
100-51	Nothing
50-25	5 x Firey Gleams
24-08	Hypello Essence

07-01 Hypello Essence + 5 Firey Gleams

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**Quartz Snail**

Level 7 (Beast)

First Encountered: [Capital Acquisition](#)

A large snail with a shell covered in crystal. When it hides in its shell, magic makes it let loose crystal shrapnel.

Ratio: 1 PCs/Monster

STR:	09	HP :	126	Weak:	
VIT:	09	MP :	031	Resist:	
AGI:	04	EVA:	015	Immune:	
SPD:	04	MEV:	023	Absorb:	
MAG:	07	ARM:	018	I: Status	
SPR:	09	MAR:	011	Auto-Status:	
		ACC:	095	EXP:	791
		MAC:	121	Gil:	308

Attacks:

Antennae:	1d8+27,Arm damage.
Escape:	48% CoS to run away.
Blaster:	1d8+28,MArm to all, with a 71% CoS of Immobilize (4). (17 MP)
Defend & Counter, Magic:	When Defending, counter any Magic with Blaster.

Spoils:

AUTO	2 x Crystal Shards
On Poach...	Drop This:
100-51	Nothing
50-25	1 x Crystal Shard
24-08	1 x Crystal Shard + 1 x Firey Gleam
07-01	2 x Crystal Shards

**Wurm**

Level 5 (Dragon)

First Encountered: [Capital Acquisition](#)

These live in and around the wrecked airship. If hurt, they'll call for help, and then run away.

Ratio: 1 PCs/Monster

STR:	03	HP :	060	Weak:	Ice,Lit
VIT:	06	MP :	N/A	Resist:	
AGI:	10	EVA:	042	Immune:	Fire
SPD:	09	MEV:	017	Absorb:	
MAG:	06	ARM:	013	I: Status	
SPR:	06	MAR:	013	Auto-Status:	
		ACC:	105	EXP:	870

MAC: 117	Gil: 385
----------	----------

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**Attacks:**

Flarebreath:	1d8+18,MArm Fire-element damage. Ranged.	
Escape:	60% CoS to escape battle.	Alarm: Next round, a new Wyrm comes into play.
Flight:	After takign a round to lift off, Wyrm can only be hit with Ranged attacks.	

**Spoils:**

AUTO	1 x Wyrm Scale
On Poach...	Drop This:
100-51	Nothing
50-25	1 x Fireweed
24-08	1 x Wyrm Scale
07-01	1 x Wyrm Scale + 1 x Fireweed

**Volcanapede**

Level 8 NOTORIOUS (Beast)

First Encountered: [Capital Acquisition](#)

The Volcanapede lives in the Steam Tunnels. When hit with a Water-based attack, the thin layer of magma around it hardens, protecting it and putting it into stasis. When the shell is broken, it regains that layer of magma - Element Spikes (Fire) included, for 20 damage. The magma and the stasis-stone don't exist simultaneously.

Ratio: 3 PCs/Monster

STR: 09	HP : 288	Weak:	Wtr
VIT: 09	MP : N/A	Resist:	Ice
AGI: 09	EVA: 020	Immune:	Wind
SPD: 03	MEV: 021	Absorb:	Fire
MAG: 10	ARM: 020	I: Status	Death
SPR: 03	MAR: 017	Auto-Status:	
	ACC: 106	EXP:	1,776
	MAC: 128	Gil:	1,312

**Attacks:**

Feelers:	1d8+27,Arm damage.
Magma Bath:	Heals 25% of Volcanapede's HP.
Stasis:	When hit with a Water-element attack, Volcanapede loses Element Spikes, and gains Stop (4), Protect (4) and Shell (4).
Magma Coating:	When physically hit during Stasis, Volcanapede loses Stop, Protect, and Shell, and gains Element Spikes (Fire) (4).

**Spoils:**

AUTO	3 x Volcanic Rock
On Poach...	Drop This:

100-51	Nothing
50-25	2 x Volcanic Rock
24-08	1 x Refinable Ore
07-01	1 x Refinable Ore + 1 x Volcanic Rock

**Skeleton Warrior**

Level 8 (Undead)

First Encountered: [Capital Acquisition](#)

Warriors from a forgotten battle. They defend their beloved leader, slain in the same battle as they.

Ratio: 1.5 PCs/Monster

STR:	09	HP :	128	Weak:	Fire,Holy
VIT:	08	MP :	N/A	Resist:	
AGI:	04	EVA:	021	Immune:	
SPD:	09	MEV:	021	Absorb:	Shadow
MAG:	04	ARM:	036	I: Status	
SPR:	09	MAR:	036	Auto-Status:	Zombie
		ACC:	096	EXP:	1,360
		MAC:	116	Gil:	544


**Attacks:**

Rusted Blade:	1d10+27,Arm damage.
Blade of the Damned:	1d10+27,Arm Shadow-element damage, with a 60% CoS to Zombify (U) and a 30% CoS to Curse (4). (CT -2)

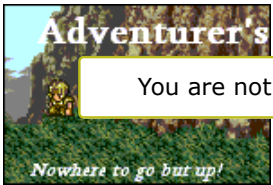
**Spoils:**

AUTO	2 x Scrap Metal
On Poach...	Drop This:
100-51	Nothing
50-25	1 x Scrap Metal
24-08	1 x Scrap Metal
07-01	2 x Scrap Metal

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11 ...

**Actions**

- [Wiki Home](#)
- [Pages and Files](#)
- [Members](#)
- [Recent Changes](#)
- [Manage Wiki](#)

**Navigation**

**The Game**

- [Member Roster](#)
- [Session Index](#)
- [Coliseum Matches](#)
- [Trading Board](#)
- [Skills Board](#)
- [Chocobo Board](#)
- [Bestiary](#)
- [Old Updates](#)
- [Feedback](#)
- [Random Facts](#)
- [Character Fiction](#)
- [Mission Reports](#)
- [Articles](#)

**The Worlds**

- [Point Infinity](#)
- [Ceres](#)
- [Vulcan](#)
- [Neptune](#)
- [Mercury](#)
- [Pluto](#)
- [Quirinus](#)
- [Jupiter](#)

**Small Ruby Flan**

Level 2 (Amorph)

First Encountered: [Chocobo Aptitude Test](#)

A ball of pudding-like slime, red in color. Have no tactics whatsoever, and their near-invulnerability to physical attacks is not yet fully matured.

Ratio: 1 PC/Monster

STR:	05	HP :	016	Weak:	Ice,Wtr
VIT:	04	MP :	027	Resist:	
AGI:	05	EVA:	012	Immune:	
SPD:	05	MEV:	020	Absorb:	Fire
MAG:	09	ARM:	014	I: Status	
SPR:	09	MAR:	005	Auto-Status:	
		MAC:	120	EXP:	266
		ACC:	092	Gil:	124

Attacks:

Smack:	1d8+10,Arm damage.
Fire:	1d8+18,MArm Fire-elemental damage (12 MP)

Spoils:

100-51	Stuff
50-25	Tonic
24-08	Bomb Fragment
07-01	Bomb Fragment

**Juravis**

Level 5 (Aerial)

First Encountered: [Lexy's Midnight Raiders](#) (not fought)

A three foot tall bird with grey feathers with white-ish chest and face plumage.

Ratio: .75 PC/Monster

STR:	12	HP :	045	Weak:	Earth
VIT:	06	MP :	000	Resist:	Wind
AGI:	10	EVA:	023	Immune:	
SPD:	08	MEV:	009	Absorb:	
MAG:	02	ARM:	005	I: Status	
SPR:	02	MAR:	003	Auto-Status:	Flight
		MAC:	109	EXP:	570
		ACC:	105	Gil:	235

Attacks:

Scratch Up:	1d8+24,Arm damage.
Feather Bomb:	1d8+24,Arm damage, Auto-Hit

Reactions:

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Counter 50% Feather Bomb

Spoils: (in the session)

100-51	Empty
50-25	Juravis Feather
24-08	Juravis Feather
07-01	Juravis Feather

**Giant Sea Serpent**

Level 6 (Aquan Boss)

First Encountered: [Performers on Strike](#)

A very realistic looking mechanical Sea Serpent.

STR:	07	HP :	384	Weak:	Lightning
VIT:	08	MP :	045	Resist:	
AGI:	07	EVA:	019	Immune:	Water
SPD:	06	MEV:	019	Absorb:	
MAG:	08	ARM:	010	I: Status	All Fatal, Toxin and Transform statuses
SPR:	05	MAR:	014	Auto-Status:	
		MAC:	122	EXP:	2214
		ACC:	100	Gil:	669

Attacks:

Bite:	1d10+21,Arm damage.
Light Beam:	1d8+24,MArm damage, Multi-Target, Non Elemental, Blind 30% (4 turns), Magical, MP Burn (36)

**Sewer Rat**

Level 6 (Beast)

First Encountered: [Rat Trouble](#)

Rats whose eyes glow red when they're attacked.

STR:	06	HP :	042	Weak:	Fire
VIT:	07	MP :	000	Resist:	
AGI:	09	EVA:	023	Immune:	Bio
SPD:	08	MEV:	017	Absorb:	
MAG:	05	ARM:	006	I: Status	All Toxin statuses
SPR:	06	MAR:	006	Auto-Status:	
		MAC:	116	EXP:	426
		ACC:	104	Gil:	162

Attacks:

Scratch: 1d8+18,Arm damage.

Fire: 1d6+12,Arm damage, Poison 30% (remains until cured)

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## Spoils:

100-51	Tonic
50-25	Antidote
24-08	2 Tonics
07-01	Hi-Potion

**Steel Hawk**

Level 10 (Aerial)

First Encountered: [Lexy's Midnight Raiders](#)

A three foot tall bird with grey feathers and light brown chest and face plumage.

Ratio: .75 PC/Monster

STR: 14	HP : 105	Weak:	Earth
VIT: 07	MP : 000	Resist:	Wind
AGI: 10	EVA: 030	Immune:	
SPD: 10	MEV: 014	Absorb:	
MAG: 02	ARM: 008	I: Status	
SPR: 02	MAR: 011	Auto-Status:	Flight
	MAC: 114	EXP:	940
	ACC: 130	Gil:	380

## Attacks:

Scratch Up:	2d8+42,Arm damage.
Shine Lover:	1/8 of a character's Gil vanishes never to be seen again
Escape	60% chance to flee

## Reactions:

Counter 50% Scratch Up

## Spoils: (in the session)

100-51	Empty
50-25	Steel Hawk Feather
24-08	Steel Hawk Feather
07-01	Steel Hawk Feather

**Muck**

Level 12 (Amorph)

First Encountered: [Flan Fallout](#)

A brownish blob of goop... let's not think too hard about what it's made of.

Ratio: 1 PC/Monster



STR:	15	HP :	240	Weak:	Lightning
VIT:	10	MP :	000	Resist:	Earth, Fire, Ice
AGI:	05	EVA:	027	Immune:	
SPD:	05	MEV:	024	Absorb:	
MAG:	05	ARM:	017	I: Status	Blind, Poison
SPR:	10	MAR:	053	Auto-Status:	
		MAC:	116	EXP:	1212
		ACC:	102	Gil:	492

**Attacks:**

Ooze Lash:	2d8+45,Arm damage.
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**Spoils:**

(None in [Flan Fallout](#))

**Scum**

Level 14 (Amorph)

First Encountered: [Flan Fallout](#)

A greenish blob of goop... let's not think too hard about what it's made of.

Ratio:	1 PC/Monster
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STR:	05	HP :	140	Weak:	Fire, Ice
VIT:	05	MP :	000	Resist:	Earth, Lightning
AGI:	05	EVA:	024	Immune:	
SPD:	05	MEV:	041	Absorb:	
MAG:	17	ARM:	086	I: Status	Blind, Poison
SPR:	10	MAR:	019	Auto-Status:	
		MAC:	148	EXP:	1540
		ACC:	104	Gil:	779

**Attacks:**

Ooze Lash:	2d8+15,Arm damage.
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Poison Slime:	98,Def CoS Poison (U)
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**Spoils:**

(None in [Flan Fallout](#))

**Cocatoris**

Level 15 (Aerial)

First Encountered: [Lexy's Midnight Raiders](#)

A three foot tall bird with dark grey feathers and deep red chest and face plumage.

Ratio:	1 PC/Monster
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STR:	12	HP :	300	Weak:	Wind
VIT:	12	MP :	000	Resist:	

AGI: 10	EVA: 039	Immune:	
SPD: 12	MEV: 019	Absorb:	
MAG: 02	ARM: 020	I: Status	
SPR: 02	MAR: 016	Auto-Status:	Flight
	MAC: 119	EXP:	1770
	ACC: 119	Gil:	690

**Attacks:**

Scratch Up:	1d8+24, Arm damage.
Beak:	69, Def CoS to Petrify (4)

**Reactions:**

Counter 50%	Scratch Up
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**Spoils: (in the session)**

100-51	Cocatoris Feather
50-25	Cocatoris Feather
24-08	Cocatoris Feather
07-01	Cocatoris Feather

**Earth Elemental**

Level 16 (Arcana)

First Encountered: [Alba Shrine](#)

A hulking humanoid mass of rock.

Ratio:	5/3 PC/Monster
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STR: 20	HP : 325	Weak:	Fire
VIT: 11	MP : 000	Resist:	Ice, Lightning
AGI: 05	EVA: 026	Immune:	Earth
SPD: 05	MEV: 026	Absorb:	
MAG: 05	ARM: 021	I: Status	Slow, Stop, Stone, Toxin, Blind, Sleep, Death, Petrify
SPR: 05	MAR: 066	Auto-Status:	
	MAC: 126	EXP:	3184
	ACC: 106	Gil:	1264

**Attacks:**

Earth Attack:	2d12+120, Arm Earth elemental damage
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**Ooze**

Level 22 (Amorph)

First Encountered: [Flan Fallout](#)

A bigger blob of goop... let's not think too hard about what it's made of.

Ratio:	1 PC/Monster
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STR:	20	HP :	528	Weak:	Fire, Ice
VIT:	12	MP :	000	Resist:	Earth, Lightning
AGI:	08	EVA:	035	Immune:	
SPD:	05	MEV:	034	Absorb:	
MAG:	05	ARM:	028	I: Status	Blind, Poison
SPR:	07	MAR:	091	Auto-Status:	
		MAC:	132	EXP:	1870
		ACC:	118	Gil:	748


Attacks:

Ooze Lash: 3d8+100,Arm damage.

Spoils:

(None in [Flan Fallout](#))

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