Throughout your adventure, you will find your path barred by around 150 different kinds of monsters. The information on the following pages will help you enter battle well prepared. Look up the monster tables to discover your adversaries’ strengths and weaknesses. We also reveal a few useful strategies. The monsters’ statistics, together with our tried and tested battle tips, will help you defeat even the most formidable opponents.

**MONSTERS**

Throughout your adventure, you will come across the creature in question. This should help you identify which “version” of the monster you are facing.

**NAME:** Behemoth

**WEAKNESSES:**
- Ice, Beast Killer

**ITEMS DROPPED AFTER BATTLE:**
- Phoenix Down, Lapis Lazuli, Echo Screen

**CARDS:** Odog

**ITEMS OBTAINED BY USING STEAL COMMAND:**
- Phoenix Pinion, Phoenix Pinion, Phoenix Pinion, Phoenix Pinion

**REMARKS:**
- There is a 25% chance that this monster will counter physical attacks with Meteor. The Behemoth in Treno drops no items after battle.

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**NAME:** Abadon

**WEAKNESSES:**
- Wind, Bug Killer, Bird Killer

**ITEMS DROPPED AFTER BATTLE:**
- Garnet, Vaccine

**CARDS:** Abadon

**ITEMS OBTAINED BY USING STEAL COMMAND:**
- Garnet, Vaccine, Phoenix Pinion, Phoenix Pinion

**REMARKS:**
- Zidane appears once Abadon has attacked twice. The damage dealt to the monster is so far not counted. Abadon is immune to Earth attacks, and is defeated after losing around 13,000 HP.