Monsters

On their quest, Squall and his friends will travel through many different regions, which are home to a wide variety of hostile creatures. They will meet human, mechanical and exotic breeds of animal opponents. Some are more fearsome than others, but they will all do their best to stop the party’s advance.

While there might be occasions where a hasty retreat is in order, you will find that they are few and far between. Some time events may leave scant room for battle or you could even encounter a seemingly unstoppable opponent. Indeed, most battles prove a valuable experience. You can draw magic and gain items from monsters, hone your fighting skills and find out which kinds of attack are most effective in specific situations. Also, battles provide the only possibility of letting your characters and GFs gain experience levels and, in the case of GFs, ability points. These AP allow them to learn new abilities as explained in the “Junction” chapter. Do not be disappointed if some battles are not rewarded with experience or ability points. They usually are an indication that you have just defeated a boss monster.

Your characters and GFs are not the only ones to build up impressive strength during the adventure. When you visit known locations at later stages you will find that the local monsters have increased in levels, too. You will have more, stronger attacks and, possibly, higher level magic. This way, while some early monsters will be easier to fight, many opponents will remain a challenge throughout the game. Monsters referred to as “lower level” in this guide are on levels 1-19. “Mid-level” monsters have levels 20-29. Opponents on level 30 and above are considered “higher level”.

Some encounters are set while others are random. Generally, you will find certain kinds of monsters in specific areas. The tables introduce monsters in the approximate order in which you will meet them. While the following tables give a good indication of what to expect where there are no means by exhaustive. This is, after all, a game of exploration, and we don’t want to spoil your fun.

How to read the monster tables

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- **Location**: Where the monster is found.
- **AP**: Indicates that after successfully fighting the monster your GFs are rewarded with a fair amount of ability points (usually around 10-20 AP). AP+ indicates a considerable gain in ability points (usually 21+ AP).
- **Enemy HP**: HP varies.
- **HPLV**: Indicates that this is a set encounter. If you can draw a GF from the opponent, this is indicated by the addition “hold GF”. You will find the GF’s name in bold print in the tables.
- **HP Examples**: Gives an example of the monster’s hit point range. The figures are only approximate values since the assigned HP vary.
- **Elemental Attacks**: Which elemental attacks the opponent is particularly weak against and which ones it resists effectively. Some monsters have no apparent weakness.
- **How to Obtain Magic and Items**: Includes the magic and items every opponent you encounter will have at least one kind of magic your characters can steal by using the Draw command. On middle and higher levels, a monster might have other, additional or higher level magic.
- **Items Dropped After Battle**: Most monsters will randomly drop one or several items after you have won the battle against them. On middle and higher levels, a monster might have other, additional or higher level items.
- **Items to Be Stolen**: Using the Command Ability Mug, your character will attempt to steal an item or several of its kind while attacking the opponent. These aren’t necessarily the items a monster would drop. N.B.: The items most likely to be obtained are mentioned first, those least likely to be obtained are mentioned last in each entry.

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**Monster Cards Tip**

- **Monster cards Tip**

**Specific Items**

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**Obtainable Magic and Items**

**Sizes**: Gives an indication of the monster’s hit point range. The figures are only approximate values since the assigned HP vary.

**GFs**: Indicates that this is a set encounter with a GF. If you defeat the GF, it will be at your party’s disposal for the rest of the game. Not all GFs can be junctioned, however. Some will choose to appear randomly (see “Junction” chapter). Also, your junctionable GFs HP will be different to the amount of HP they had in their incarnation as monsters. Also, your junctionable GFs HP will be different to the amount of HP they had in their incarnation as monsters. Also, your junctionable GFs HP will be different to the amount of HP they had in their incarnation as monsters.

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**MONSTER GALLERY**

**Obtainable Magic and Items**

**Names**: Name of the monster.

**Locations**: Which areas it is found in.

**HP Examples**: Gives an example of the monster’s hit point range. The figures are only approximate values since the assigned HP vary.

**Elemental Attacks**: Which elemental attacks the opponent is particularly weak against and which ones it resists effectively. Some monsters have no apparent weakness.

**Boss GF**: Indicates that this is a set encounter with a GF. If you defeat the GF, it will be at your party’s disposal for the rest of the game. Not all GFs can be junctioned, however. Some will choose to appear randomly (see “Junction” chapter). Also, your junctionable GFs HP will be different to the amount of HP they had in their incarnation as monsters.

**Obtainable Magic and Items**

Every opponent you encounter will have at least one kind of magic your characters can steal by using the Draw command. On middle and higher levels, a monster might have other, additional or higher level magic.

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- **Boss GF**: Indicates that this is a set encounter with a GF. If you defeat the GF, it will be at your party’s disposal for the rest of the game. Not all GFs can be junctioned, however. Some will choose to appear randomly (see “Junction” chapter). Also, your junctionable GFs HP will be different to the amount of HP they had in their incarnation as monsters.
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