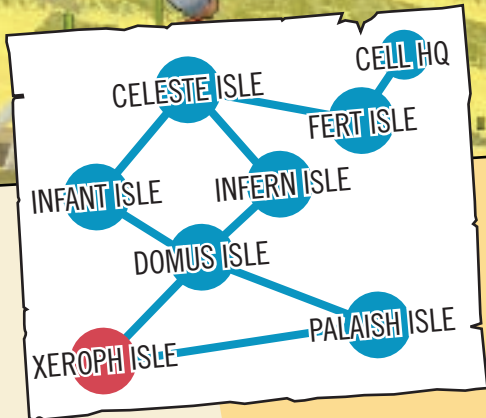


XEROPH ISLE



DANGER LEVEL

F E D C B A S

SCOUTPOST



DARKONIUM

0 1 2 3

(Receive one after completing Rank C of Battle Arena.)

A bowl-shaped desert island inhabited by a variety of monsters.

XEROPH ISLE

Points of Interest

- SCOUTPOST
- BATTLE ARENA
- SHRINE

Chests

- RANDOM X2
- DARKONIUM CRYSTAL
- SEED OF WISDOM

Rare skelegon

To Palaish Isle

Shrine

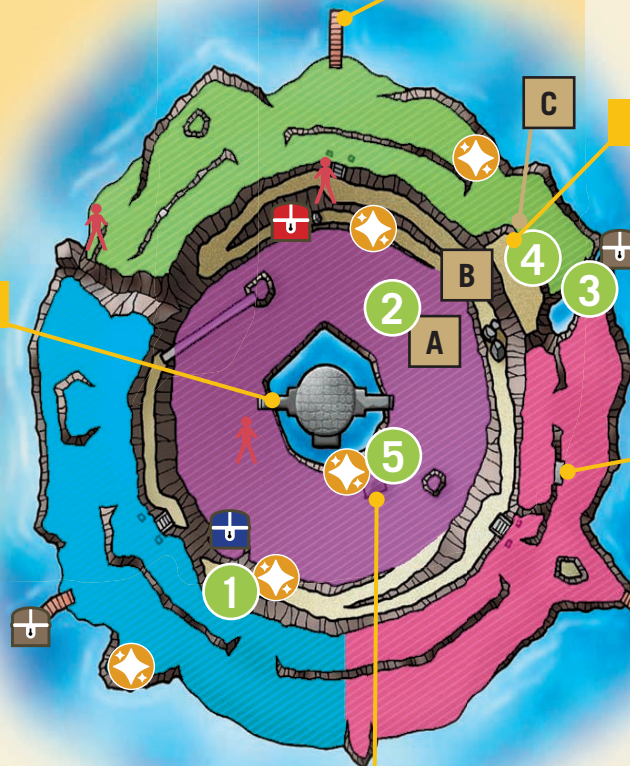
Scoutpost

To Domus Isle

Battle Arena

LEGEND

- 1 = CHECKPOINT
- A = MAP POINT
- + = CHEST
- ★ = SEED OF SKILL
- 👤 = RIVAL



Scoutpost

Item Shop

Item/Weapon	Effect	Cost (Gold Coins)
Medicinal herb	Restores 30 HP to a single ally.	8
Antidotal herb	Cures a single ally of the effects of poison.	10
Moonwort bulb	Cures a single ally of the effects of paralysis.	30
Chimaera wing	Teleports you to the last scoutpost you visited. (Only works outside.)	25
Exodust	Teleports you out of the current tower, cave, or dungeon.	50
Divine dagger	Sword/13	530
Iron lance	Spear/9	310
Woodcutter axe	Axe/14	650
Sludgehammer	Hammer/12	400
Leather whip	Whip/2	380
Cypress staff	Staff/4	150

Monsters

04 HEALSLIME



RANK
F E D C B A S

LV	4	HP	28	MP	255
ATTACK	24	DEFENCE	16		
AGILITY	31	WISDOM	45		
MAGIC	Heal, Fire Breath, Sweet Breath				
EXP	18	GOLD	19	G	

Medicinal herb

EASE OF SCOUTING 3

SKILLS 59 Healer, 148 Agility Boost

29 KOMODO



RANK
F E D C B A S

LV	3	HP	42	MP	9
ATTACK	35	DEFENCE	20		
AGILITY	30	WISDOM	14		
MAGIC	None				
EXP	30	GOLD	25	G	

Stone claws

EASE OF SCOUTING 2.5

SKILLS 63 Defender, 142 Attack Boost

37 SKELETON (RARE)



RANK
F E D C B A S

LV	5	HP	128	MP	8
ATTACK	72	DEFENCE	98		
AGILITY	32	WISDOM	4		
MAGIC	Cool Breath, Fire Breath				
EXP	183	GOLD	61	G	

Zombiesbane

EASE OF SCOUTING 1

SKILLS 37 Crack & Zam, 142 Attack Boost

59 SCORPION



RANK
F E D C B A S

LV	5	HP	32	MP	18
ATTACK	30	DEFENCE	25		
AGILITY	34	WISDOM	14		
MAGIC	Poisonous Poke				
EXP	20	GOLD	10	G	

Moonwort bulb/*Antidotal herb

EASE OF SCOUTING 2.5

SKILLS 109 Hive Mind, 145 Defence Boost

60 CRABID



RANK
F E D C B A S

LV	4	HP	36	MP	12
ATTACK	34	DEFENCE	44		
AGILITY	27	WISDOM	29		
MAGIC	Defend, Defending Champion				
EXP	24	GOLD	15	G	

Strong medicine

EASE OF SCOUTING 2.5

SKILLS 63 Defender, 145 Defence Boost

61 CHIMAERA



RANK
F E D C B A S

LV	5	HP	41	MP	25
ATTACK	41	DEFENCE	28		
AGILITY	36	WISDOM	44		
MAGIC	Heal, Fire Breath, Sweet Breath				
EXP	36	GOLD	30	G	

Chimera wing

EASE OF SCOUTING 2.5

SKILLS 61 Cleanser, 145 Defence Boost

117 DANCING FLAME



RANK
F E D C B A S

LV	5	HP	80	MP	10
ATTACK	38	DEFENCE	25		
AGILITY	31	WISDOM	34		
MAGIC	Flame Slash, Fire Breath				
EXP	40	GOLD	26	G	

Insulade

EASE OF SCOUTING 2

SKILLS 53 Fire Fighter, 145 Defence Boost

118 FROSTBURN



RANK
F E D C B A S

LV	5	HP	84	MP	16
ATTACK	39	DEFENCE	30		
AGILITY	30	WISDOM	12		
MAGIC	Whack, Cool Breath, Frost Slash				
EXP	45	GOLD	26	G	

Insulade

EASE OF SCOUTING 2

SKILLS 56, 145 Defence Boost

119 SPITNIK



RANK
F E D C B A S

LV	4	HP	52	MP	24
ATTACK	46	DEFENCE	20		
AGILITY	30	WISDOM	32		
MAGIC	Dazzleflash				
EXP	36	GOLD	41	G	

Exodust

EASE OF SCOUTING 2.5

SKILLS 1 Frizz & Bang, 145 Defence Boost

174 FIRESPIRIT



RANK
F E D C B A S

LV	5	HP	24	MP	8
ATTACK	10	DEFENCE	14		
AGILITY	22	WISDOM	33		
MAGIC	Frizz				
EXP	26	GOLD	18	G	

Medicinal herb/*Seed of magic

EASE OF SCOUTING 3

SKILLS 40 Fire, 145 Defence Boost

176 FUNGHOUL



RANK
F E D C B A S

LV	3	HP	24	MP	16
ATTACK	26	DEFENCE	15		
AGILITY	26	WISDOM	18		
MAGIC	Sweet Breath, Poison Breath				
EXP	22	GOLD	21	G	

Antidotal herb

EASE OF SCOUTING 3

SKILLS 104 Graveheart, 142 Attack Boost

178 DEMONRIDER



RANK
F E D C B A S

LV	4	HP	42	MP	17
ATTACK	32	DEFENCE	28		
AGILITY	41	WISDOM	31		
MAGIC	Gust Slash, Bomb Slash, Helm Splitter, Poisonous Poke				
EXP	36	GOLD	22	G	

Divine dagger

EASE OF SCOUTING 2.5

SKILLS 80 Diminisher, 142 Attack Boost

The Green Bays Archipelago
CELL HQ
Domus Isle
Infant Isle
Xeroph Isle
Palaish Isle
Infern Isle
Celeste Isle
Fert Isle
Uncharted Islands
Monster Scout Challenge Finals

CHECKPOINTS

1 Seeds of Skill

At night, bright objects occasionally appear around the islands. These are seeds of skill that, when used on a monster, give three skill points. These are marked on the maps.



2 Quicksand

Make your way down into the crater and run to the right. Drop into the quicksand to a cave below.



3 Bridges

Knock down the two bridges to get quicker access to the other side of the island.



4 Shrine

After helping the wulfspade through the Northern Cave, explore the north side of the island. When you are ready, enter the temple.



5 Battle Arena

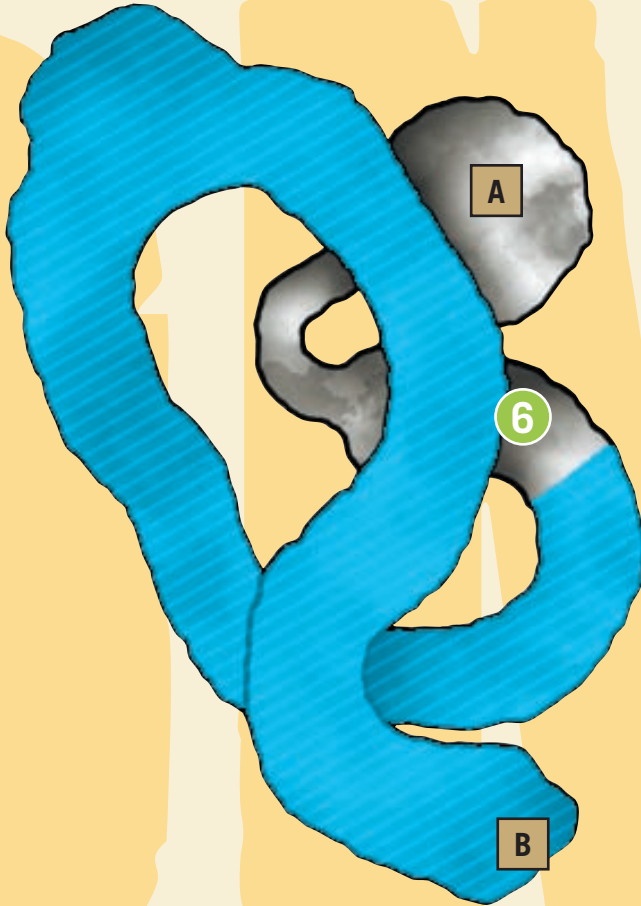
Once you have completed the first shrine, the battle arena opens up on Xeroph Isle. Talk to the masked man in the tent to compete. Refer to page 84 for more information.



NORTHERN CAVE

LEGEND

- 6 = CHECKPOINT
- A = MAP POINT



91 ORC

RANK F E D C B A S

LV	12	HP	235	MP	9
ATTACK	55	DEFENCE	40		
AGILITY	26	WISDOM	34		

MAGIC Heal, Multislash

EXP 225 GOLD 300

Sacred spear

EASE OF SCOUTING --

SKILLS --

147 WINKY

RANK F E D C B A S

LV	5	HP	46	MP	7
ATTACK	40	DEFENCE	28		
AGILITY	26	WISDOM	56		

MAGIC Ping/Frizz

EXP 33 GOLD 23

Magic elixir/*Seed of wisdom

EASE OF SCOUTING 2.5

SKILLS 75 Seal, 151 Wisdom Boost

177 MUDDY HAND

RANK F E D C B A S

LV	6	HP	40	MP	14
ATTACK	37	DEFENCE	26		
AGILITY	9	WISDOM	31		

MAGIC None

EXP 28 GOLD 15

Medicinal herb

EASE OF SCOUTING 2.5

SKILLS 110 Materialist, 142 Attack Boost

CHECKPOINTS

6 Fight the Orc

During your first time through the cave, you run into an orc fighting the unusual monster from earlier. Rescue this wulfspade monster by taking out the orc. The hero takes the unconscious monster back to the scoutpost.

Talk to the monster and it joins your team. He wants you to go with him back through the cave.



- The Green Bays Archipelago
- CELL HQ
- Domus Isle
- Infant Isle
- Xeroph Isle
- Palaish Isle
- Infern Isle
- Celeste Isle
- Fert Isle
- Uncharted Islands
- Monster Scout Challenge Finals

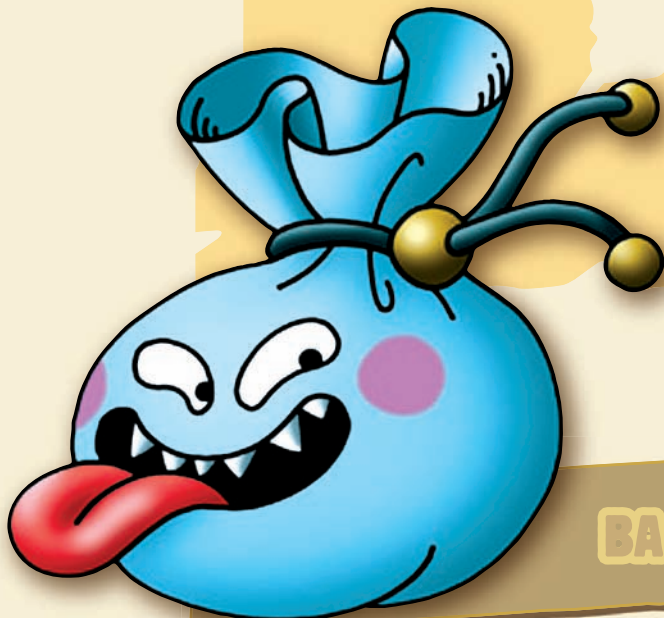
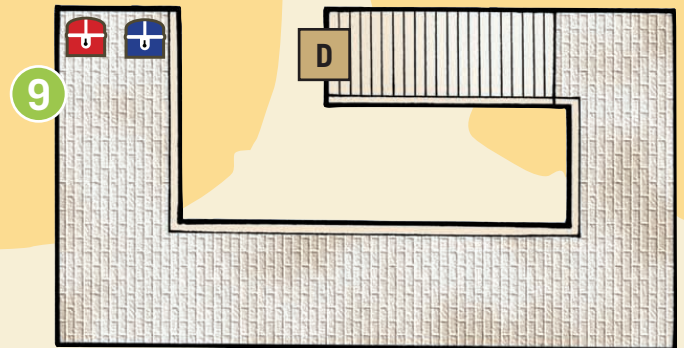
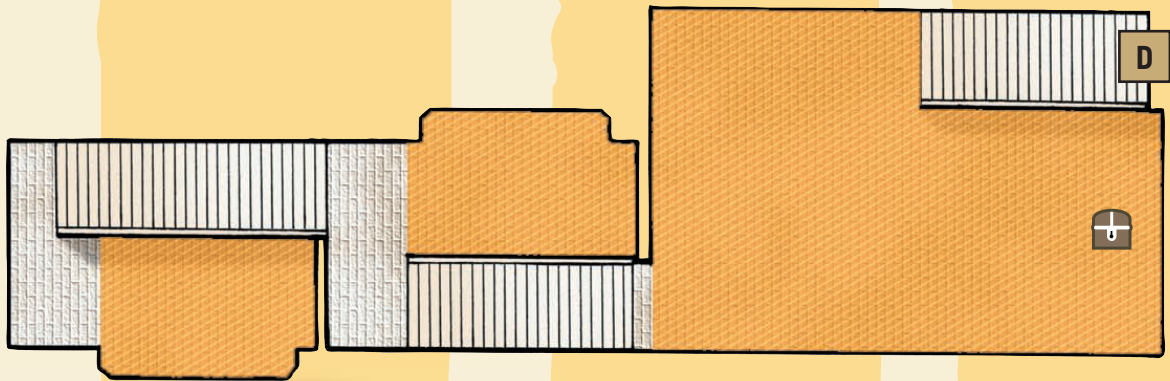
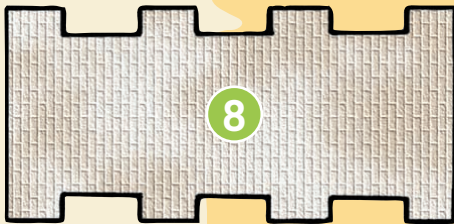
SHRINE

Chests

-  DARKONIUM
-  YGGDRASIL LEAF

LEGEND

-  = CHECKPOINT
-  = MAP POINT
-  = CHEST



BAGO LAUGHS

Monsters

88 HAMMERHOOD






RANK **F E D C B A S**

LV	5	HP	44	MP	5
ATTACK	58	DEFENCE	32		
AGILITY	21	WISDOM	12		

MAGIC Psyche Up

EXP 37 GOLD 19 

 Sludgehammer

EASE OF SCOUTING 2.5

SKILLS 83 Huntsman, 142 Attack Boost

115 BAG O' LAUGHS






RANK **F E D C B A S**

LV	6	HP	48	MP	11
ATTACK	35	DEFENCE	38		
AGILITY	37	WISDOM	18		

MAGIC Dazzle, Heal

EXP 32 GOLD 55 

 Magic elixir

EASE OF SCOUTING 2.5

SKILLS 78 Fear-monger, 145 Defence Boost

134 GOLEM






RANK **F E D C B A S**

LV	18	HP	450	MP	0
ATTACK	85	DEFENCE	36		
AGILITY	10	WISDOM	33		

MAGIC Psyche Up

EXP 1860 GOLD 650 

 "How to Zoom"

EASE OF SCOUTING --

SKILLS --

149 IMP






RANK **F E D C B A S**

LV	7	HP	44	MP	2
ATTACK	41	DEFENCE	40		
AGILITY	31	WISDOM	37		

MAGIC Frizz

EXP 33 GOLD 9 

 Oomph powder

EASE OF SCOUTING 2.5

SKILLS 1 Frizz & Bang, 151 Wisdom Boost

152 DESSERT DEMON






RANK **F E D C B A S**

LV	9	HP	197	MP	26
ATTACK	85	DEFENCE	48		
AGILITY	33	WISDOM	44		

MAGIC Zing, Bang, Acceleratle

EXP 220 GOLD 82 

 Seed of strength

EASE OF SCOUTING 1

SKILLS 73 Bolsterer, 151 Wisdom Boost

179 MUMMY BOY






RANK **F E D C B A S**

LV	9	HP	57	MP	17
ATTACK	52	DEFENCE	40		
AGILITY	36	WISDOM	28		

MAGIC None

EXP 42 GOLD 18 

 Exodust

EASE OF SCOUTING 2.5

SKILLS 104 Graveheart, 142 Attack Boost

7 Markings on Floor

In order to make your way through section A of the shrine, you need to follow the markings on the floor. First go through the door with one circle on the floor before it. This puts you back at the beginning of this section, but now you should go up the steps and enter the door with two green circles before it.



Again, this puts you back at the beginning, but this time you want to go up to the third floor where there are three circles on the floor. Before you enter this door, fight through the mummy boys and grab the item from the brown chest.

8 Dessert Demon

If at any time through this section you go through the wrong door, you go to a room with a dessert demon and imps. Fight your way through to the other side, where you are taken back to the beginning.



9 First Shrine

Grab the darkonium and Yggdrasil leaf from the chests, then enter the door to reach the Nexus Chamber inside. The first shrine sentinel is a golem. Take him out to receive a copy of "How to Zoom." At this point the wulfspade transforms into a hawkhart. He informs you that there are three more shrines that need to be explored.



The Green Bays Archipelago

CELL HQ

Domus Isle

Infant Isle

Xeroph Isle

Palais Isle

Infern Isle

Celeste Isle

Fert Isle

Uncharted Islands

Monster Scout Challenge Finals