GOBLIN



Changes from vanilla

* Goblin’s HP Multiplier went from 117 to 120
* Black Goblin HP Multiplier went from 86 to 95
* Gobbledeguck HP Multiplier went from 98 to 105
* Gobbledeguck Move stat went from 3 to 4

Pros: Status effect debuffs

Cons: Limited mobility, completely reliant on getting close to do anything, Ice elemental weakness

Being one of the first and most common monsters encountered in the game. Goblins are average monsters that are not particularly strong but also not to take lightly either. They have limited mobility making it quite difficult for a Goblin to get in close and do anything. While their damage output isn’t great (outside Bloodfeast), they are able to inflict status effects with Eye Gouge. Goblins are weak to Ice elemental attacks so a Black Mage or Summoner (Shiva) can quickly eliminate a Goblin.

Ability notes:

Eye Gouge: Normally inflicts Darkness but can also inflict Confusion as well.

Spin Punch: Superior to the Monk’s Cyclone as it doesn’t deal random damage and is uninvadable.

Goblin Punch: Has a range of 3 and vertical coverage of 3. Is now uninvadable and deals damage based on HP loss.

GREAT CAT



Changes from vanilla

* Brown Panther HP Multiplier went from 116 to 120
* Brown Panther & Coeurl Move stat went from 4 to 5
* Brown Panther C-Ev% went from 23 to 26
* Coeurl HP Multiplier went from 91 to 100
* Coeurl C-Ev% went from 26 to 28
* Vampire Cat HP Multiplier went from 99 to 105
* Vampire Cat is immune to Dark
* Vampire Cat is now weak to Holy
* Great Cat family has innate Retreat

Pros: Great mobility, deadly status debuffs

Cons: Average damage output, Blaster miss rates

The Great Cat family are one of the more mobile-type enemies early in the game and are slightly stronger than Goblins. Unlike Goblins, great cats focus more on status effects than damage. Blaster is capable of taking units out of the fight. Venom Claw can wear units down if they don’t have a way to remove Poison. What will come to a surprise for most players is their range. A side from the Vampire Cat, the Brown Panther and Coeurl have a decent Move stat and due to the great cat’s innate Ignore Elevation, they can easily reach their targets. Once put in Critical status, they can practically move anywhere on the map thanks to their new innate ability Retreat (Thief).

Ability notes

Venom Claw: Applies Poison status. Poison does not wear off unless removed so this can be potentially dangerous.

Blood Suck: Not same as Elmdor’s Blood Suck as it isn’t 100% successful in inflicting Blood Suck (19% chance of inflicting Blood Suck).

CHOCOBO



Changes from vanilla

* Chocobo HP Multiplier went from 108 to 110
* Chocobo C-Ev% went from to 15 to 20
* Black Chocobo HP Multiplier went from 80 to 85
* Black Chocobo Speed Multiplier went from 98 to 100
* Red Chocobo C-Ev% went from 10 to 15
* Chocobo family are now weak against Wind

Pros: Great mobility, mountable, decent power, damaging magic attack, decent Speed

Cons: Low HP, one less unit if mounted on, their offense is single target only, healing and status removal on the weak side

Final Fantasy’s stable monster, the Chocobo are amazing monsters with decent mobility and power. The advantage of the Chocobo is the human’s ability to mount onto them. This helps units with low mobility get around easier (however, at the cost of making the Chocobo inactive during battle as long as they’re mounted on). Also at any time, humans can also climb off Chocobos and make them able to participate in battle again. The interesting quirks of Chocobo is that each variant has a different purpose. The default Chocobo is more tied to support, while the Black and Red Chocobo are more oriented to offense.

In terms of power, the Black Chocobo is physically the strongest and also the only Chocobo that can fly. The Red Chocobo however is still more powerful. Choco Meteor is unavoidable and hits for heavy magical damage. Red Chocobo also have better HP and have innate Ignore Elevation making them the better Chocobo to use. In terms of healing, Choco Cure is still on the weak side and Choco Esuna still doesn’t heal as good as a White Mage’s Esuna but does clear Stop, which Esuna cannot. Chocobos are decent allies to have in battle and a strong unit if you’re a fan of monster-only challenges.

SKELETON



Changes from vanilla

* Increase in revival rate when Death Timer reaches 0
* Skeleton HP Multiplier went from to 115 to 120
* Bone Snatch - HP Multiplier went from to 90 to 115
* Skeletal Fiend HP Multiplier went from to 101 to 125
* Thunder Anima base power went from 2 to 4
* Aqua Anima base power went from 2 to 5
* Ice Anima base power went from 2 to 4
* Wind Anima base power went from 3 to 6
* Skeleton family has innate Ignore Weather & Ignore Terrain

Pros: Undead making them hard to permanently defeat, decent elemental coverage, decent power

Cons: Hard to heal, weak against kiting tactics

Being Undead, Skeletons are naturally hard to heal and recovery effects have the opposite effect on them. They’re also immune to certain buff effects such as Regen and Reraise. While Undead are no longer instantly defeated by Phoenix Downs, they’re still vulnerable to Elixir. Skeletons are generally the hard hitters of the Undead monsters. Having decent power both physically and magically, they can hit quite hard and more so if against opposition with elemental weaknesses.

A side from healing difficulties, Skeletons have limited range and their Anima abilities don’t cover a wide area, making opponents with better ranged options dangerous to them. However, their increase revival rates make them much harder to put down but in terms of viability, they have niche uses and are more useful against threats that all have elemental weaknesses to exploit.

BOMB



Changes from vanilla

* Bomb family is now immune to Poison and Undead
* Bomb HP Multiplier went from to 85 to 90
* Grenade HP Multiplier went from to 87 to 95
* Exploder HP Multiplier went from to 124 to 125
* Bite inflicts Oil status
* Small Bombs inflicts Oil status
* Small Bombs is Fire elemental
* Small Bombs base power went from 4 to 6
* Small Bombs has a vertical coverage of 2 instead of 0
* Flame Blast base power went from 3 to 5

Pros: Oil status infliction complements well with their Fire elemental attacks, decent elemental coverage

Cons: Low HP, limited range

Another Final Fantasy stable monster, the Bomb family represent fire and focus on dealing heavy fire elemental damage. With the Oil glitch being fixed now, the Bomb’s fire elemental attacks can potentially deal heavy damage against oil-drenched targets thanks to their Bite attack and Small Bombs. The Bombs can easily heal other Bomb members and other fire absorbing monster (Red Dragon) and can also heal human targets equipped with a Flame Shield. However, like the Skeleton family, they have limited range and can easily be overwhelmed against targets with massive range coverage.

SQUID



Changes from vanilla:

* Pisco Demon HP Multiplier went from to 108 to 110
* Squidraken HP Multiplier went from to 115 to 125
* Mindflayer HP Multiplier went from to 92 to 120

Pros: Stat buffing, decent disruption

Cons: Slow, limited mobility, average damage

Being the only aquatic monster in Tactics, the Squid family specialize in causing status effects and disrupting the enemy ranks. What they lack in damage, they make up with their ability to buff enemy stats and remove positive status effects on enemy units. Mindflayers in particular are still just as dangerous and can completely shut down strong teams thanks to Mind Blast. While the Squid family were somewhat of ‘joke’ monsters and mostly fodder in vanilla, their buffs this time around will not make them as easy as they used to be.

Ability notes

Black Ink: Now inflicts Oil and Confusion along with Darkness status.

Odd Soundwaves: Removes every positive status effect in the game and can also cancel out Charging, Defending, and Performing. Odd Soundwaves no longer hits the user.

Level Blast: Infamous for the Level Up/Down trick for stat increasing. Level Blast no longer removes a level and instead increases Brave by 3 points (1 permanently), +1 MA, +1 PA, and +1 Speed.

GHOST



Changes from vanilla

* Ghost family starts with initial Transparent
* Ghoul HP Multiplier went from to 115 to 90
* Ghoul Move and Jump stat went from 4 to 5
* Ghost HP Multiplier went from to 82 to 85
* Ghost Move and Jump stat went from 4 to 5
* Ghost C-Ev% went from 27 to 28
* Revenant HP Multiplier went from to 93 to 100
* Revenant Move stat went from 5 to 6
* Revenant Jump stat went from 4 to 6
* Revenant C-Ev% went from 28 to 30

Pros: Amazing mobility, status debuffs, great Speed

Cons: Low HP, low damage output, miss rates

Being the second of the Undead monsters encountered in Tactics. The Ghost family are interesting in that they rely on status effects more than damage (Skeletons). The Ghost family start with initial Transparent allowing their attacks to hit with full accuracy until it is removed. While they don’t have the high damage output like the Skeleton family does, they make up with their Speed and huge mobility. Since they can Teleport, they can reach their targets a lot quicker. Because they’re Undead, healing with them will be an issue but they still benefit from the increased revival rate and not immediately being defeated by Phoenix Down shenanigans.

Ability notes:

Ectoplasm: The Ghost families’ only offensive ability. Now has a 19% chance of inflicting Death Sentence.

Grease Touch: In addition to inflicting Oil, it can also inflict Slow status.

EYE



Changes from vanilla

* Floating Eye HP Multiplier went from to 80 to 85
* Ahriman HP Multiplier went from to 75 to 80
* Plague Horror HP Multiplier went from to 77 to 85

Pros: Decent mobility, status debuff

Cons: Frail low HP, average damage output, status effect miss rates

The Eye family are one of the few monsters with the ability to Fly. These monsters focus on flying in and performing mysterious effects with the power of their eye. The Eye family relies on causing status effects rather than actually inflicting damage onto their targets. However, they struggle in this role as their abilities still have nasty miss rates and some of their abilities have niche uses. However, the Plague Horror can abuse Doom Gaze and then move to another target and repeat, possibly making it where the team doesn’t have to lift a finger but stall out until the Death Timers run out on Death Sentence. A useful tactic against strong and sturdy opponents.

Ability notes

Demonic Gaze: Inflicts Petrify, Darkness, Silence, Don’t Move, Don’t Act, and now Stop. Instead of inflicting one random status effect, it can inflict multiple to all. Can still be evaded.

Dreaded Gaze: Reduces the targets Bravery by 25 points instead of 10. 5 points are permanently lowered.

Beam: Reduces the targets MA by 5 points instead of 2.

AEVIS



Changes from vanilla

* Juravis HP Multiplier went from 90 to 95
* Juravis C-Ev% went from 30 to 36
* Steel Hawk HP Multiplier went from 85 to 95
* Steel Hawk C-Ev% went from 28 to 32
* Cockatrice HP Multiplier went from 101 to 105
* C-Ev% went from 33 to 34
* Steel Hawk has innate Defense Boost
* Cockatrice has innate Ignore Weather
* Aevis family absorbs Wind

Pros: Decent mobility, good character evasion, ranged attack, above average power, decent Speed

Cons: Low HP, low damage ranged attack

The Aevis family is another monster with the ability to fly. While the Aevis family doesn’t specialize in status effects like the Eye family does, they make up with better speed, range, and evasion. The biggest change is the Aevis family can now absorb Wind elemental attacks. Feather Bomb is their only ranged attack but Talon Dive is quite strong. Steel Hawks are more resistance to physical attacks due to their innate Defense Boost. However, the Cockatrice is still the strongest of the Aevis family and their petrifying attack has a decent success rate.

Ability notes

Peck: Reduces the target’s PA by 5 points instead of 2.

Feather Bomb: Has a range of 4 instead of 3.

PIG



Changes from vanilla

* Swine HP Multiplier went from 69 to 75
* Swine Speed Growth went from 85 to 80
* Swine Multiplier went from 140 to 160
* Swine C-Ev% went from 42 to 46
* Porky HP Multiplier went from 83 to 85
* Porky Speed Growth went from 85 to 80
* Porky Multiplier went from 139 to 160
* Porky C-Ev% went from 36 to 42
* Wild Boar HP Multiplier went from 77 to 85
* Wild Boar Speed Growth went from 85 to 80
* Wild Boar Multiplier went from 138 to 160
* Wild Boar C-Ev% went from 39 to 44
* Wild Boars no longer a breed exclusive monster

Pros: Fastest monster in the game, highest character evasion, healing and reviving abilities

Cons: Very frail, very low damage (outside Wild Boar), limited range

The Pig family in Tactics is well-known for their amazing poachable items. While that is still a thing in this mod, the Pig family is more difficult to encounter in DToI. Pigs have the highest speed value and their character evasion is through the roof, so attacking them from the front is difficult. While the Pig family severely lacks in offense (except Wild Boar), they make up with acting as support, able to heal and revive and can cause status effects as well.

Ability notes

Reckless Charge: No longer has a vertical coverage of 0. It has been boosted to 1.

Snort: Has a range of 2 instead of 1.

Oink: Has a range of 3 instead of 1. Brings back a Dead unit with 80% of their max HP.

Toot: Has a range of 2 instead of 1.

Bequeath Bacon: Normally sacrifices the Pig to instantly level up the target. No longer does this. Instead Bequeath Bacon acts as the same as Ramza’s Chant as it heals HP to another target while draining a little HP after the caster.

DRYAD



Changes from vanilla

* Dryad HP Multiplier went from 150 to 160
* Dryad C-Ev% went from 0 to 5
* Treant HP Multiplier went from 130 to 150
* Treant C-Ev% went from 0 to 6
* Taiju Move stat went from 3 to 4
* Taiju C-Ev% went from 0 to 7
* Dryad family halves Water
* Dryad family has innate Lifefont
* Dryad family has innate Ignore Terrain

Pros: Decent support, new custom ability (Taiju)

Cons: Slow, friendly fire enabled

The Dryad family acted as the supportive-type monsters in Tactics. However, they greatly struggled in this role and their abilities were quite underwhelming in what the game tried to make them simulate. However, in DToI, the Dryad family has received a significant buff and now can provide the support that was lacking in vanilla. The Dryad family can now apply buffs and healing to allies and their main attack Leaf Dance now has better vertical coverage. Despite their buffs, their abilities can hit enemy targets too so caution has to be used when providing support.

Ability notes

Leaf Dance: Vertical range has been increased from 0 to 2.

Guardian Nymph: Increased effect area from 1 to 2. Vertical range increased from 0 to 1. Applies Protect, Regen, and Defending.

Shell Nymph: Increased effect area from 1 to 2. Vertical range increased from 0 to 1. Applies Shell, Regen, and Defending.

Life/Magic Nymph: Increased effect area from 1 to 2. Vertical range increased from 0 to 1. Restores HP/MP.

Mighty Nymph: Only available to Taiju, applies Reraise, Protect, Shell, Regan, Haste, Float, Reflect, and Defending. Range of 3 and vertical range of 1.

WISENKIN



Changes from vanilla

* Wisenkin HP Multiplier went from 135 to 145
* Minotaur HP Multiplier went from 160 to 165
* Sekhret HP Multiplier went from 151 to 160
* Sekhret C-Ev% went from 12 to 13
* Wisenkin is immune to Earth
* Minotaur halves Fire
* Minotaur & Sekhret absorb Earth
* Minotaur & Sekhret have innate Lifefont

Pros: Decent HP, strong melee damage

Cons: Limited mobility, limited range

The Wisenkin family are one of the first strong monsters’ players will encounter early in the game before running into really powerful monsters more commonly. The Wisenkin family uses pickaxes to deal heavy damage and also makes their Counter very dangerous when attacking them from up close. Like other monsters, the Wisenkin family struggle against enemies that have ranged options, so kiting strategies are their greatest weakness. The Wisenkin family are strong on smaller maps.

MALBORO



Changes from vanilla

* Malboro C-Ev% went from 0 to 5
* Ochu HP Multiplier went from 145 to 180
* Ochu C-Ev% went from 0 to 7
* Great Malboro HP Multiplier went from 181 to 185
* Great Malboro C-Ev% went from 0 to 6
* Malboro family halves Water
* Malboro family is now immune to Oil and Poison
* Malboro family has innate innate Ignore Weather
* New custom ability

Pros: Status debuff

Cons: Slow, average damage output, nasty miss rates, limited range

A very well-known monster among many Final Fantasy Veterans and for good reason. Malboro’s specialize in causing status effects for taking out their targets rather than relying on damage. This tactic still carries over, except now, Malboros can cause a larger array of status effects with their abilities making them quite dangerous once they get close.

Ability notes

Tentacles: Now has a 19% chance of inflicting Slow status.

Goo: Can also inflict Stop and Don’t Act as well as Don’t Move. Range has been increased from 1 to 2.

Bad Breath: Can also inflict Berserk, Slow, and Death Sentence.

Malboro Spores: Range went from 1 to 3 and has a vertical range of 1. Turns generic humans and monsters into a Malboro permanently.

Saliva: New custom ability to the Malboro family. Cancels every status buff and debuff as well as Charging, Defending, and Performing. Does not remove Faith, Innocent, Invitation, Blood Suck, Chicken, and Death Sentence.

BEHEMOTH



Changes from vanilla

* Behemoth HP Multiplier went from 140 to 160
* Behemoth C-Ev% went from 13 to 14
* King Behemoth HP Multiplier went from 150 to 170
* King Behemoth C-Ev% went from 13 to 16
* Dark Behemoth HP Multiplier went from 161 to 180
* King Behemoth Beastmaster skill changed from Twister to Karma
* Dark Behemoth halves Dark
* Dark Behemoth is weak to Holy

Pros: High HP, massive damage output, durable monsters

Cons: Limited range

Another stable Final Fantasy monster, the Behemoth family are well-known for their incredible offense. Behemoths hit like trucks and can easily drop targets relatively fast. Many of their abilities will be familiar to players since the ‘Demon’ family uses them. Due to their power, Behemoths are to be feared and can be incredibly dangerous to take on up close. Giga Flare will also pose a big problem for un-prepared parties.

DRAGON



Changes from vanilla

* Dragon HP Multiplier went from 133 to 155
* Dragon C-Ev% went from 5 to 8
* Blue Dragon HP Multiplier went from 155 to 165
* Red Dragon HP Multiplier went from 157 to 175
* Red Dragon C-Ev% went from 8 to 10
* Dragon has access to Thunder Breath
* Dragon absorbs Lightning
* Dragon is weak against Water
* Thunder/Ice/Fire Breath have piercing power

Pros: Great mobility, decent damage

Cons: In rare situations the piercing effects of Breath attacks can backfire

A very powerful monster. Dragons use their powerful bodies and breath attacks to deal massive damage to their targets. Each dragon now fully represents an element. The default dragon was only a sturdy physical attacker in vanilla but finally has access to an elemental breath attack and represents the Lightning element. Dragons make decent allies due to their power and their decent speed and mobility makes it easy for them to reach their targets quickly.

HYDRA



Changes from vanilla

* Hydra HP Multiplier went from 80 to 100
* Hydra C-Ev% went from 0 to 8
* Greater Hydra HP Multiplier went from 100 to 120
* Greater Hydra C-Ev% went from 0 to 10
* Tiamat HP Multiplier went from 112 to 200
* Hydra family halves Fire
* Tiamat halves Lightning

Pros: Massive HP, high damage output

Cons: Miss rates

The king of monsters. No monster completes with the Hydra family in terms of sheer power. The Hydra family is one of the most sturdy and strongest monsters in the game. Their powerful attacks can deal massive damage and only get stronger if paired with a unit with Beastmaster or with Reis who can powerful them up even further and give them more turns to cause mayhem. Despite their power, their elemental attacks have miss rates, even though these attacks have a vertical range of 0, they can miss often and even not hit their targets at all if the unit is surrounded by tiles of the same height value, therefore the key is the strike targets that are surrounded by different height values.

DEMON



Changes from vanilla

* Archaic Demon HP Growth went from 8 to 7
* Archaic Demon HP Multiplier went from 140 to 185
* Archaic Demon Speed Growth went from 100 to 90
* Archaic Demon Speed Multiplier went from 111 to 115
* Archaic Demon C-Ev% went from 5 to 10
* Ultima Demon HP Growth went from 9 to 7
* Ultima Demon HP Multiplier went from 155 to 180
* Ultima Demon Speed Growth went from 100 to 95
* Ultima Demon Jump stat went from 2 to 3
* Ultima Demon C-Ev% went from 10 to 15
* Archaic Demon has innate Beastmaster
* Demon family absorbs Dark
* Demon family is no longer immune to Transparent

Pros: Strong attacks, status removal

Cons: Miss rates, stronger attacks require massive HP loss

Demons that represent the darkness. The demon were strong monsters and were known for their Dark Holy spells. Still strong, their slight stat boosts make them more formidable and dangerous. Also, being able to absorb the Dark elemental now, they can self-heal by casting Dark Holy on themselves. The demons are also able to easily remove positive status effects. Their ability kit has expanded since vanilla given them more options. However, they still can’t be recruited via Invitation or Tame. However, they can be recruited after completing the game and spending Credit Points at the end of the game to have them join your ranks.

REAVER



Changes from vanilla

* Reaver is immune to Dark

Pros: Stat debuffs

Cons: Miss rates, average magic damage, spells can be reflected, limited MP

Another monster that represents the darkness. Rare in appearance, these monsters cast a different form of magic which players will be familiar with from the first zodiac monster. Reavers cast various spells from the Bio-line. These spells do not deal a lot of damage but their advantage is that they have a chance to add status effects and some (if successful), can take a unit or more out of the fight. Therefore, the Reaver is really dangerous when they have high Faith. Since Reavers are mostly spellcasters, they’re vulnerable to status effects that can shut their magic down. Like the Demon family, Reavers cannot be recruited normally, but thanks to the TLW base in DToI, they can be credit after the end game credits.

Ability notes

Bio Insanis: Can cause Confusion instead of Berserk.

STEEL GIANT



Changes from vanilla

* HP Multiplier went from 115 to 130

Pros: Heavy damage, great range, magic immunity

Cons: Self damaging abilities, limited mobility, slow, can’t be healed with magic

Mustadio’s killer! The Steel Giant is an interesting special monster. It has innate Innocent and has 0 Faith, making it immune to all Faith-based spells. The Steel Giant has decent power and all its specials deal fixed unavoidable damage to targets at the cost of the Steel Giant losing some HP. Because of its immunity to damage, attacks which are strong against it will not work, so enemies will have to resort to non-faith Lightning elemental attacks to severely damage it. Also, being a large monster, it is a great stepping stone for humans and a good monster to bring to Neveska Temple for that purpose alone.

REIS (HOLY DRAGON)



Changes from vanilla

* HP Growth went from 6 to 5
* HP Multiplier went from 130 to 180
* Immune to Toad and Charm
* Has innate Attack Boost, Arcane Strength, and Beastmaster
* Gained Counter
* New ability

Pros: High damage, great elemental coverage

Cons: Limited range, not much utility if completing quest

Reis in her Holy Dragon form is quite powerful. She is similar to the Dragon family as she has the same Breath attacks, they do but has access to all of them, allowing her to cover elemental weaknesses against monsters. Her innate abilities further increase her power and being a large monster, she is handy for Neveska Temple. However, if players are aiming to complete the chain of quests, players will not be able to keep Reis in her dragon form for long.

Ability notes

Holy Breath: Has the same range as the elemental breath attacks except it does not pierce or strike all panels. Deals unavoidable Holy elemental damage.

BYBLOS



Changes from vanilla

* Immune to Dark
* PA Growth went from 40 to 36
* C-Ev% went from 33 to 35

Pros: Innate Poach, stats debuff

Cons: Miss rates, low damage output, niche abilities

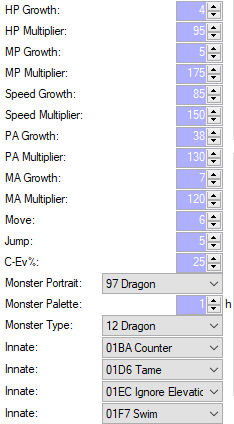
The last ‘special’ monster to join the player’s ranks. Byblos is a different variant of the Reaver family. Unlike Reavers, Byblos uses a completely different type of abilities that deal damage based on the enemies’ MP and its own HP. It also has a deadly debuff in Parasite that causes multiple status effects though it can completely whiff. It’s Energize ability is the same as Ramza’s Chant, except it has more range.

BOCO (WHITE CHOCOBO)



Exclusive to DToI

Stats



Pros: Great utility, decent damage, buffing, debuffs, great support for monsters

Cons: Average healing, limited MP, slow casting time

Foreign to Ivalice, this mysterious Chocobo has appeared and awaits the player to recruit it to the ranks! Boco generally carries the support and offense of the Chocobo family while having abilities exclusive to it. Unlike the other Chocobo, players cannot mount onto Boco. However, Boco makes up with amazing supportive abilities, healing, and buffing. Also, it can cause status effects to disrupt the enemy if necessary. Due to its innate Tame ability, it can also recruit monsters more easily. When recruited, Boco’s MP will be very limited so it will need to level up to gain more MP, especially if it wants to use its stronger abilities. For those interested in monsters or a monster-only challenge, Boco is a great addition.

Ability notes

Choco Star: Targets a single unit. Will either inflict Sleep or Confusion.

Choco Magic: Removes most status effects in the game. Including ones like Stop and Blood Suck.

Choco Guard: Targets one, adds Reraise, Regen, Protect, Shell, and Haste.

Choco Blaze: A powerful Fire elemental attack (easter egg from FF8) with a wide area effect and is unavoidable. Has a slow charging time. Range 5, effect area 2, vertical 3, CT 5, and 65 MP cost. Base power of 15.

TEIOH (DARK CHOCOBO)



Exclusive to DToI (Cannot join party)

The dark forces have corrupted this Chocobo and now its intent is to stop all that stand in its way. It possesses incredible power and will give travelers a run for their money! Quite dangerous and is even more deadly due to the power of Darkness giving it new abilities. Can you defeat this Chocobo and free it from corruptions?

STORM BEHEMOTH



Exclusive to DToI (Cannot join party)

A prototype weapon. A Behemoth enhanced with powerful magic. It resides in a dark realm. Its only purpose is to kill and guard its master. Can you defeat this experimental monster?