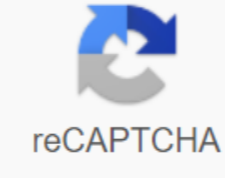




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Monster arena ffx list

Besaid (1 of Each Unlocks Stratoavis) ___ Dingo - Need 3 for Fenrir ___ Condor - need 5 for Pteryx ___ Water Flan - Need 3 for Jumbo Flan Kilika (1 of Each Unlocks Malboro Menace) ___ Dinonix - Need 3 for Ornitholestes ___ Killer Bee - need 5 for Hornet ___ Yellow Element - Need 3 for Nega Elemental ___ Ragora Mi'ihen Highroad (1 of Each Unlocks Kottos) ___ Mi'ihen Fang - Need 3 for Fenrir ___ Ipiria - Need 3 for Ornitholestes ___ Floating Eye - need 5 for One Eye ___ White Element - Need 3 for Nega Elementar ___ Raldo - Need 3 for Tanket ___ Vouivre - need 5 for Fafnir ___ Bomb - need 5 for Bomb King ___ Dual Horn - need 5 for Juggernaut Mushroom Rock Road (1 of each Unlocks Couerlregina) ___ Raptor - Need 3 for Ornitholestes ___ Gandarewa - need 5 for Vidatu ___ Thunder Flan - Need 3 for Jumbo Flan ___ Red Element - Need 3 for Nega Elemental ___ Lamashitu - need 5 for Fafnir ___ Funguar - need 5 for Sleep Sprout ___ Garuda Djose (1 of each Unlocks Jormungand) ___ Garm - Need 3 for Fenrir ___ Simurgh - need 5 für Pteryx ___ Biss Bug - brauchen 5 für Hornet ___ Snow Flan - Need 3 for Jumbo Flan ___ Bunyip - Need 3 for Tanket ___ Basilisk ___ Ochu Thunder Plains (1 von jedem Unlocks Cactuar King) ___ Melusine - Need 3 for Ornitholestes ___ Aerouge - need 5 für Vidatu ___ Buer - brauchen 5 für ein Auge ___ Goldelement - Brauchen Sie 3 für Nega Elemental ___ Kusiraqqu - brauchen 5 für Fafnir ___ Larva ___ Eisenriese - brauchen 10 für Iron Clad ___ Quactuar Macalania (1 von jedem Entriegelt Espada) ___ Schnee Wolf - Brauchen Sie 3 für Fenrir ___ Iguion - Need 3 for Ornitholestes ___ Wespe - brauchen 5 für Hornet ___ Evil Eye - need 5 for One Eye ___ Ice Flan - Need 3 for Jumbo Flan ___ Blue Element - Need 3 for Nega Elemental ___ Murussu - Need 3 for Tanket ___ Mafdet - Need 3 for Tanket ___ Xiphos ___ Chimera Bikanel (1 von jedem Entriegelt Abyss Wurm) ___ Sand Wolf - Brauchen Sie 3 für Fenrir ___ Alcyone - brauchen 5 für Pteryx ___ Mushusuu - brauchen 5 für Fafnir ___ Zu ___ Sandwurm ___ Cactuar Calm Lands (1 von jedem Freischalten Chimerageist) ___ Skoll - Need 3 für Fenrir ___ Nebiros - need 5 for Hornet ___ Flame Flan - Need 3 for Jumbo Flan ___ Shred - Need 3 for Tanket ___ Anacondaur ___ Ogre ___ Coeurl ___ Chimer a Brain ___ Malboro Sunken Cave (1 of Each Unlocks Don Tonberry) ___ Yowie - Need 3 for Ornitholestes ___ Imp - need 5 for Vidatu (Anmerkung: Imps auch auf Mt. Gagazet) ___ Dunkles Element - Brauchen Sie 3 für Nega Elemental ___ Nidhogg - brauchen 5 für Fafnir (Anmerkung : Auch auf Mt. Gagazet gefunden) ___ Dorn - brauchen 5 für Schlafsprossen ___ Valaha - brauchen 5 für Juggernaut ___ Epaaj ___ Ghost ___ Tonberry Gagazet (1 von jedem Entriegelt Catoblepas + Schlüsselstück: Blossom Crown, benötigt für Yunas Waffe) ___ Bandersnatch - Need 3 for Fenrir ___ Grat ___ Bashura ___ Grenade - need 5 for Bomb King ___ Splasher (Anmerkung: Splasher through Maelspike in überfluteten Teilen der Gagazet-Höhlen) ___ Achelous Maelspike (Note: Monsters below are common on zanarkand Ruins Road , n. by Gagazet) ___ Ahriman - need 5 for an eye ___ ___ - need 5 for Juggernaut ___ Mandragora ___ Behemoth ___ Dark Flan Sin (1 of each unlocked Abaddon) ___ Exoray - need 5 for sleep sprouts ___ Wraith ___ Twins A - need 10 for Iron Clad ___ Gemini B - need 10 for Iron Clad ___ Demonolite ___ Great Malboro ___ Bar ___ Adamantoise ___ Behemoth King Omega Dungeon (1 of each Unlocked Vorban) ___ Zaurus - Need 3 for Ornitholestes ___ Floating Death - need 5 for One Eye ___ Black Element - Need 3 for Nega Elemental ___ Halma - Need 3 for Tanket ___ Puroboros - need 5 for Bomb King ___ Spirit ___ Make ___ Master Coeurl ___ Master Tonberry ___ Varuna Original Monster ___ ___ 1 of all monsters of 2 different species (e.g. Wolves, Flans) unlocked - Great Sphere ___ 1 of all monsters from 6 species - Thuban ___ 1 of all monsters from 2 areas - Earthser ___ 1 of all monsters from 6 areas - Catastrophe ___ 1 of all monsters from 10 areas - get Mars' seals, required for Auron's weapon ___ 3 of all monsters on mt. Gagazet - Shiinyu ___ 1 of all monsters from all areas - Neslug ___ 5 of all monsters from all areas to Ultima Buster ___ 10 of all monsters from all areas PLUS defeat all original bosses - Nemesis Here are the list of monsters you can fight if you have caught a certain amount of monsters. Arena Conquest is unlocked when you select 1 monster from each area. Species Capture is unlocked when you discover a certain number of monsters of a particular type. The original monster capture is unlocked as soon as a certain condition is met. The monster trainer will say something like this: I've done it, I've created a monster. Fiend Name Price Dingo 24 Condor 18 Water Flan 27 Fiend Name Price Dinonix 40 Killer Bee 34 Yellow Element 49 Ragora 72 Fiend Name Price Mi'ihen Fang 49 Ipiria 69 Floating Eye 66 White Element 72 Raldo 63 Vouivre 90 Bomb 1 06 Dual Horn 187 Fiend Name Price Raptor 72 Gandarewa 93 Thunder Flan 75 Red Element 82 Lamashitu 108 Funguar 63 Garuda 210 Fiend Name Price Garm 132 Simurgh 109 Bite Bug 93 Snow Flan 193 Bunyip 145 Basilisk 187 Ochu 780 Fiend Name Price Melusine 162 Aerouge 216 Buer 198 Gold Element 160 Kusarqqu 168 Larva 495 Iron Giant 900 Qactuar 4000 Fiend Name Price Snow Wolf 288 Iguion 207 Wasp 213 Evil Eye 307 Ice Flan 282 Blue Element 270 Murussu 247 Mafdet 258 Xiphos 330 Chimera 1455 Fiend Name Price Sand Wolf 337 Alcyone 360 Mushusuu 405 To 1800 Sandworm 1500 Cactuar 4000 Fiend Name Price Skoll 630 Nebiros 480 Flame Flan 672 Shredder 552 Anacondaur 1125 Ogre 1470 Coeurl 1650 Chimera Brain 1500 Malboro 1650 Fiend Name Price Yowie 720 Imp 915 Dark Element 780 Nidhogg 903 Thorn 795 Valaha 1080 Epaaj 1425 Ghost 1215 Tonberry 3000 Fiend Price Name Bandersnatch 1320 Ahriman 975 Dark Flan 1620 Grenade 810 Grat 780 Grendel 1095 Bashura 1095 Mandragora Behemoth 2025 Splasher 300 Achelous 630 Maelspike 495 Fiend Name Preis Exoray 1260 Wraith 1605 Gemini 1666 Gemini 1666 1666 2205 Great Malboro 2250 Barbatos 2325 Adamantoise 3300 Behemoth King 2775 Fiend Name Price Zaurus 1425 Floating Death 1895 Black Element 1560 Halma 154 5 Puroboros 1455 Spirit 1950 Machea 2175 Master Coeuri 3045 Master Tonberry 3600 Varuna 2670 Some Excel features may not appear in Google Sheets and will be displayed in Google Sheets and will be displayed on changesDetails View Ads View... A browser error has been detected. Press Ctrl+F5 to refresh the page and try again. A browser error has been detected. Please try again, hold down Shift key again and click Update. In: Places in Final Fantasy X Many hostile enemies and special monster battle enemies, Unlocking Items The Monster Arena is a battle arena in Final Fantasy X, in the quiet lands. The Monster Arena is used to store fiends that were caught during the game. This is done by defeating the monster while using weapons with the Conquest Special Ability, which can only be purchased here. Lord Mi'ihen founded Monster Arena 800 years before Final Fantasy X as a training ground for the Crusaders. The owner of Monster Arena in Final Fantasy X is the clumsy Trema, who has the unique ability to reconstruct pyres in Fiends. [1] There is a moving statue of an Anacondaur and three Gemini swords around the entrance to the arena. When the statue is examined in Final Fantasy X, under the subtitles It Lives... Said. In Final Fantasy X-2, Monster Arena becomes Clasko's Chocobo Ranch. Profile[edit | edit source] Once the monsters are trapped, they can be fought at any time in the arena for a fee. When certain conditions are met, new creations are bred and can be fought. While new monsters are bred, the owner rewards the party with special and often rare items. For each new creation, the first fight is free, but all subsequent attempts cost Gil. The most expensive fight is against Nemesis, costing 25,000 Gil each time. Overkilled enemies in the arena drop duplicate items, but don't give the AP bonus to surrender to Overkilled Enemies elsewhere. In the arena, the player can no longer get a game after the defeat: he simply returns to the entrance, where he can heal and try again. Many monster arena monster sores' equipment losses are half fixed. Some monsters, including all original creations except Neslug, drop equipment that offers a 6% critical hit chance bonus instead of the usual 3% (this is relevant for weapons and armor, but only for attacks that deal physical damage). Monster Arena bosses never drop weapons with piercing, otherwise one Ownership of weapons dropped for Auron and Kimahri. Monster directory[edit | edit source] The monster directory has 13 sections, the different areas in which monsters can be found. Some monsters appear in more than one area, but for capture they add up regardless of where they were found. For example, a Nidhogg captured on Mount Gagazet still counts towards Cavern of the Stolen Fayth. In most (but not all) such cases, the fiend is the first area in which it can occur. Besaid[edit | edit source] Kilika[edit | edit source] Dinonix Killer Bee Yellow Element Ragora Mi'ihen Highroad[edit | edit source] Mi'ihen Fang Ipiria Floating Eye White Element Raldo Vouivre Bomb Dual Horn The following Fiends also appear in Mi'ihen Highroad. But they are among other areas for the purposes of the survey: Thunder Flan (Mushroom Rock Road) Mushroom Rock Road[edit | edit source] Raptor Gandarewa Thunder Flan Red Element Lamashitu Funguar Garuda Djose Road[edit | edit source] (Djose Comprises Highroad and Moonflow) Garm Simurgh Bite Bug Snow Flan Bunyip Basilisk Ochu The following Fiends also appear in Djose. But they are among other areas for the conquest purposes: Raptor (Mushroom Rock Road) Gandarewa (Mushroom Rock Road) Lamashitu (Mushroom Rock Road) Funguar (Mushroom Rock Road) Thunder Plains[edit | edit source] Melusine Aerouge Buer Gold Element Kusari Lar va Iron Giant Qactuar Macalania[edit | edit source] (Comprises Macalania Woods and Lake Macalania) Bikanel[edit | edit source] Sand Wolf Alcyone Mushusuu Zu Sand Worm Cactuar Calm Lands[edit | edit source] Skoll Nebiros Flame Flan Shred Anacondaur Ogre Coeurl Chimera Brain Malboro Stolen Fayth Cavern[edit | edit source] This category is called Sunken Cave in English-language versions before the HD version. Yowie Imp Dark Element Nidhogg Thorn Valaha Epaaj Ghost Tonberry The following Fiends also appear in Stolen Fayth Cavern, but count them among other areas for conquest purposes: Coeurl (Calm Lands) Malboro (Calm Lands) Mt. Gagazet[edit | edit source] (The following Fiends also appear on Mt. Gagazet, but count among other areas : Imp (Fay Stolenh Cavern) Nidhogg (Stolen Fayth Cavern) Inside Sin[edit] , but count them among other areas for conquest purposes: Ahriman (Mt. Gagazet) Varuna (Omega Ruins) (only about the point of non-return in The Core) Omega Dungeon[edit | edit source] The following Fiends also appear in Omega Ruins, But include other areas for capture purposes: Wraith (Inside Sin) Gemini (Club) (Inside Sin) Gemini (Sword) (Inside Sin) Demonolith (Inside Sin) Great Malboro (Inside Sin) Adamantoise (Inside Sin) Special monsters[edit | edit source] Once certain requirements are met , new monsters can be unlocked. These monsters are stronger variants of other enemies and do not give a Gil when defeated. They appear in three additional groups: Area Conquest Species Conquest Items[edit | edit source] Nirvana (Reopen the Monster Arena, conquer one of each opponent in Calm Lands, Celestial Celestial Required) Blossom Crown (conquer one of each Fiend in Mt. Gagazet) Mars Sigil (breed ten Area Conquest or Species Conquests Monster. Can be any combination of both) For the rewards for conquering all fiends in an area, see Area Conquest above. For rewards for capturing each fiend of its genus, see Species Conquest above. For the rewards received for unlocking Original Creation enemies, see the original above. Shop[edit | edit source] Musical themes[edit | edit source] Musical themes[edit | edit source] Trouble with the audio sample? The theme that plays in the Monster Arena is called Bravely Forward. In the music player of Final Fantasy VI Advance, the last track on the list called Fanfare 2 is a remix of Bravely Forward. Gallery[edit | edit source] Etymology[edit | edit source] A monster is any creature usually found in legends or horror fictions, which is often abhorrent and can cause fear or physical damage through its appearance or actions. The word monster derives from the Latin monster, which means a pergotial, mostly biological event, taken as a sign that something was wrong in the natural order. References[edit | edit source] - Final Fantasy X-2 Ultimania Omega. p088. The contents of the Community are available under CC-BY-SA, unless otherwise stated. Noted.

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