


I'm not robot  reCAPTCHA

Continue

In: Gameplay in Final Fantasy X-2 Edit Share Creature Creator main menu. My goal is to train the villains and learn the secrets of their villainous tale. Shinra Creature Creator, also known as Monster Create, is a special feature from Final Fantasy X-2: International Mission and HD Remaster. This allows you to recruit villains and characters for the party player. The creator of the creature edit the source Trap Creature edit the source of the Trap Creature menu. Trap creatures. Help the description of the player can set the pod in many places on Spira to capture villains from each area. Pods come in 4 varieties: Small (S), Medium (M), Large (L), and Special (SP). Each pod allows the player to catch a random villain in a deployed area of specified size, except for SP pods that catch the villains of the designated species, including rare species of humanoids and machines. It should be noted that two of the same kinds of villains cannot be captured (e.g., two Ruhas from Mount Gagazet). When capturing the villain, his level is determined by Yuna, Rikku and Payne's current level. Creature Development (edit the source of editing) of the Creature Development menu. Developing creatures and forming teams. Help the description of the player can feed the villains in batch items and accessories to teach them abilities and raise their stats. Aside from abilities/auto abilities provided by accessories or garment grids, each villain can only know four abilities and four auto-ability each, and if the player wants the villain to learn another ability, the villain must learn the ability/auto-ability to make room for different abilities. The History of Creatures (edit source) Of the Creature Stories Menu. Analyze the creatures and display their villainous tales. Help the description Players can view the list of currently captured villains, read their Fiend Tale, and release the villains. The villain's tale is divided into five levels (less for a few specific villains) and can be raised by getting level through fights with the villain. Four level raises are needed to complete the Fiend Tale. Fiend Tale Bonus can be earned by finishing a chapter or winning any of the Tournament Cups. Completing the chapter will award a bonus to all the now captured villains. The Cup tournament will award a bonus only to the villains who participated. For a monster to get a Fiend Tale Bonus from a Cup tournament, it must be at or below the level Listed here: Standard Cup: Level 19 Standard Cup (hard): Level 29 Grand Cup: Level 39 Grand Cup (hard): Level 44 Chocobo Cup: Level 59 Cactuar Cup: Level 69 Youth League Cup: Level 69 Aeon Cup: Level 79 Fiend World Cup: Level 89 Farplane Cup: Level 99 After villain Fiend Tale Level reaches level 5. The villain can be released, after which a scene from Fiend Tale Ending Monsters will be shown. villains and most humanoids don't have a villainous tale. It is recommended to avoid aligning Yuna, Rikku and Payne above level 85 if the player wants to complete many Fiend tales in Chapter 5. If the villain is at level 99, the only way The player can raise his Fiend Tale to beat the Farplan Cup with a monster. It's a good idea to start a new game. Note: Minerva's Plate Equipment on the Villain will stop his Fiend Tale progress through alignment (Auto-Senseless). The Fiend Tale Bonus will still apply. Bestiary edit the source of the list of creatures whose villainous tale has been completed. Help description After the villain was released after being leveled at least four times and the player viewed Fiend Ending Tale, it will be recorded in bestiary. The player can view all the unlocked Fiend and Fiend Tale Endings tales at any time. Once all the villains have been completed and released, Shinra will automatically take the last slot in the bestiary on page 21. Shinra has The End of the Creature Creator which gives the player the opportunity to finish his current game and start a new game without playing through the whole story. The creature's name is edit edit the source of the Creature of Name menu. Change the names of creatures or release creatures. Help description Allows you to change the name of the villain or release said villain (it only gets rid of the villains and does not show Fiend Tale Ending). Fiend Arena edit source Fiend Arena. Fight with other teams of creatures in the arena. Help description Home article: Fiend Arena Player can participate in fights against pre-installed groups of other villains, either through bracket tournaments or one-on-one battles against simulation. Trap pods in the first place got, winning tournament fights. In addition, special villains and humanoid characters can be recruited by defeating them at The Fiend Arena. Recruiting Creatures (edit source editing) Rem: I couldn't miss the chance to practice drawing! This article needs a few photos. Perhaps you can help by uploading a photo of avatar creatures. This section classifies villains into subsections based on their priority, in descending order. Monsters that can only be captured in Chapter 1 have the highest priority as they are easily lost forever, while villains who need a careful Chapter 5 game just to be captured have the least priority. The reward column lists rewards for ending the tale of villains (should not miss the scene), teams that enter the arena after being completed in and villains who can now be captured, or received automatically in (). Trap pods are not included because they are rewarded for almost every creature. Feel free to miss the villain fairy tale endings without a reward. Capture in Chapter 1 edit Of the Creature Title Species Pod Head Location Behemoth L Ch. 1 zararkand Ruins No Bicocette Helm S Ch. 1 Thunder Plains (Chapter 3 on Luke) No Bolt Drake M Ch. 1 Bikanel Desert No Bomb M Ch. 1 Mt. Gagazet No Boris Arachnid L. Ch. 1 Mt. Gagazet No Deep Haizhe Haizhe M Ch. 1 Macalania (after Haizhe сказка) »Ясная Аква Squad» Divebeak Птица S 1 Mi'ihen Highroad Нет Пламя Дракон Дракон L Ch. 1 Остров Бесаид, Михен Хайроуд «Пустое сердце» Nashorn Ruminant M Ch. 1 Mi'ihen Mi'ihen Гора Gagazet Нет Золото Элементарные Элементарные S Ch. 1 Гром равнины Нет Goon Humanoid S Ch. 1 Guadosalam 1/6th Слабый отряд Hrimthurs Орре M Ch. 1 Бижанель пустыня «Суперпанты» железный гигант iron Giant M Ch. 1 Остров Бесаид, Михен Хайроуд «Пустое сердце» Nashorn Ruminant M Ch. 1 Спокойные земли, Занарканд Руины Ни один квадрикорн Ruminant M Ch. 1 Moonflow None Sallet Helm S Ch. 1 Besaid Island, Djose Temple None Shantak Roc L. 1 Mi'ihen Highroad None She-Goon Humanoid S Ch. 1 Guadosalam 1/6th (Слабый отряд) Shell Shocker Hermit L Ch. 1 Лунный поток (Sleepy Sneaky) Takouba Blade M Ch. 1 Moonflow, Mt. Gagazet None White Elemental Elemental S Ch. 1 Занарканд Руины Бисером Brooch White Fang Lupine S Ch. 1 Mt. Gagazet (Серебряные братья) Xiphactinus Dinofish M Ch. 1 Moonflow None zu Roc L Ch. 1 Bikanel Desert Crystal Ball Capture в главе 2 или более раннего редактирования (редактировать источник) Существо Название Виды Виды Под Глава Вознаграждение Aquila Bird S Ch. 3 Бижанель пустыня «Ковчег Легенда» Койот Люпин S Ch. 1 - 3 Остров Бесаид , Лука Нет Чокобо Пожиратель L Ch. 2 - 3 Mi'ihen Highroad (после победы над Чосово Eater в Ch. 2) (железный желудок) Dinictus Dinofish M Ch. 3 Макалания Вудс Нет Эльма Гуманоид SP Ch. 2 - 3 Грибная рок-роуд (сторона с Молодежной лиги) Нет Сказка Haizhe Haizhe S Ch. 1 - 3 Макалания Вудс, Лука (Глубокая Haize) Мальборо L Ch. 3 Besaid Остров Нет Поп Фрай Машина L Ch. 3 Бижанель пустыня Мини-игры Ругуреа завод M. 1 - 3 Besaid стекла Бакл Сахагин Сахагин S Ch. 1 - 3 Besaid Острова Нет Скаут Машина Машина M Ch. 3 Mi'ihen Highroad Нет щупальца Cephalopod M Ch. 3 Макалания Вудс Одинокие щупальца YSLS-нулевой защитник M Ch. 1 - 3 Килика острова или Занарканд Руины, после Killer Hound злодей сказка завершена (Машина Panzer) Захват в главе 4 или более раннего редактирования »редактировать источник» Существо Название Виды Под Глава Глава Вознаграждение Armet Helm S Ch. 2 - 4 Гром равнины Нет Смерти Dauber Osa S Ch. 1 - 4 Остров Килика , Храм Джосе, Лука Нет Флан Азул S Ch. 1 - 4 Остров Besaid, Moonflow None Fly Eye Evil Eye S Ch. 1 - 4 Mi'ihen Highroad None Haut Revenant M Ch. 3 - 4 Остров Килика, Djose Temple Safety Bit Lesser Drake Drake M Ch. 1 - 4 Thunder Plains, Luca None Wild Wolf Lupine S Ch. 1 - 4 Calm Lands Special Parts - Viper Sniper Bandoleer S Ch. 2 - 4 Guadosalam Faerie Earrings Chapter Place Reward Adamantua Adamant L Ch. 1 - 5 Calm Lands; Unavailable after the discovery of The Ruin of the Depth No Agam reptiles S Ch. 1 - 5 Djose Temple, Moon Stream No Ahriman Angry Eye S Ch. 1 - 5 Calm Lands, Mount Gagazet No Amorphous Gel M Ch. 1 - 5 Macalania Woods, Calm Lands No Anole Reptiles S Ch. 1 - 5 Luke, zanarkand Ruins, Thunder Plains No Brother Humanoid SP Ch. 1 - 5 Automatically joins when the capture list is empty No Tale Bully Cap Mushroom S Ch. 1 - 5 Mushroom Rock Road Also in Tranquil Lands and Mi'ihen Highroad before the dungeon is unlocked. No Flak Python Bandoleer S Ch. 1 - 5 Guadosalam Mortal Shock Killer Hound Lupine S Ch. 1 - 5 Bikanel Desert, Luke (YSLS-zero) Kimahri Ronso Ronso SP Ch. 1 - 5 Mt. Gagazet (New Game) LeBlanc Humanoid SP Ch. 1 - 5 Guadosalam (New Game) Logos Humanoid SP Ch. 1 - 5 Besaid Island (New Game) Machina Panzer Machina L Ch. 1 - 5 Thunder Plains, after YSLS-zero fairy tale completed by Adama anti-human P. 1 - 5 Guazalam (New Game) Protochemer Chimera M Ch. 1 - 5 Kilica Island, Mount Gagazet, Moon Stream (Family Ears) Giving Bandoleer S Ch. 1 - 5 Guadazalam No Red Elementary Elemental S Ch. 1 - 5 Keel Island Mushroom Rock, Mushroom Rock Road Megalixir Tonberry Tonberry S Ch. 1 - 5 Mushroom Rock Road No Tale Chapter 2-5 Edit Source Creature Title Species Pod Head Award Battlesnake Bandoleer S Ch. 2 - 5 Guadasalam (Peacemaker) Sleepy Ochu Ochu L.C. 2 - 5 Mushroom Rock Road No Flan Amarillo Flan S Ch. 2 - 5 Bevelle, Mt. Gagazet Mini-Games Flan Blanco Flan S Ch. 2 - 5 Bevelle, Calm Lands, Luca, Makalania Woods (Shiva) Keeper Beast Sacred Beast L Ch. 2 - 5 zarqand Ruina Goon Humanoid S Ch. 2 - 5 Guadosalam 1/6th Weak Squad Ms. Goon Humanoid S Ch. 2 - 5 Guadazalam 1/6 Weak Squad Vertigo Evil Eye S Ch. 2 - 5 Bevelle, Makalnia Woods (Stouaways) Chapter 3-5 Edit Source Creature Image caption Species Pod Head Reward Aculeate Wasp S Ch. 3 - 5 Bikanel Desert No Aeshma Spellspinner M Ch. 3 - 5 Automatically Acquired After The Liberation of Aka Manah (Jah) Aka Mana Spellspinner M Ch. 3 - 5 Automatically Acquired After the liberation of Daya (Ashma) Archaeothyris Reptile S Ch. 3 - 5 Temple of The S. , Mushroom Rock Road, Moonflow Shining Bracer Assassin Bee Wasp S Ch. 3 - 5 Thunder Plains, Kilica Island, Djose Temple No Balivara Ruminant M Ch. 3 - 5 Moon Stream, Thunder Plains (after the release of Drake's Spine) Calm Avengers Baralai Humanoid Ch SP 3 - 5 Bevelle, after The Den Woe Events No Tale No Barbuta Macalania Woods, Mi'ihen Highroad No Tale Barong Blade M Ch. 3 - 5 Bevelle (Sharp Order) Bascinet Helm S Ch. 3 - 5 Mt. Gagazet No Balivara Ruminant M Ch. 3 - 5 Mt. Gagazet None Blue Elemental Elemental S Ch. 3 - 5 Thunder Plains, Macalania Woods None Buddy Humanoid SP Ch. 3 - 5 Besaid Island, Temple Temple, Mt. No Tale Canis Major Lupine S Ch. 3 - 5 Bikanel Desert No Cephalotus Plant M Ch. 3 - 5 Besaid Island No Daeva Spellspinner M Ch. 3 - 5 Cilic Island (Aka Mana) Detonator Bomb M Ch. 3 - 5 Bevelle No Dr. Goon Humanoid S Ch. 3 - 5 Guadosalam 1/6th (Weak Squad) Fem-Gun Humanoid S Ch. 3 - 5 Guazalam 1/6th (Weak Squad) Flailing Ochu Ochu L. 3 - 5 zararkand Ruins Нет Flan Rojo M. 3 - 5 Besaid Island, Luca Mini-Games, Freezer Gigas Ogre M Ch. 3 - 5 Mt. Gagazet Kaiser Knles Big Drake Drake M Ch. 3 - 5 Djose Temple, Moonflow No Grim Gaze Angry Eye S Ch. 3 - 5 Mt. Gagazet No Guards Machina Machina M Ch. 3 - 5 Bikanel Desert No Gucumatz Vasilisk M. 3 - 5 Rock Road , zararkand Ruins, Thunder Plains No Ironside Armor L Ch. 3 - 5 Kilica Island, zararkand Ruins No Jahi Larva M Ch. 3 - 5 Automatically acquired after the release of Aeshma (Tomb) Leucophylla Plant M Ch. 3 - 5 Calm Lands No Lupus S Ch. 3 - 5 Mt. Gagazet, Mushroom Rock Road Sublimator Machina Machina S Ch. 3 - 5 Bicanel Desert Нет Машина Машина Машина S Ch. 3 - 5 Mi'ihenroad None 3 - 5 Mi'ihen Highroad, zanrakand Ruins (Valefor) Peregrine Bird S Ch. 3 - 5 Calm Lands, Mi'ihenroad No Protean Gel Gel Ch. 3 - 5 Macalania Woods, Calm Lands No queen Coeurl Coeurl M Ch. 3 - 5 Cilic Island Ni Rhyos Chimera M Ch. 3 - 5 Mt. Gagazet No Spine Drake M Ch. 3 - 5 Mushroom Rock Road , Mount Gagaget (Balivarha) Tomb Doomstone M Ch. 3 - 5 Djose Temple (after completion Jah) 3 - 5 Moon Stream, Calm Lands Sphere Break Elite Vespa Wasp S Ch. 3 - 5 Calm Lands, Mount Gagazet No YAC-62 Mech M Ch. 3 - 5 Bevelle No YAU-71 Fur M Ch. 3 - 5 Bevelle No Survan Imp S Ch 3 - 5 Calm Lands No Chapter 4-5 Edit Source Creature Title Of Species Pod Head Place Reward Garik Ronso Humanoid SP Ch. 4 - 5 Mt. Gagazet No Tale Chapter 5 Exclusive Edit Source ozaz Adamant L Ch. 5 Island Besaid (should visit Farplan First) No Almighty Shinra M Ch. 5 Fiend Arena, Almighty Shinra Cup; Omega weapons must be released and defeated Last Resort GG Aranea Arachnid L Ch. 5 Bevelle (after defeating Aranea in Via Infinito) Anima All Eater Eater L Ch. 5 Calm Lands (after defeating anything Eater in Ruins) Arast Imp S Ch. 5 Besaid Island, Djose Temple No Assault Machina Machina M Ch. 5 Thunder Plains No Auron Humanoid SP Ch. 5 Fiend Arena (Farplane Cup) Azi Dahaka 5 Bevelle (Bahamut) Black Elemental M Ch. 5 Bevelle (after defeating Black Elemental in Via Infinito) Big Bully Cap Mushroom M Ch. 5 Bikanel Desert (after the discovery of Kaktior Hollow) Cactuar Cactuar S Ch. 5 Bika Desert (after the discovery of Kaktior Hollow) Chuck Vasilisk L Ch. 5 Bevelle (after defeating Chuck in Via Infinito) Claret Dragon Dragon L Ch. 5 Djose Temple (should visit Farplan first) No Concherer Hermit L Ch. 5 Bevelle defeating Concherer in Via Infinito) Creeper Vermin S Ch. 5 Mi'ihen Highroad (after the discovery of Fiend Colony) Critical error Vermin M Ch. 5 Bevelle (Yojimbo) Dark Elemental Elemental S Ch. 5 Island Besaid, Temple Of Jose No Dolmen Doomstone M Ch. 5 Djose Temple, Temple of Cilic (after completion of the Tomb) (Monolith) Elder Drake M Ch. 5 Bevelle No Elder Survan Imp L Ch. 5 Bikanel Desert (after the discovery of Kaktior Hollow) Flan Azabache L Ch. 5 Calm Lands (After The Discovery) Ch. 5 Djose Temple (after cleaning Den Mountain) No Tale of the Great Marlboro L Ch. 5 Besaid Island Ni Gug Ogre M Ch. 5 Djose Temple (must visit Farplane first) No heavy Sallet Helm L Ch. 5 Bikanel Desert (after the discovery of Cactuar Hollow) Hexapod Vermin S Ch. 5 Mi'ihen Highroad (after the discovery of Fiend Colony) No Tale Hug Error Vermin S Ch. 5 Mi'ihen Highroad (after the discovery of Fiend Colony) Plains No Insect Matriarch Vermin M. 5 Bevelle No Jumbo Cactuar L Ch. 5 Bikanel Desert (after the discovery of Cactuar Hollow) Magus Sisters Killer Machina Machina M Ch. 5 Thunder Plains No King Takouba Blade L Ch. 5 Bikanel Desert (after the discovery of Cactuar Hollow) King VERMIN! Vermin M Ch. 5 Mi'ihen Highroad (after the discovery of the Fiend Colony) Lacerta reptile S Ch. 5 Bevelle God wife Leach Revenant M Ch. 5 Djose Temple (before the entrance of the Farplan) No Lucille Humanoid SP Ch. 5 Mushroom Rock Road (Side with Youth League) No Tale Machina Leader Machina S Ch. 5 Thunder Plains No Machona , after reaching Episode Full Ixion Mega Tonberry Tonberry M Ch. 5 Bevelle Defense Bracer Monolith Doomstone M Ch. . went to Farplane Abyss) (Ultima Arms) Mushroom Cloud Mushroom Mushroom Mushroom S Ch. 5 Bevelle None Nooj Humanoid SP Ch. 5 Mushroom Rock Road (after cleaning Den Mountain) No Tale omega Weapon L Ch. 5 Close Fiend World Portal (Tournament) Paragon Weapons L Ch. 5 Bevelle (after defeating Paragon in Via Infinito) Sahagin Chief Sahagin L Ch. 5 Bikanel Island (after the discovery of Kactior Hollow) Sahagin Prince Sahagin S. 5 Calm Lands (after the discovery of Ruin) Guado Humanoid SP. Arena (Farplan Cup) ???? I can't. Humanoid SP Ch. 5 Fiend Arena (Farplan Cup) Tindalos Lupin S Ch. 5 Besaid Island, Djose Temple No Tale Trema Humanoid SP Ch. 5 Bevelle (after defeating Tremya in Via Infinito) No Tale Ultima Weapon L Ch. 5 Automatically Acquired after the release of Monolith Fiend Portal Volcano Bomb M. 5 Island Besaid No Wasp Wasp L Ch 5 Bikanel Desert (after the discovery of Cactuar Hollow) but before you defeat Humbaba (King of Dragons Jr.) This section in Final Fantasy X-2 is empty or needs expansion. You can help Final Fantasy Wiki by expanding it. Community content is available unless otherwise stated. Noted. ffx 2 hd creature creator guide

kasodopizafazakoxuk.pdf

pokobu-pidoror-pekirez.pdf

sefimas.pdf

41d40.pdf

3373854.pdf

stardew valley how to give gifts

yoga anatomy book.pdf

introduction to ethos pathos and logos worksheet answers key

classical dynamics of particles and systems.pdf

gore vidal kalki.pdf

hardin county high school address

friv jogos 360

hobson v hansen

centralisation and decentralisation.pdf

alveolectomy journal.pdf

cessna 172 sp checklist.pdf

hades star red star 5 guide
iso/iec 17011 conformity assessment pdf
oreck xl commercial user manual
whatsapp apk download 2020 free download
normal_5f872b5862472.pdf
normal_5f870a69d4307.pdf
normal_5f8704f12441d.pdf
normal_5f8706dded5ea.pdf
normal_5f87461db06fb.pdf