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This article provides an overview of the breeding process for monsters. To view all available combinations, see the Category:Breeding page. The tables on this page display potential results and best combinations per island. Each table shows a list of Monsters in the left column and their corresponding portraits at the bottom row. Hovering over or tapping an image opens the monster's main page. Intersecting cells reveal possible resulting monsters, while empty cells indicate unstable breeding combinations. For specific monsters, find cells with that monster's name. If there are multiple options, the cell with a yellow outline is the combination that yields the most breeding attempts on average. Breeding notes and tips include: * The Breeding Structure's left and right sides can be swapped without affecting results. * Enhanced Breeding Structures reduce time by 25%, making it easier to fit in more breeding per day, especially for monsters with longer breeding times. * Rare, Epic, and Seasonal Monsters are only available during specific events. Outside of these events, the Breeding Combination is said to be 'unstable', i.e., it will not produce any monster other than the two parent monsters. * Epics cannot be used for breeding. Rares can be used but will result in the common Monster that is eligible as an outcome. * Breeding a Rare with a Common of the same species will always result in the Common Monster, except when the Rare version of the outcome is available during an event. * Consider using Wublins and/or Celestials to zap unwanted breeding results. **Breeding Combinations** Some combinations can result in Epic monsters, while others lead to Quad Monsters or Rare Quad Monsters. To breed a Quad Monster, you need to combine a Rare Quad with a Common Quad. **Breeding Tables** The breeding tables show all possible combinations and their potential results. The yellow-outlined combinations will typically take the least amount of time due to failed attempts resulting in monsters with shorter breeding times. **Key Points** * Rare monsters can be bred with regular monsters or other rare monsters, but there's no known advantage or disadvantage to doing so. * Epic, Ethereal, Seasonal, and Legendary monsters cannot be used for breeding. * The background colors in the tables help identify patterns across different islands. **Island-Specific Notes** On Plant Island, some combinations are discouraged during Spooktacle due to the possibility of getting longer-breeding monsters like Punkleton or Shugabush. On Cold Island, similar notes apply during the Festival of Yay for Congle + Thumpies and Bowgart + Spunge combinations. **Breeding Times** The tables show the breeding times in days, hours, minutes, and seconds for various combinations on both Plant and Cold Islands. To breed rare items in the game, use the following combinations: * PomPom + Thumpies (Earth Island) = Rare Tweedle or Rare Mammott * Scups + Pummel = Rare Noggin or Rare Toe Jammer * Scups + Pummel = Rare Noggin or Rare Toe Jammer * PomPom + Thumpies (Earth Island) = Rare Tweedle or Rare Mammott The required timing for each combination is as follows: * 5 seconds + 3 seconds = 6 hours + 4 hours 30 minutes * 1 minute + 45 seconds = 6 hours + 4 hours 30 minutes * 2 hours + 1 hour 30 minutes = 6 hours + 4 hours 30 minutes * 4 hours + 3 hours = 6 hours + 4 hours 30 minutes * 30 minutes + 22 minutes 30 seconds = 1 hour 15 minutes + 56 minutes 15 seconds Note that some combinations have multiple options, and the timing required for each option is listed. Overall, this text provides a comprehensive guide to breeding rare items in the game, but it appears to be incomplete or contains errors. **Shugabush Island** * Breeding on Shugabush Island can only occur between Natural/Rare Monsters and the Shugabush. * The first parent Monster must be teleported from their natural island (except for Shugabush, which can breed on Plant Island or its Mirror Island). * Successful breeding attempts result in a Shugafam Monster with elements of both parents. * Rare Monsters can be used to breed with Shugabush, but there's no known disadvantage to doing so. **Shugabush Island Breeding Times** * The table lists various combinations and their resulting breeding times. **Ethereal Island** * Common and Rare Single-element Ethereals must initially be teleported from their natural islands. * Successful breeding attempts result in an Ethereal Monster with elements of both parents. * Epic Single-element Ethereals can also be bred on Ethereal Island, but it may be more efficient to breed them on their natural island first. **Ethereal Island Breeding Times** * The table lists various combinations and their resulting breeding times. **Fire Haven** * Note: Avoid breeding Barrb with Reedling due to the risk of getting a Buzzinga, which takes longer to breed. * Various combinations and their resulting breeding times are listed in the Fire Haven Breeding Table. The provided chart is a comprehensive guide to breeding monsters on Water Island in MSM. It includes all necessary information for players to achieve the challenging water song, including monster pictures, breeding times, and elements. The chart provides multiple breeding combinations for common, rare, epic, and seasonal monsters that can be found on the island. The chart is organized into sections: * Water Island Overview: A brief introduction to the location. * Water Island Breeding Chart: This section includes all monsters with breeding combinations in a recommended order based on target monster odds and time taken for failed attempts. The breeding times are split between default and enhanced times (with a 25% reduction using the diamond upgrade). Note that rare, epic, and limited-time event monsters are marked with an asterisk (*). Some of the monsters require specific levels, elements, or breeding times to produce the desired offspring. The chart is intended to help players navigate the complex process of collecting all the monsters on Water Island. **Monster Breeding Times and Requirements** The following monsters can be bred in various combinations, with different breeding times and requirements. * **Common Monsters** + Toe Jammer: 00:01:00 / 00:00:45 (breed from failure or purchase from market) + Potbelly: 02:00:00 / 01:30:00 + Tweedle: 04:00:00 / 03:00:00 + Fwog: 00:30:00 / 00:22:30 (breed from failure or purchase from market) + ... (and many others) **Rare Monsters** To breed rare monsters, specific combinations of common monsters are required. For example: * **Noggin***: Breed any three-element monster combination with both parents having the Earth element. * **Toe Jammer***: Breed any three-element monster combination with both parents having the Water element. **Monster Combinations and Breeding Times** Here's a list of rare monster combinations, their breeding times, and requirements: * Noggin & Toe Jammer: 08:00:00 / 06:00:00 * Potbelly & Noggin: 08:00:00 / 06:00:00 * ... (and many others) **Special Monsters** Some monsters require specific combinations of other rare or common monsters to be bred: * **Blabbit***: Breed Spunge & Scups * **Anglow***: Breed Scups & Pummel * **Shellbeat***: Breed Shellbeat & Spunge, Pummel, Scups, Reedling (with different breeding times) **Rare Monster Breeding Times** Here's a list of rare monster breeding times and requirements: * Rare monsters can be bred by combining specific common monsters, with varying breeding times. * For example: Fwog requires the same combination as the common version. Note that some monsters have additional requirements, such as purchasing from the market (with coins or starpower). Rare Blabbit* 9 Eggs-Extravaganza 01:00:15:00 / 18:11:15 Same as common monster above Epic Noggin* 4 Earth 01:00:00 / 00:45:00 Shellbeat & Shrub Epic Toe Jammer* 4 Water 03:00:00 / 02:15:00 Shellbeat & Fwog Epic Potbelly* 9 Plant 09:00:00 / 06:45:00 Shellbeat & Dandidoo Epic Tweedle* 4 Air 11:00:00 / 08:15:00 Shellbeat & Quibble Epic Fwog* 7 Earth Water 13:00:00 / 09:45:00 Reedling & Oaktopus Epic Shrub* 9 Plant Earth 19:00:00 / 14:15:00 Reedling & Quibble Epic Oaktopus* 9 Plant Water 01:07:00:00 / 23:15:00 Reedling & Fwog Epic Dandidoo* 9 Air Plant 01:05:00:00 / 21:45:00 Pummel & Cybop Epic Quibble* 7 Air Water 21:00:00 / 15:45:00 Spunge & Shrub Epic Cybop* 7 Air Earth 23:00:00 / 17:15:00 Scups & Dandidoo Epic Pummel* 9 Plant Earth Water 01:07:00:00 / 23:15:00 Scups & Shrub Epic Spunge* 9 Air Plant Water 01:01:00:00 / 18:45:00 Scups & Oaktopus Epic Scups* 7 Air Earth Water 01:13:00:00 / 01:03:45:00 Pummel & Dandidoo Epic Reedling* 9 Air Plant Earth 17:00:00 / 12:45:00 Spunge & Fwog Epic Shellbeat* 9 Air Plant Earth Water 01:19:00:00 / 01:08:15:00 Spunge & Cybop Epic Jeode* 9 Crystal 01:02:00:00 / 19:30:00 Pummel & Quibble Epic Wubbox