

DRAGON WARRIOR III



MONSTERS

*THESE MONSTERS ARE CAPABLE OF RESTORING THEIR HP AFTER EACH BATTLE SEQUENCE. INFLECTING DAMAGE GREATER THAN THEIR MAXIMUM HP MAY NOT EVEN HARM THEM.

Slime	Red Slime	Metal Slime	Healer	Curer	Man O' War	Froggore	Poison Toad	King Froggore
8	6	4	30	50	40	15	26	38
5	10	4968	26	334	216	14	24	84
2	2	6	6	45	45	3	10	27
Masked Moth	Man Eater Moth	Stingwing	Giant Anteater	Demon Anteater	Tonguebear	Scorpion Wasp	Killer Bee	Hunter Fly
12	26	40	13	17	50	12	25	30
8	66	198	10	15	132	10	32	118
4	18	42	3	8	30	4	15	30
Magician	Evil Mage	Archmage	Caterpillar	Poison Silkworm	Flamapede	Humanabat	Vampire	Barnabas
23	95	130	40	35	45	28	35	58
16	1980	3420	38	57	87	35	74	282
12	102	168	14	24	42	15	22	50
Babble	Metal Babble	Marine Slime	Slime Snail	Black Raven	Avenger Raven	Horned Rabbit	Spiked Hare	Putrepup
10	6	38	20	9	25	10	20	50
15	4,8240	237	252	6	54	9	17	35
7	12	42	21	2	18	2	9	18
Wild Ape	Simiac	Kong	Vampire Cat	Catula	Rogue Knight	Kandar's Henchman	Inferus Knight	Lethal Armor
50	40	95	35	35	55	60	60	70
72	204	519	78	162	82	96	378	502
21	42	81	24	30	36	0	56	96
Executioner	Eliminator	Kandar	Kandar	Avenger	Great Beak	Avenger Beak	Blue Beak	Demonite
45	120	150	400	115	43	55	60	70
180	452	2640	5760	1128	210	274	447	120
24	63	0	0	50	36	44	38	82
Fierce Bear	Grizzly	Darhbear	Lava Basher	Glacier Basher	Gold Basher	Man-Eater Chest	Mimic	Sky Dragon
90	110	150	60	140	210	120	240	80
526	628	2496	501	486	468	165	882	960
66	66	156	61	64	1227	30	50	216
Tortragon	King Tortragon	Troll	Boss Troll	Troll King	Stone Hulk	Granite Titan	Drochi	Hydra
68	120	250	320	250	195	350	300	150
783	1704	1236	3000	3660	2136	3000	9648	3708
105	104	126	126	144	74	180	240	90

Madhound	Avenger Jackal	Army Crab	Inferus Crab	Crabus	Gas Cloud	Heat Cloud	Frost Cloud	Demon Toadstool	Deadly Toadstool	Mage Toadstool	Trick-Bag	Dancing Jewel
40	42	28	40	50	25	37	80	24	30	40	40	50
42	94	42	94	348	42	126	1284	47	68	111	6	12
14	27	14	27	54	16	33	81	21	18	24	420	1227
Witch	Old Hag	Lumpus	Nev	Deranger	Hork	Venom Zombie	Ghoul	Rammore	Goategon	Bighorn		
54	70	35	42	80	98	80	170	60	70	75		
366	556	99	154	412	144	442	1524	195	357	424		
62	75	30	38	57	18	30	57	54	54	69		
Executioner	Eliminator	Kandar	Kandar	Avenger	Great Beak	Avenger Beak	Blue Beak	Demonite	Mini Demon	Garuda	Hades Condor	Elysium Bird
45	120	150	400	115	43	55	60	70	80	60	100	90
180	452	2640	5760	1128	210	274	447	120	705	264	441	1176
24	63	0	0	50	36	44	38	82	82	85	78	102
Fierce Bear	Grizzly	Darhbear	Lava Basher	Glacier Basher	Gold Basher	Man-Eater Chest	Mimic	Sky Dragon	Snow Dragon	Salamander	Bomb Crag	Terror Shadow
90	110	150	60	140	210	120	240	80	110	200	500	70
526	628	2496	501	486	468	165	882	960	528	720	792	892
66	66	156	61	64	1227	30	50	216	108	216	126	87
Tortragon	King Tortragon	Troll	Boss Troll	Troll King	Stone Hulk	Granite Titan	Drochi	Hydra	King Hydra	Goopi	Scalgon	Putregon
68	120	250	320	250	195	350	300	150	550	70	200	350
783	1704	1236	3000	3660	2136	3000	9648	3708	11,400	854	2820	4200
105	104	126	126	144	74	180	240	90	420	93	69	69

HP EXP GOLD

SPELLS

Wz: Wizard Pr: Pilgrim Hr: Hero

A Spell Name
 B The Class and the Level the Spell is Learned
 C MP Cost
 D Effect

ATTACK SPELLS <i>Direct Attack Type</i>			ATTACK SPELLS <i>Indirect Attack Type</i>			HEALING SPELLS		
Blaze Family			Frigid Family			Expell		
Blaze	Wz:1 Hr:2	2	IceBolt	Wz:5 Hr:3	3	Sleep	Pr:9 Hr:16	3
Blazemore	Wz:17	6	SnowBlast	Wz:20	6	SpeedUp	Pr:5	3
Blazemost	Wz:36	12	IceSpears	Wz:26	9	Sap	Pr:8	3
Incandescent Fire Family			Vacuum Family			Defense		
Firebal	Wz:7 Hr:10	4	Snowstorm	Wz:12	12	Limbo	Pr:20	7
Firebane	Wz:14 Hr:23	6	Infernos	Pr:12	4	Slow	Wz:12	3
Firevolt	Wz:29	12	Infermore	Pr:26	6	RobMagic	Wz:15	0
Explosion Family			Defeat Family			Bikill		
Bang	Wz:11 Hr:13	5	Infermost	Pr:36	9	Chaos	Wz:27	5
Boom	Wz:23	9	Beat	Pr:22	7	Transform	Wz:37	12
Explodet	Wz:38	18	Defeat	Pr:28	7	MISCELLANEOUS SPELLS		
Lightning Family			Others			Return	Wz:12 Hr:7	8
Zap	Hr:26	3	Sacrifice	Pr:41	1	Outside	Wz:9 Hr:14	8
Lightning	Hr:41	30	BeDragon	Wz:34	24	X-Ray	Wz:18	3
DEFENSIVE SPELLS						StepGuard	Wz:19	2
Upper	Wz:4	3	Surround	Pr:7	4	Repel	Hr:19	4
Increase	Wz:9	4	Barrier	Pr:32	6	Day-Night		
StopSpell	Pr:13 Hr:18	3	Ironize	Hr:12	6	Invisible	Wz:33	15
Bounce	Wz:24	8				Open	Wz:35	0
						Chance	Wz:40	20



