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## Dragon warrior monsters skill guide

Sample's skills \* The attribute column is for which stat you need to have strengthened with levels or seeds, skills are learned faster when that stat is higher Curative skills Name MP cost Effect Attribute 3 Heals 3 Heals 30 to 40HP on 1 ally in HealMore 5 Heals 75 to 90PK on 1 ally int HealAll 7 Completely heals 1 ally in T HealUs 18 Heals 90 to 120 HP to all allies int HealUsAll 36 Heals all allies completely int Antidote 2 Heal poison int Numboff 2 Heals paralysis and sleep int Curse Off 2 Removes swearing int Surge 7 Heals every ailment to all allies int Vivify 10 Revives an ally, doesn't always int Revive 20 Revives an ally int Meditate 8 Restores 500HP to caster int Support skills Name MP cost Effect Attribute Cover Covers physical attacks aimed at party def Guardian Covers party against all attacks def Strong D Caster takes less damage of an attack def MagicBack Reflects 1 offensive spell back during round def Bounce Reflects all offensive spells during round int/ def War Cry can paralyze enemies in fear atk Charge Up 0 The physical attack of the next round is stronger atk Slow 2 Reduce T agility of 1 enemy agl Slowall 4 Reduces agility of all enemies agl StopSpell 3 Apron all enemies of casting spells int Odd Dance Removes what MP of 1 monster int Leg Sweep 2 Makes monsters fall, can not attack for that round, Ineffective on flying enemies atk BigTrip 3 Trips all enemies (except flying ones) atk Sleep air 5 Makes enemies fall asleep - Sleep 3 Put an enemy to sleep int Sleepall 5 Put all enemies to sleep int BladeD 3 Counterattacks using the same movement the enemy did , does not always succeed atk/def Ultradown 7 Greatly lowers the enemy stats - Sap 2 Lowers 1 enemy defense int Defense 4 Lowers all enemies defense int Focus 0 2 attacks on the next round - BeDragon 9 Transforms the caster into a huge dragon int/atk Upper 2 Increases defense for 1 ally int Increase 3 Increases defense for all allies int Barrier 3 All allies become more resistant to breath attacks int Surround 3 Engulfs all enemies with an illusion int Radiant 2 Blinds all enemies with its bright light int Whistle 0 Summons monsters (same as shinyharp item) int Sandstorm attacks all enemies with a sandstorm, Reduces hit% if succeeds agl Ironize 2 Turns all allies into a protective lump of iron int Tailwind 6 Reflects back Air strike air strike on an enemy def Stormwind 10 Reflects back Air strikes on all enemies def Curse 3 Curses all enemies int Sidestep 1 Sidesteps an attack agl Chance 20 A random spell , may be good or bad (see bottom for possible int Attack skills Name MP cost Effect Attribute Blaze 2 inflicts damage with a small fireball int Blazemore 4 Inflicts damage with a giant fireball int Blazemost 10 Inflicts damage with pillars of fire int Fireball 4 Causes damage to all enemies with a small blaze in fire Firebane 6 Inflicts damage on all enemies with a large fire fire Firebolt 10 inflicts damage on all enemies with a huge fire int Icebolt 3 Cold attack on all enemies int Snowstorm 5 Changes all enemies in ice int Blizzard 12 Attack all enemies with a frigid blizzard in Suckt All 2 Sucks all air (attacks) to inflict damage on all enemies atk Fireair 2 Breathes from fire to inflict damage on all enemies atk Blazear 4 Blows a fire to inflict damage on All enemies atk 8 Burns all enemies with a devastating flame atk Whitefire 16 Attack all enemies with an unimaginable fire atk Frigidair 2 Inflicts damage on all enemies with his freezing breath atk Iceair 4 Freezes all enemies atk Icestorm 8 Inflicts damage on all enemies with a violent ice storm atk Whiteair 16 Attacks all enemies with a glowing air atk Infernos 2 Inflicts damage on all enemies with a whirlwind int Infermore 4 Affects Damage to all enemies with a tornado infermost 8 Causes damage to all enemies with a hurricane int Bolt 5 Strikes all enemies with lightning hue Zap 10 Strikes all enemies with a lightning strike int Thordain 15 Strike all enemies with Lightning Strike Int Bang 5 Inflicts damage on all enemies with a small explosion int Boom 8 inflicts damage on all enemies with a medium explosion int Explodet 15 Inflicts damage on all enemies with a huge explosion int Beat 4 Instantly knock out an enemy (may fail) int Defeat 7 Immediately knock out all enemies (may fail) int Callhelp 4 Calls for backup int Yellhelp 8 Calls a group of monsters for help (more samples, less chance of failures) int Biattack 3 Attacks twice in one turn atk Quadhits 6 Attacks 4 times in a turn atk HighJump 5 Spring in the air and attack next turn atk K.O. Dance 6 Direct knockout all enemies atk TatsuCall 20 Summons Tatsu monsters To attack the enemy int BazooCall 20 calls bazoo monsters to attack the enemy int Fireslash 3 Burning blade sword attack atk Iceslash 3 Freezing ice sword attack atk Boltslash 3 Lightning sword attack atk Slimeblow 3 inflicts great damage to slimes atk Bug Blow 3 inflicts great damage to bug atk Cleancut 3 inflicts great damage on materials atk Metalcut 3 inflicts great damage on metal-type enemies atk Evilslash 3 attack as a ruthless demon (low hit rate , helluva damage boost compared to normal attack) atk Branch 3 inflicts great damage to trees atk Birdblow 3 inflicts great damage on birds atk Zombie cut 3 inflicts great damage to undead atk Devilcut 3 inflicts great damage on devils atk Beastcut 3 inflicts great damage on dragons atk Rainslash 5 Attack all enemies with 1 attack atk Berserker 1 Attacks as if no tomorrow atk Poisonhit 3 Poisons The that the ally attacked atk Napattack 3 sends the enemy that attacked the ally to sleep atk Paralyse 3 Paralyzes the enemy that attacked the ally atk Gigaslash 20 Most destructive sword attack atk RockThrow 5 5 A huge rock on all enemies atk Massacre Inflicts great damage on an ally or enemy atk Imitating the enemy attack int Windbeast 3 Attacks of an enemy with a violent whirlwind atk Vacuum 6 Attacks all enemy enemies with a giant vacuum atk Multicut 20 Inflicts damage on all enemy with many cuts atk HellBlast 25 Hell powered lightning blast attacking all enemies int BigBang 30 Make a huge explosion to all enemies int MegaMagic all (!) The most powerful spell to influence all enemies (the only attack known that can damage more than 2000 in 1 blow, for 999 MP) int Dragon Warrior Monsters FAQ V0.1a 1/20/99 Written by Dustin Hubbard (email) Check out the DQ Shrine at - Do not take, copy, reuse, or delete any of this faq without my please. Version History ----- V0.1a\* - This is the first version of the FAQ, I haven't owned the game yet, but I've beaten the Japanese version. I take most of the information in this FAQ from a Nintendo Power Issues (January 2000) A lot of this information (especially names) can be changed when the actual game is released, I'm just taking what I know of the Japanese version and the information in Nintendo Power to write this FAQ. Introduction ----- Dragon Warrior Monsters, the English release of the highly successful Japanese game Dragon Quest Monsters. It's been quite a few years since a Dragon Warrior game was released in the US. But what a great thing to convey, after in the ways of pokemon games, but much more advanced and with Dragon Warrior Charm, (not to mention just all around better than Pokemon) You guide one of the heroes from Dragon Quest 6 as a child on a great adventure. His name is Terry, on a night when Terry and his sister Mileyu (Subject to change in the actual game, eidos says Milayou and Milee are her names on their site? And Nintendo Power doesn't mention a name at all, calls her Terry's Sister) fall asleep, a strange creature named Warabou appears and kidnaps Mileyu! In Terry's distress the house for her only to be greeted by a strange creature hidden in his dresser called Watabou. Terry follows the creature and is contorted to a new world, known as GreatTree. There he speaks with the king about his situation. The King says he will help, but only if Terry will brave the many monster infected dungeons and become a Monster Master. Then he must win the annual Starry Night Tournament. Comments about the game ----- After winning certain tournaments, the tree will grow. Visit the new places, they will come in handy. There are about 217 monsters in the whole game, or take a few. There are 10 Monster Families. After beating the game to open up a whole bunch of bonus dungeons, each with a Monster Family theme for them, the further you get the harder the monsters in in family you have to fight. The bosses you fight alongside you are not random, they are pre-set so don't waste meat trying to catch some of them. You only have 3 monsters in your group at once. You catch samples with meat, the more expensive the better. You must first feed the group of monsters that contains the sample you want to capture, then you have to kill that monster last. If you're lucky, he'll ask you to come with you. More to come ... Places in GreatTree ----- The Throne Room - Every time you die or win a dungeon or tournament, you'll be brought here to talk to the king. He'll tell you some different information and send you away again. There are 2 steps in this room, one that leads to the dungeons and one that leads to the Monster Daycare. Monster Daycare - Here you can leave and pick up various samples you will encounter. When you catch a monster in the dungeons, but you already have 3 in your group, you can choose to automatically send one of your 3 samples to the Daycare or the one you just caught. The samples that rest in childcare also get a small% of the experience you gain during your travels, but they don't learn their special skills. Make sure you check this place carefully, there is a warp to a dungeon here and other different secrets. Not to mention the cool place where you talk to different monsters. Library – Here you can read everything and everything about the samples you have caught. Once you have 100 entries in the library, a secret dungeon will be opened. Bazaar - You buy different things here, also here is a warp hidden, for which a certain sample is needed. The Vault - Here you leave your items and money for keeping them safe. If you die in the dungeons, whatever money you have is cut in half and you lose all the items you hold. Breeding Shrine - Probably the most important place in the game, here you will breed the different monsters you catch. Once you've bred a monster, you can't go back. So be careful and make sure it's the monster you want. The samples you want to mate must be at least level 10. The more you grow a sample lineage, the stronger it gets and the faster it will increase levels. You know this by the number it adds to the name, such as +2 or +4. When there is a Star by the name, it means that the samples are maximized in maximum levels. I recommend you breed a monster with a star by its name with another high-level monster for some powerful offspring. If you pair two samples they offspring is composed of their combined statistics cut in 1/4 I believe, but I may be wrong and I'm sure I'm. Of course, you can only mate male and female monsters. In fact, the order is very important. Here's an example - Let's say that... A male Gremlin + a female Slime = Watabou Well if your partner ... A female slime + a male Gremlin you would get something completely There is a lot to the sanctuary breeding game, in further faqs I will add more. The Egg Lady - When you hatch an egg, you have no control over the sex of the law? Wrong, although TVs don't even exist in GreatTree, the Egg Lady has been giving a certain sex to master a monster egg before it's even born. It's crazy, isn't it? But that's not all, she can also tell you what the sex of the egg is before it's born. All this for a small fee. If you beat him, he'll give you a random item. Warrior - Sometimes, much on each other the soldier, he also gives a random item when beaten. Priest – Rare, this man can be a life-saver if you're 24 floors deep in the dungeon and almost dead. Defeat him and he'll revive you completely. Wizard - Extremely Rare, I've only seen this guy a few times in all my play sessions, beating him and he'll distort you very close to the end of the dungeon. Places in the dungeon ----- You save and do what in these dungeons, very convenient, even if you just need to save. Shop - Here you buy different items, but you also sell them for the actual prices of the stuff. Instead of just half in the bazaar, you hear a fortune selling wands. Treasure Room - Here you'll find either tons of treasure, or tons of Mimic's. Watch out! You know when you are in an imitation room, because every chest except one will be a Mimic. Church - Hear a priest will revive you completely, very nice, especially for a boss. Arena – Here you fight through 3 battles of random monsters, if you get it by that you will be asked if you want to stay or stop. When you stop, you go to the next level of the dungeon. If you continue you can win different items. Not worth it but in my opinion. The Big Arena ----- Here the big events of the game take place, in the Arena section of the tree castle. There are several classes you can participate in for a price. You try it as many times as you want. If you lose the next thing you is your money, you don't really die. Beating the tournaments in certain classes will perform certain events as usual a new dungeon or two. But interesting things will happen here... G-Class Round 1 - Dracky(Drakee),Anteater,Dracky Round 2 - Slime, Stubsuck, Slime Round 3 - Spooky,Hork,Spooky F-Class Round 1 - Spot Slime (x3) Round 2 - Mud Pop, Almiraj, Mud Pop Round 3 - Skull Raven, Putrepup, Skullroo E-Class Round 1 - Crestpent, Tree Slime, Poisonong Round 2 - Drak Slime, Dragon, Fairy Drak Round 3 - Snails, Armorpede, Snails Corridor D-Class Round 1 - Saccor, Florajay, Mad Plant Round 2 - Medusa Eye ,Mad Gopher, Medusa Eye Round 3 - Mad Cat, RogueNite, Mad Cat C-Class Round 1 - SpikyBoy, StubBird, SpikyBoy Round 2 - Healer, RogueNite, Healer Round 3 - Box Slime, Rock Slime, Box Slime B-Class Round 1 - Hammerman (x3) Round 2 - AgDevil, WindMerge, TreeBoy Round 3 - Army Crab, MadDragon, Army Crab A-Class Round 1 - Fire Weed, Evil Beast, Wyvern Round 2 - Grizzly, Lionex, Grizzly Round 3 - PaddenKruk ,Lipsy, Toadstool I think there's another arena fight they're not talking about. You'll be fighting a tough opponent after the A-Class who has a Metal King, and then in the Shooting Star Tournament you'll fight another opponent to save your sister who is very tough and has a Golden Slime! Monster Families ----- Each monster belongs to one of the ten families out there, each family has certain skills, here is a description of the family and the example of a monster from that family. Devil Family – This monster family has the following properties: High HP, Attack, and Defense. They are resistant to strong magic attacks and some special abilities. Demonites belong to this family. Bug Family – The Bug Family is very strong against poison attacks and has a great capacity for increasing their attack and defense strengths. Droll from Dragon Warrior 1 is in this family. Slime Family - The Slime Family may seem weak, but it's one of the better families. The Healer can support the other samples, while the High Defense of the Metal King and Gold Slime can come in handy, unfortunately these two suffer from low horsepower. However, others in the family are growing fast and are fast. Dragon Family – High in all areas, especially defensive against fire and blizzard attacks, the Dragon Family is a force to be reckoned with. Unfortunately, they go very slowly. Battle Rex is in this family. Beast Family – The beast families specialty is to withstand most special abilities that lower level monsters can dish out. They are also good attackers and have a high HP. Anteater's are in this family. Bird Family - Fast and growing fast, the birds are one of the fastest families. And are the strongest against thunder attacks. Wyverns is in this family. Plant Family – Plants are the smartest of the bunch because they are the highest intelligence and MP of the families. But they is low, but then again they can grow to very high levels. Bean Man is in this family. Zombie Family - This group has strong HP levels, but on everything its its average, and are weak against paralysis. Horks are in this family. Materials Family – Being made of mainly non-living things, the material family has a high resistance to fire and ice and good defense in general. Golems are in this family. Boss Family - Remember all the old bosses of the Dragon Warrior/Quest Games? You get them! They're pretty hard to find. But of course, they are the strongest of all families, if you are one on your team consider yourself lucky. Dragonlord is in this family. Monster List ----- Here's a list of all the monsters with a rating of their skills, 5 stars are the best and list some special skills they learn at certain levels. Of course if you breed samples, the following information can be much wrong. Remember that this will only teach 3 of the skills of the



