

# Dragon Quest Monsters III: Caravan Heart (Import) Monster FAQ

by slartifer

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DRAGON QUEST MONSTERS: CARAVAN HEART

Monster FAQ

by Slartifer  
(GameFAQs handle: Slartifer)

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This FAQ contains detailed information on how reformations work, as well as a list of all monsters' stats and the best sources of monster abilities and reborn humans.

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[1]

### REFORMING

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#### [1.1] REFORMING -- DETERMINING MONSTER RACE

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For most reformings, you can determine the race of the reformed monster by consulting the tables in Chapter 2. However, there are some heart combinations which will override the general charts:

- 1) SPECIAL CASES: Certain combinations have a special result programmed in. These combinations will always result in a particular monster, regardless of star level.
- 2) DOUBLE HEARTS: If you use two copies of the exact same monster heart, and it is not a special case, the reformed monster will be the race

whose hearts you used, regardless of star level.

(The only monsters that have special cases for double hearts are the 6 star monsters as well as the "unique" Elemental monsters.)

- 3) PLAYER HEARTS: If you use at least one Player heart, the other heart is ignored, and the monster will drop down one star level. I'm not sure precisely how this one works.
- 4) HUMAN HEARTS: Any reforming involving one or more human hearts that are NOT Player hearts will result in the same race you had before reforming.

If none of these combinations are used, then a DOMINANT FAMILY and an INFLUENCING FAMILY are determined by the base monster's family and the families of the two monster hearts. They are determined as follows:

- 1) IF hearts are from the same family,
  - 1a) AND base monster is elemental or from the same family, THEN:  
DOMINANT = HEART FAMILY  
INFLUENCING = HEART FAMILY
  - 1b) AND base monster is from a different, non-elemental family, THEN:  
DOMINANT = HEART FAMILY  
INFLUENCING = BASE FAMILY
- 2) IF hearts are from different families,
  - 2a) AND base monster shares a non-elemental family with one heart, THEN:  
DOMINANT = BASE FAMILY  
INFLUENCING = OTHER FAMILY
  - 2b) AND base monster shares the elemental family with one heart, THEN:  
DOMINANT = OTHER FAMILY  
INFLUENCING = ELEMENTAL
  - 2c) AND all three families are different, THEN:  
DOMINANT = HIGHEST RANK FAMILY  
INFLUENCING = NEXT HIGHEST FAMILY

Family Rank Order for 2c: 1. BEAST  
2. DEMON  
3. MATERIAL  
4. ANIMAL  
5. SLIME  
6. NATURE  
7. ELEMENTAL (never chosen this way)

Additionally, STAR LEVEL is determined. Normally, this will be the same as the star level of the base monster. It will increase by 1 if at least one of the hearts has a higher star level than the base monster does (up to a maximum of 5 stars). It will never increase by more than 1 with this type of reforming. Finally, a special rank monster will drop down to 5 stars if reformed in this way.

Based on the dominant and influencing families, and the star level, the monster's race can be found in the tables listed in Chapter 2 below.

DISCLAIMER: I have not found any case where the above rules are inaccurate. Indeed, they seem to work perfectly. However, I have not tested every possible case. Therefore, it's possible there are mistakes. If you find any, please post a message about it and I will update this guide and credit you. Thanks.

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 [1.2] REFORMING -- GENERAL CASES  
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HOW TO USE THESE CHARTS:

1. Determine the DOMINANT and Influencing family as in Chapter 1 above.
2. The DOMINANT family is listed on top, the Influencing family on the side.
3. There is a different chart for each star level. (I found it useful to see all the options for a reformation at once, while it is not that useful to know that Giant Worm and Wing Tree have similar heritages, etc.)

1 STAR	#	BEAST	DEMON	MATRL	ANIML	SLIME	NATUR	ELMNT
Beast	#	Dradon	Hork	Stone	Baby	Aqua	Flower	Wind
	#			Kid	Panther	Slime	Beat	Beast
Demon	#	Lipsy	Demonite	Mad	Stone-	Aqua	Giant	Wind
	#			Candle	hopper	Slime	Slug	Beast
Matrl	#	Dradon	Demonite	Totem	Mad	Confetti	Cacti	Gizmo
	#			Killer	Gopher		Ball	
Animl	#	Drakee	Vampire	Spiky	Mommonja	Bubble	Ghostar	Wind
	#		Rat	Boy		Slime	Fish	Beast
Slime	#	Dragon	Spooky	Goopi	Mommonja	Slime	Giant	Killer
	#	Kid					Worm	Wave
Natur	#	Droll	Death	Spiky	Ghostar	Slime	Eggplaton	Killer
	#		God	Boy	Fish			Wave
Elmnt	#	Demighoul	Merman	Puppet	Rush	Magma	Eggplaton	Gizmo
	#			Man	Fish	Slime		

2 STARS	#	BEAST	DEMON	MATRL	ANIML	SLIME	NATUR	ELMNT
Beast	#	Dragon	Dead	Phantom	Nocto	Metal	Opabi	Flame
	#		Knight	Glass	King	Slime		
Demon	#	War	Dead	Mimic	Cat	Healer	Chestnut	Flame
	#	Lizard	Father		Mage		Man	
Matrl	#	Mad	Mummy	Wicked	Army	Snaily	Minon	Cloud
	#	Dragon		Axe	Crab			King
Animl	#	Orc	Putre	Sabre	Tonguella	Snaily	Tonguella	Flame
	#		Pup	Man				
Slime	#	Big Eye	Pompom	Clay	Tonguella	Healer	Mad	Blizzard
	#		Bomb	Man			Plant	
Natur	#	Wyvern	Putre	Clay	Bull	Reefer	Florajay	Blizzard

	#	Pup	Man	Bird			
-----	#	-----	-----	-----	-----	-----	-----
Elmnt	#	Big Eye	Shadow	Jewel	Almiraj	Snome	Florajay
	#			Bag			King
3 STARS	#	BEAST	DEMON	MATRL	ANIML	SLIME	NATUR
*****	#	*****	*****	*****	*****	*****	*****
Beast	#	Swordgon	Arch	Golem	Goategon	Dark	Onion
	#		Demon			Slime	Master
-----	#	-----	-----	-----	-----	-----	-----
Demon	#	Gargoyle	Gate	Armorpede	Grizzly	Slime	Dance
	#		Guard			Knight	Vegi
-----	#	-----	-----	-----	-----	-----	-----
Matrl	#	Swordgon	Evil	Proto	Iron	Dark	Armorpede
	#		Armor	Mech	Turtle	Slime	
-----	#	-----	-----	-----	-----	-----	-----
Animl	#	Gulp	Gigantes	Golem	Wild	Bubble	Unicorn
	#	Beast			Ape	King	
-----	#	-----	-----	-----	-----	-----	-----
Slime	#	Boohbah	Berserker	Armorpede	Unicorn	Slime	Stubsuck
	#					Knight	
-----	#	-----	-----	-----	-----	-----	-----
Natur	#	Snapper	Berserker	Stone	Mad	Bubble	Snapper
	#			Spider	Condor	King	
-----	#	-----	-----	-----	-----	-----	-----
Elmnt	#	Blizzardy	Ag	Bomb	Unicorn	Metabble	Snapper
	#		Devil	Crag			
4 STARS	#	BEAST	DEMON	MATRL	ANIML	SLIME	NATUR
*****	#	*****	*****	*****	*****	*****	*****
Beast	#	Great	Jamirus	Dead	Dark	Dark	Pumpk'
	#	Dragon		Masker	Horn	Knight	night
-----	#	-----	-----	-----	-----	-----	-----
Demon	#	Andreal	Demon	Mad	Dark	Mage	Mad
	#		Monk	Mirror	Horn	Slime	Hornet
-----	#	-----	-----	-----	-----	-----	-----
Matrl	#	Skullgon	Dragon	Roboster	Iron	Dark	Big
	#		Rider		Hawk	Knight	Scorpion
-----	#	-----	-----	-----	-----	-----	-----
Animl	#	Battle	Boss	Stone	Walrus	Dark	Star
	#	Rex	Troll	Man	Man	Knight	Fish
-----	#	-----	-----	-----	-----	-----	-----
Slime	#	Battle	Dragon	Mad	Walrus	Halo	Pod
	#	Rex	Rider	Mirror	Man	Slime	Hero
-----	#	-----	-----	-----	-----	-----	-----
Natur	#	Armorpion	Boss	Lava	Triwinder	Halo	Face
	#		Troll	Djinn		Slime	Tree
-----	#	-----	-----	-----	-----	-----	-----
Elmnt	#	Orochi	Lamp	Ice	King	Crystal	Face
	#		Genie	Djinn	Squid	Slime	Tree
5 STARS	#	BEAST	DEMON	MATRL	ANIML	SLIME	NATUR
*****	#	*****	*****	*****	*****	*****	*****
Beast	#	Giga	Grand	Gryphynx	Grand	Dark	Drolle.
	#	Draco	Shark		Shark	King	
-----	#	-----	-----	-----	-----	-----	-----
Demon	#	Cergainas	High	Dark	Muscle	Dark	Drolle.

	#	Wizard	Crystal	Kong	King		
Matrl	#Cergainas	Chain	Gryphynx	Muscle	Spin	Death	Pural
	#	Djinn		Kong	Slime	Sizer	
Animl	# Chaos	Chain	Gryphynx	Trumpeter	Dark	Trumpeter	Pural
	# Drake	Djinn			King		
Slime	# Rain	Grand	Dark	Trumpeter	Spin	Wing	Pural
	# Hawk	Satan	Crystal		Slime	Tree	
Natur	# Rain	Grakos	Dark	Grand	Spin	Rosevine	Pural
	# Hawk		Crystal	Shark	Slime		
Elmnt	# Chaos	Grakos	Grand	King	Master	Rosevine	Pural
	# Drake		Shark	Leo	Slime		

[1.3] REFORMING -- SPECIAL CASES

There are many hundreds of special cases programmed into the game, and most of them are not interesting or useful. Here are some that are:

Result	Base	1st Heart	2nd Heart	+ Needed
King Slime	Slime	Cloud King	(Slime Family)	
Metal King	Metal Slime	Metal Slime	Metal Slime	+8
Mage Slime	Healer	Cat Mage	Cat Mage	
Muscle Kong	Wild Ape	Wild Ape	Wild Ape	+4

Mage Slime allows you to jump straight to 4 star monsters at Samaltoria, and Muscle Kong gets you to 5 star monsters at Moonbrooke. Muscle Kong is also one normal reformation away from King Leo, which offers probably the best stat gain outside of the hardest to create monsters. You can make 3 King Leos at Moonbrooke and easily beat the entire game and postgame without changing your race again. (You'll still want to reform using human hearts, to compound your stat gains and learn new skills.)

Result	Base	1st Heart	2nd Heart	+ Needed
Skeletor	Dead Knight	Dead Knight	Dead Knight	+8
White King	Skeletor	Skeletor	Skeletor	+8
Roboster	Proto Mech	Proto Mech	Proto Mech	+4
Roboster 2	Roboster	Roboster	Roboster	+8
Golden Slime	Crystal Slime	Crystal Slime	Crystal Slime	+4
Jenodark	Andreal (2 different hearts of:)			
	Orochi			
	Great Dragon			
	Giant Squid			
	Iron Hawk			
	White King			
	Pumpk'night			
	Roboster			

These level 4 and 5 monsters cannot be created with normal reformations, and you need them to make 6 star monsters. (King Leo and Death Sizer can be created with normal reformations.) You can also use the double heart method to make them, but hearts for White King, Roboster 2, Golden Slime, and Jenodark are exceedingly difficult to come by.

Result	Base	1st Heart	2nd Heart	+ Needed
Divinegon	Jenodark	Jenodark	Jenodark	
Night Lich	White King	White King	White King	
DrakMachine	Roboster 2	Roboster 2	Roboster 2	
Infergon	King Leo	King Leo	King Leo	
Gran Slime	Golden Slime	Golden Slime	Golden Slime	
Scarabator	Death Sizer	Death Sizer	Death Sizer	

The 6 star monsters cannot be created with normal reformations OR the double heart method.

Result	Base	1st Heart	2nd Heart	+ Needed
Wind Spirit	Dreen	Wind Spirit	Cergainas	
Earth Spirit	Iiro	Earth Spirit	King Leo	
Fire Spirit	Pimo	Fire Spirit	Dragon Lord	
Water Spirit	Alue	Water Spirit	Grakos	
Dark Spirit	Pural	Dark Spirit	Rain Hawk	
Light Spirit	Dark Spirit	Light Spirit	Golden Slime	
Kakalon	Water Spirit	Divinegon	Drollerium	
Kushalami	Fire Spirit	Infergon	Jenodark	
Barbaru	Earth Spirit	Night Lich	Muscle Kong	
Dometry	Barbaru	Durran	Gryphynx	
Durran	Dark Spirit	Scarabator	Roboster 2	
Dragon Lord	Durran	Divinegon	Chaos Drake	
Watabou	Celestial B.	Gran Slime	Golden Slime	+50
Warubou	Durran	Gran Slime	Dark Slime	+50
Celestial B.	Light Spirit	Celestial B.	Watabou	
Gisvarg	Dometry	DrakMachine	Warubou	
Master Dragon	Celestial B.	Master Dragon	Gisvarg +99	

The unique monsters include the spirits and illusions, which are mostly just curiosities, as well as the most high-powered monsters in the game. However, it will take a long time to make Master Dragon and the other elites: not only do you have to do a bunch of reformations, but acquiring the hearts you need for those reformations is a very time-consuming task. For reference, the chains of reformations used here are:

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Alue --> Water Spirit --> Kakalon
Pimo --> Fire Spirit --> Kushalami
Iiro --> Earth Spirit --> Barbaru --> Dometry --> Gisvarg
Pural --> Dark Spirit --> Durran --> Dragon Lord
Pural --> Dark Spirit --> Durran --> Warubou
Pural --> Dark Spirit --> Light Spirit --> Celestial Beast --> Watabou
Pural --> Dark Spirit --> Light Spirit --> Celestial Beast --> Master Dragon

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MONSTER STATS CHART

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LEGEND:

\* = Star Level

Wt = Weight

XP = Experience required to reach level 10

X/Y = For each of the six stats, two numbers are listed. The first is the gain you receive when you reach level 2, and the second is the sum of all gains received between level 1 and level 99. These two numbers should give you a fairly good idea of how the monster's gains are both early on as well as when you're in it for the long haul.

Avg = The average for the above six stats. This is a great number to use when looking for efficient stat-gainers. However, remember that you may care more about some stats (ATK) than about others (MP, WIS).

D,S = Each race has 27 different resistance values! There wasn't room to show all of those, so instead I've listed the average value for two sets of resistances. 0 indicates no resistance while 7 indicates total immunity.

D = Direct Damage:

Blaze, Firebal, Bang, Infernos, Zap, IceBolt, Flame, Blizzard, Tsunami

S = Status:

Surround, Sleep, Beat, StopSpell, Confuse, Sap, Sacrifice, Numb, Curse

I did not include the following resistances because they are less important, in my experience (a few, I'm not sure the game ever uses):

RobMagic, Slow, Madante, Poison, Lick, No Dance, Joke, Call, GigaSlash

\* = Cannot be created with normal reformations

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* Wt	XP	HP	MP	ATK	DEF	SPD	WIS	Avg	D	S	(1 Star)
1 1	739	6/492	2/435	3/575	3/575	1/267	14/999	4/557	0	3	Slime
1 2	1267	4/494	2/505	4/794	2/435	2/451	13/593	4/545	1	2	Bubble Slime
1 2	1506	4/794	5/594	4/494	4/494	2/451	13/593	5/570	1	3	Aqua Slime
1 2	1506	4/794	5/594	4/494	4/494	1/267	13/593	5/539	1	3	Magma Slime
1 2	1465	5/594	2/435	4/794	5/594	2/411	4/457	3/547	0	3	Confetti
1 2	1373	5/594	4/494	4/794	2/435	4/794	2/435	3/591	1	1	Baby Panther
1 2	1407	5/594	7/546	7/438	5/594	1/267	6/492	5/488	0	1	Mommonja
1 2	1314	5/594	4/494	5/594	2/505	7/438	7/546	5/528	1	1	Stonehopper
1 2	1314	5/594	5/594	5/594	2/435	2/435	7/546	4/533	1	1	Mad Gopher
1 3	1314	4/651	4/494	5/594	5/594	5/594	4/494	4/570	1	1	Ghostar Fish
1 3	1465	4/651	4/494	5/594	5/594	5/594	4/494	4/570	1	1	Rush Fish
1 2	2006	4/794	2/260	5/594	2/411	2/505	2/505	2/511	1	2	Dragon Kid
1 1	1506	2/435	4/457	4/494	4/494	7/546	1/267	3/448	1	2	Drakee
1 3	2006	5/594	2/260	5/594	4/651	2/260	2/505	3/477	1	2	Dradon
1 2	1984	4/494	2/411	5/594	4/651	7/438	9/345	5/488	1	2	Demighoul
1 2	1866	4/494	4/794	5/594	7/438	5/594	9/345	5/543	0	2	Droll
1 2	1583	4/494	6/492	3/575	2/435	4/457	2/451	3/484	0	2	Lipsy
1 2	1314	4/494	1/267	4/494	4/794	2/435	1/267	2/458	1	3	Eggplaton
1 2	1314	4/494	2/435	5/594	2/598	6/492	5/594	4/534	2	2	*Gophecada
1 2	1314	5/594	6/492	7/438	5/594	2/435	9/345	5/483	2	3	Giant Worm
1 2	1314	2/598	2/598	5/594	4/494	2/435	2/505	2/537	2	2	Cacti Ball
1 2	1314	4/494	6/492	4/494	2/435	2/435	5/594	3/490	2	3	Giant Slug
1 2	1314	4/494	2/435	4/794	4/494	7/438	2/598	3/542	0	3	Flower Beat

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1	2	1583	2/505	2/435	7/546	4/494	5/594	4/457	4/505	0	3	Goopi
1	2	1583	2/435	2/435	5/594	4/494	5/594	7/546	4/516	0	3	Spiky Boy
1	2	1583	4/494	4/794	4/494	4/494	4/457	10/444	5/529	0	3	Mad Candle
1	3	2006	4/651	4/794	5/894	5/594	2/411	9/345	4/614	0	3	Stone Kid
1	3	1984	6/492	5/894	4/494	5/594	2/260	3/575	4/551	0	3	Totem Killer
1	2	1583	4/494	5/594	2/411	4/494	2/411	2/435	3/473	1	3	Puppet Man
1	2	1583	4/494	2/451	2/505	4/457	2/435	7/438	3/463	2	1	Demonite
1	2	1583	3/575	2/260	4/494	4/494	3/575	7/438	3/472	0	3	Death God
1	1	1314	4/494	5/594	4/494	6/492	2/598	6/492	4/527	0	2	Spooky
1	3	2006	5/594	2/435	7/438	6/492	2/435	4/794	4/531	0	2	Hork
1	3	2006	7/438	4/457	5/594	2/598	1/267	3/575	3/488	1	1	Merman
1	2	2006	3/575	4/651	4/794	4/494	5/594	2/598	3/617	1	2	Vampire Rat
1	1	1506	4/494	12/385	4/494	4/457	7/438	1/267	5/422	1	3	Gizmo
1	2	1583	5/594	1/267	5/594	2/435	12/385	13/593	6/478	1	3	Wind Beast
1	3	1866	4/494	5/594	3/575	4/457	14/999	1/267	5/564	2	3	Killer Wave

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* Wt	XP	HP	MP	ATK	DEF	SPD	WIS	Avg	D	S	(2 Stars)
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2	3	1984	1/139	4/794	3/575	9/546	10/444	6/492	5/498	4	5	Metal Slime
2	3	1583	6/492	7/546	5/594	3/575	1/267	14/999	6/578	0	3	Healer
2	3	1914	6/492	4/794	4/494	6/492	1/267	6/492	4/505	0	3	Snaily
2	3	1914	6/492	7/438	6/492	3/575	5/594	9/345	6/489	0	3	Reefer
2	3	1866	5/594	6/492	6/492	3/505	4/494	7/546	5/520	1	3	Snome
2	3	1506	5/594	9/345	4/794	4/457	4/494	12/385	6/511	0	1	Cat Mage
2	4	1583	6/492	4/494	6/492	6/492	0/153	7/438	4/426	0	1	Tonguella
2	3	1866	7/438	2/435	3/575	6/492	2/505	2/451	3/482	0	2	Army Crab
2	2	1914	6/492	2/505	6/492	2/435	4/651	4/457	4/505	1	1	Almiraj
2	4	2006	6/492	4/651	6/492	4/794	4/494	2/260	4/530	1	1	*Nocto King
2	3	1984	6/492	2/435	6/492	2/435	4/494	4/457	4/467	1	0	Bull Bird
2	3	2006	6/492	2/451	6/492	7/438	5/594	4/457	5/487	1	2	Dragon
2	2	1984	5/594	2/435	4/494	6/492	7/438	1/267	4/453	1	1	Wyvern
2	3	2006	7/546	4/651	7/546	2/505	1/267	4/651	4/527	1	2	Mad Dragon
2	3	1984	6/492	6/492	6/492	6/492	5/594	2/435	5/499	1	2	Big Eye
2	3	2006	6/492	2/505	6/492	6/492	4/494	5/594	4/511	1	2	War Lizard
2	3	2006	5/594	5/594	6/492	6/492	2/435	2/598	4/534	1	2	Orc
2	2	1465	6/492	2/598	6/492	2/435	2/435	7/546	4/499	2	3	*Toadstool
2	3	1583	2/598	4/457	7/546	5/594	2/598	5/594	4/564	2	3	Opabi
2	3	1583	7/438	2/505	2/435	7/546	4/651	7/546	4/520	2	2	Minon
2	3	1583	6/492	2/260	6/492	6/492	4/494	2/598	4/471	2	2	Mad Plant
2	2	1506	6/492	2/260	4/794	4/494	2/411	2/411	3/477	1	3	Chestnut Man
2	2	1465	2/451	2/451	5/594	4/494	9/345	5/594	4/488	2	2	Florajay
2	3	2006	4/494	4/794	4/651	6/492	2/451	1/267	3/524	1	3	Mimic
2	3	2006	4/494	5/594	5/894	4/494	1/139	2/598	3/535	0	4	Clay Man
2	3	2006	5/594	4/794	4/494	5/594	4/651	2/505	4/605	1	4	Phantom Glass
2	4	1984	4/494	12/385	4/494	5/902	4/457	2/435	5/527	0	3	Jewel Bag
2	3	2006	6/492	2/260	5/594	6/492	5/594	4/494	4/487	0	3	Sabre Man
2	4	2006	4/494	4/457	4/494	6/492	7/438	4/494	4/478	0	4	Wicked Axe
2	2	1984	5/594	2/435	4/494	6/492	2/435	4/457	3/484	0	2	Putre Pup
2	3	2006	6/492	2/763	3/575	6/492	4/457	2/763	3/590	0	2	Pompom Bomb
2	3	2006	5/594	4/457	6/492	4/794	4/457	6/492	4/547	0	2	Mummy
2	3	2006	4/494	5/594	7/438	4/794	5/594	6/492	5/567	1	2	Dead Knight
2	2	1984	3/575	4/494	4/494	6/492	6/492	10/444	5/498	0	2	Shadow
2	3	2006	5/594	6/492	4/494	4/494	2/451	12/385	5/485	0	3	Dead Father
2	4	2006	6/492	14/999	6/492	7/438	7/546	0/999	6/661	2	3	Cloud King
2	3	2006	5/902	4/794	5/594	4/457	7/438	5/894	5/679	3	3	Flame
2	3	2006	4/794	4/794	4/651	4/457	7/438	5/894	4/671	2	3	Blizzard

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* Wt	XP	HP	MP	ATK	DEF	SPD	WIS	Avg	D	S	(3 Stars)
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3	5	4075	9/345	7/438	7/546	7/546	1/267	12/385	7/421	2	3	*King Slime
3	4	4116	1/139	9/345	4/494	9/546	12/385	6/492	6/400	5	5	Metabble
3	3	3807	7/546	2/451	3/575	4/457	2/435	4/457	3/486	1	3	Dark Slime
3	4	3998	7/546	6/492	7/546	7/546	1/267	9/345	6/457	1	3	Slime Knight
3	5	3998	7/546	4/794	7/546	7/546	4/494	10/444	6/561	1	3	Bubble King
3	3	3983	6/492	2/763	3/575	7/546	7/438	10/999	5/695	1	2	Unicorn
3	3	3807	7/546	7/546	3/575	7/546	7/546	13/593	7/558	2	2	Mad Condor
3	5	4116	6/492	2/505	7/546	7/546	2/411	7/546	5/507	1	1	Iron Turtle
3	4	3998	6/492	4/651	7/546	5/594	2/435	2/451	4/528	1	1	Grizzly
3	4	4075	7/546	2/451	7/546	4/794	2/451	4/457	4/540	0	1	Wild Ape
3	3	4075	6/492	2/435	7/546	4/794	4/457	2/260	4/497	1	2	Goategon
3	3	3998	3/575	2/435	6/492	6/492	6/492	10/444	5/488	3	2	*Phoenix
3	3	4075	3/575	5/594	7/546	7/546	6/492	7/546	5/549	3	2	Blizzardy
3	4	6297	7/546	2/451	9/345	6/492	5/594	2/451	5/479	1	2	Gulp Beast
3	4	6297	6/492	2/260	9/345	4/494	2/451	2/505	4/424	2	2	Swordgon
3	3	3998	6/492	4/651	7/546	7/546	1/267	2/125	4/437	1	2	Boohbah
3	3	3998	5/594	10/444	7/546	2/451	4/651	13/593	6/546	2	2	Gargoyle
3	3	1914	7/546	7/438	1/267	13/593	4/794	7/438	6/512	2	3	Snapper
3	4	3807	4/494	4/794	7/546	9/345	2/435	2/411	4/504	1	3	Armorpede
3	3	1984	7/546	3/575	6/492	6/492	4/457	4/794	5/559	1	3	*Hammer Man
3	3	1866	7/546	2/763	5/594	4/494	1/267	7/546	4/535	1	3	Dance Vegi
3	3	1984	6/492	4/651	2/451	4/494	5/594	13/593	5/545	2	3	Onion Master
3	3	2006	7/546	2/435	4/457	4/494	2/435	9/345	4/452	2	3	Stubsuck
3	5	6383	7/546	4/457	7/546	7/546	4/457	4/494	5/507	1	4	Golem
3	3	6256	7/546	2/435	5/594	6/492	4/651	5/594	4/552	1	4	Bomb Crag
3	2	4116	5/594	5/594	2/435	5/594	1/267	3/575	3/509	1	4	Stone Spider
3	3	6374	7/546	4/457	4/494	7/546	4/794	5/594	5/571	1	4	*Rogue Knight
3	4	6374	5/594	2/411	6/492	6/492	4/457	4/494	4/490	0	4	Proto Mech
3	3	6297	2/260	10/444	4/494	4/494	4/651	13/593	6/489	2	4	*Wander Monk
3	4	6297	7/546	2/435	7/546	7/546	5/594	2/763	5/571	2	2	Arch Demon
3	4	6256	7/438	2/451	5/594	7/546	2/505	6/492	4/504	1	2	Evil Armor
3	5	6256	12/385	4/651	9/345	5/594	4/651	4/651	6/546	1	2	Gigantes
3	3	3998	7/546	2/411	7/546	5/594	2/411	4/494	4/500	1	2	Berserker
3	3	6374	6/492	5/594	7/546	7/546	4/794	9/345	6/552	2	2	Gateguard
3	3	4075	7/438	2/435	7/546	7/546	7/438	3/575	5/496	2	2	Ag Devil

* Wt	XP	HP	MP	ATK	DEF	SPD	WIS	Avg D S	(4 Stars)			
4	6	6383	2/125	9/345	5/594	12/385	13/593	12/385	8/404	5	5	*Metal King
4	4	6374	4/651	3/119	4/794	9/345	3/119	12/385	5/402	1	3	Crystal Slime
4	4	6374	6/492	2/451	12/385	9/345	1/267	9/345	6/380	1	3	Dark Knight
4	3	3983	13/593	4/651	2/505	4/457	4/794	4/457	5/576	0	3	Halo Slime
4	3	3865	5/594	9/345	4/794	4/457	4/494	12/385	6/511	2	2	Mage Slime
4	4	6256	10/999	4/457	7/546	4/651	4/457	2/763	5/705	3	2	King Squid
4	5	13410	12/385	7/546	9/345	7/546	3/575	2/435	6/472	1	1	*Big Mommonja
4	5	6297	9/546	4/457	7/546	5/594	4/794	10/444	6/563	1	2	Dark Horn
4	4	6383	7/546	4/651	13/593	4/651	13/593	3/575	7/601	2	2	Iron Hawk
4	4	6256	9/546	4/494	10/444	3/575	5/594	6/492	6/524	1	1	Walrus Man
4	4	6374	12/385	9/345	10/444	4/651	7/546	5/894	7/544	3	2	Triwinder
4	5	6383	14/999	5/594	14/999	4/651	7/546	6/492	8/713	3	2	Orochi
4	4	6374	5/902	2/451	9/345	12/385	4/457	4/494	6/505	2	2	Skullgon
4	4	6297	9/345	5/594	10/444	9/546	3/575	10/444	7/491	2	2	Andreal
4	4	6383	9/345	7/438	10/444	4/651	9/546	7/438	7/477	2	2	Battle Rex
4	4	15292	5/902	1/267	9/345	14/999	12/385	2/598	7/582	2	3	Amorpion
4	5	14345	9/345	2/505	10/444	9/345	7/438	7/546	7/437	2	2	Great Dragon
4	4	3998	10/444	1/267	7/546	6/492	4/794	9/546	6/514	1	3	Face Tree
4	3	3865	4/494	2/505	5/594	5/594	1/267	4/457	3/485	2	3	Mad Hornet
4	3	3906	6/492	4/457	5/594	4/651	2/598	5/594	4/564	1	3	Pumpk'night

4	2	2006	6/492	4/457	4/794	4/651	2/435	4/794	4/603	1	3	Pod Hero
4	3	3807	5/894	3/575	6/492	5/594	9/345	2/260	5/526	1	4	*Belzebub
4	4	3983	4/794	3/575	10/444	12/385	2/411	2/411	5/503	2	4	Big Scorpion
4	5	13410	14/999	4/794	9/546	14/999	2/451	9/345	8/689	2	4	Stone Man
4	4	6383	7/438	4/494	5/594	14/999	4/457	5/594	6/596	3	4	Ice Djinn
4	4	6383	7/438	10/444	9/546	5/902	4/457	5/594	6/563	3	3	Lava Djinn
4	3	6383	4/651	12/385	4/651	12/385	4/651	5/594	6/552	2	4	Dead Masker
4	4	13410	10/444	2/505	12/385	5/902	14/999	9/546	8/630	1	4	Roboster
4	3	6383	4/651	10/444	2/411	9/345	2/411	3/575	5/472	2	4	Mad Mirror
4	4	6383	14/999	2/435	9/345	14/999	5/894	2/598	7/711	2	2	Jamirus
4	3	3998	7/438	2/435	9/345	10/444	7/438	3/575	6/445	1	2	*Skeletor
4	5	6374	14/999	2/260	10/999	5/902	4/457	2/451	6/737	2	2	Boss Troll
4	4	6383	4/794	10/444	7/546	7/546	4/794	4/794	6/653	2	3	Lamp Genie
4	5	6374	12/385	2/451	12/385	2/451	13/593	2/598	7/477	2	2	Dragon Rider
4	3	6383	5/594	12/385	5/594	6/492	2/435	12/385	7/480	2	2	Demon Monk

* Wt	XP	HP	MP	ATK	DEF	SPD	WIS	Avg	D	S	(5 Stars)	
5	6	16089	4/651	9/345	7/546	14/999	18/999	12/385	10/654	5	5	*Gold Slime
5	5	6383	13/593	3/119	13/593	3/119	3/119	12/385	7/321	2	4	Dark King
5	3	6383	9/345	7/438	7/546	7/438	2/435	12/385	7/431	1	3	Master Slime
5	4	6374	9/345	4/794	13/593	3/575	1/267	12/385	7/493	1	3	Spin Slime
5	5	6383	9/546	9/345	14/999	5/894	9/546	9/345	9/612	2	3	King Leo
5	6	6374	12/385	2/435	14/999	4/794	4/494	2/598	6/617	3	2	Grand Shark
5	4	13410	12/385	5/594	9/345	9/345	9/546	7/546	8/460	2	2	*Mad Cat
5	5	13410	9/546	1/267	9/546	9/546	9/345	1/267	6/419	2	2	Trumpeter
5	5	6383	13/593	4/794	13/593	5/594	2/260	2/505	6/556	2	2	Muscle Kong
5	4	13410	10/999	18/999	12/385	14/999	2/598	14/999	11/889	3	3	Rain Hawk
5	6	14899	14/999	3/119	10/444	7/546	0/153	3/119	6/396	2	3	Chaos Drake
5	5	16089	13/593	4/651	12/385	7/546	0/153	14/999	8/554	3	3	Cergainas
5	6	15292	10/999	7/546	9/345	10/444	4/494	7/546	7/622	2	2	Giga Draco
5	5	16089	5/902	10/444	13/593	9/546	4/794	14/999	9/713	3	3	*Jenodark
5	5	6383	14/999	1/139	5/894	6/492	2/598	2/598	5/620	2	4	Rosevine
5	5	6374	4/794	12/385	3/575	9/345	2/260	12/385	7/457	3	4	Drollerium
5	5	6374	5/594	2/763	13/593	7/438	4/794	2/505	5/614	2	4	Death Sizer
5	3	3998	10/444	1/267	4/494	7/546	9/345	5/594	6/448	2	4	Wing Tree
5	6	14899	14/999	12/385	4/651	13/593	2/125	5/894	8/607	2	4	Gryphynx
5	5	15292	0/999	13/593	12/385	18/999	1/139	5/902	8/669	2	4	Dark Crystal
5	5	13814	12/385	4/457	14/999	4/651	14/999	10/444	9/655	2	4	*Roboster 2
5	4	13410	7/546	14/999	9/345	3/575	12/385	18/999	10/641	3	3	*White King
5	6	15823	7/546	13/593	13/593	3/575	3/119	2/505	6/488	2	2	Grand Satan
5	5	14345	7/546	2/598	10/999	3/575	7/438	4/794	5/718	2	3	Grakos
5	5	14345	7/546	2/411	13/593	4/794	1/139	3/575	5/509	2	3	Chain Djinn
5	5	14345	5/902	14/999	7/546	4/794	3/119	18/999	8/726	2	3	High Wizard

* Wt	XP	HP	MP	ATK	DEF	SPD	WIS	Avg	D	S	(6 Stars)	
6	6	14899	10/999	7/546	18/999	3/119	4/494	14/999	9/752	4	4	*Gran Slime
6	6	13814	14/999	3/575	14/999	5/594	2/260	3/575	6/667	2	3	*Infergon
6	6	15823	4/651	10/999	13/593	14/999	1/267	5/894	7/793	4	3	*Divinegon
6	6	13410	10/999	3/575	13/593	6/492	2/505	2/505	6/671	2	4	*Scarabator
6	6	15560	10/999	2/505	18/999	5/902	13/593	5/902	8/876	2	4	*DrakMachine
6	5	15292	10/999	13/593	14/999	4/794	3/575	4/651	8/828	3	3	*Night Lich

* Wt	XP	HP	MP	ATK	DEF	SPD	WIS	Avg	D	S	(Special)	
3	3	3807	1/139	3/575	1/139	1/139	2/763	1/267	1/337	1	2	Iiro

4 2	1984	1/139	3/575	1/139	1/139	2/763	1/267	1/337	1 3	Pimo
4 3	3807	1/139	3/575	1/139	1/139	2/763	1/267	1/337	1 2	Alue
3 2	1984	1/139	3/575	1/139	1/139	2/763	1/267	1/337	1 2	Dreen
5 4	6256	1/139	3/575	1/139	1/139	2/763	1/267	1/337	2 3	Pural
3 4	6383	7/546	1/267	7/546	0/999	1/139	1/267	2/460	2 3	*Earth Spirit
3 4	6383	4/794	4/794	0/999	5/894	2/260	5/894	3/772	2 3	*Water Spirit
3 4	6383	4/794	4/794	4/457	5/894	2/260	5/894	4/682	3 3	*Fire Spirit
3 3	6383	4/794	4/794	5/594	5/894	12/385	5/894	5/725	2 3	*Wind Spirit
3 4	6383	5/902	9/546	6/492	4/794	10/999	14/999	8/848	1 4	*Light Spirit
3 4	6383	4/794	9/546	5/594	4/794	3/119	14/999	6/641	2 3	*Dark Spirit
4 3	6383	5/894	12/385	4/794	6/492	6/492	6/492	6/591	3 3	*Kakalon
4 4	6383	5/894	12/385	4/794	6/492	6/492	6/492	6/591	2 4	*Kushalami
4 4	13410	10/999	1/267	14/999	5/894	2/411	4/794	6/787	2 3	*Barbaru
4 4	13814	7/546	13/593	7/546	7/546	4/794	14/999	8/670	2 3	*Domey
4 5	13814	9/345	1/139	12/385	6/492	5/894	5/894	6/524	2 5	*Dragon Lord
4 4	14345	10/999	3/575	12/385	12/385	9/546	6/492	8/623	3 3	*Durrant
5 1	709	4/794	10/999	6/492	14/999	10/999	5/894	8/982	3 4	*Watabou
5 1	709	4/794	10/999	12/385	9/345	10/999	5/894	8/855	3 3	*Warubou
5 5	14899	9/345	12/385	13/593	6/492	6/492	13/593	9/483	2 3	*Celestial Beast
6 7	16089	14/999	18/999	12/385	18/999	5/894	13/593	13/811	4 4	*Master Dragon
5 7	16089	18/999	12/385	18/999	0/999	6/492	18/999	12/812	2 5	*Gisvarg

[3]

EASY MONSTER GOODIES

[3.1] EASY MONSTER GOODIES -- ABILITIES

This section lists some easy sources of the abilities I find most essential. This does not list all abilities, nor does it list all sources.

The simplest way to pick these up: use a heart with the ability you want, and use a human heart. That way you don't have to worry about what you reform into. In some cases, these may also be good monsters to reform into and pick up the skill that way.

HEAL ALL	Healer
HEAL US ALL	Healer, King Slime, Rain Hawk
REVIVE	King Slime, Unicorn, Orc
LIGHT WAVE	Cloud King, Rain Hawk
THERMOSTAT	King Slime
MAGIC BAR.	Bubble King, Iron Turtle, Big Eye
INCREASE	Healer, Snailly, Flower Beat
SPEED UP	Baby Panther
TWIN HITS	War Lizard
BLAZE CUT	Pumpk'night
BLIZZ. CUT	Blizzardy

VACUUM CUT Mad Cat  
LIGHT. CUT Gargoyle, Pod Hero

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[3.2] EASY MONSTER GOODIES -- SMALL HUMANS  
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Human companions come in different sizes. Since the wagons can only carry so much, finding the smallest humans is a big help. By far the best way to find humans is with Rebirthers; their combination attack guarantees the last monster killed will be reborn as a human, and it gives a 5% chance they will be a level 3 human. Those are the ones you want.

Conveniently, some monsters are always reborn as large humans and some are always reborn as small humans. Using small humans, most classes can their weight as low as 1, and almost all can get it down to at least 2. Note that Fighters do not actually have a small form, but Gamblers do -- Gamblers are just hulks, apparently.

The following list gives the easiest (IMHO) opportunity to rebirth small humans of each class, along with the lowest weight possible. It does not list all such opportunities:

WARRIOR	2	Slime (Lorasia)
FENCER	2	Proto Killer (Lupghana - Desert)
KNIGHT	1	Slime Knight (Slime Island - Plains)
FIGHTER	3	Killer Ape (Moonpeta)
WIZARD	1	Cat Mage (E of Laura's Gate)
PRIEST	1	Heal Slime (Lorasia)
DANCER	1	Reefer (S of Laura's Gate - Forest)
MERCHANT	1	Iiro, Pimo, Alou, Dreen, Pural (Slime Island - Plains)
THIEF	1	Vampire Rat (Liliza - Forest)
PLAYER	1	Confetti (Slime Island - Mountains)
FISHER	1	Aqua Slime (Slime Island Cave)
MAPPER	1	Gophecada (Del Quondal - Mountains)
SEER	1	Crystal Slime (Cave to Rondarukia)
SAGE	2	Angel Slime (Slime Island - Forest)
COOK	1	Bubble Slime (Slime Island - Plains)
MEDIC	1	Snome (Rhone)
HUNTER	1	Magma Slime (Slime Island - Desert)
BARD	1	Pompom Bomb (W of Laura's Gate - Mountains)
TAMER	1	Demonite (Samaltoria - Mountains)
METAL HUNT.	1	Metal Slime (Slime Island - Mountains)
GAMBLER	3	Spin Slime (Slime Island Cave)
REBIRTHEE	1	Minon (Lofa)

In the postgame, you will probably want access to the following humans:

4x Rebirther	(to use the rebirther combo)
1x True Mapper	(to see map)
1x True Seer	(to see orb locations)
1x True Sage	(to cast Return)
3x True Warrior	(Doubles monster attack in round 1; attacks with 1.5x ATK)
3x True Fencer	(Monster attacks twice in round 1; 4 attacks with 0.8x ATK)
3x True Fighter	(Next best offensive unit; 0.9x ATK and likely to crit)

The fourth wagon spot, for your offensive use, could go to a Magic Master, a True Priest, or even a True Fisher. You may, or may not, also want:

1x Metal Master (to increase experience gain)  
1x Magic Master (for infinite Tiptoe spells)  
1x Master Tamer (to make it easier to get monster hearts)  
1x Gambler/Player (for casino -- rebirthers get human hearts easier, imho)

Given the weight options available, I recommend spreading out your initial wagon upgrades so that you have 3 wagons with a weight capacity of 12. This will allow you to get a True Warrior and True Fencer in every wagon with room for at least one other person, without too much fuss.

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[4]

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History:

1.0 - June 2011 - Initial release

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