

Dragon Quest Monsters III: Caravan Heart (Import) Monster Heart Skill Guide

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Monster Heart Skills Guide
For Dragon Quest Monsters: Caravan Heart
Version 1.0 Final Version
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1 WHAT ARE MONSTER HEARTS AND WHY ARE THEY USEFUL?

If you're reading this guide, and don't know what monster hearts are, or what they're good for, I guess you haven't played Caravan Heart (enough) yet. Let me fill you in then...

In DQM: Caravan Heart, you get guard monsters (3+) as part of the main storyline. Each monster comes with a caravan for holding human characters. These monsters are nice when you get them, but immediately you'll notice that you want them to have better attacks, healing spells, stats, etc. To do this, you'll need to make better monsters. DQM: Caravan Heart has a unique way of making those better monsters.

In other DQM games, you breed two monsters together to get a new monster. In DQM: Caravan Heart, you start out with a monster, then "reform" it with two new monster hearts. (NOTE: you will be unable to reform your guard monsters until a certain point in the game. At that time, all of this will be explained to you, so if you're not following, you'll see this information again.) The resulting monster will immediately have access to the spells & skills of the original monster, and will learn the spells and skills from the monster hearts as it levels up.

EXAMPLE:

Starting Monster (already knows Bolt, Heal, Upper, Sleep, Elude)
+Slime Heart (Save Power, Sap, Mimic)
+Bubble Slime Heart (Mist, Weird Light, Poison Hit)

Throw these together, and you'll have yourself a slime family monster that immediately knows Bolt, Heal, Upper, Sleep, and Elude, but will learn Save Power, Sap, Mimic, Mist, Weird Light, and Poison Hit as you raise it. Each skill has a set level and/or minimum stats that

you must reach to learn it. Also, each monster can have no more than 6 spells total, so you'll be prompted to remove one each time you new guard monster learns its 7th spell.

Got it?

Now, you're probably asking yourself, "Where can I get these wonderful monster hearts Platty is talking about?" No, they're not \$19.95 nor do you need to order now. Each time you fight a monster in battle, there is a chance that that monster will drop its heart. The more battles you fight, the more monster hearts you will accumulate. If you've played DWVII for the PlayStation, you're familiar with how the monster heart drops work. If you're going for a certain monster's heart, always make sure to defeat that monster LAST. You can only get a heart from the LAST monster defeated in a battle. After you reach a certain part of the game, you will meet a Tamer class human who if you put her in your caravan, will increase the drop rate of monster hearts significantly. There are also a spattering of monster hearts hidden around the world in drawers and barrels in towns and ports.

While all those monster hearts are quite nice, you'll eventually have to be choosy with which ones you keep. In DQM: Caravan Heart, you can only carry around 30 monster hearts at one time. If you have 30 and a monster drops a heart, you will be prompted to keep it and discard another. However, I recommend carrying no more than 29 at once, as there are special events that can get you free monster hearts for, but only if you have a free space in your inventory. Always leave a free space!

The spells listed below are not a full list of all the spells available in DQM: Caravan Heart. If you're a fan of the DQ series, you're probably wondering why you see Vivify, but not Revive or Sap, but not Defense. The monster hearts provide you with the weakest form of each spell tree. As you level up your monster, the spells become stronger.

Example: Heal becomes ---> Healmore becomes ---> HealAll
(+~30HP) (+70-90 HP) (restores all HP)

Vivify becomes ----> Revive
(50% chance to (100% chance to
 resurrect) resurrect)

Many of the higher-level spells take quite a few levels to learn (I believe Vivify becomes Revive at level 45), but are quite worth it. Unlike other DQM games, once you have leveled up and learned higher-powered spells, you never forget them. When you reform a new monster and it returns to level 1, it still knows the higher-power spells (note: this is NOT the case in any other DQM game, they always return you to level 1 with the lowest level spells).

2 MONSTER HEART LIST

SLIME Family

- #001 - Slime: Save Power, Sap, Mimic
- #002 - Bubble Slime: Mist, Weird Light, Poison Hit
- #003 - Aqua Slime: Water Spout, Antidote, Speed
- #004 - Magma Slime: Blaze, Sap, Fireball
- #005 - Confetti: Slow, Dance Seal, Upper

#006 - Metal Slime: Blaze, Icebolt, Beat
#007 - Healer: Heal, Heal Us, Upper
#008 - Snaily: Icebolt, Numb Off, Upper
#009 - Reefer: Sleep, Heal, Weird Dance
#010 - Snome: Icebolt, Sleep, Beat
#011 - King Slime: Heal Us, Thermostat, Vivify
#012 - Metabble: Fire Ball, Bang, Defeat All
#013 - Dark Slime: Seal Magic, Soak Magic, Sleep Hit
#014 - Slime Knight: Heal, Upper, Elude
#015 - Bubble King: Mist, Magic Barrier, Poison Breath
#016 - Metal King: Bolt, Beat, Swap
#017 - Crystal Slime: Icebolt, Speed, Upper
#018 - Dark Knight: Fireball, Elude, Fang Block
#019 - Halo Slime: Sleep, Vivify, Battle Song
#020 - Mage Slime: Blaze, Fireball, Bang
#021 - Gold Slime: Light Wave, High Defense, Body Slam
#022 - Dark King: Bolt, Dark Wave, Soak Magic
#023 - Master Slime: Vivify, Lightning, Icebolt
#024 - Spin Slime: Panic Dance, Hustle Dance, Upper
#025 - Gran Slime: United Soul, Life Dance, Bolt

ANIMAL Family

#026 - Baby Panther: Wind Beast, Speed, Save Power
#027 - Mommonja: Lure Dance, Ice Bolt, Slow
#028 - Stonehopper: Infernos, Panic, Lure Dance
#029 - Mad Gopher: Body Slam, Dust Cloud, Save Power
#030 - Ghostar Fish: Water Spout, Poison Hit, Weird Dance
#031 - Rush Fish: Water Spout, Specialty, Upper
#032 - Cat Mage: Blaze, Mist, Mimic
#033 - Tonguella: Sleep Hit, Sweet Breath, Lush Licks
#034 - Army Crab: Save Power, High Defense, Upper
#035 - Almiraj: Sleep, Save Power, All-Out
#036 - Nocto King: Wind Beast, Mist, Sweet Breath
#037 - Bull Bird: Body Slam, Save Power, Specialty
#038 - Unicorn: Heal, Vivify, Beat
#039 - Mad Condor: Eagles Eyes, Fireball, Heal Us
#040 - Iron Turtle: Magic Barrier, High Defense, Swap
#041 - Grizzly: Save Power, Icebolt, All-Out
#042 - Wild Ape: All-Out, High Defense, Glance Kick
#043 - Goategon: Firebolt, Slow, Sweet Breath
#044 - King Squid: Vivify, Water Spout, Save Power
#045 - Big Mommonja: Hustle Dance, Panic Dance, Icebolt
#046 - Dark Horn: Sleep, Seal Magic, Save Power
#047 - Iron Hawk: Heat Breath, Eagle Eyes, Bolt
#048 - Walrus Man: Water Spout, High Defense, Antidote
#049 - Triwinder: Fire Breath, Poison Hit, Numb Hit
#050 - King Leo: Fireball, Cold Breath, Save Power
#051 - Grand Shark: Water Spout, Slow, Save Power
#052 - Mad Cat: Infernos, Vacuum Cut, Speed
#053 - Trumpeter: All-Out, High Defense, Body Slam
#054 - Muscle Kong: Save Power, United Soul, Soak Magic
#055 - Infergon: Bolt, Cold Breath, Beat

BEAST Family

#056 - Dragon Kid: Fire Breath, Sweet Breath, Elude
#057 - Drakee: Antidote, Sleep, Soak Magic
#058 - Dradon: Blaze, Lure Dance, Take Magic
#059 - Demighoul: Icebolt, Mist, Upper

#060 - Droll: Slow, Step Guard, Sleep Hit
#061 - Lipsy: Lush Licks, Mimic, Sap
#062 - Dragon: Fire Breath, Blaze, Hold Breath
#063 - Wyvern: Heal, Cold Breath, Sleep
#064 - Mad Dragon: Poison Breath, All-out, Panic Dance
#065 - Big Eye: Icebolt, Cold Breath, Magic Barrier
#066 - War Lizard: Sap, Save Power, Twin Hits
#067 - Orc: Vivify, Sap, Save Power
#068 - Phoenix: Fire Breath, Blaze, Fair Wind
#069 - Blizzarddy: Cold Breath, Beat, Blizzard Cut
#070 - Gulp Beast: All-Out, Body Slam, Tender Cut
#071 - Swordgon: Fang Block, Elude, Bolt
#072 - Boohbah: Thermostat, Sleep Hit, Panic Dance
#073 - Gargoyle: Lightning Cut, Weird Light, Save Power
#074 - Orochi: Fire Breath, Beat, Blaze Cut
#075 - Skullgon: Cold Breath, Blizzard Cut, Tender Cut
#076 - Andreal: Infernos, Mist, Poison Breath
#077 - Battle Rex: Fire Breath, Save Power, Blaze Cut
#078 - Amorpion: Poison Hit, Numb Bit, Upper
#079 - Great Dragon: Cold Breath, Swallow All, Lightning
#080 - Rain Hawk: Light Wave, Infernos, Heal Us
#081 - Chaos Drake: Heat Breath, High Defense, Specialty
#082 - Cergainas: Blizzard Cut, Cold Breath, Beat
#083 - Giga Draco: Fire Breath, Blaze Cut, Body Slam
#084 - Jenodark: Dark Wave, Fire Breath, Curse Words
#085 - Divinegon: United Soul, Fire Breath, Bolt

NATURE Family

#086 - Eggplaton: Dust Cloud, Fireball, Lure Dance
#087 - Gophecada: Reflect, Dechaos, Beat
#088 - Giant Worm: Weird Dance, Step Guard, Panic Dance
#089 - Cacti Ball: Numb Hit, Dust Cloud, Weird Dance
#090 - Giant Slug: Lush Licks, Elude, Whistle
#091 - Flower Beat: Upper, Panic Dance, Lush Licks
#092 - Toadstool: Sleep Hit, Sweet Breath, Poison Breath
#093 - Opabi: Soak Magic, Lush Licks, Sweet Breath
#094 - Minon: Upper, Save Power, Heat Breath
#095 - Mad Plant: Numb Off, Sap, Slow
#096 - Chestnut Man: Save Power, Elude, Speed
#097 - Florajay: Wind Beast, Curse Words, Fair Wind
#098 - Snapper: Seal Magic, Save Power, Sleep Hit
#099 - Armorpede: Upper, Twin Hits, Tender Cuts
#100 - Hammer Man: Save Power, Specialty, Twin Hits
#101 - Dance Vegi: Lure Dance, Sacrifice Dance, Glance Kick
#102 - Onion Master: Soak Magic, Bang, Save Power
#103 - Stubsuck: Sleep, Save Power, Step Guard
#104 - Face Tree: Seal Magic, Curse Words, Weird Dance
#105 - Mad Hornet: Fair Wind, Poison Hit, Numb Hit
#106 - Pumpk'night: Save Power, Elude, Blaze Cut
#107 - Pod Hero: Bolt, Heal, Lightning Cut
#108 - Belzebub: Fireball, Body Slam, Poison Hit
#109 - Big Scorpion: Poison Hit, Sleep Hit, Step Guard
#110 - Rosevine: Hustle Dance, Dark Wave, Twin Hits
#111 - Drollerium: Curse Words, Dark Wave, Outside
#112 - Death Sizer: Bang, Heal Us, Twin Hits
#113 - Wing Tree: Step Guard, Sleep Hit, Life Dance
#114 - Scarabator: Bolt, Heal Us, Save Power

MATERIAL Family

#115 - Goopi: Elude, Dance Seal, Slow
#116 - Spiky Boy: Defeat All, Fang Block, Specialty
#117 - Mad Candle: Blaze, Save Power, Whistle
#118 - Stone Kid: Specialty, Heal, Save Power
#119 - Totem Killer: Infernos, Defeat All, Battle Song
#120 - Puppet Man: Weird Dance, Glance Kick, Hustle Dance
#121 - Mimic: Blaze, Step Guard, Beat
#122 - Clay Man: Mimic, Save Power, Vivify
#123 - Phantom Glass: Fire Breath, Lure Dance, Curse Words
#124 - Jewel Bag: Fireball, Seal Magic, Panic
#125 - Sabre Man: Soak Magic, Twin Hits, Elude
#126 - Wicked Axe: Swap, Numb Hit, Fang Block
#127 - Golem: Save Power, United Soul, Body Slam
#128 - Bomb Crag: Defeat All, Life Dance, High Defense
#129 - Stone Spider: All-Out, Defeat All, Poison Hit
#130 - Rogue Knight: Heal, Save Power, Blaze Cut
#131 - Proto Mech: TenderCut, Save Power, Body Slam
#132 - Wander Monk: Infernos, Heal, Vivify
#133 - Stone Man: High Defense, Swap, Swallow All
#134 - Ice Djinn: Icebolt, Cold Breath, High Defense
#135 - Lava Djinn: Blaze, Fire Breath, Swap
#136 - Dead Masker: Weird Light, Dark Wave, Beat
#137 - Roboster: Save Power, Fang Block, Numb Hit
#138 - Mad Mirror: Mimic, Reflect, Outside
#139 - Gryphynx: Fire Breath, Bolt, Thermostat
#140 - Dark Crystal: Cold Breath, Bolt, Dark Wave
#141 - Roboster 2: Blaze Cut, Lightning Cut, Numb Hit
#142 - DrakMachine: Fire Breath, Lighting Cut, Blaze Cut

DEMON Family

#143 - Demonite: Blaze, Fire Breath, Cold Breath
#144 - Death God: Curse Words, Weird Light, Beat
#145 - Spooky: Outside, Step Guard, Soak Magic
#146 - Hork: Poison Breath, Weird Light, Lush Licks
#147 - Merman: Vivify, Sap, Sweet Breath
#148 - Vampire Rat: Poison Hit, Sleep Hit, Beat
#149 - Putre Pup: Sap, Slow, Reflect
#150 - Pompom Bomb: Beat, Sacrifice Dance, Weird Light
#151 - Mummy: Numb Hit, Sleep Hit, Mist
#152 - Dead Knight: Heal, Dechaos, Uncurse
#153 - Shadow: Cold Breath, Beat, Curse Words
#154 - Dead Father: Infernos, Numb Off, Vivify
#155 - Arch Demon: Bang, Vacuum Cut, Lightning Cut
#156 - Evil Armor: Blaze Cut, Lightning Cut, Twin Hits
#157 - Gigantes: Save Power, Body Slam, Tender Cut
#158 - Berserker: Sleep Hit, Glance Kick, Tender Cut
#159 - Gateguard: Blaze, Weird Light, Soak Magic
#160 - Ag Devil: Fireball, Defeat All, Sweet Breath
#161 - Jamirus: Blaze, Fair Wind, Eagle Eyes
#162 - Skeletor: Sap, Blizzard Cut, Numb Hit
#163 - Boss Troll: All-Out, Body Slam, Swap
#164 - Lamp Genie: Heal, Sleep, Fire Breath
#165 - Dragon Rider: Mist, Sweet Breath, Blaze Cut
#166 - Demon Monk: Infernos, Heal, Uncurse
#167 - White King: Infernos, Bolt, Soak Magic
#168 - Grand Satan: Blaze, Fire Breath, Cold Breath
#169 - Grakos: Water Spout, Icebolt, Twin Hits
#170 - Chain Djinn: Take Magic, High Defense, Save Power

- #171 - High Wizard: Dark Wave, Bolt, Blaze
- #172 - Night Lich: Bolt, United Soul, Beat

ELEMENTAL Family

- #173 - Gizmo: Fire Breath, Cold Breath, Hold Breath
- #174 - Wind Beast: Infernos, Icebolt, Wind Beast
- #175 - Killer Wave: Water Spout, Poison Breath, Weird Dance
- #176 - Cloud King: Infernos, Thermostat, Light Wave
- #177 - Flame: Fire Breath, Blaze, Panic Dance
- #178 - Blizzard: Sap, Icebolt, Beat
- #179 - Earth Spirit: Twin Hits, Upper, United Soul
- #180 - Water Spirit: Heal Us, Icebolt, Water Spout
- #181 - Fire Spirit: Fire Breath, Blaze, Blaze Cut
- #182 - Wind Spirit: Vacuum Cut, Infernos, Speed
- #183 - Light Spirit: Bolt, Bang, Light Wave
- #184 - Dark Spirit: Beat, United Soul, Dark Wave
- #185 - Iiro: Lightning, Hustle Dance, Weird Dance
- #186 - Pimo: Sleep Hit, Hustle Dance, Weird Dance
- #187 - Kakalon: Upper, Cold Breath, Battle Song
- #188 - Kushalami: Sweet Breath, Hustle Dance, Infernos
- #189 - Barbaru: Save Power, Blaze Cut, Lightning Cut
- #190 - Dometry: Infernos, Sap, United Soul
- #191 - Dragon Lord: Dark Wave, Hold Breath, Fire Breath
- #192 - Durrant: Wind Beast, Vacuum Cut, Save Power
- #193 - Alue: Icebolt, Hustle Dance, Weird Dance
- #194 - Dreen: Poison Hit, Hustle Dance, Weird Dance
- #195 - Watabou: Map Magic, Mimic, Whistle
- #196 - Warubou: Map Magic, Lush Licks, Mimic
- #197 - Celestial Beast: Bolt, Infernos, Light Wave
- #198 - Gisvarg: Beat, Dark Wave, Bolt
- #199 - Pural: Mist, Sacrifice Dance, Weird Dance
- #200 - Master Dragon: Light Wave, Dark Wave, Bolt

3 CREDITS

In March 2008 a wonderful thing happened. Dragon Quest Monsters: Caravan Heart, the third monster game in the Dragon Quest Monsters series received its much anticipated fan-translation. All names: monster, skills, spells, locations, etc. in this guide are based on that translation. Thanks to KaioShin and his team for making this translation a reality.

Since KaioShin did his job, some others of us could do ours. Thank you so much to Roger Huxley, DemonWing13, Sendoh, mastersword, and many others here on the GameFAQs boards. They contributed probably a good half of what is in this guide.

4 COPYRIGHT NOTICE

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5 CONTACT INFORMATION

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