

Dragon Warrior Bestiary

by x_loto

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Bestiary

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1. Bestiary

Notes:

- Most monsters will not have their Max.HP at the start of a battle. Starting HP can be as low as three-fourths of the maximum.
- "Prob.1" and "Prob.2" are the probability that "Special 1" and "Special 2" will be used, respectively. Special 1 is checked first; if it is not chosen, Special 2 is checked, and if it is not chosen either, the monster will simply attack.
- In addition, "Special 1" is a conditional move. If it is Heal or Healmore, it will only be used if the monster's HP is less than one-fourth of Max. HP. If you are already asleep, Sleep will not be used, and if your spell has already been blocked, Stopspell will not be used.
- Magic Resistance categories represent the chance of that type of spell missing the monster completely; Evasion represents the chance of a physical attack missing the monster.
- The Metal Slime's Evasion seems underrepresented, but it is not. Most misses against that monster are actually 0-damage attacks due to its high Agility.

Name	STR	AGI	MAX.HP	EXP	Max.GOLD	Special 1	Prob.1	Special 2	Prob.2	Sleep Res.	Stopspell Res.	Hurt Res.	Evasion
Slime	5	3	3	1	1					0/16	15/16	0/16	1/64
Red Slime	7	3	4	1	2					0/16	15/16	0/16	1/64
Drakee	9	6	6	2	2					0/16	15/16	0/16	1/64
Ghost	11	8	7	3	4					0/16	15/16	0/16	4/64
Magician	11	12	13	4	11			Hurt	2/4	0/16	0/16	0/16	1/64
Magidrakee	14	14	15	5	11			Hurt	2/4	0/16	0/16	0/16	1/64
Scorpion	18	16	20	6	15					0/16	15/16	0/16	1/64
Druin	20	18	22	7	15					0/16	15/16	0/16	2/64
Poltergeist	18	20	23	8	17			Hurt	3/4	0/16	0/16	0/16	6/64
Droll	24	24	25	10	24					0/16	14/16	0/16	2/64
Drakeema	22	26	20	11	19	Heal	1/4	Hurt	2/4	2/16	0/16	0/16	6/64
Skeleton	28	22	30	11	29					0/16	15/16	0/16	4/64
Warlock	28	22	30	13	34	Sleep	1/4	Hurt	2/4	3/16	1/16	0/16	2/64
Metal Scorpion	36	42	22	14	39					0/16	15/16	0/16	2/64
Wolf	40	30	34	16	49					1/16	15/16	0/16	2/64
Wraith	44	34	36	17	59	Heal	1/4			7/16	0/16	0/16	4/64
Metal Slime	10	255	4	115	5			Hurt	3/4	15/16	15/16	15/16	1/64
Specter	40	38	36	18	69	Sleep	1/4	Hurt	3/4	3/16	1/16	0/16	4/64
Wolflord	50	36	38	20	79	Stopspell	2/4			4/16	7/16	0/16	2/64
Druinlord	47	40	35	20	84	Heal	3/4	Hurt	1/4	15/16	0/16	0/16	4/64
Name	STR	AGI	MAX.HP	EXP	Max.GOLD	Special 1	Prob.1	Special 2	Prob.2	Sleep Res.	Stopspell Res.	Hurt Res.	Evasion
Drollmagi	52	50	38	22	89	Stopspell	2/4			2/16	2/16	0/16	1/64
Wyvern	56	48	42	24	99					4/16	15/16	0/16	2/64
Rogue Scorpion	60	90	35	26	109					7/16	15/16	0/16	2/64
Wraith Knight	68	56	46	28	119	Heal	3/4			5/16	0/16	3/16	4/64
Golem	120	60	70	5	9					15/16	15/16	15/16	0/64
Goldman	48	40	50	6	199					13/16	15/16	0/16	1/64
Knight	76	78	55	33	129	Stopspell	2/4			6/16	7/16	0/16	1/64
Magiwyvern	78	68	58	34	139	Sleep	2/4			2/16	0/16	0/16	2/64
Demon Knight	79	64	50	37	149					15/16	15/16	15/16	15/64
Werewolf	86	70	60	40	154					7/16	15/16	0/16	7/64
Green Dragon	88	74	65	45	159			Breathe fire	1/4	7/16	15/16	2/16	2/64
Starwyvern	86	80	65	43	159	Healmore	3/4	Breathe fire	1/4	8/16	0/16	1/16	2/64
Wizard	80	70	65	50	164			Hurt	2/4	15/16	7/16	15/16	2/64
Axe Knight	94	82	70	54	164	Sleep	1/4			15/16	3/16	1/16	1/64
Blue Dragon	98	84	70	60	149			Breathe fire	1/4	15/16	15/16	7/16	2/64
Stoneman	100	40	160	65	139					2/16	15/16	7/16	1/64

Armored Knight	105	86	90	70	139	Healmore	3/4	Hurtmore	1/4	15/16	7/16	1/16	2/64
Red Dragon	120	90	100	100	139	Sleep	1/4	Breathe fire	1/4	15/16	7/16	15/16	2/64
Dragonlord	90	75	100	0	0	Stopspell	1/4	Hurtmore	3/4	15/16	15/16	15/16	0/64
Dragonlord	140	200	130	0	0			Breathe fire 2	2/4	15/16	15/16	15/16	0/64

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