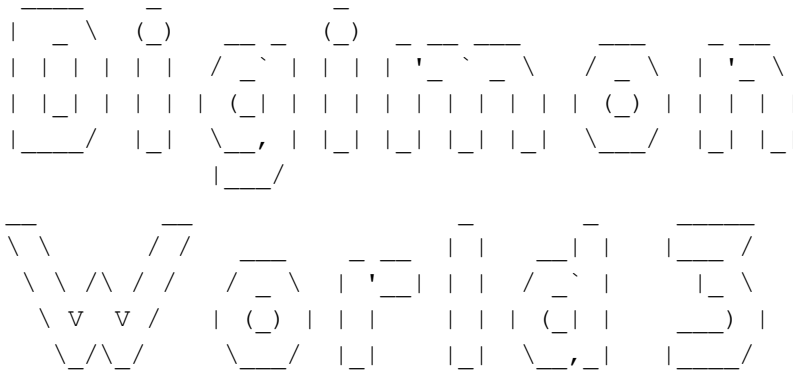


Digimon World 3 Veemon FAQ

by Med_Jai

Updated to v1.6 on Mar 1, 2007



Veemon Guide

Version 1.6 (04/11/2004)

By: Med Jai

=====
Copyright Information

=====
Copyright 2006 by Med Jai

This character FAQ may be not be reproduced under any circumstances except for personal and/or private use. If you want to use this guide on your site then you will need my written permission. If you use the guide on your site and DO NOT have my written permission then you will be asked to take it down.

All trademarks and copyrights contained in this document are owned by their respective trademark and copyright holders.

*/**/**/*/*/*/*/*/*/*/*/*

* Table of Contents *

*/**/**/*/*/*/*/*/*/*/*/*

0. Intro

1. How To Get Veemon

2. Natural Digivolution

2.1 Veemon

2.2 ExVeemon

2.3 Paildramon

2.4 Imperialdramon

2.5 Imperialdramon Fighter Mode

2.6 Imperialdramon Paladin Mode

3. Other Digivolutions

4. Weapons and Armor

4.1 Veemon Exclusive Armor

- 4.2 Hand Weapons/Armor
- 4.3 Head Armor
- 4.4 Body Armor
- 4.5 Accessory

5. Invincible

6. Credits

=====
 + Version History +
 =====

+ Version History +

=====

1.6- Added what type each move is.

=====
 = 0. Intro =
 =====

This is a character FAQ for Veemon from Digimon World 3 also know as Digimon World 2003. Here you will find out how to get Veemon, its natural digivolutions, other digivolutions it can learn, and more.

()
 1. HOW TO GET VEEMON
 ()

The only way to get Veemon as part of your team is go to his DRI Agent. This mission is perhaps one of the hardest to do due to the low-level requirement. Make sure you have the Byakko Badge before doing all this.

Your rookie Digimon's combined level must be under 30. You can take all 3 of your team with you or just one as long as the level is under 30. Some examples follow below.

20+9= 29

No problem here since the 2 rookie Digimon's combined level equals 29.

10+15+4= 29

Again no problem here since all 3 rookie levels equal 29.

25+10+35= 70

This would not work. The combined level is 70. So in order to fix it you would have to leave behind 2 rookie Digimon in order to be under level 30.

The DRI Agent is in Protocol Ruins. When you enter the ruins you'll be facing a snake like statue. Go left of that statue and follow the path till you come to a branching path. You'll have the option to go up, right, or

left. You'll want to go left again and follow the path till you once again come to another branching path with the same options (left, right, up). Go up this time and follow the path to DRI Bob.

Once DRI Bob gives you the mission you are off to fight Paildramon in order to get the Veemon DDNA. Paildramon is at Bulk Bridge and is very easy to beat. Having counter crest works very well. If you have only one Digimon with you then go back and pick up the rest of your team then fight Paildramon. Once you have the mission the level requirement no longer applies.

()
2. NATURAL DIGIVOLUTION
() ()

The following below are about Veemon and its natural digivolutions.

+++++
2.1 Veemon
+++++

Game Description:

Techs learned:

Vee Head Butt
MP Cost: 22
Type: Physical attack
Tech Description: Strong head butt.

Starting Stats:

HP: 160 Fire: 60
MP: 150 Water: 95
Strength: 39 Ice: 130
Defense: 32 Wind: 115
Spirit: 40 Thunder: 95
Wisdom: 47 Machine: 75
Speed: 42 Dark: 110
Charisma: 1

+++++
2.2 ExVeemon
+++++

Description: Good all-round. Can DNA Digivolve.

At level 5 Veemon will learn the ExVeemon digivolution.
 It takes about 182 exp. to get to level 5.

```

-----
Tech Name      - Level - Level -          Tech          - MP Cost -
               - Learned - Loaded -          Description      -      -
-----
Air Blast      - 10  - 35  -          Shoot air balls      - 20
Ice Blow       - 20  - 55  - Shoot icicles with ice damage- 20
Small Heal     - 40  - 75  -          Heal some of your HP      - 16
Antidote       - 50  - 99  -          Cure poison on yourself    - 8
VeeLaser      - 60  -      -          Shoot a laser from the chest - 60
  
```

Air Blast, Ice Blow, and VeeLaser are magic attacks. Small Heal and Antidote are healing techniques.

```

+++++
2.3                               Paildramon
+++++
  
```

Description: DNA digivolve Digimon.

To get Paildramon you need to have Veemon at level 20 and Stingmon at level 5. It takes Veemon about 7391 exp. to get to level 20.

```

-----
Tech Name      - Level - Level -          Tech          - MP Cost -
               - Learned - Loaded -          Description      -      -
-----
Metal Attack   - 5   - 15  -          Machine Damage          - 26
Ice Shower     - 10  - 40  - Shoot Numerous icicles      - 48
Mega Tornado   - 25  - 60  - Tornado against an enemy    - 30
Speed Up       - 55  - 90  - Increase your speed         - 48
Anti-Paralysis- 65  - 99  - Cure paralysis on yourself   - 8
Desperado Blaster- 70  -      - Rapid-fire 2 energy waves    - 84
  
```

Metal Attack and Desperado Blaster are physical attacks. Speed up is a support technique. Ice Shower and Mega Tornado are magic attacks.

```

+++++
  
```

2.4 Imperialdramon

+++++

Description: High potential Mega Digimon.

In order to get Imperialdramon you need to have Veemon at level 40 and Paildramon at level 50. It takes Veemon about 54410 exp to get to level 40.

Tech Name	- Level	- Level	-	Tech	- MP Cost	-
	- Learned	- Loaded	-	Description	-	-
Mega Heal	5	15	-	Heal much of your HP	74	-
Mechanical Bash	25	60	-	Strong machine damage	48	-
Snowstorm	50	80	-	Snow spirit inflicts ice damage	60	-
Sylph Storm	70	90	-	Powerful gust of wind	72	-
Mega Crusher	85		-	Fire a massive ball	150	-

Mechanical Bash and Mega Crusher are physical attacks. Snowstorm and Sylph Storm are magic attacks. Mega Heal is a healing technique.

+++++

2.5 Imperialdramon Fighter Mode

+++++

Description: Reinforced for combat.

To get Imperialdramon FM you need to get Imperialdramon to level 99.

Tech Name	- Level	- Level	-	Tech	- MP Cost	-
	- Learned	- Loaded	-	Description	-	-
Heaven Hit	10	30	-	Strong thunder damage	32	-
Mega Boost	20	55	-	Increase allies' speed	96	-
Full Heal	45	70	-	Heal almost all of your HP	120	-
Counter Strike	60	85	-	Strong counterattack during pose	96	-
Giga Heal	75	99	-	Heal much of allies' HP	188	-
Giga Crusher	90		-	Fire the ultimate laser cannon	180	-

Heaven Hit, Counter Strike, Giga Crusher are all physical attacks. Mega Boost is a support technique. Full Heal and Giga Heal are healing techniques.

Greymon	-	Paildramon Level 35	Defense 200
Grizzmon	-	Imperialdramon Level 45	Defense 200
Growlmon	-	Paildramon Level 30	Fire Tolerance 90
Hookmon	-	Imperialdramon Level 35	Machine Tolerance 160
Kabuterimon	-	Stingmon Level 40	
Kyubimon	-	Paildramon Level 40	Ice Tolerance 200
Stingmon	-	ExVeemon Level 30	

Ultimate Forms #
#####

Digimon	-	How to Get	-
Angewomon	-	MagnaAngemon Level 20	
Armormon	-	Hookmon Level 50	
Digitamamon	-	Imperialdramon Level 20	Wisdom 300
GrapLeomon	-	Grizzmon Level 50	
Kyukimon	-	Dinohumon Level 50	
MagnaAngemon	-	Angemon Level 50	
MetalGreymon	-	Greymon Level 40	
MetalMamemon	-	Paildramon Level 20	Machine Tolerance 100
Myotismon	-	Devimon Level 40	
SkullGreymon	-	Greymon Level 50	Dark Tolerance 190
Taomon	-	Kyubimon Level 50	
WarGrowlmon	-	Growlmon Level 50	

Mega Forms #
#####

Digimon	-	How to Get	-
---------	---	------------	---

Stat Effect: +39 Defense
+50 Charisma

Where to get: This can be bought at the AM Heavy Armory for 50,000 Bits.

Dramon Guard

Stat Effect: +92 Strength
+21 Defense
+55 Charisma

Where to get: You can buy this at AM Heavy Armory for 60,000 Bits.
Dramon Guard can also be gotten from the Mech Soldier at Magasta Base.

Dramon Shield

Stat Effect: +30 Defense
+45 Charisma

Where to get: You can buy this at AM Heavy Armory for 22,000 Bits.
Dramon Shield can also be bought from auction for 1,600 Bits. The auction takes place after you've found a way into the Admin. Center and have left.

++++
4.2 Hand Weapons/Armor
++++

Atlas Buster

Stat Effects: +464 Strength
+112 Charisma
-14 Speed

Beam Shield

Stat Effects: +28 Defense
+42 Charisma
+8 Fire

Belial Fang

Stat Effects: +150 Strength
+38 Charisma

Buckler

Stat Effects: +7 Defense
+10 Charisma

Cerberus Fang

Stat Effects: +100 Strength
+43 Charisma

Chain Saw

Stat Effects: +276 Strength
+72 Charisma
-6 Speed

Claymore

Stat Effects: +220 Strength
+60 Charisma
-4 Speed

Dagger

Stat Effects: +10 Strength
+15 Charisma

Deus Guard

Stat Effects: +120 Strength
+29 Defense
+54 Charisma

Evil Fang

Stat Effects: +116 Strength
+50 Charisma

Excalibur

Stat Effects: +120 Strength
+54 Charisma

Flamberge

Stat Effects: +352 Strength
+104 Charisma
-10 Speed

Ghost Fang

Stat Effects: +94 Strength
+34 Charisma

Grey Sword

Stat Effects: +130 Strength
+56 Charisma

Gulf Sword

Stat Effects: +486 Strength
+116 Charisma
-12 Speed

Iron Shield

Stat Effects: +15 Defense
+20 Charisma
-3 Speed

Knight Shield

Stat Effects: +18 Defense
+25 Charisma

Kulon Shield

Stat Effects: +25 Defense
+60 Charisma
+7 Machine

Mach Guard

Stat Effects: +100 Strength
+65 Defense
+50 Charisma

Mega Guard

Stat Effects: +110 Strength
+20 Defense
+52 Charisma

Metal Guard

Stat Effects: +66 Strength
+35 Charisma
+12 Defense
-4 Speed

Mighty Guard

Stat Effects: +86 Strength
+14 Defense
+44 Charisma

Mini Guard

Stat Effects: +46 Strength
+8 Defense
+25 Charisma

Pulse Guard

Stat Effects: +60 Strength
+10 Defense
+30 Charisma

Rock Breaker

Stat Effects: +408 Strength
+108 Charisma
-8 Speed

Saber Fang

Stat Effects: +100 Strength
+54 Charisma

Shamshir

Stat Effects: +60 Strength
+33 Charisma

Shishioumaru

Stat Effects: +20 Strength
+22 Charisma

Tin Shield

Stat Effects: +10 Defense
+15 Charisma

Venom Fang

Stat Effects: +140 Strength
+56 Charisma

Wing Sword

Stat Effects: +80 Strength
+42 Charisma
+5 Speed
-5 Defense

Wolf Fang

Stat Effects: +74 Strength
+30 Charisma

Zweihander

Stat Effects: +292 Strength
+90 Charisma
-8 Speed

+++++
4.3 Head Armor
+++++

Bandanna

Stat Effects: +4 Defense
 +10 Charisma

Baseball Cap

Stat Effects: +10 Defense
 +20 Charisma

Cat Ears

Stat Effects: +8 Defense
 +15 Charisma

Drill Horn

Stat Effects: +66 Strength
 +5 Defense
 +37 Charisma
 -1 Wisdom

D-Tama Helmet

Stat Effects: +29 Defense
 +45 Charisma

Glorious Horn

Stat Effects: +130 Strength
 +17 Defense
 +58 Charisma

Headband

Stat Effects: +12 Defense
 +18 Charisma
 +5 Spirit

Hide Helmet

Stat Effects: +6 Defense
 +15 Charisma

Iron Helmet

Stat Effects: +15 Defense
 +25 Charisma
 -3 Speed

Kabuteri Horn

Stat Effects: +70 Strength
 +41 Charisma
 +6 Defense
 -2 Wisdom

Knight Helmet

Stat Effects: +18 Defense
 +30 Charisma

Kulon Helmet

Stat Effects: +24 Defense
+39 Charisma
+5 Machine

Kung Fu Cap

Stat Effects: +19 Defense
+34 Charisma
+8 Speed

Matrix Helmet

Stat Effects: +34 Defense
+52 Charisma

Metal Horn

Stat Effects: +50 Strength
+4 Defense
+30 Charisma
-2 Speed

Mugen Helmet

Stat Effects: +39 Defense
+55 Charisma

Ribbon

Stat Effects: +5 Defense
+10 Charisma

School Cap

Stat Effects: +13 Defense
+24 Charisma
+7 Wisdom

Scissor Horn

Stat Effects: +110 Strength
+56 Defense
+54 Charisma
-1 Wisdom

Shock Horn

Stat Effects: +90 Strength
+7 Defense
+49 Charisma
-3 Wisdom

Sun Visor

Stat Effects: +7 Defense
+16 Charisma

Tin Helmet

Stat Effects: +9 Defense
+20 Charisma

Trihorn

Stat Effects: +120 Strength
+10 Defense
+56 Charisma
-5 Wisdom

Wiing Helmet

Stat Effects: +19 Defense

+36 Charisma
+10 Wind

Wool Cap

Stat Effects: +16 Defense
+28 Charisma
+10 Ice

++++
4.4 Body Armor
++++

Apocalypse

Stat Effects: +40 Defense
+50 Charisma

Beam Armor

Stat Effects: +34 Defense
+42 Charisma
+10 Fire

Crimson Mail

Stat Effects: +48 Defense
+50 Charisma

Dark Armor

Stat Effects: +25 Defense
+31 Charisma
+7 Dark

Dark Cloak

Stat Effects: +21 Defense
+37 Charisma
+10 Dark

Digitama Mail

Stat Effects: +20 Defense
+24 Charisma

Iron Armor

Stat Effects: +18 Defense
+20 Charisma
-5 Speed

Kulon Armor

Stat Effects: +30 Defense
+34 Charisma
+8 Machine

Leather Coat

Stat Effects: +5 Defense
+15 Charisma

Leather Mail

Stat Effects: +8 Defense
+10 Charisma

Stat Effects: +7 Charisma

Water Power 1

Stat Effects: +2 Charisma

Water Power 2

Stat Effects: +4 Charisma

Water Power S

Stat Effects: +6 Charisma

Ice Power 1

Stat Effects: +2 Charisma

Ice Power 2

Stat Effects: +4 Charisma

Ice Power S

Stat Effects: +6 Charisma

Wind Power 1

Stat Effects: +2 Charisma

Wind Power 2

Stat Effects: +4 Charisma

Wind Power S

Stat Effects: +6 Charisma

Bolt Power 1

Stat Effects: +3 Charisma

Bolt Power 2

Stat Effects: +5 Charisma

Bolt Power S

State Effects: +7 Charisma

Metal Power 1

Stat Effects: +3 Charisma

Metal Power 2

Stat Effects: +5 Charisma

Metal Power S

Stat Effects: +7 Charisma

Dark Power 1

Stat Effects: +3 Charisma

Dark Power 2

Stat Effects: +5 Charisma

Dark Power S

Stat Effects: +7 Charisma

Power Ring

Stat Effects: +10 Strength

+3 Charisma

Spirit Ring

Stat Effects: +10 Spirit
+2 Charisma

Boost Ring

Stat Effects: +10 Speed
+3 Charisma

Flame Ring

Stat Effects: +20 Fire
+3 Charisma

Guard Ring

Stat Effects: +10 Defense
+2 Charisma

Wisdom Ring

Stat Effects: +10 Wisdom
+2 Charisma

Charisma Ring

Stat Effects: +20 Charisma

Water Ring

Stat Effects: +20 Water
+2 Charisma

Ice Ring

Stat Effects: +20 Ice
+2 Charisma

Thunder Ring

Stat Effects: +20 Thunder
+3 Charisma

Dark Ring

Stat Effects: +20 Dark
+3 Charisma

Revive Ring

Stat Effects: +2 Charisma

Wind Ring

Stat Effects: +20 Wind
+2 Charisma

Machine Ring

Stat Effects: +20 Machine
+3 Charisma

Antidote Ring

Stat Effects: +2 Charisma

Awake Ring

Stat Effects: +2 Charisma

Sober Ring

Stat Effects: +2 Charisma

Prayer Ring

Stat Effects: +3 Charisma

()
5. INVINCIBLE
() ()

IMPORTANT:

Once the items are combined they disappear from your inventory. Also once you are done with the item forger that Digimon will disappear except for Metal Etemon. The rookie Digimon must be level 45 or higher.

Also to make the level 4 weapons they must be done in order. So you can't get Eternally until you get Invincible and so on.

To start off you need to get Old Claw. You get that by defeating MasterTyrannomon. Next you'll need to go to AM Mirage Tower and buy Saber Fang for 15,000 Bits. Now go AM Protocol Forest to find Shadramon. Shadrmon is behind the statue that is near the steps to the Protocol Ruins. He will make the Level 2 weapon called Vanquish.

After that buy Venom Fang from Bai Hu City or Xuan Wu City for 22,000 Bits. Now its time to find Depthmon. He's small and can be easily over looked. One place to look is the AS Lake of Ice dock. After you've found him he'll forge the Level 3 weapon Destruction.

Now you need to buy Belial Fang from AM City for 30,000 Bits. Now go to the Kulon Mines and talk to Metal Etemon. It doesn't matter if its AM server or Asuka server. He'll forge the Belial Fang and Destruction into the Level 4 weapon called Invincible.

() () () () () () () () ()
() 6. CREDITS ()
() () () () () () () () ()

Everybody at the Digimon World 1, 2, & 3 boards at gamefaqs.com.

Thanks to savaren for providing the tech info for I-Dramon FM/I-Dramon PM.

Lonester's Figlet Server
<http://www.schnoggo.com/figlet.html>

Otaku-kun's DW3 Resource Center
<http://otaku-kun.home.att.net/dw3/index.html>

This document is copyright Med_Jai and hosted by VGM with permission.