

Might & Magic III – Bestiaire

Abréviations

Le tableau ci-dessous vous donne les abréviations utiles dans les tableaux suivants pour déterminer quelle(s) classe(s) de personnage pourra utiliser et bénéficier des avantages d'une protection.

Classe de personnage	Abréviation de la classe de personnage
Knight	K
Paladin	P
Robber	R
Sorcerer	S
Cleric	C
Ninja	N
Barbarian	B

Armes à une main

Nom de l'arme	Classe	Bonus	Niveau requis	Dommages (Max)
Accurate Sword	KPAR	+10 Acc	None	10
Acidic Sword	KPAR	+10 Acid	3/1 S	10
Battle Axe	KPARB	None	None	10
Blazing Axe	KPARB	+15 Fire	None	10
Broad Sword	KPAR	None	None	10
Bull Whip	KCSRNB	None	None	6
Chance Sword	KPAR	+15 Luck	None	10
Cold Blade	KPAR	+15 Cold	4/1 S	10
Cudgel	KPACRB	None	None	5
Cutlass	KPAR	None	None	7
Dagger	KPASRNB	None	None	4
Divine Mace	KPACRB	+10 AC	9/1 C	14
Dyno Katana	KN	+15 Elec	+15 Lvl	20
Ego Scimitar	KPAR	+12 Per	None	9
Electric Axe	KPARB	+15 Elec	3/4 S	10
Electric Sword	KPAR	+15 Elec	6/5 S	10
Energy Blade	KPAR	+15 Enrg	6/1 S	20
Energy Whip	KCSRNB	+15 Enrg	1/3 S	6
Exacto Spear	KPARNB	+6 Acc	None	7
Fast Cutlass	KPAR	+4 Spd	None	7
Fiery Spear	KPARNB	+15 Fire	4/3 S	7

Flail	KPARC	None	None	8
Flaming Sword	KPAR	+15 Fire	4/3 S	10
Flash Sword	KPAR	+15 Enrg	3/4 S	10
Force Sword	KPAR	+15 Mgt	+15 Mgt	20
Grand Axe	KPARB	+15 Mgt	+15 Mgt	20
Hand Axe	KPARNB	None	None	5
Holy Cudgel	PC	+15 Per	9/2 C	10
Ice Scimitar	KPAR	+15 Cold	6/3 S	18
Katana	KN	None	None	10
Large Club	All	None	None	4
Large Knife	KPASRNB	None	None	5
Looter Knife	KPASRNB	+15 Thf	None	6
Long Dagger	KPASRNB	None	None	6
Long Sword	KPAR	None	None	8
Lucky Knife	KPASRNB	+10 Luck	None	5
Mace	KPACRB	None	None	7
Magic Sword	KPAR	+15 Magic	+15 Lvl	20
Maul	KPACRB	None	None	6
Mauler Mace	KPACRB	+6 Mgt	None	7
Mighty Whip	KCSRNB	+3 Mgt	None	6
Nunchakas	KN	None	None	6
Photon Blade	K	+15 Mgt	9/1 S	25
Power Club	Any	+3 Mgt	None	6
Power Cudgel	KPACRB	+3 Mgt	None	5
Quick Flail	KPACR	+5 Spd	None	8
Rapid Katana	KN	+6 Spd	None	10
Sabre	KPAR	None	None	8
Sage Dagger	AS	+15 Int	+15 Lvl	8
Scimitar	KPAR	None	None	9
Scorh Maul	KPACRB	+15 Fire	None	6
Sharp Sabre	KPAR	+5 Acc	None	8
Shock Flail	KPACR	+15 Elec	2/2 S	8
Short Sword	KPARN	None	None	6
Slumber Club	All	+15 Sleep	1/7 S	4
Small Club	All	None	None	2
Small Knife	KPASRNB	None	None	3
Sonic Whip	KCSRNB	+15 PHP	2/4 C	6
Spear	KPARNB	None	None	7
Speedy Sword	KPAR	+10 Spd	None	10
Spiked Club	KPASRNB	None	None	6
Swift Axe	KPARB	+15 Spd	+15 Spd	20
Thunder Sword	KPAR	+15 Mgt	3/4 S	20
True Axe	KPARB	+5 Acc	None	10
Wakizashi	KN	None	None	8

Armes à deux mains

Nom de l'arme	Classe	Bonus	Niveau requis	Dommages (Max)
Bardiche	KPAB	None	None	13
Dark Trident	KPAB	+15 AC	None	30
Fire Glaive	KPAB	+15 Fire	4/3 S	10
Flamberge	KPA	None	None	16
Genius Staff	KACSN	+10 Int	+15 Lvl	16
Glaive	KPAB	None	None	10
Great Axe	KPAB	None	None	15
Great Hammer	KPACB	None	None	14
Halberd	KPAB	None	None	14
Harsh Hammer	KPACB	+3 Mgt	None	15
Ice Sickle	KPAB	+15 Cold	4/1 S	16
Moon Halberd	KPAB	+15 Luck	7/3 C	30
Naginata	KN	None	None	12
Pike	KPAB	None	None	12
Scythe	KPAB	None	None	9
Sickle	KPAB	None	None	8
Soul Scythe	KPAB	+15 Magic	5/2 S	18
Staff	KPACSNB	None	None	8
Stone Hammer	KPACB	+15 Magic	None	18
Sun Naginata	KN	+15 AC	+15 Lvl	25
Titans Pike	KPAB	+15 Mgt	+15 Mgt	40
Trident	KPAB	None	None	11
Tri-Sickle	KPAB	None	None	24
War Hammer	KPACB	None	None	10
Wind Staff	KPACSNB	+5 Spd	5/1 C	8
Wizard Staff	S	+15 Int	7/4 S	16

Armes à de jet

Nom de l'arme	Classe	Bonus	Niveau requis	Dommages (Max)
Ancient Bow	KPA	+15 Acc	+15 Acc	35
Blowpipe	KPASRNB	None	None	4
Burning xBow	KPARN	+10 Fire	3/5 C	8
Cinder Pipe	KPASRNB	+10 Fire	4/3 S	4
Crossbow	KPARN	None	None	8
Death Bow	KPA	+15 Luck	+15 Lvl	24
Energy Sling	KPARNB	+15 Enrg	1/3 S	10
Fireball Bow	KPAN	+15 Fire	4/3 S	10
Giant Sling	KPARNB	+15 PHP	+15 Mgt	15
Great Bow	KPA	None	None	12
Long Bow	KPAN	None	None	10
Meteor Bow	KPA	+15 AC	8/3 S	24
Pirates xBow	KPARN	+10 Thf	+15 Acc	8
Quiet Sling	KPARNB	+15 Sleep	2/6 C	5
Shaman Pipe	KPASRNB	+10 Magic	+1 SpLvl	4
Short Bow	KPAN	None	None	6
Sling	KPARNB	None	None	5
Star Bow	KPA	+15 Enrg	9/3 S	24
Volatge Bow	KPAN	+10 Elec	3/4 S	10