

# Dragon Warrior IV Chapter 5 Translation Guide

by Red Scarlet

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ドラゴンクエスト IV/Dragon Quest IV Remix

Chapter 5 Translation Guide

Version 1.5 12/23/01

By: Red Scarlet (akaiscarlet@hotmail.com)

Before I get 11023412341234 emails asking, \*Yes\* you can choose to manually control the other regular party members in this. Get into a battle, choose the middle option (Sakusen), then choose the bottom option, then finally choose the battle strategy on the bottom-right. Everyone will be under manual control.

Also, Torneko/Taloon still does the random things while in fights, no matter what Tactic you give him.

I have found a Whip-type weapon in the game; you can get a Gringam Whip from the Medal King after finding 60 Small Medals, but I have only found 52.

Version 1.0 12/09/01-Guide started for Chapter 5.

Moved the Quick Summary to above the monster list.

Added a Monster Picture Book section. Added a Gold Vault section. Quick Summary/Mini Walkthrough complete up through getting the ship.

Version 1.1 12/11/01-Guide/Mini Walkthrough complete through finding Brey, Alena, Cristo, and Ryan/Ragnar.

Version 1.2 12/12/01-Guide/Mini Walkthrough complete through getting the Tenkuu Helmet, Tenkuu Armor, Final Key, and Tenkuu Shield. Included the Battle Order of spells during fights as well (in the Spell section).

Version 1.3 12/14/01-Guide/Mini Walkthrough complete through getting the Dryness Stone, Metal Babble Sword, Change Staff, killing Esturk, finding the Gas Jar, the Tenkuu Sword, and reaching Zenithia. Added some new info about the Monster Picture Book.

Version 1.4 12/17/01-Guide/Mini Walkthrough complete through the end of Chapter 5.

Version 1.5 12/23/01-Added the Return List and the Replacement option translations for when you find the Wagon.

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To view this text file correctly, please use a Japanese text viewer program or download NJStar at [www.njstar.com](http://www.njstar.com) and download the Japanese word processor and the CJK viewer. By the way, if you have Internet explorer 5.0 (I think), right click on the text, and choose 'Encoding', then select Japanese (Auto Select) and the kana will come

out just right. I strongly recommend doing this to view any of my guides with Japanese in them correctly.

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Hello, welcome to my Dragon Quest 4 Remix-Chapter 5 Translation Guide. In this guide are translations of the menu screen, item menus, status menus, spell menus, strategy menus, and battle menus. Also in this guide are translations of all the weapons, armor, items, spells, town shop info, and monsters I have found while playing through Chapter 5.

A quick summary of what to do to get through Chapter 5 is also included.

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## Control Scheme

### Directional Pad/Left Analog Stick

Move up, down, left, right

L1 Button: Moves the 3-Dimensional map in towns and caves counter-clockwise.

L2 Button: Moves the 3-Dimensional map in towns and caves counter-clockwise by 45 degrees.

R1 Button: Moves the 3-Dimensional map in towns and caves clockwise.

R2 Button: Moves the 3-Dimensional map in towns and caves clockwise by 45 degrees.

Triangle: Picks up pots and barrels; also used to talk to people automatically, and look through dressers.

Square: Zooms the camera way out while in a town. Also views the map (once you have it) while on the overworld screen.

Circle: Accept button. Also opens the Command Window.

X: Cancel button. Gives the いいえ: Iie (No) reply when asked a question and this button is pushed. Goes back 1 page in some menus.

Select: Opens the せんれき: Senreki (Combat Experience) screen.

Start: If pushed while in a town or cave, the 3-D map will flip around to its default position. Holding L1 and pushing R1 (or vice-versa) does the same effect.

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## House of Healing Translations

When you visit a church, these are the options that appear:

おいのりをする: Oinori wo Suru (Save Game)

おつげをきく: Otsuge wo Kiku (Inform)

いきかえらせる: Ikikaeraseru (Revive)

どくのちりょう: Doku no Chiryō (Poison Treatment)

のろいをとく: Noroi wo Toku (Undo Curse)

やめる: Yameru (Cancel)

If you choose to save the game, the priest double checks if that is what you want to do. Reply with はい: Hai (Yes) if you want to save, or say いいえ: Iie (No) if you do not want to. If you do say no, the priest asks if you want to still play. If you didn't save, I wouldn't recommend saying you want to take a break; you'd have to redo everything since the last time you did save.

Reply to his first question with はい: Hai (Yes), and he asks which memory card slot you want to use. Reply with Slot 1 or Slot 2. Save over whatever empty/current file you have, then he asks if you want to keep playing.

What Inform does is simply say how much more experience everyone in the

party needs until they reach their next level.

Revive will bring dead party members back to life, but for a price.

Poison Treatment will cure どく: Doku (Poison) status.

Undo Curse will remove a cursed item from a party member. Note that when a cursed item is removed, it is destroyed in the process.

Cancel will exit the menu.

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#### コマンドウィンドウ: Komandouindou (Command Window)

Hit the Circle button to open up the command window. The six options that appear are:

Note-a \*\* means there are more options that open when you select that command.

はなす: Hanasu (Talk)           じゅもん: Jumon (Magic)  
\*\*どうぐ: Dougu (Item)       しらべる: Shiraberu (Search)  
\*\*つよさ: Tsuyosa (Status)   \*\*さくせん: Sakusen (Strategy)

#### どうぐ: Dougu (Item Bag) Translations

Choose a character, and then hit the Circle button on the item in question, and another menu pops up. The translations for those are as follows:

つかう: Tsukau (Use item)  
わたす: Watasu (Move item up or down in list)  
みせる: Miseru (Show: Torneko will appraise the item in question)  
そうび: Soubi (Equip the item if you can)  
すてる: Suteru (Throw the item away; once its thrown, its gone!)  
やめる: Yameru (Cancel)

In Chapter 5, there is a ふくろ: Fukuro (Item Bag) place extra items in there so each character's personal inventory is not clogged up.

#### つよさ: Tsuyosa (Status) Translations

When you choose this command, you can choose an individual character, or choose the bottom option, ぜにん: Zenin, which shows a 'quick list' of all party members' current/max hp, current/max mp, their current experience level, and the amount of time the game has been played.

Now choose an individual character, and the stats are translated as follows:

Name	Amount of Gold
Character Type	
Sex	ちから: Chikara (Power)
Exp. Level	すばやさ: Subayasa (Agility)
	たいりょく: Tairyoku (Vitality)
Weapon equipped	かしこさ: Kashikosa (Intelligence)
Armor equipped	うんのよさ: Un no Yosa (Luck)
Shield equipped	こうげき力: Kougeki Chikara (Attack Power)
Helmet equipped	しゅび力: Shubi Chikara (Defense Power)

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|Decoration eqpd |  さいだいHP: Saidai HP (Max HP)   |
-----|  さいだいMP: Saidai MP (Max MP)   |
| Ex: Current Experience Points |
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Note-こうげき力: Kougeki Chikara (Attack Power) is figured by the characters' ちから: Chikara (Strength) + the attack power of their equipped weapon, and しゅび力: Shubi Chikara (Defense Power) is figured by the defense power of their equipped armor, shield, helmet, decoration (if it applies) plus 50% of their Agility rating.

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さくせん: Sakusen (Strategy) Translations

When you open this menu, these options pop up. The translations for these are to the best of my knowledge, so if anyone out there knows what the last option does, please email and I will give you credit for it.

もんたん: Montan (Use Heal spells to heal everyone to full HP)  
そうび: Soubi (Equip weapons and armor)  
さくせんがえ: Sakusengae (Change Tactics)  
ならびかえ: Narabikae (Change party order)  
どうぐせいり: Douguseiri (Item Arrange-puts all unequipped items into  
the ふくろ: Fukuro/Item Bag)  
ふくろせいり: Fukuroseiri (Item Bag Arrange)  
しゅべつじゅん: Shubetsujun (Arrange by type)  
あいうえおじゅん: Aiueojun (Arrange alphabetically)  
せんれき: Senreki (Combat Experience)

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せんれき: Senreki (Combat Experience) Translations

ぼうけんした時間: Boukenshita Jikan (Adventure time) 時間: Hours 分: Min.  
戦闘回数: Sentou Kaisuu (Number of battles)  
たおした匹数: Taoshitahikisuu (Number of monsters fought)  
全獲得ゴールド: Zenkakutoku Go-rudo (Acquired gold)  
勝利回数: Shouri Kaisuu (Number of battle victories)  
全滅回数: Zenmettsu Kaisuu (Number of times the party has been defeated)  
逃走回数: Tousou Kaisuu (Number of times the party has fled)  
一撃最大ダメージ: Ichigeki Saidai Dame-ji (Highest single attack damage)  
凶鑑完成まで: Zukankanseimade (Pictures until completion of Monster Book)

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#### Battle Screen Translations

When you get into a fight, the battle menu on the bottom left looks like this:

たたかう: Tatakau (Fight)  
さくせん: Sakusen (Tactics)  
いれかえ: Irekae (Replacement)-Only available if you have the Wagon.  
にげる: Nigeru (Flee)

If you hit Left or Right on the directional pad or the left analog stick, the game asks if you want to change the message speed. Hit the Circle button if you want to, hit Left, Right, or the X button if you don't want to.

The default message speed is 4. 1 is the fastest, while 8 is the slowest.  
If you choose to たたかう: Tatakau (Fight), another window opens up. This is the Fight Command menu.

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-----|  
| Character's Name | |  
|-----| Monster name |  
| こうげき どうぐ | |  
| じゅもん そうび |-----|  
| ぼうぎょう にげる |  
-----|
```

こうげき: Kougeki (Attack) どうぐ: Dougu (Use item)  
じゅもん: Jumon (Spell) そうび: Soubi (Equip)  
ぼうぎょう: Bougyou (Defend) にげる: Nigeru (Flee)

さくせん: Sakusen (Tactics)

This is the menu used to change the AI tactics of the other characters aside from the hero.

The screen displays each characters name in the current battle party on the left, and their current tactic to the right of their name. If you want everyone to have the same tactic, choose the ぜんいん へんこう: Zenin Henkou (All Change) option underneath the names.

When you choose either an individual character, or the All Change option, these six tactics will appear:

ガンガンいくわよ: Ganganikuwayo バッチリがんばれ: Bacchiriganbare  
わたしにまかせて: Watashinimakasete じゅもんはやめて: Jumonhayamete  
いのちだいじに: Inochidaijini めいれいするわよ: Meireisuruwayo

ガンガンいくわよ: Ganganikuwayo (All-Out)

When this tactic is used, the other party members go all-out in offense. They will use their most powerful spells, and healing is a low priority. This was the 'Offensive' tactic in the NES version.

わたしにまかせて: Watashinimakasete (Leave it to Me)

When this tactic is used, the other party members will concentrate on making the Hero as strong and healthy as possible. Enemies are rarely (if ever) attacked.

いのちだいじに: Inochidaijini (Life is Precious?)

Defensive Tactic. Healing and increasing Defense Power is a high priority with this tactic. This was the 'Defensive' tactic in the NES version.

バッチリがんばれ: Bacchiriganbare (Do your Best)

This was the 'Normal' tactic in the NES version. Balanced offense and defense.

じゅもんはやめて: Jumonhayamete (Use no Spells)

This was the 'Use no MP' tactic in the NES version. Only regular attacks (and some items) are used.

めいれいするわよ: Meireisuruwayo (Follow Orders)

This is the tactic that many people have hoped for. Well, here it is. This is the manual control for the character.

いれかえ: Irekae (Replacement)

This is the option that lets you switch party members in battle.  
It is only available if you have the wagon with you.

If you choose this option, three more options appear. They are:

いれかえ: Irekae (Replacement) Choose this option, then choose the name of the character that you want to take out from the party, then choose the name of the character you want to switch them with.

そうがえ: Sougae (Switch) Choose this option to change more than one, or all of the party members. Choose おわり: Owari (End) if you want less than 4 members.

みる: Miru (Look) Choose this option to go through what spells each character currently has, and what items and equipment are in their possession.

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モンスター図鑑: Monsuta-zukan (Monster Picture Book)

This item is not found until Chapter 5. It displays all of the monsters so far fought in the game up to the point you are at. It also displays various information about each monster. Here is a sample page and its translations. If you want to fight more of the rarer/past chapter only monsters, return to the cave in the well east of イムル: Imuru. You can fight such monsters as Minons, Red Slimes, Well Lures, Hell Beetles, Numbness Swords, and Cannibal Chests. Also the higher-level Slimes that form into the King Slime can be fought here as well.

6: (Monster Number)	Total times this monster has been fought.
いたずらもぐら: Name of monster	How much Experience killing one is worth.
	Total Exp. gained by killing this monster.
	How much Gold killing one is worth.
	Total Gold gained by killing this monster.
Monster's Picture	# of times this monster dropped an item.
Hit the Circle	Name of item dropped by monster.
or Triangle	Lowest Level this monster was killed:
Buttons to cycle	Level x
through their	
various animations.	

Some new info: it appears that once 20 of an enemy has been killed, the name of the item in their treasure chest will be included in their info. Getting a treasure chest from them before killing 20 of them reveals what they have as well.

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The Gold Vault

Due to her husband's absence, ネネ: Nene had to change Torneko's shop into a Gold Vault. She can keep the party's money safe here. Deposit or Withdraw Gold in increments of 1000.

If the party is defeated, half of the current Gold is taken away. No gold that is in the vault is deducted from. Talk to Nene, and the three options

that you're given are:

あずける: Azukeru (Deposit)  
ひきだす: Hikidasu (Withdraw)  
やめる: Yameru (Cancel)

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ルーラ: Ru-ra (Return) List

This is the list of the towns/places you can visit by casting the  
ルーラ: Ru-ra (Return).

Page 1

ブランカ: Buranka (Branka)/Branca  
エンドール: Endo-ru (Endor)  
ボンモール: Bonmo-ru (Bonmoru)/Bonmalmo  
アネイル: Aneiru/Aneaux  
コナンベリ-: Konanberi- (Konanberi)/Konenber

Page 2

メダル王の城: Medaruou no Shiro (Medal King's Castle)  
ミントス: Mintosu (Mintos)  
ソレッタ: Soretta  
キングレオ: Kingureo (King Leo)/Keeleon  
ハバリア: Habaria (Havaria)/Haville

Page 3

モンバーバラ: Monba-bara (Monbaraba)/Monbarba  
サントハイム: Santohaimu (Santhaim)/Santeem  
テンペ: Tenpe (Tenpe)/Tempe  
スタンシアラ: Sutanshiara (Stanciara)/Stancia  
バトランド: Batorando (Batlando)/Burland

Page 4

イムル: Imuru (Imuru)/Izmit  
ガーデンブルグ: Ga-denburugu (Gardenburg)/Gardenbur  
ロザリーヒル: Rozari-hiru (Rosaly Hill)/Rosaville  
リバーサイド: Riba-saido (Riverside)/Riverton  
デスパレス: Desuparesu (Death Palace)/Dire Palace

Page 5

アツテムト: Attemuto/Aktemto  
ゴットサイド: Gottosaído (Gottside)  
天空城: Tenkuushiro (Sky Castle)  
きぼうのほこら: Kibou no Hokora (Hope Shrine)

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Chapter 5: The Chosen Ones

## Quick Summary #1: The Hero's Journey Begins

- 1-Start in the Hero's hometown, and talk to everyone in town.
- 2-Return home and tell the Hero's mother that you are ready to eat.
- 3-Hide from the invading monsters. The man leading the Hero to the secret room will give you the モンスター図鑑: Monsuta-zukan (Monster Picture Book). The Hero's best friend シンシア: Shinshia (Cynthia) will use her モシヤス: Moshasu (Transform) spell to assume the guise of the Hero and get killed.
- 4-Leave the ruined Hero's hometown and head south to the woodsman's house (optional).
- 5-Walk south to the town of ブランカ: Branka (Branka)/Branca.
- 6-Travel southwest from Branka to the cave to エンドール: Endo-ru (Endor).
- 7-Exit the cave, re-enter, and exit the other side. Keep repeating this until you are the 1000th person to cross the cave. (It took me about 4 trips back and forth.) Supposedly, the guard gives you either \$2000, or you get 2000 extra Casino Coins, but I got neither when I was the 1000th person. Oh well.
- 8-Enter Endor, and talk to ミネア: Minea/Nara. She'll join the Hero.
- 9-Go to the Casino with Minea/Nara, and talk to マーニヤ: Ma-nya/Mara. She'll join the party as well.
- 10-Go up to the Coliseum in Endor to view the wedding of リック: Rikku (Rick) and モニカ: Monika (Monica) (optional).
- 11-Visit ボンモル: Bonmoru/Bonmalmo and レイクナバ: Reikunaba (Leikunaba)/Lukanaba to the north (optional).  
open the chests you (hopefully) left behind (optional).
- 13-Travel east from Branka, and enter the cave.
- 14-Find the しんじる心: Shinjirukokoro (Faith Heart) inside the cave.
- 15-Enter the cabin near the desert (southeast of Branka), and speak to ホフマン: Hofuman (Hoffman). With the Faith Heart in your possession, he will learn to trust others again. He then joins the party and gives you the wagon.
- 16-Head south across the desert to the town of アネイル: Aneiru/Aneaux.
- 17-Walk south to the town of コナンベリー: Konanberi- (Konanberi)/Konenber.
- 18-Go east from Konanberi, and enter the lighthouse. Tell Torneko that you'll defeat the monster at the top of the lighthouse for him.
- 19-Find the 聖なる種火: Seinarushuhi (Holy Type Fire) in the Lighthouse, and use it on the black flame at the top.
- 20-Return to Konanberi- and talk to Torneko at the ship dock. He'll join the party, and you'll have a ship as well.

## Quick Summary #2: Finding the Chosen Ones

- 1-From Konanberi-, sail south and enter the town of ミントス: Mintosu (Mintos). Hoffman will leave the party at this time, but will leave the wagon with you.
- 2-Get the たからの地図: Takara no Chizu (Treasure Map) from the old man at the center of town. Reply いいえ: Iie (No) to his first question, then reply with a はい: Hai (Yes) to his second question to receive it.
- 3-Enter the Inn in Mintos, and go upstairs. Talk to ブライ: Burai (Brey), and he will tell the party of クリフト: Kurifuto/Cristo's plight, then join the party if you agree to search for アリーナ姫: Ari-na hime (Princess Alena).
- 4-Sail southwest of Mintos, and down the river on the island there to enter the town of リバーサイド: Riba-saido (Riverside). Buy the ドラゴンキラー: Doragonkira- (Dragon Killer) for the Hero if you can afford it (optional).
- 5-Return to Mintos, and travel east/southeast to the castle of ソレッタ: Soretta.
- 6-Go southwest of Soretta and enter the cave there. Find the



- パデキアのたね: Padekia no Tane (Padekia Seed) inside the cave.
- 7-Return to Soretta, and show the Padekia Seed to the King. He will give the party a パデキアのねっこ: Padekia no Nekko (Padekia Root) when it grows instantly.
  - 8-Use the Padekia Root on クリフト: Kurifuto/Cristo in Mintos to heal him. Both he and アリーナ: Ari-na/Alena will join the party.
  - 9-Sail west from Mintos until you hit land. Walk southwest until you see the town of ゴーミズ: Go-mizu (Gormizu)/Kievs from Chapter 4.
  - 10-Go to the cave west of Gormizu/Kievs, and search the treasure chest that had the やみのランプ: Yami no Ranpu (Dark Lamp) inside it; you'll find a switch that, when pushed, will reveal another set of stairs that leads to the まほうのカギ: Mahou no Kagi (Magic Key).
  - 11-With the Magic Key in hand, travel north from Gormizu/Kievs to キングレオ: Kingureo (King Leo)/Keeleon Castle, and enter.
  - 12-Find ライアン: Raian (Ryan)/Ragnar from Chapter 1, and kill キングレオ: Kingureo (King Leo)/Keeleon. Ryan/Ragnar will then complete the party.
  - 13-Warp to エンドール: Endo-ru (Endor) and sail south. A solitary shrine is right below the town. Enter it if you want to level up to beat Balzack a little easier. はぐれメタル: Haguremetaru (Metal Babble)s can be found in the dungeon area, but there are some other strong monsters here as well (optional).

#### Quick Summary #3: The Final Key

- 1-Sail to the island at the northwest corner of the map (north from Santhaim or southwest from Monbarbara). Make your way to the castle there.
- 2-Once in the castle of スタンシアラ: Sutanshiara (Stanciana)/Stancia, speak to the King.
- 3-The King will give anyone who can make him laugh the てんくうのかぶと: Tenkuu no Kabuto (Sky) Helmet, but no matter who you have tell jokes, he will not laugh. Return to Monbabara.
- 4-In Monbabara, speak to the comedian, パノン: Panon. He will join the party.
- 5-Back in Stanshiara, put Panon in the lead of the party, then talk to the King. Panon will convince him to give the Sky Helmet to the party. Equip it to the Hero. After leaving Stanshiara, Panon will leave the party.
- 6-Sail west from Stanshiara. The castle on the small island is where the Medal King lives. Give the Small Medals you find throughout the game to him for prizes. Sail north, and enter the cave.
- 7-The monsters in this cave are tough, but if you can live through it, you will find the てんくうのよろい: Tenkuu no Yoroi (Sky Armor).
- 8-Warp back to スタンシアラ: Sutanshiara (Stanshiara) and sail south to reach サントハイム: Santohaimu (Santhaim) Castle.
- 9-Make your way up to the throne room and talk to バルザック+: Baruzakku (Balzack+). Kill him, and you can enter the treasure room downstairs that was guarded by a flame.
- 10-After killing Balzack+, open all of the chests in the treasure room. One chest has the あやかしの笛: Ayakashi no Fue (Uncover Flute) and another has the マグマの杖: Maguma no Tsue (Magma Staff) inside.
- 11-Warp to リバーサイド: Riba-saido (Riverside), then go around the western coast of the island, then sail south until you hit land. You should see a river inlet going south/southwest. Follow it until you see a forest to the north. Walk north until you see a town. Enter the town of イムル: Imuru (Imuru)/Izmit from Chapter 1.
- 12-In Imuru/Izmit, rest at the Inn. The party should have a dream where an elf is shown in a tower, than a strange man is shown blowing a flute. Remember where the man plays the flute, as you'll need to use your

- Uncover Flute to reach her in the real world. Both the man and the female elf play a vital role to the game's story.
- 13-Leave the town of Imuru/Izmit, and walk back to the ship, but exit on the south side of the river and walk south to the castle of バトランド: Batorando (Batlando)/Burland from Chapter 1 (optional).
  - 14-Warp to コナンベリー: Konanberi- (Konanberi) and sail past the lighthouse. Follow the river upstream right after it and you'll see a village. Enter the village of ロザリーヒル: Rozari-hiru (Rosary Hill)/Rosaville.
  - 15-Use the あやかしの笛: Ayakashi no Fue (Uncover Flute) while standing on the strange tile in front of the door to the tower, just like in the dream. You'll be sent into the tower's hidden area.
  - 16-Talk to the guard blocking the way. He will fight. Kill the ピサロナイト: Pisonaito (Pisaro Knight)/Saroknight. He will drop the せいじゃくの玉: Seijaku no Tama (Silence Ball).
  - 17-Talk to ロザリー: Rozari- (Rosaly). She will tell the party that a man by the name of ピサロ: Pisaro wants to envelop the world in darkness by using monsters, and is becoming one himself (with the name of Death Pisaro). She then begs for the party to stop him before his evil dreams are realized, then cries Ruby Teardrops. They crumble in the party's hands. Warp to Imuru/Izmit or Batlando/Burland.
  - 18-Board the ship once more, and sail east until the river ends. Exit the ship on the southern coast and follow the valley until you enter a dark brown mountain.
  - 19-At the dark brown mountain, make your way to the end then use the マグマの杖: Maguma no Tsue (Magma Staff). The power of the staff will come out, and will open a path for the party to go through. Don't forget to pick the Magma Staff up again after using it. Make your way to the castle beyond the dark brown mountain. Enter ガーデンプルグ: Ga-denburugu (Gardenburg).
  - 20-In Gardenburg, enter the room on the right side of the floor with a minstrel snooping through a dresser. Talk to him, and he'll tell you to search the dresser for something good, then run out. Search the dresser, and you'll find nothing. The nun from below the room will dart in, and accuse the party of stealing her ブロンスの十字架: Buronzu no Jujika (Bronze Crucifix). You will be taken to jail, then the Queen.
  - 21-The Queen will ask the party if you stole the Bronze Crucifix; reply with いいえ: Iie (No). Her second question asks if someone else took it, reply with はい: Hai (Yes). She will then let the party find the 'true' thief, but will keep one party member in prison. Talk to the woman soldier near the stairs if you want to change the party member in prison. When you're all set, exit the castle and go to the cave to the southeast.
  - 22-Find the real thief, どうぞくバコタ: Touzokubakota (Thief Bakota) in the cave. Search him while he is sleeping to find the Bronze Crucifix. He'll wake up and run. Catch him, and he'll attack. Beat him and a Gardenburg soldier will come to arrest him. The せいじゃくの玉: Seijaku no Tama (Silence Ball) is a helpful item to use against him. Grab the しっぷうのバンダナ: Shippuu no Bandana (Gale Bandana) while in his lair as well.
  - 23-Return to Gardenburg Castle and speak to the Queen. She will pardon the party and give you the さいごのカギ: Saigo no Kagi (Final Key). Go down the stairs in the top-right corner and open the chest there to find the てんくうのたて: Tenkuu no Tate (Sky Shield). Don't forget to free the imprisoned party member before you leave.

#### Quick Summary #4: Treasure Hunting

- 1-Now that you have the Final Key, you can go back to earlier parts of the game and get a couple of new items. There are chests/places to search in these towns:

ブランカ: Buranka/Branca-Three chests in a locked part of the castle. They contain an **いのりのゆびわ**: Inori no Yubiwa (Prayer Ring), \$350, and a Small Medal.

エンドール: Endo-ru/Endor-Actually this part can be done with just the Magic Key, but now would be a better time (money-wise) to do it. Head to the castle, and take one of the doors on the side. Before taking the stairs going down at the end, turn to the side and you'll see a Magic Key door. Go through that, and take the stairs going down. Follow the underground passage and you'll be in a treasure room. The chests there have a **ちからのたね**: Chikara no Tane (Strength Seed), the **もろはのつるぎ**: Moroha no Tsurugi (Double-Edged Sword), and a Small Medal. Go up the stairs, then fall off at the top of the building. Re-enter the building from the regular door to find a secret shop in town that sells the strongest armor in the game, the **はぐれメタルよろい**: Haguremetaruyoroi (Metal Babble Armor). If you enter the castle at night, you can open up some treasure chests in the royal bedroom as well. The dresser on the right in the treasure room has a Small Medal, while the chests themselves contain a **ピンクのレオタード**: Pinku no Reota-do (Pink Leotard) and some **あみタイツ**: Amitaitsu (Net Tights).

ボンモール: Bonmo-ru/Bonmalmo Jail-Search the pot in the cell on the bottom left to find a Small Medal.

レイクナバ: Reikunaba/Lukanaba-Go downstairs in the weapon shop and open the chests. One has a **ちからのたね**: Chikara no Tane (Strength Seed), another has the **こおりのやいば**: Koori no Yaibe (Ice Blade), and the last one has a measley **くさがりがま**: Kusarigama (Chain Sickle).

コナンベリー: Konanberi- (Konanberi)-Go up to the 2nd floor of the Inn and open the chest in the locked room to find the **みなごろしの剣**: Minagoroshi no Ken (Massacre Sword).

ハバリア: Habaria (Havaria)-Enter the jail on the east side of town and search each pot in the three cells. The pot in the cell on the left and on the right both have a Small Medal in them.

バトランド: Batorando (Batlando)-The treasure room in this castle can be cleaned out when you have the Thief Key, I just get it at the same time as these others.

Sail to the village west of **レイクナバ**: Reikunaba (Leikunaba)/Lekanaba, then walk south the the cave that had the Golden Bracelet in Chapter 2. Search the chest that had the Bracelet, and hit the button inside. Go down the new set of stairs and open the chest to find an **いかずちの杖**: Ikazuchi no Tsue (Thunder Staff).

2-Warp to **アツテムト**: Attemuto (Attemto)/Aktemto then sail north. You should hit a new village by the ocean on the east side of the island. Enter the

**海辺の村**: Umibe no Mura (Seashore Village). Not much is here, but if you enter the village during nighttime and look at the beach, you'll see a small (and rather peculiar) part of the submerged beach repelling water.

Search that spot during the daytime to find the **かわきの石**: Kawaki no Ishi (Dryness Stone). Warp to **ロザリーヒル**: Rozari-hiru (Rosaly Hill).

3-Board the ship and sail south down the river, then exit the ship after going past the mountains. Follow the mountains northward, and you'll see a cave. Enter the Waterfall Cave.

4-Find the **時の砂**: Toki no Suna (Time Sand) and **はぐれメタルの剣**:

Haguremetaru no Ken (Metal Babble Sword), then leave.

#### Quick Summary #5: The Revival of the Ruler of Evil

1-Warp to Endor, then sail south and enter the Royal Crypt (shrine just south of Endor; where you fought Metal Babbles earlier). Find the

- へんげの杖: Henge no Tsue (Change Staff), then leave.
- 2-Warp to リバーサイド: Riba-saido (Riverside) and exit to the southeast of the town. Enter the giant statue.
- 3-Make your way through the Colossus. At the top, fall off through the right eye of the Colussus to land on the right hand (without the treasure chest), then pull the lever at the end to reach the shrine at the other side.
- 4-Walk eastward from the Colossus to the castle. Enter the Monster's Castle, デスパレス: Desuparasu (Death Palace). Use the へんげの杖: Henge no Tsue (Change Staff) to assume the form of a monster so you are not attacked. Follow the little green Minidemon walking to the meeting room. The meeting room looks like this:

-: Empty Chair  
|: Table  
x: Monster  
X: Bengal  
o: Your Seat

```
-|- x|-  
-|x X|-  
-|x o|-  
-|- -|-
```

Talk to the Bengal (X) and he will tell you to sit behind him (o). Position the leader of the party at the (o) seat, and wait a few seconds.

デスピサロ: Desupisaro (Death Pisaro) will appear and tell everyone that the 地獄の帝王 エスターク: Jigoku no Teiou Esuta-ku (Hell Sovereign Esturk) has been found in the mining town of アツテムト: Attemuto/Atemto. He then leaves along with some monsters. Hurry to Atemto and put an end to his new reign.

- 5-Warp to アツテムト: Attemuto/Aktemto and enter the mine. In the depths of the mine, find and kill エスターク: Esuta-ko (Esturk). デスピサロ: Desupisaro (Death Pisaro) will appear, and be totally shocked at the death of Esturk. A minidemon will appear and tell him that Rosaly has been kidnapped by humans as well. He'll then teleport away, furious.
- 6-Walk back to that chest guarded by a flame monster and take the ガスのつば: Gasu no Tsuba (Gas Jar).
- 7-Warp to リバーサイド: Riba-saido (Riverside) and give the man in the house below the Inn the Gas Jar to create the Hot-Air Balloon. Answer はい: Hai (Yes) to both of his questions, then stay at an Inn. Return to him, and he'll have the Balloon ready for you.
- 8-Warp to イムル: Imuru/Izmit and stay at the Inn to have a dream and witness ロザリー: Rozari- (Rosaly) being beaten to death for her Ruby Tears. ピサロ: Pisaro arrives and kills the cruel humans, but it is too late. She begs him not to blame all humanity for what has happened to her, but he finally cracks. His fate is sealed as Rosaly dies (optional).

#### Quick Summary #6: Reaching 天空の城: Tenkuu no Jou (Sky Castle)

- 1-Fly the Balloon over to the big 'X' on the map (north of Soretta) and enter the large tree. Remove 1 party member before entering; you have to have 3 or less in the current party to get through the 'dungeon' part of the tree.
- 2-Buy ちからのたて: Chikara no Tate (Strength Shield)s for 3 party members before going to the 'dungeon' area (optional).
- 3-Search while standing on the leafy areas of the tree to find a せかいじゅの葉: Sekaiju no Ha (World Leaf). The World Leaf will revive a dead party member, but you can only hold 1 at a time (from the tree).

- If you use it, search the leafy area again for another (optional).
- 4-Find the **しゃくふくの杖**: Shakufuku no Tsue (Restoration Staff) in a chest while exploring the tree (optional).
  - 5-Talk to the injured woman at the tree, **ルーシア**: Ru-shia (Lucia). She will join the party if you have 3 or less members in the current one. If you have 4, you'll have to leave the tree and come back with 3 or less in order for her to join the party.
  - 6-Find the **てんくうのつるぎ**: Tenkuu no Tsurugi (Sky Sword) at the top of the tree, then leave.
  - 7-Warp to **コナンベリー**: Konanberi- (Konanberi) then fly west to an island surrounded by shoals. Land on the island, and you'll be in a new area not on the world map. There is a cave, a tower, a shrine, and a town here. Go to the town of **ゴットサイド**: Gottosaido (Gottside) to the east of where you land and rest.
  - 8-If you walk north from the town, then go up to that small, hilly peninsula (looks almost like a finger pointing or the **ケ** symbol) and walk back and forth in that area, you can sometimes fight **メタルキング**: Metarukingu (Metal King)/King Metals here, even 2 at once. If you can kill just one, everyone will receive 30,010 experience points. This area is one of (if not the) the best places to fight around and level up (optional).
  - 9-Go to the shrine east of Gottside and find the **めがみのゆびわ**: Megami no Yubiwa (Goddess Bracelet) and **パロンのつのぶえ**: Baron no Tsunobue (Baron's Horn) inside (optional).
  - 10-Head south from Gottside, then enter the tower to the west. Make sure the Hero has all four **てんくう**: Tenkuu (Sky) pieces of equipment.
  - 11-Make your way through the tower to the end, where a cloud will send you up to **天空城**: Tenkuushiro (Sky Castle)/Zenithia. At this point, Lucia will leave the party now that she has arrived home. Explore the castle.
  - 12-Talk to the Minidemon with all the plants, and it will give you a free **せかいじゆのしずく**: Sekaiju no Shizuku (World Dew). You can only have one World Dew at a time from the Minidemon (optional).
  - 13-Find Lucia and speak to her. To thank you for helping her out at the World Tree, she lets a monster join the party. **ドラン**: Doran is the final NPC that joins the party (optional).
  - 14-Talk to **マスタードラゴン**: Masuta-doragon (Master Dragon). He will be relieved to see the Hero, then darkness will shoot up from the earth. A beam of darkness has penetrated part of the clouds. He will then give the Hero 20,000 Experience points, and give power to the **てんくうのつるぎ**: Tenkuu no Tsurugi (Sky Sword). Now, the sword has an Attack Power of +110, and can be used as an item in battle to remove status effects (see weapons guide).
  - 15-Make your way to the hole that penetrated the clouds, and fall. Enter the Final Cave. If you're having trouble finding the hole, go back to where Lucia was and where Doran joined the party. Go out the door there, and the hole is down and to the left of the doorway.

#### Quick Summary #7: Final Confrontation

- 1-Enter the Final Cave via the hole at **天空城**: Tenkuushiro (Sky Castle).
- 2-Make your way through the Final cave. Treasure chests/items found in the cave include the **ひかりのドレス**: Hikari no Doresu (Light Dress), Small Medals, **ほほえみの杖**: Hohoemi no Tsue (Smile Staff), **まじんのよろい**: Majin no Yoroi (Devil Armor), **ごうけつのでわ**: Gouketsu no Udewa (Hero Bracelet), **みずのはごろも**: Mizu no Hagoromo (Water Angel's Cloth), and **ミラーシールド**: Mira-shi-rudo (Mirror Shield).
- 3-After going through the Final Cave, head south to the shrine. Walk up to the flame, and it will turn into a Tenkuu woman. She will restore the HP and MP for the party, and can save the game. This shrine will appear on the Return spell list as **きぼうのほこら**: Kibou no Hokora (Hope Shrine).

- 4-If you walk north past the Final Cave, you will see Death Pisaro's Castle. It is protected by an energy field, and the only way to remove it is to visit the four shrines in each corner of the area, and beat the boss inside. They can be tackled in any order, but for this guide I am going to the southwestern one first, then clockwise.
- 5-Make your way southwest from Death Pisaro's Castle to the shrine and enter. To get by the statues, you'll have to walk around them so they don't touch you and throw you out. The statues that are stationary can block them if you move correctly. Talk to the Balzack+ looking monster and he'll tell you to look behind you for a gift. Turn around and he'll say "never turn your back to an enemy!" and attack. You can also just talk to him twice to fight. Kill the ギガデーモン: Gigade-mon (Giga Demon), then leave.
- 6-Make your way to the shrine northwest of Death Pisaro's castle and enter. Walk straight up to the boss, the ヘルバトラー: Herubatora- (Hell Battler) and kill him. The boss will drop a きせきのつるぎ: Kiseki no Tsurugi (Miracle Sword) in a chest once you beat it, just like in the old version. Leave the shrine.
- 7-Now head to the tower that is northeast of Death Pisaro's Castle. You can find ゾンビメール: Zonbimeiru (Zombie Mail) along the way to the top. At the very top, there is a priest. Speak to him, and he will tell you that it was he who ordered the death of Rosaly to (unbeknownst to Pisaro) make Pisaro go over the edge and become humanity's enemy. What a punk...kill him and his Small Ghoul cronies and avenge both Rosaly and Pisaro.
- 8-Walk to the final shrine that is southeast of Death Pisaro's castle. Talk to the large dragon, and fight. Kill the 3 アンドリアル: Andorearu (or more if they call for more) then leave. The shield will be gone with all 4 bosses destroyed.
- 9-Enter Death Pisaro's Castle, and make your way through. Make sure to find the けんじゃの石: Kenja no Ishi (Sage Stone) before leaving. You have to move a statue in a hallway to find the secret doorway leading to the Sage Stone. The いかずちの杖: Ikazuchi no Tsue (Thunder Staff) is also here.
- 10-After exiting Death Pisaro's Castle, use the バロンのつのぶえ: Baron no Tsunobue (Baron's Horn) to summon the wagon. Without using the Horn, the wagon is left behind. Enter the volcano-looking area, and get ready for the final battle.
- 11-Walk up to the throne, and デスピサロ: Desupisaro (Death Pisaro) will speak, then attack. Kill him, and you've beaten the game.

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#### 魔物のリスト: Mamono no Risuto (Monster List)

This list was created in the order I fought monsters in (Chapter 5 monsters only), and go by the same formula as everything else in the guide (kana/romaji/translation), but also includes the US version of Dragonquest 4's name. The HP totals are taken from my foldout poster that came with the US version of the game on the NES. I know I'm missing about 4 or 5 enemies, but I don't remember where/how to fight them. Sorry.

はさみくわがた: Hasamikuwagata (Scissor Bug?)/Stag Beetle/HP: 9  
キリキリバッタ: Kirikiribatta (? Grasshopper)/Kaskos Hopper/HP: 8  
バブルスライム: Baburusuraimu (Bubble Slime)/Babble/HP: 12  
エアラット: Earatto (Air Rat)/Diverat/HP: 14  
ひとくいそう: Hitokuisou (Cannibal Plant)/Carnivore Plant/HP: 17  
ホイミスライム: Hoimisuraimu (Heal Slime)/Healer/HP: 16  
どくやずきん: Dokuyazukin (Poison Arrow Hood)/Poison Arrop/HP: 17  
サンドマスター: Sandomasuta- (Sand Master)/HP: 30  
ベビーマジシャン: Bebi-majishan (Baby Magician)/Ozwarg/HP: 33  
ピクシー: Pikushi- (Pixie)/HP: 29

メイジももんじゃ: Meijimomonja (Mage Momonja)/MageMonja/HP: 25  
キラースコップ: Kira-sukoppu (Killer Scoop)/Lethal Gopher/HP: 16  
きりかぶおばけ: Kirikabuobake (Stump Monster)/Demon Stump/HP: 21  
メラゴースト: Merago-suto (Mera Ghost)/Blazeghost/HP: 12  
みならいあくま: Minaraiakuma (Apprentice Devil)/Sizarmage/HP: 17  
ダックスビル: Dakkusubiru (Ducksbill)/HP: 22  
きゅうけつこうもり: Kyuuketsukoumori (Blood-Sucking Bat)/Vampire Bat/HP: 25  
エレフローバー: Erefuro-ba- (Elefrover)/HP: 28  
おおにわとり: Ooniwatori (Big Chicken)/Giant Bantam/HP: 31  
ももんじゃ: Momonja (Momonja)/Monjar/HP: 10  
はえおとこ: Haeotoko (Fly Man)/Flythrope/HP: 34  
メタルスライム: Metarusuraimu (Metal Slime)/HP: 4  
テベロ: Tebero (Thevro)/HP: 25  
ベロベロ: Berobero (Licklick)/Liclick/HP: 43  
うらぎりこぞう: Uragirikozou (Treachous Youngster)/Tricksy Urchin/HP: 35  
おおめだま: Oomedama (Big Eyeball)/Giant Eyeball/HP: 42  
デザートゴースト: Deza-togo-suto (Desert Ghost)/Barrenth/HP: 55  
さそりアーマー: Sasoria-ma- (Scorpion Armor)/Armor Scorpion/HP: 40  
アローインプ: Aro-inpu (Arrow Imp)/Arrop/HP: 27  
ダークドリアド: Da-kudoria-do (Dark Doriard)/HP: 28  
プテラノドン: Puteranodon (Pteranodon)/HP: 41  
ドードーどり: Do-do-dori (Dodo Bird/Chicken?)/Garcoil Rooster/HP: 52  
さまようよろい: Samayouyoro (Wandering Armor)/Rogue Knight/HP: 54  
さまようたましい: Samayoutamashii (Wandering Soul)/Rogue Wisper/HP: 40  
とらおとこ: Toraotoko (Tiger Man)/Weretiger/HP: 50  
がいこつけんし: Gaikotsukenshi (Skeleton Fencer)/Skeleton/HP: 52  
ひとくいサーベル: Hitokuisa-beru (Cannibal Sabre)/Grislysaber/HP: 29  
デビルプラント: Debirupuranto (Devil Plant)/Vileplant/HP: 37  
コドラ: Kodora (Kordra)/HP: 32  
ほのおのせんし: Hono'o no Senshi (Flame Soldier)/Flamer/HP: 75  
とうだいタイガー: Toudaitaiga- (Lighthouse Tiger)/Lighthouse Bengal/HP: 70  
マジマタンゴ: Ma-jimatango (Magi Mushroom)/Mage Toadstool/HP: 43  
メタルスコピオン: Metarusuko-pion (Metal Scorpion)/HP: 42  
エビルハムスター: Ebiruhamusuta- (Evil Hamster)/Viceter/HP: 35  
さつじんえい: Satsujinei (Murder Ray)/Guzzle Ray/HP: 40  
トドマン: Todoman (Sea Lion Man)/Sealthrope/HP: 150  
エビルアングラ: Ebiruangura- (Evil Angler)/Bangler/HP: 35  
とつけきおう: Totsugekiuo (Assault Fish)/Runamok Albacore/HP: 47  
じごくのざりがに: Jigoku no Zarigani (Hell Crayfish)/HP: 43  
ピラニアン: Piranian/HP: 55  
しびれくらげ: Shibirekurage (Numbing Jellyfish)/Man O' War/HP: 40  
たこまじん: Takomajin (Octopus Devil)/HP: about 100  
マリンワーム: Marinwa-mu (Marine Worm)/HP: about 70  
しびれあんこう: Shibireankou (Numbing Angler)/HP: about 75  
くびながりゅう: Kubinagaryuu (Neck Dragon?)/Plesiosaur/HP: 48  
マッドルーパー: Maddoru-pa- (Mud Looper?)/HP: about 70  
フライングデス: Furaingudesu (Flying Death)/HP: about 92  
コンジャラー: Konjara- (Conjurer)/HP: 38  
バンブドック: Banpudokku (Vampdog)/HP: 38  
ベビーサタン: Bebi-satan (Baby Satan)/Demonite/HP: 40  
イエティ: Ieti (Yeti)/Iceloth/HP: 75  
ひとくいばこ: Hitokuibako (Cannibal Chest)/Man-Eater Chest/HP: 100  
オックスベア: Okkusubea (Oxbear)/Bisonbear/HP: 80  
しりょうつかい: Shiryoutsukai (Phantom Messenger)/HP: 100  
しりょうのぎし: Shiryou no Kishi (Phantom Knight)/HP: 80  
ブルホーク: Buruho-ku (Bluehawk)/Bisonhawk/HP: 52  
じごくのよろい: Jigoku no Yoroi (Hell Armor)/Infurnus Knight/HP: 58  
ラリホービートル: Rariho-bi-toru (Sleep Beetle)/Somnabeetle/HP: 23  
ドラゴンパピー: Doragonpapi- (Dragon Puppy)/Dragonpup/HP: 67  
ベホマスライム: Behomasuraimu (Heal All Slime)/Mighty Healer/HP: 60

キングレオ: Kingureo (King Leo)/Keeleon/HP: about 950  
ブラッドソード: Buraddoso-do (Blood Sword)/Hemasword/HP: 114  
テラノバット: Teranobatto (Tyranobat)/HP: 98  
ハンババ: Hanbaba (Hambalba)/HP: 90  
ドラゴニット: Doragonitto (Dragonit)/HP: 105  
ビビンバー: Bibinba- (Bibinbar)/Bebanbar/HP: 100  
はぐれメタル: Haguremetaru (Metal Babble)/HP: 5  
キラアーマー: Kira-a-ma- (Killer Armor)/Lethal Armor/HP: 64  
ばくだんいわ: Bakudaniwa (Bomb Rock)/Bomb Crag/HP: 300  
アイスコンドル: Aisukondoru (Ice Condor)/Chillanodon/HP: 85  
ドラゴンライダー: Doragonraida- (Dragon Rider)/HP: 141  
しにがみ: Shinigami (God of Death)/Necrodain/HP: 130  
プレシオドン: Pureshiodon (Plesiodon)/HP: 380  
はしりとかげ: Hashiritokage (First Lizard)/Podokesaur/HP: 114  
ミステリドール: Misuterido-ru (Mystery Doll)/Mystic Doll/HP: 40  
サブナック: Sabunakku (Savnuck)/HP: 80  
いどまねき: Idomaneki (Well Lure)/HP: about 100  
スペクテット: Supekutetto (Spectet)/HP: 35  
サイおとこ: Saiotoko (Rhinoceros Man)/Rhinothrope/HP: 70  
バルザック+: Baruzakku+ (Balzack+)/HP: about 700 (Sister Fight song plays)  
あくまのす: Akuma no Su (Devil Nest)/Ouphnest/HP: 25  
マヒャドフライ: Mahyadofurai (Icebolt Fly)/Snowjive/HP: 90  
テラノザース: Teranoza-su (Tyranozas)/Tyranosaur/HP: 90  
シーライオン: Shi-raion (Sea Lion)/HP: about 175  
ピサロナイト: Pisaronaito (Pisaro Knight)/Saroknight/HP: 800  
ボーンナイト: Bo-nnaito (Bone Knight)/HP: 180  
ベレス: Beresu (Beleth)/HP: 125  
アークバッファロー: A-kubaffaro- (Arch Buffalo)/Archbison/HP: 90  
マンルースター: Manru-suta- (Man Rooster)/Mantam/HP: 85  
とうぞくバコタ: Touzokubakota (Thief Bakota)/Bakor/HP: 1000  
シャークマンタ: Sha-kumanta (Shark Manta)/HP: about 80  
ミニデーモン: Minide-mon (Minidemon)/HP: 95  
フルスネイカー: Furusuneika- (?)/Doolsnake/HP: 130  
バラクーダ: Baraku-da (Barracuda)/Balakooda/HP: 120  
レイギガス: Reigiga-su (Ray Gigas)/Raygarth/HP: 98  
ダゴン: Dagon (Tentagor)/HP: 300  
うずしおキング: Uzushiokingu (Whirling Tides King)/Maelstrom/HP: 100  
ライノソルジャー: Rainosoruja- (Rhino Soldier)/Rhinoband/HP: 142  
ジャイアントバット: Jaiantobatto (Giant Bat)/Jumbat/HP: 113  
アームライオン: A-muraion (Arm Lion)/Leonar/HP: 150  
カロン: Karon/HP: 110  
フェイスボール: Feisubo-ru (Faceball)/Fury Face/HP: 130  
ブリザードマン: Buriza-doman (Blizzard Man)/Blizag/HP: 85  
ミミック: Mimikku (Mimic)/HP: 190  
ガオン: Gaon (Maskan)/HP: 91  
マネマネ: Manemane (Imitator)/Impostor/HP: 153  
ベビーサラマンダ: Bebi-saramanda (Baby Salamander)/Baby Salamand/HP: 40  
ライバーン: Raiba-n (Ryvern)/HP: 120  
メダパニバッタ: Medapanibatta (Chaos Grasshopper)/Chaos Hopper/HP: 90  
アンクルホーン: Ankuruho-n (Uncle? Horn)/Eigerhorn/HP: 250  
ライノスキング: Rainosukingu (Rhinos King)/Rhinoking/HP: 220  
エスターク: Esuta-ku (Esturk)/HP: about 2500  
スライムベホマズン: Suraimubehomazun (Slime Heal Us All)/King Healer/HP: 150  
グリーンドラゴン: Guri-ndoragon (Green Dragon)/HP: 143  
レッドサイクロン: Reddosaikuron (Red Cyclone)/HP: 80  
じごくのものばん: Jigoku no Monban (Hell's Gate Watcher)/Infurnus  
Sentinel/HP: 250  
ブラックマジ: Burakkuma-ji (Black Magi)/Wilymage/HP: 130  
オーガー: O-ga- (Ogre)/HP: 210  
メタルキング: Metarukingu (Metal King)/King Metal/HP: 7



やつぎきアニマル: Yatsuzakianimaru (Man-Tearing Animal)/Ferocial/HP: 200  
よるのていおう: Yoru no Teiou (Night Emperor)/Noctabat/HP: 220  
トーテムキラー: To-temukira- (Totem Killer)/Leaping Maskan/HP: 150  
ピットバイパー: Pittobaipa- (Pit Viper)/HP: 200  
ビースト: Bi-suto (Beast)/Beastan/HP: 178  
しにがみきぞく: Shinigamikizoku (Death God Noble)/Master Necrodain/HP: 146  
スモールグール: Sumo-rugu-ru (Small Ghoul)/Demighoul/HP: 134  
バアラック: Baarakku (Baarak)/Bharack/HP: 140  
フェアリードラゴン: Fearid-doragon (Fairy Dragon)/HP: 123  
ブルデビル: Burudebiru (Bull Devil)/Bull Basher/HP: 250  
ベルザブル: Beruzaburu (Bellzabble)/HP: 250  
だいまどう: Daimadou (Great Evil)/Master Malice/HP: 1023  
レッドドラゴン: Reddoragon (Red Dragon)/HP: 167  
おにこんぼう: Onikonbou (Ogre Club)/Ogre Basher/HP: about 375 (was 930)  
ビッグスロース: Biggusuro-su (Big Sloth)/HP: 250  
デーモンスピリット: De-monspiritto (Demon Spirit)/Spite Spirit/HP: 250  
ギガデーモン: Gigade-mon (Giga Demon)/HP: about 2300  
てっきゅまじん: Tekkyumajin (Iron Ball Devil)/Swinger/HP: 380  
ガーディアン: Ga-dian (Guardian)/HP: 300  
ライバーンロード: Raiba-nro-do (Ryvern Lord)/HP: 400  
ヘルバトラー: Herubatora- (Hell Battler)/Infurnus Shadow/HP: about 3300  
エビルプリースト: Ebirupuri-suto (Evil Priest)/Radimvice/HP: about 1750  
アンドリアル: Andorearu (Andorearu)/Anderoug/HP: about 450 each  
どぐうせんし: Doguusenshi (Clay Soldier)/Clay Doll/HP: 400  
デビルプリンス: Debirupurinsu (Devil Prince)/Duke Malisto/HP: 200  
グレートライドン: Gure-toraidon (Great Ridon)/HP: 300  
デスピサロ: Desupisaro (Death Pisaro)/Necrosaro/HP: about 2000 (final form)

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#### じゅもんのリスト: Jumon no Risuto (Spell List)

The order for the spells are in the order that I received them while playing the game. A \* before the spell signifies a 'Battle Only' spell.

Lv 13: Level I personally learned the spell while playing; it might be able to be learned at a level slightly lower or higher as well.

Single: One target.

Group: One group of enemies.

All: All enemies onscreen.

All Allies: All party members that are currently fighting.

Caster: The caster of the spell only.

ゆうしゃ: Yuusha (Hero)

\*ニフラム: Nifuramu (Expel: 3MP/Group) Lv 1-Vaporizes weak enemies; no experience points or gold is gained though.

ホイミ: Hoimi (Heal: 2MP/Single) Lv 3-Recover about 30 HP.

\*メラ: Mera (Blaze: 2MP/Single) Lv 5-Shoot a fireball that inflicts about 10 damage to one enemy.

ベホイミ: Behoimi (Healmore: 4MP/Single) Lv 6-Recover about 75 HP.

ルーラ: Ru-ra (Return: 4MP) Lv 8-Warp to a town you've been to before.

Not all towns/villages will appear on the list.

\*ギラ: Gira (Fireball: 4MP/Group) Lv 11-Hits one group of enemies for about 15-20 points of damage.

トヘロス: Toherosu (Repel: 4MP) Lv 15-Keeps weaker enemies away for a limited amount of time, but does not keep stronger ones away, nor does it work in dungeons.

リレミト: Riremito (Outside: 4MP) Lv 15-Leave a dungeon immediately.

\*ラリホーマ: Rariho-ma (Sleepmore: 3MP/Single) Lv 16-Put one enemy to sleep.

Has a higher chance of working than the regular Sleep spell.

- \*ザメハ: Zameha (Awake: 2MP/All allies) Lv 17-Wakes up all party members at the same time.
- \*マホステ: Mahosute (Fendspell: 2MP/Single) Lv 21-A protective shield envelops the Hero, and no magic can pass through except his/her own spells. Spells from both monster and ally alike will fizzle out and not affect the target. If the target themselves casts a spell on themselves, it will still work.
- \*アストロン: Asutoron (Ironize: 2MP/All) Lv 21-Turns the party into iron. Monsters cannot damage you, but you can't do anything either. Use this when confronted with new monsters if you want to see what their attacks are, then strategize.
- \*イオラ: Iora (Boom: 8MP/All) Lv 23-Hits all monsters for about 60 points of damage.
- \*ライデイン: Raidein (Zap: 4MP/Single) Lv 25-Hits one monster for about 75 points of damage.
- ベホマ: Behoma (Healall: 6MP/Single) Lv 27-Fully restore one character's HP.
- ザオラル: Zaoraru (Vivify: 8MP/Single) Lv 29-Has a 50% chance of reviving a dead party member.
- \*ベホマズン: Behomazun (Heal Us All: 20MP/All) Lv 32-Casts Healall on all 4 party members in the party at the same time.
- \*ギガデイン: Gigadein (Lightning: 15MP/All) Lv 34-Hits all enemies for about 200 points of damage.
- \*ミナデイン: Minadein (Thordain: 15MP/All) Lv 37-Hits one enemy for about 350 points of damage. In order for it to work, all four people in the battle party must have 15MP to spend.
- \*パルプンテ: Parupunte (Chance: 20MP/Random) Lv 39-Random effects in battle. Can be good or bad. Use with caution.

#### Battle Order

#### Page 1

ニフラム: Nifuramu (Expel: 3MP)	ホイミ: Hoimi (Heal: 2MP)
メラ: Mera (Blaze: 2MP)	ベホイミ: Behoimi (Healmore: 4MP)
ラリホーマ: Rariho-ma (Sleepmore: 3MP)	ベホマ: Behoma (Healall: 6MP)

#### Page 2

ギラ: Gira (Fireball: 4MP)	ザメハ: Zameha (Awake: 2MP)
イオラ: Iora (Boom: 8MP)	アストロン: Asutoron (Ironize: 2MP)
ライデイン: Raidein (Zap: 4MP)	マホステ: Mahosute (Fendspell: 2MP)

#### Page 3

ギガデイン: Gigadein (Lightning: 15MP)	ベホマズン: Behomazun (HealUsAll:20MP)
ミナデイン: Minadein (Thordain: 15MP)	ザオラル: Zaoraru (Vivify: 8MP)
	パルプンテ: Parupunte (Chance: 20MP)

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クリフト: Kurifuto (Cristo)

ホイミ: Hoimi (Heal: 2MP/Single) Lv 1-Recover about 30 HP.

- \*スカラ: Sukara (Upper: 3MP/Single) Lv 6-Increases a party member's Defense Power by their regular DP rating. (If the target has 90 DP and Upper is cast, they will gain 90 more Defense Power; making them

have 180 in the battle. If Upper is cast again, they will gain 90 more, not 180 more).

- \*マヌーサ: Manu-sa (Surround: 4MP/Group) Lv 7-If successful, monsters will miss with their attacks more frequently.
- キアリー: Kiari- (Antidote: 2MP/Single) Lv 9-Cures どく: Doku (poison).
- \*マホトーン: Mahoto-n (Stopspell: 3MP/Group) Lv 12-Prevents bad guys from using spells; if it works.
- \*スクルト: Sukuruto (Increase: 4MP/All Allies) Lv 16-Increases all party member's Defense Power at the same time, but not as much as the Upper spell.
- ベホイミ: Behoimi (Healmore: 4MP/Single) Lv 16-Recover about 75 HP.
- \*ザキ: Zaki (Beat: 4MP/Single) Lv 20-Tries to kill an enemy instantly.
- ザオラル: Zaoraru (Vivify: 8MP/Single) Lv 21-Has a 50% chance of reviving a dead party member.
- \*ザラキ: Zarakai (Defeat: 7MP/Group) Lv 25-Attempts to wipe out an enemy group instantly. Has a lower chance of working than Beat.
- ベホマ: Behoma (Healall: 6MP/Single) Lv 28-Fully restore one character's HP.
- ベホマラー: Behomara- (Healus: 10MP/All) Lv 30-Heals about 80 HP for all party members.
- ザオリク: Zaoriku (Revive: 15MP/Single) Lv 33-100% chance of reviving, and to max HP.

#### Battle Order

Page 1

スカラ: Sukara (Upper: 3MP)	ホイミ: Hoimi (Heal: 2MP)
マヌーサ: Manu-sa (Surround: 4MP)	ベホイミ: Behoimi (Healmore: 4MP)
マホトーン: Mahoto-n (Stopspell: 3MP)	ベホマ: Behoma (Healall: 6MP)

Page 2

スクルト: Sukuruto (Increase: 4MP)	ベホマラー: Behomara- (Healus: 10MP)
ザキ: Zaki (Beat: 4MP)	ザオラル: Zaoraru (Vivify: 8MP)
ザラキ: Zarakai (Defeat: 7MP)	ザオリク: Zaoriku (Revive: 15MP)

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ミネア: Minea (Minea)/Nara

- ホイミ: Hoimi (Heal: 2MP/Single) Lv 1-Recover about 30 HP.
- キアリー: Kiari- (Antidote: 2MP/Single) Lv 4-Cures どく: Doku (poison).
- \*ラリホー: Rariho- (Sleep: 3MP/Group) Lv 6-Incapacitate a group of enemies.
- \*バギ: Bagi (Infernos: 2MP/Group) Lv 9-Hits one group of enemies for about 15 points of damage.
- \*キアリク: Kiariku (Numboff: 2MP/One Ally) Lv 10-Same effect as a まんげつ草: Mangetsusou (Full Moon Herb); it cures paralysis.
- ベホイミ: Behoimi (Healmore: 4MP/One Ally) Lv 14-Recover about 75 HP.
- \*ラリホーマ: Rariho-ma (Sleepmore: 3MP/Single) Lv 16-Put one enemy to sleep. Has a higher chance of working than the regular Sleep spell.
- ザオラル: Zaoraru (Vivify: 8MP/Single) Lv 20-Has a 50% chance of reviving a dead party member.
- \*バギマ: Bagima (Infermore: 4MP/Group) Lv 23-Hits a group of monsters for about 35 damage.
- ベホマ: Behoma (Healall: 6MP/Single) Lv 26-Fully restore one character's HP.
- \*フバーハ: Fuba-ha (Barrier: 6MP/All) Lv 29-Damage done to the party by

breath attacks is reduced when this spell is active.

- \*バギクロス: Bagikurosu (Infermost: 8MP/Group) Lv 32-Hits a group of enemies for about 60-130 damage.
- \*メガザル: Megazaru (Mega Revive: AllMP/All) Lv 36-Fully heals and revives all party members, but the cost is all of Minea's MP and she dies.

Battle Order

Page 1

- |                              |                               |
|------------------------------|-------------------------------|
| バギ: Bagi (Infernos: 2MP)     | ホイミ: Hoimi (Heal: 2MP)        |
| ラリホー: Rariho- (Sleep: 3MP)   | ベホイミ: Behoimi (Healmore: 4MP) |
| キアリク: Kiariku (Numbuff: 2MP) | ベホマ: Behoma (Healall: 6MP)    |

Page 2

- |                                    |                                    |
|------------------------------------|------------------------------------|
| バギマ: Bagima (Infermore: 4MP)       | フバーハ: Fuba-ha (Barrier: 6MP)       |
| ラリホーマ: Rariho-ma (Sleepmore: 3MP)  | ザオラル: Zaoraru (Vivify: 8MP)        |
| バギクロス: Bagikurosu (Infermost: 8MP) | メガザル: Megazaru (MegaRevive: MaxMP) |

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マーニャ: Ma-nya (Ma-nya)/Mara

- \*メラ: Mera (Blaze: 2MP/Single) Lv 1-Shoot a fireball that inflicts about 10 damage to one enemy.
- \*ルカニ: Rukani (Sap: 3MP/Single) Lv 4-Removes all of one enemy's Defense. Very useful on some high defense enemies.
- \*ギラ: Gira (Fireball: 4MP/Group) Lv 8-Hits one group of enemies for about 15-20 points of damage.
- ルーラ: Ru-ra (Return: 4MP) Lv 8-Warp to a town you've been to before. Not all towns/villages will appear on the list.
- リレミト: Riremito (Outside: 4MP) Lv 9-Leave a dungeon immediately.
- \*イオ: Io (Bang: 5MP) Lv 12-Hits all enemies for about 20 damage points.
- \*ベギラマ: Begirama (Firebane: 6MP) Lv 14-Hits one group of enemies for about 30-40 points of damage.
- \*マホトラ: Mahotora (Robmagic: 0MP/Single) Lv 16-Steal some MP from an enemy.
- \*メラミ: Merami (Blazemore: 4MP/Single) Lv 19-Hits one enemy for about 80 points of damage.
- トラマナ: Toramana (Stepguard: 2MP/All) Lv 21-Floor areas that would normally damage the party if they walked on them will do no damage if this spell is cast before walking across them.
- \*イオラ: Iora (Boom: 8MP/All) Lv 25-Hits all monsters for about 60 points of damage.
- \*ベギラゴン: Begiragon (Firevolt: 10MP/Group) Lv 27-Hits one group of enemies for about 100 damage.
- \*ドラゴラム: Doragoramu (Bedragon: 18MP/Caster) Lv 31-Turns Ma-nya into a fire-breathing dragon.
- \*メラゾーマ: Merazo-ma (Blazemost: 10MP/Single) Lv 33-Burns one enemy for about 200 points of damage.
- \*イオナズン: Ionazun (Explodet: 15MP/All) Lv 36-Hits all enemies for about 150 damage each.

Battle Order

Page 1

メラ: Mera (Blaze: 2MP)	ルカニ: Rukani (Sap: 3MP)
ギラ: Gira (Fireball: 4MP)	マホトラ: Mahotora (Robmagic: 0MP)
イオ: Io (Bang: 5MP)	ドラゴラム: Doragoramu (Bedragon:18MP)

Page 2

メラミ: Merami (Blazemore: 4MP)	メラゾーマ: Merazo-ma (Blazemost:10MP)
ベギラマ: Begirama (Firebane: 6MP)	ベギラゴン: Begiragon (Firevolt: 10MP)
イオラ: Iora (Boom: 8MP)	イオナズン: Ionazun (Explodet: 15MP)

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ブライ: Burai (Brey)

- \*ヒヤド: Hyado (Icebolt: 2MP/Single) Lv 1-Shoot an iceball that does around 12 damage to a single monster.
- \*ルカニ: Rukani (Sap: 3MP/Single) Lv 5-Removes all of one enemy's Defense. Very useful on some high defense enemies.
- \*ラリホー: Rariho- (Sleep: 3MP/Group) Lv 6-Incapacitate a group of enemies.
- リレミト: Riremito (Outside: 4MP) Lv 9-Leave a dungeon immediately.
- ルーラ: Ru-ra (Return: 4MP) Lv 10-Warp to a town you've been to before. Not all towns/villages will appear on the list.
- \*マホカンタ: Mahokanta (Magic Counter: 4MP) Lv 11-Spells cast at Brey by enemies are reflected back at the caster.
- \*ヒヤダルコ: Hyadaruko (Snowstorm: 5MP) Lv 11-Damages a group of enemies with ice for about 40 points.
- \*ピオリム: Piorimu (Speed Up: 3MP/All allies) Lv 14-Doubles all party members' Agility; 255 is maximum.
- インパス: Inpasu (X-Ray: 2MP) Lv 15-Use on treasure chests. If there is an 青: Ao (Blue) light, the chest is safe to open. If there is an 赤: Aka (Red) light, a monster is inside the chest.
- ラナルータ: Ranaru-ta (Day/Night: 4MP) Lv 17-Turn day into night and night into day.
- \*バイキルト: Baikiruto (Bikill: 6MP/Single) Lv 19-Double one ally's Attack Power for the rest of the battle.
- \*ルカナン: Rukanan (Defense: 4MP/Group) Lv 21-Lowers the Defense Power of an enemy group, but not as much as the Sap spell does to one enemy.
- レミラーマ: Remira-ma (Seek Out: 2MP) Lv 23-Chests/buried items sparkle if they are onscreen. Use this spell in conjunction with Torneko's 'Treasure Scent' spell to find Small Medals easily.
- \*マホトラ: Mahotora (Robmagic: 0MP/Single) Lv 25-Steal some MP from an enemy.
- \*ヒヤダイン: Hyadain (Icespears: 8MP/All) Lv 27-Attacks all enemies with ice that does around 70 points of damage.
- \*メダパニ: Medapani (Chaos: 5MP/Single) Lv 31-If successful, this spell will confuse an enemy and then they will attack other enemies.
- \*マヒヤド: Mahyado (Blizzard: 11MP/Group) Lv 32-Hits a group of enemies for about 100+ HP of damage.

Battle Order

Page 1

ヒヤド: Hyado (Icebolt: 2MP)	ルカニ: Rukani (Sap: 3MP)
ヒヤダルコ: Hyadaruko (Snowstorm: 5MP)	ルカナン: Rukanan (Defense: 4MP)
ヒヤダイン: Hyadain (Icespears: 8MP)	ラリホー: Rariho- (Sleep: 3MP)

マホトラ: Mahotora (Robmagic: 0MP)      マホカンタ: Mahokanta (Magcounter:4MP)  
メダパニ: Medapani (Chaos: 5MP)      ピオリム: Piorimu (Speed Up: 3MP)  
マヒヤド: Mahyado (Blizzard: 11MP)      バイキルト: Baikiruto (Bikill: 6MP)

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トルネコ: Toruneko (Torneko)/Taloon

しのびあし: Shinobi no Ashi (Shinobi Feet-0MP) Lv 3-Lower random battle rate, and works in dungeons too.

タカのみ: Taka no Me (Hawk Eye: 0MP) Lv 6-Displays how far the nearest town/dungeon is (I think). 北-Kita (North), 南-Minami (South), 東-Higashi (East), 西-Nishi (West).

たからのおい: Takara no Nioi (Treasure Scent: 0MP) Lv 9-Same effect as the Thief Nose spell from part 3; it detects how many treasure chests and buried items are on the current floor.

くちぶえ: Kuchibue (Whistle: 0MP) Lv 13-Whistle, and get into a fight instantly.

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**武器**のリスト: Buki no Risuto (Weapon List)

This is the order I found weapons in, and for Chapter 5 only.

What everything means: name/romanji/translation/cost to buy ( a '-' in buy/sell value means it cannot be bought or sold; Example: -/2000: cannot buy, but can sell for 2000 gold)/selling value/added attack power/which classes can equip.

HR: Hero,      KR: Kurifuto/Cristo, MI: Minea/Nara,      MA: Ma-nya/Mara,  
BR: Burai/Brey, TO: Toruneko/Taloon, RA: Raian/Ragnar, AR: Ari-na/Alena

どうのつるぎ: Dou no Tsurugi (Copper Sword) 100/75. +12 HR, KR, MI, TO, RA

こんぼう: Konbou (Club) 30/22. +7      HR, KR, MI, TO, RA, AR

せいなるナイフ: Seinarunaifu (Sacred Knife) 200/150 +14      KR, RA, AR

クロスボウ: Kurosubou (Crossbow) 350/262. +18      All

くさりがま: Kusarigama (Chain Sickle) 550/412. +20      HR, KR, MI, TO, RA, AR

どくがのナイフ: Dokuga no Naifu (Poisoned Knife) 750/562. +24 MI, MA, BR, TO

鉄のやり: Tetsu no Yari (Iron Spear) 880/660. +28      HR, KR, TO, RA

ホーリーランス: Ho-ri-ransu (Holy Lance) 1250/937. +33      KR, MI, RA

せいぎのそろばん: Seigi no Soroban (Justice Abacus) 1600/1200. +35      TO

はやぶさの剣: Hayabusa no Ken (Falcon Sword) 65,000C/\$18,750 +67      HR, RA

Attack the same monster 2 times per round.

ぎんのタロット: Gin no Tarotto (Silver Tarot) -/375. +21      MI

Does random effects in battle if used as an item. Read the section at the very end for their translations.

はがねのつるぎ: Hagane no Tsurugi (Steel Sword) 2000/1500. +40      HR, RA

鉄のおうぎ: Tetsu no Ougi (Iron Fan) 620/465. +22      MA

はじゃのつるぎ: Haja no Tsurugi (Evil Crushing Sword) 3500/2625 +45 HR, TA, RA

Casts ギラ: Gira (Fireball) when used as an item in battle.

Can be used as an item by any party member.

バトルアックス: Batoruakkusu (Battle Axe) 5500/4125. +50      HR, RA

まどろみの剣: Madoromi no Ken (Doze Off Sword) 8000/6000. +60      HR, RA

Casts ラリホーマ: Rariho-ma (Sleepmore) when used as an item in battle.

ドラゴンキラー: Doragonkira- (Dragon Killer) 15,000/11,250. +90 HR, RA  
Effective against Dragon-type monsters.

りりよくのつえ: Riryoku no Tsue (Force Staff) 2500/1875. +55 KR, MI, MA, BR  
Uses 3 MP to add 3 Attack Power every time it is used to fight with in a battle. Resets to +55 after each battle.

どくばり: Dokubari (Poison Needle) 1300/975. +0 MA, BR  
Can sometimes instantly kill an enemy.

マグマの杖: Maguma no Tsue (Magma Staff) -/-. +63 KR, MI, MA, BR  
Casts イオ: Io (Bang) when used as an item in battle. Can be used by anyone as an item in battle.

キラーピアス: Kira-piasu (Killer Pierce) 7500/5625. +5 MI, MA, AR  
Attack Power is increased only by 5, but the user attacks the same monster 2 times per round (only attacks once if the target is killed on the first hit). Very good weapon to give to アリーナ/Alena.

炎のつめ: Honoo no Tsume (Flame Claw) -/730. +60 AR  
Fight rate increased when equipped.  
Hits one enemy for about 40 damage when used as an item in battle.

もろはのつるぎ: Moroha no Tsurugi (Double-Edged Sword) -/2475. +99 HR, RA  
Cursed. For each attack, about 25% of the damage dealt is also received by the attacker.

みなごろしの剣: Minagoroshi no Ken (Massacre Sword) -/150. +120 TO, RA  
Cursed. Not sure what the curse is, however. It also casts ルカナン: Rukanan (Defense) when used as an item in battle, and does not have to be equipped to do so.

こおりのやいば: Koori no Yaiba (Ice Blade) -/600. +75 HR, RA  
Casts ヒヤダルコ: Hyadaruko (Snowstorm) when used as an item in battle.

はぐれメタルの剣: Haguremetaru no Ken (Metal Babble Sword) -/-. +130 HR, KR, MI, TO, RA  
Hits all 'Metal'-type monsters for 2 points of damage, and is the strongest weapon in the game.

まふうじの杖: Mafuuji no Tsue (Mist Staff) -/3000. +50 KR, MI, MA, BR  
Casts マホトーン: Mahoto-n (Stopspell) when used as an item in battle. Sometimes casts マホトラ: Mahotora (Robmagic) when attacking.

まじんのかなづち: Majin no Kanadzuchi (Devil Hammer) -/850. +70 HR, RA  
Cursed. If equipped, then the person who has it equipped will either miss with their attack, or land a critical hit.

しゃくふくの杖: Shakufuku no Tsue (Restoration Staff) -/4500. +5 KR, MI, BR  
Casts ベホイミ: Behoimi (Healmore) on the specified target when used as an item in battle.

てんくうのつるぎ: Tenkuu no Tsurugi (Sky Sword) -/-. +65 HR  
After speaking to マスタードラゴン: Masuta-doragon (Master Dragon), the sword's Attack Power is increased to +110 and removes status effects when used as an item in battle.  
If a monster were to cast スカラ: Sukara (Upper) on themselves, use this sword and their defense will return to normal. Removes other status enhancements like Bikill, Speed Up, Magic Counter, etc. Remember, the sword does nothing when used as an item until it is powered up.

きせきのつるぎ: Kiseki no Tsurugi (Miracle Sword) -/3100. +100 HR, KR, TO, RA  
Heals the wearer of the item when they attack with it in battle (about as much as a ホイミ: Hoimi spell).

ほほえみの杖: Hohoemi no Tsue (Smile Staff) -/67. +33 KR, MI, MA, BR  
Makes an enemy smile when hit by it. Can be used as an item in battle; if successful it makes the target smile instead of

attack.

いかずちの杖: Ikazuchi no Tsue (Thunder Staff) -/15,000. +29 MA, BR  
Casts ベギラマ: Begirama (Firebane) when used as an item in  
battle.

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鎧のリスト: Yoroi no Risuto (Armor List)

This is the order I found armor in, and for Chapter 5 only.

What everything means: name/romanji/translation/cost to buy ( a '-' in buy/sell  
value means it cannot be bought or sold; Example: -/2000: cannot buy, but can  
sell for 2000 gold)/selling value/added attack power/which classes can equip.

HR: Hero, KR: Kurifuto/Cristo, MI: Minea/Nara, MA: Ma-nya/Mara,  
BR: Burai/Brey, TO: Toruneko/Taloon, RA: Raian/Ragnar, AR: Ari-na/Alena

布の服: Nuno no Fuku (Cloth) 10/7. +4 All

皮のよろい: Kawa no Yoroi (Leather Armor) 180/135. +12 HR, KR, BR, TO,  
RA, AR

くさりかたびら: Kusarikatabira (Chain Mail) 350/262. +18 HR, KR, TO, RA, AL

せいどうのよろい: Seidou no Yoroi (Bronze Armor) 700/525. +25 HR, KR, MI,  
TO, RA

鉄のよろい: Tetsu no Yoroi (Iron Armor) 1200/900. +30 HR, KR, MI, RA

鉄のまえかけ: Tetsu no Maekake (Iron Apron) 1500/1125. +32 TO

スパンコールドレス: Supanko-rudoresu (Spankor? Dress) 2500C/\$1500 +40 MI, MA  
AR

毛皮のコート: Kegawa no Ko-to (Fur Coat) 600/450. +22 All but BR

たびびとの服: Tabibito no Fuku (Traveller Cloth) 70/52. +7 All

ステテコパンツ: Sutetekopantsu (Boxer Shorts) -/75. +8 TO, BR, RA

はがねのよろい: Hagane no Yoroi (Steel Armor) 2300/1725. +35 HR, RA

まほうの法衣: Mahou no Houi (Magic Priest's Robe) 4400/3300. +38 KR, MI  
Fire damage is reduced.

ドラゴンメール: Doragonmeiru (Dragon Mail) 5200/3900. +45 HR, RA  
Resists メラ: Mera (Blaze) spells.

やすらぎのローブ: Yasuragi no Ro-bu (Tranquility Robe) -/4500. +33 KR, MI,  
MA, BR, TO, AR

If the person wearing this gets put to sleep or paralyzed,  
they will receive less damage than normal.

みかわしの服: Mikawashi no Fuku (Evasion Cloth) 3000/2250. +28 MA, BR, AR  
Easier to dodge physical attacks.

皮のドレス: Kawa no Doresu (Leather Dress) 250/187. +14 HR(F), MI, MA, AR

てんくうのよろい: Tenkuu no Yoroi (Sky Armor) -/- . +70 HR  
Damage from spells is reduced.

おどりこの服: Odoriko no Fuku (Dancer's Cloth) 400/300. +8 MA, AR

ピンクのレオタード: Pinku no Reota-do (Pink Leotard) 6300/4725. +40 HR(F),  
MI, MA, AR

やいばのよろい: Yaiba no Yoroi (Blade Armor) 9800/7350 +50 HR, TO, RA

When this armor is equipped, any physical attack done to the  
wearer results in a 50% backlash of damage to the attacker.

はぐれメタルよろい: Haguremetaruyoroi (Metal Babble Armor) 35,000/26,250  
+95 HR, KR, MI, TO, RA

Damage from spells is reduced.

マジカルスカート: Majikarusuka-to (Magical Skirt) -/7750. +45 HR(F), MI,  
MA, AR

Magic damage is reduced.

ゾンビメール: Zonbimeiru (Zombie Mail) -/652. +49 HR, RA

Cursed. HP goes down while it is equipped.

みずのはごろも: Mizu no Hagoromo (Water Angel's Cloth) 15,000/11250. +43



Damage from fire attacks is reduced.

ふいしぎなボレロ: Fushigi na Borero (Mystery Bolero) -/5625. +37 KR, MI,  
MA, BR

Absorbs some MP when a spell is cast at the wearer from an enemy.

ひかりのドレス: Hikari no Doresu (Light Dress) -/6600. +50 HR(F), MI, MA, AR  
Magic damage is reduced when worn. Sometimes reflects the spell back to the caster.

まじんのよろい: Majin no Yoroi (Devil Armor) -/750. +60 HR, RA  
Cursed. すばやさ: Subayasa (Agility) is reduced to 0 when this armor is worn.

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### 盾のリスト: Tate no Risuto (Shield List)

This is the order I found shields in, and for Chapter 5 only.

What everything means: name/romanji/translation/cost to buy ( a '-' in buy/sell value means it cannot be bought or sold; Example: -/2000: cannot buy, but can sell for 2000 gold)/selling value/added attack power/which classes can equip.

HR: Hero, KR: Kurifuto/Cristo, MI: Minea/Nara, MA: Ma-nya/Mara,  
BR: Burai/Brey, TO: Toruneko/Taloon, RA: Raian/Ragnar, AR: Ari-na/Alena

皮のたて: Kawa no Tate (Leather Shield) 90/67. +4 HR, KR, MI, BR, TO, RA

うろこのたて: Uroko no Tate (Scale Shield) 180/135 +7 HR, KR, MI, BR,  
TO, RA

鉄のたて: Tetsu no Tate (Iron Shield) 650/487. +12 HR, KR, MI, TO, RA

ドラゴンシールド: Doragonshi-rudo (Dragon Shield) 7100/5325. +30 HR, RA  
Ice breath attacks do no damage when this shield is equipped.

てんくうのたて: Tenkuu no Tate (Sky Shield) -/-. +55 HR

Casts マホカウンタ: Mahokanta (Magic Counter) when used as an item in battle.

風神のたて: Fuujin no Tate (Wind God Shield) -/2000. +50 HR, RA

Casts ニフラム: Nifuramu (Expel) when used as an item in battle.

ちからのたて: Chikara no Tate (Strength Shield) 13,000/9750. +40 HR, KR,

TO, RA

Casts ベホイミ: Behoimi (Healmore) on the user of the item in battle.

ミラーシールド: Mira-shi-rudo (Mirror Shield) -/6750. +45 HR, KR, RA

When this shield is equipped, some of the damage from a spell is sent back to the caster..sometimes. It used to always damage the caster, even if they were a Metal, but in this it does not appear to be the case anymore, unfortunately.

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### 兜のリスト: Kabuto no Risuto (Helmet List)

This is the order I found helmets in, and for Chapter 5 only.

What everything means: name/romanji/translation/cost to buy ( a '-' in buy/sell value means it cannot be bought or sold; Example: -/2000: cannot buy, but can sell for 2000 gold)/selling value/added attack power/which classes can equip.

HR: Hero, KR: Kurifuto/Cristo, MI: Minea/Nara, MA: Ma-nya/Mara,  
BR: Burai/Brey, TO: Toruneko/Taloon, RA: Raian/Ragnar, AR: Ari-na/Alena

皮のぼうし: Kawa no Boushi (Leather Hat) 65/48. +2 All  
はねぼうし: Haneboushi (Feather Hat) 280/210. +8 MI, MA, AR  
木のぼうし: Ki no Boushi (Wooden Hat) 120/90 +6 HR, KR, MI, TO, RA  
きんのかみかざり: Kin no Kamikazari (Gold Hair Ornament) 540/405. +12  
HR(F), MI, MA, AR  
Defends against メダパニ: Medapani (Chaos) and other  
attacks that confuse.

鉄かぶと: Tetsukabuto (Iron Helmet) 1100/825. +16 HR, KR, TO, RA  
てっかめん: Tekkamen (Iron Mask) 3500/2625. +25 HR, RA  
ヘアバンド: Heabando (Hairband) 110/82. +5 MI, MA, AR  
てんくうのかぶと: Tenkuu no Kabuto (Sky Helmet) -/- . +30 HR  
Defends against Sleep, Paralysis, and Confusion/Chaos.

じゃしんのめん: Jashin no Men (Evil God Mask) -/6. +200 All  
Cursed. Puts the wearer in a state of permanent Confusion  
status until it is removed.

はぐれメタルヘルム: Haguremetaruherumu (Metal Babble Helm)  
Dropped by Metal Kings.

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そしょくひん: Soshokuhin (Decorations)

This is the order I found Decorations in, and for Chapter 5 only.

What everything means: name/romanji/translation/cost to buy ( a '-' in buy/sell  
value means it cannot be bought or sold; Example: -/2000: cannot buy, but can  
sell for 2000 gold)/selling value/added attack power/which classes can equip.

HR: Hero, KR: Kurifuto/Cristo, MI: Minea/Nara, MA: Ma-nya/Mara,  
BR: Burai/Brey, TO: Toruneko/Taloon, RA: Raian/Ragnar, AR: Ari-na/Alena

きんのブレスレット: Kin no Buresuretto (Gold Bracelet) 1000C/\$262.  
Equip: HR, MI, MA  
しゅびりよく: Shubiryoku (Defense Power) +5.

ほしふるうでわ: Hoshifuruudewa (Falling Star Bracelet) 10,000C/-. All  
Doubles the wearer's すばやさ: Subayasa (Agility).

ちからのゆびわ: Chikara no Yubiwa (Strength Ring) -/660. All  
ちから: Chikara (Strength) +8.

まもりのルビー: Mamori no Rubi- (Protection Ruby) -/2025. All  
しゅびりよく: Shubiryoku (Defense Power) +15.

しっぷうのバンダン: Shippuu no Bandana (Gale Bandana) -/487. All  
すばやさ: Subayasa (Agility) +15

あみタイツ: Amitaitsu (Net Tights) -/900. HR(F), MI, MA, AR  
しゅびりよく: Shubiryoku (Defense Power) +8. Gives the wearer  
a sexy appearance.

ほしのかけら: Hoshi no Kakera (Star Fragment) -/375. All  
うんのよさ: Unnoyosa (Luck) +5.  
Can be used as an item in battle, but I don't know what it  
does when it is used.

メガザルのうでわ: Megazaru no Udewa (Mega Revive Bracelet) -/1000. All  
しゅびりよく: Shubiryoku (Defense Power) +15.  
When the wearer dies, the bracelet casts the メガザル:  
Megazaru (Mega Revive/Farewell) spell, then the Bracelet  
breaks.

メガンテのうでわ: Megante no Udewa (Sacrifice Bracelet) -/500. All  
しゅびりよく: Shubiryoku (Defense Power) +15.  
When the wearer dies, the bracelet casts the メガンテ:  
Megante (Sacrifice) spell, then the Bracelet breaks.

めがみのゆびわ: Megami no Yubiwa (Goddess Bracelet) -/- . HR(F), KR,

かしこさ: Kashikosa (Intelligence) +33.

Restore 1MP with about each 4 steps you walk.

ごうけつのうでわ: Gouketsu no Udewa (Hero Bracelet) -/3700.

All

ちから: Chikara (Strength) +25.

### Items

This is the order I found these in (Chapter 5 only). The numbers after the name are Buy price, Sell price, followed by effect.

やくそう: Yakusou (Medical Herb) 8/6

Heal some HP.

おべんとう: Obentou (Lunch) -/7

Heal some HP.

どくけし草: Dokukeshisou (Antidote Herb) 10/7

Cures どく: Doku (Poison).

ちからのたね: Chikara no Tane (Strength Seed) -/90

Increases the user's ちから: Chikara (Strength).

命のきのみ: Inochi no Kinomi (Life Nut) -/187

Increases the user's さいだいHP: Saidai HP (Maximum HP).

せいすい: Seisui (Holy Water) 20/15

Keeps weak enemies away for a period of time.

キメラのつばさ: Kimera no Tsubasa (Chimera Wing) 25/18

Warp to a town you've visited. Same effect as the

ルーラ: Ru-ra (Return) spell.

まんげつ草: Mangetsusou (Full Moon Herb) 30/22

Cures まひ: Mahi (Paralysis).

まほうのせいすい: Mahou no Seisui (Magic Holy Water) 30C/22

いのりのゆびわ: Inori no Yubiwa (Prayer Ring) 500C/\$2250

Restores the user's MP, but can break after any number of uses.

ふしぎなきのみ: Fushigi na Kinomi (Mystery Nut) -/412

Increases the user's さいだいMP: Saidai MP (Maximum MP).

すばやさのたね: Subayasa no Tane (Agility Seed) -/67

Increases the user's すばやさ: Subayasa (Agility).

ラックのたね: Rakku no Tane (Luck Seed) -/52

Increases the user's うんのよさ: Unnoyosa (Luck).

かしこさのたね: Kashikosa no Tane (Intelligence Seed) -/60

Increases the user's かしこさのたね: Kashikosa (Intelligence).

においぶくろ: Nioibukuro (Scent Pouch) 150/112

Fight rate is increased when the scent is active.

せいじゃくの玉: Seijaku no Tama (Silence Ball) Dropped by the Pisaro Knight

in the town of Rosaly Hill. Can be used as an item in battle; it casts マホトーン: Mahoto-n (Stopspell).

うまのふん: Uma no Fun (Horse Manure) -/1

No real use.

時の砂: Toki no Suna (Time Sand) -/-

When used in battle, time is reset to the beginning of the fight.

Use if the party makes a bad move, or to retry a strategy.

Can be used an infinite number of times. In the original version of the game, it could be used once, then you would have to rest at the Inn to be able to use it again. In this version, I have used it

many times in a row without having to sleep at an Inn to use it

again.

せかいじゅの葉: Sekaiju no Ha (World Leaf) -/-

Revives a dead party member.

せかいじゅのしずく: Sekaiju no Shizuku (World Dew) -/-

Heals about 80 HP of damage to all party members simultaneously. Same effect as the ベホマラー: Behomara- (Healus) spell. After 1 use, it is gone.

けんじゃの石: Kenja no Ishi (Sage Stone) -/-

Heals about 80 HP of damage to all party members simultaneously. Same effect as the ベホマラー: Behomara- (Healus) spell. Can be used any number of times.

ラーのかがみ: Ra- no Kagami (Ra Mirror) -/-

Use against マネマネ: Manemane (Imitator) monsters when they assume the guise of a party member, and they'll revert to their original form.

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#### Event (Special) Items

モンスター図鑑: Monsuta-zukan (Monster Picture Book) Received from a villager in the Hero's hometown when it is about to be attacked. Lists all the monsters fought so far in the game, and various info about them.

やみのランプ: Yami no Ranpu (Dark Lamp) Found in the cave west of Gormizu/Kievs. Turns day into night when used. Cannot use in caves.

かやくつば: Kayakutsuba (Gunpowder Jar) Either Minea or Ma-nya has it in their possession. No use in Chapter 5.

しんじる心: Shinjirukokoro (Faith Heart) Found in the Cave of Betrayal (east of Branka). Talk to ホフマン: Hofuman (Hoffman) with it in your possession to earn the wagon.

ちいさなメダル: Chiisanamedaru (Small Medal) Found all over the world. Trade them to the Medal King for special items.

聖なる種火: Seinarushuhi (Holy Type Fire) Found in the lighthouse east of Konanberi. Used at the top of the lighthouse.

たからの地図: Takara no Chizu (Treasure Map) Received from an old man in the town of ミントス: Mintosu (Mintos). Hit the Square Button to view the map while on the overworld, or use it while in a town/dungeon to look at it.

とうぞくのカギ: Touzoku no Kagi (Thief Key) In アリーナ: Ari-na/Alena's possession. When she joins the party, you will have the key again.

パデキアのたね: Padekia no Tane (Padekia Seed) Found in the cave southwest of Soretta. Give the seed to the King of Soretta so he can make パデキアのねっこ: Padekia no Nekko (Padekia Root).

パデキアのねっこ: Padekia no Nekko (Padekia Root) Given to the party after the King of Soretta receives the Padekia Seed. Use it on クリフト: Kurifuto/Cristo to heal his ailment.

まほうのカギ: Mahou no Kagi (Magic Key) Found in a secret floor of the cave west of Gormizu/Kievs. Search the chest that had the Dark Lamp inside it in Chapter 4, and push the switch inside to reveal the staircase.

マグマの杖: Maguma no Tsue (Magma Staff) Found in サントハイム: Santohaimu (Santhaim) Castle after killing Balzack+. Used at the mountain east of Batlando to reach Gardenburg.

あやかしの笛: Ayakashi no Fue (Uncover Flute) Found in サントハイム: Santohaimu (Santhaim) Castle after killing Balzack+. Used in Rosaly Hill to reach Rosa.

さいごのカギ: Saigo no Kagi (Final Key) Given to the party by the Queen of Gardenburg after finding (and beating) the real thief of the Bronze Crucifix. Opens any door.

かわきの石: Kawaki no Ishi (Dryness Stone) Found at the Seaside Village.

Used at the cave east of Rosaly Hill to stop a waterfall and proceed farther into the cave.

へんげの杖: Henge no Tsue (Change Staff) Found in the Royal Crypt. Changes the visual appearance of the party when used. Use it at the Monster's Castle, デスパレス: Desuparesu (Death Palace) to talk to the monsters without fighting, and learn about Esturk's revival at アツテムト: Attemuto (Atemto).

ガスのつば: Gasu no Tsuba (Gas Jar) Found in Atemto Mine after killing Esturk. Bring it to the shop in リバーサイド: Riba-saido (Riverside) to create the Hot-Air Balloon.

バロンのつのぶえ: Baron no Tsunobue (Baron's Horn) Found in the shrine east of ゴットサイド: Gottosaido (Gottside). Summons the wagon to places it cannot be on the overworld. When used as an item in battle, it summons a stampede of horses that attack around 3 times for about 30 damage each hit.

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### Town Shops List

ブランカ: Buranka (Branka)/Branca

Inn: \$3 per person. House of Healing: yes

#### Weapon Shop

こんぼう: Konbou (Club)	\$30
どうのつるぎ: Dou no Tsurugi (Copper Sword)	\$100
せいなるナイフ: Seinarunaifu (Sacred Knife)	\$200
クロスボウ: Kurosubou (Crossbow)	\$350

#### Armor Shop

皮のよろい: Kawa no Yoroi (Leather Armor)	\$180
くさりかたびら: Kusarikatabira (Chain Mail)	\$350
皮のたて: Kawa no Tate (Leather Shield)	\$90
うろこのたて: Uroko no Tate (Scale Shield)	\$180
皮のぼうし: Kawa no Boushi (Leather Hat)	\$65
木のぼうし: Ki no Boushi (Wooden Hat)	\$120

#### Item Shop

やくそう: Yakusou (Medical Herb)	\$8
どくけし草: Dokukeshisou (Antidote Herb)	\$10
せいすい: Seisui (Holy Water)	\$20
キメラのつばさ: Kimera no Tsubasa (Chimera Wing)	\$25

エンドール: Endo-ru (Endor)

Inn: \$6 per person. House of Healing: yes

#### Weapon Shop

くさがりがま: Kusarigama (Chain Sickle)	\$550
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どくがのナイフ: Dokuga no Naifu (Poison Knife)	\$750
鉄のやり: Tetsu no Yari (Iron Spear)	\$880
ホーリーランス: Ho-ri-ransu (Holy Lance)	\$1250
せいぎのそろばん: Seigi no Soroban (Virtue Abacus)	\$1600

#### Armor Shop

くさりかたびら: Kusarikatabira (Chain Mail)	\$350
せいどうのよろい: Seidou no Yoroi (Bronze Armor)	\$700
鉄のよろい: Tetsu no Yoroi (Iron Armor)	\$1200
鉄のまえかけ: Tetsu no Maekake (Iron Apron)	\$1500
うろこのたて: Uroko no Tate (Scale Shield)	\$180
鉄のたて: Tetsu no Tate (Iron Shield)	\$650

#### Item Shop

やくそう: Yakusou (Medical Herb)	\$8
どくけし草: Dokukeshisou (Antidote Herb)	\$10
せいすい: Seisui (Holy Water)	\$20
キメラのつばさ: Kimera no Tsubasa (Chimera Wing)	\$25
まんげつ草: Mangetsusou (Full Moon Herb)	\$30
木のぼうし: Ki no Boushi (Wooden Helmet)	\$120

#### Casino Shop (Uses Coins won at the Casino)

まほうのせいすい: Mahou no Seisui (Magic Holy Water)	30 Coins
いのりのゆびわ: Inori no Yubiwa (Prayer Ring)	500 Coins
きんのブレスレット: Kin no Buresuretto (Gold Bracelet)	1000 Coins
スパンコールドレス: Supanko-rudoresu (Spankor? Dress)	2500 Coins
ほしふるうでわ: Hoshifuruudewa (Falling Star Bracelet)	10,000 Coins
はやぶさの剣: Hayabusa no Ken (Falcon Sword)	65,000 Coins

#### Armor Shop (Need Magic Key or Final Key to reach)

みかわしの服: Mikawashi no Fuku (Evasion Cloth)	\$3000
やいばのよろい: Yaiba no Yoroi (Blade Armor)	\$9800
はぐれメタルよろい: Haguremetaruyoroi (Metal Babble Armor)	\$35,000

ボンモール: Bonmo-ru (Bonmoru)/Bonmalmo

Inn: \$10 per person. House of Healing: yes

#### Weapon Shop

どうのつるぎ: Dou no Tsurugi (Copper Sword)	\$100
クロスボウ: Kurosubou (Crossbow)	\$350
くさがりがま: Kusarigama (Chain Sickle)	\$550
鉄のやり: Tetsu no Yari (Iron Spear)	\$880
はがねのつるぎ: Hagane no Tsurugi (Steel Sword)	\$2000

#### Armor Shop

毛皮のコート: Kegawa no Ko-to (Fur Coat)	\$600
せいどうのよろい: Seidou no Yoroi (Bronze Armor)	\$700
鉄のよろい: Tetsu no Yoroi (Iron Armor)	\$1200
鉄のたて: Tetsu no Tate (Iron Shield)	\$650
木のぼうし: Ki no Boushi (Wooden Helmet)	\$120

はねぼうし: Haneboushi (Feather Hat)

Item Shop

やくそう: Yakusou (Medical Herb)	\$8
どくけし草: Dokukeshisou (Antidote Herb)	\$10
せいすい: Seisui (Holy Water)	\$20
キメラのつばさ: Kimera no Tsubasa (Chimera Wing)	\$25

レイクナバ: Reikunaba (Leikunaba)/Lukanaba

Inn: \$10 per person. House of Healing: yes

Weapon Shop

こんぼう: Konbou (Club)	\$30
どうのつるぎ: Dou no Tsurugi (Copper Sword)	\$100
せいなるナイフ: Seinarunaifu (Sacred Knife)	\$200

Armor Shop

たびびとの服: Tabibito no Fuku (Traveller Cloth)	\$70
皮のよろい: Kawa no Yoroi (Leather Armor)	\$180
くさりかたびら: Kusarikatabira (Chain Mail)	\$350
せいどうのよろい: Seidou no Yoroi (Bronze Armor)	\$700
皮のたて: Kawa no Tate (Leather Shield)	\$90
皮のぼうし: Kawa no Boushi (Leather Hat)	\$65

Item Shop

やくそう: Yakusou (Medical Herb)	\$8
どくけし草: Dokukeshisou (Antidote Herb)	\$10
せいすい: Seisui (Holy Water)	\$20
キメラのつばさ: Kimera no Tsubasa (Chimera Wing)	\$25

アネイル: Aneiru/Aneaux

Inn: At entrance of town: \$5 per person. Farther into town: \$10 per person.  
House of Healing: yes

Weapon Shop

クロスボウ: Kurosubou (Crossbow)	\$350
くさがま: Kusarigama (Chain Sickle)	\$550
鉄のおうぎ: Tetsu no Ougi (Iron Fan)	\$620
どくがのナイフ: Dokuga no Naifu (Poisoned Knife)	\$750
鉄のやり: Tetsu no Yari (Iron Spear)	\$880
ホーリーランス: Ho-ri-ransu (Holy Lance)	\$1250

Armor Shop

毛皮のコート: Kegawa no Ko-to (Fur Coat)	\$600
せいどうのよろい: Seidou no Yoroi (Bronze Armor)	\$700
鉄のよろい: Tetsu no Yoroi (Iron Armor)	\$1200

鉄のたて: Tetsu no Tate (Iron Shield)	\$650
木のぼうし: Ki no Boushi (Wooden Helmet)	\$120
はねぼうし: Haneboushi (Feather Hat)	\$280

Item Shop

やくそう: Yakusou (Medical Herb)	\$8
どくけし草: Dokukeshisou (Antidote Herb)	\$10
せいすい: Seisui (Holy Water)	\$20
キメラのつばさ: Kimera no Tsubasa (Chimera Wing)	\$25
まんげつ草: Mangetsusou (Full Moon Herb)	\$30

コナンベリー: Konanberi- (Konanberi)/Konenber

Inn: \$6 per person. House of Healing: yes

Weapon Shop

くさがりがま: Kusarigama (Chain Sickle)	\$550
どくがのナイフ: Dokuga no Naifu (Poisoned Knife)	\$750
鉄のやり: Tetsu no Yari (Iron Spear)	\$880
ホーリーランス: Ho-ri-ransu (Holy Lance)	\$1250
はがねのつるぎ: Hagane no Tsurugi (Steel Sword)	\$2000

Armor Shop

せいどうのよろい: Seidou no Yoroi (Bronze Armor)	\$700
鉄のよろい: Tetsu no Yoroi (Iron Armor)	\$1200
鉄のたて: Tetsu no Tate (Iron Shield)	\$650
はねぼうし: Haneboushi (Feather Hat)	\$280
きんのかみかざり: Kin no Kamikazari (Gold Hair Ornament)	\$540

Item Shop

やくそう: Yakusou (Medical Herb)	\$8
どくけし草: Dokukeshisou (Antidote Herb)	\$10
せいすい: Seisui (Holy Water)	\$20
キメラのつばさ: Kimera no Tsubasa (Chimera Wing)	\$25
まんげつ草: Mangetsusou (Full Moon Herb)	\$30

ミントス: Mintosu (Mintos)

Inn: \$6 per person. House of Healing: yes

Weapon Shop

鉄のやり: Tetsu no Yari (Iron Spear)	\$880
ホーリーランス: Ho-ri-ransu (Holy Lance)	\$1250
はがねのつるぎ: Hagane no Tsurugi (Steel Sword)	\$2000
はじゃのつるぎ: Haja no Tsurugi (Evil Crushing Sword)	\$3500
せいぎのそろばん: Seigi no Soroban (Virtue Abacus)	\$1600

Armor Shop



鉄のよろい: Tetsu no Yoroi (Iron Armor)	\$1200
鉄のまえかけ: Tetsu no Maekake (Iron Apron)	\$1500
はがねのよろい: Hagane no Yoroi (Steel Armor)	\$2300
鉄のたて: Tetsu no Tate (Iron Shield)	\$650
きんのかみかざり: Kin no Kamikazari (Gold Hair Ornament)	\$540
鉄かぶと: Tetsukabuto (Iron Helmet)	\$100

Item Shop

やくそう: Yakusou (Medical Herb)	\$8
どくけし草: Dokukeshisou (Antidote Herb)	\$10
せいすい: Seisui (Holy Water)	\$20
キメラのつばさ: Kimera no Tsubasa (Chimera Wing)	\$25
まんげつ草: Mangetsusou (Full Moon Herb)	\$30

リバーサイド: Riba-saido (Riverside)

Inn: \$10 per person. House of Healing: no

Weapon Shop

バトルアックス: Batoruakkusu (Battle Axe)	\$5500
まどろみの剣: Madoromi no Ken (Doze Off Sword)	\$8000
ドラゴンキラー: Doragonkira- (Dragon Killer)	\$15,000

Armor Shop

まほうの法衣: Mahou no Houi (Magic Priest's Robe)	\$4400
ドラゴンメール: Doragonmeiru (Dragon Mail)	\$5200
鉄のたて: Tetsu no Tate (Iron Shield)	\$650
ドラゴンシールド: Doragonshi-rudo (Dragon Shield)	\$7100
鉄かぶと: Tetsukabuto (Iron Helmet)	\$1100
てっかめん: Tekkamen (Iron Mask)	\$3500

Item Shop

やくそう: Yakusou (Medical Herb)	\$8
どくけし草: Dokukeshisou (Antidote Herb)	\$10
キメラのつばさ: Kimera no Tsubasa (Chimera Wing)	\$25

ソレッタ: Soretta

Inn: \$8 per person. House of Healing: yes

Item Shop

やくそう: Yakusou (Medical Herb)	\$8
どくけし草: Dokukeshisou (Antidote Herb)	\$10
まんげつ草: Mangetsusou (Full Moon Herb)	\$30

モンバーバラ: Monba-bara (Monbaraba)/Monbarba

Inn: \$3 per person. House of Healing: yes

#### Weapon Shop

こんぼう: Konbou (Club)	\$30
どうのつるぎ: Dou no Tsurugi (Copper Sword)	\$100
せいなるナイフ: Seinarunaifu (Sacred Knife)	\$200
クロスボウ: Kurosubou (Crossbow)	\$350

#### Armor Shop

たびびとの服: Tabibito no Fuku (Traveller Cloth)	\$70
きぬのローブ: Kinu no Ro-bu (Silk Robe)	\$110
皮のドレス: Kawa no Doresu (Leather Dress)	\$250
皮のぼうし: Kawa no Boushi (Leather Hat)	\$65
ヘアバンド: Heabando (Hairband)	\$110
やくそう: Yakusou (Medical Herb)	\$8

ゴーミズ: Go-mizu (Gormizu)/Kievs

Inn: \$8 per person, or free if Minea or Ma-nya are in the main party.

House of Healing: no

#### Merchant in the Inn from the Bazaar

はがねのつるぎ: Hagane no Tsurugi (Steel Sword)	\$2000
はじゃのつるぎ: Haja no Tsurugi (Evil Crushing Sword)	\$3500
バトルアックス: Batoruakkusu (Battle Axe)	\$5500
はがねのよろい: Hagane no Yoroi (Steel Armor)	\$2300
みかわしの服: Mikawashi no Fuku (Evasion Cloth)	\$3000
てっかめん: Tekkamen (Iron Mask)	\$3500

#### Item Shop

やくそう: Yakusou (Medical Herb)	\$8
どくけし草: Dokukeshisou (Antidote Herb)	\$10
キメラのつばさ: Kimera no Tsubasa (Chimera Wing)	\$25
皮のドレス: Kawa no Doresu (Leather Dress)	\$250
はねぼうし: Haneboushi (Feather Hat)	\$280
くさがりがま: Kusarigama (Chain Sickle)	\$550

ハバリア: Habaria (Havaria)/Haville

Inn: \$6 per person. House of Healing: yes

Weapon Shop-Will not sell anything after getting the Magic Key

#### Armor Shop

皮のドレス: Kawa no Doresu (Leather Dress)	\$250
毛皮のコート: Kegawa no Ko-to (Fur Coat)	\$600
鉄のよろい: Tetsu no Yoroi (Iron Armor)	\$1200
皮のたて: Kawa no Tate (Leather Shield)	\$90

うろこのたて: Uroko no Tate (Scale Shield)	\$180
はねぼうし: Haneboushi (Feather Hat)	\$280

Item Shop

やくそう: Yakusou (Medical Herb)	\$8
どくけし草: Dokukeshisou (Antidote Herb)	\$10
せいすい: Seisui (Holy Water)	\$20
キメラのつばさ: Kimera no Tsubasa (Chimera Wing)	\$25
まんげつ草: Mangetsusou (Full Moon Herb)	\$30

スタンシアラ: Sutanshiara (Stanciarara)/Stancia

Inn: \$7 per person. House of Healing: yes

Weapon Shop (Man on raft at top-left corner of town)

はがねのつるぎ: Hagane no Tsurugi (Steel Sword)	\$2000
はじゃのつるぎ: Haja no Tsurugi (Evil Crushing Sword)	\$3500
バトルアックス: Batoruakkusu (Battle Axe)	\$5500
りりよくの杖: Riryoku no Tsue (Force Staff)	\$2500

Weapon Shop (Man to the left of the entrance; nighttime only)

バトルアックス: Batoruakkusu (Battle Axe)	\$5500
まどろみの剣: Madoromi no Ken (Doze Off Sword)	\$8000

Armor Shop

はがねのよろい: Hagane no Yoroi (Steel Armor)	\$2300
みかわしの服: Mikawashi no Fuku (Evasion Cloth)	\$3000
まほうの法衣: Mahou no Houi (Magic Priest's Robe)	\$4400
ドラゴンメール: Doragonmeiru (Dragon Mail)	\$5200
鉄のたて: Tetsu no Tate (Iron Shield)	\$650
鉄かぶと: Tetsukabuto (Iron Helmet)	\$1100

Item Shop

どくけし草: Dokukeshisou (Antidote Herb)	\$10
まんげつ草: Mangetsusou (Full Moon Herb)	\$30
キメラのつばさ: Kimera no Tsubasa (Chimera Wing)	\$25
においぶくろ: Nioibukuro (Scent Pouch)	\$150

サラン: Saran (Saran)/Surene

Inn: \$2 per person. House of Healing: yes

Weapon Shop

こんぼう: Konbou (Club)	\$30
どうのつるぎ: Dou no Tsurugi (Copper Sword)	\$100
せいなるナイフ: Seinarunaifu (Sacred Knife)	\$200

Armor Shop

布の服: Nuno no Fuku (Cloth)	\$10
たびびとの服: Tabibito no Fuku (Traveller Cloth)	\$70
皮のよろい: Kawa no Yoroi (Leather Armor)	\$180
皮のたて: Kawa no Tate (Leather Shield)	\$90
皮のぼうし: Kawa no Boushi (Leather Hat)	\$65
やくそう: Yakusou (Medical Herb)	\$8

Weapon Shop (Need the Magic Key to reach it)

どくばり: Dokubari (Poison Needle)	\$1300
はがねのつるぎ: Hagane no Tsurugi (Steel Sword)	\$2000
りりよくの杖: Riryoku no Tsue (Force Staff)	\$2500
バトルアックス: Batoruakkusu (Battle Axe)	\$5500
みかわしの服: Mikawashi no Fuku (Evasion Cloth)	\$3000
てっかめん: Tekkamen (Iron Mask)	\$3500

てんぺ: Tenpe/Tempe

Inn: \$3 per person. House of Healing: yes (cannot save)

Item Shop

やくそう: Yakusou (Medical Herb)	\$8
どくけし草: Dokukeshisou (Antidote Herb)	\$10
キメラのつばさ: Kimera no Tsubasa (Chimera Wing)	\$25
せいなるナイフ: Seinarunaifu (Sacred Knife)	\$200
クロスボウ: Kurosubou (Crossbow)	\$350
皮のよろい: Kawa no Yoroi (Leather Armor)	\$180

フレノール: Fureno-ru (Frenor)

Inn: \$4 per person. House of Healing: yes

Weapon Shop

どうのつるぎ: Dou no Tsurugi (Copper Sword)	\$100
せいなるナイフ: Seinarunaifu (Sacred Knife)	\$200
クロスボウ: Kurosubou (Crossbow)	\$350
くさがりがま: Kusarigama (Chain Sickle)	\$550
鉄のやり: Tetsu no Yari (Iron Spear)	\$880

Item Shop

やくそう: Yakusou (Medical Herb)	\$8
どくけし草: Dokukeshisou (Antidote Herb)	\$10
キメラのつばさ: Kimera no Tsubasa (Chimera Wing)	\$25
くさがりかたびら: Kusarikatabira (Chain Mail)	\$350
木のぼうし: Ki no Boushi (Wooden Hat)	\$120
せいどうのよろい: Seidou no Yoroi (Bronze Armor)	\$700

イムル: Imuru (Imuru)/Izmit

Inn: \$6 per person. House of Healing: yes

#### Weapon Shop

どうのつるぎ: Dou no Tsurugi (Copper Sword)	\$100
せいなるナイフ: Seinarunaifu (Sacred Knife)	\$200
クロスボウ: Kurosubou (Crossbow)	\$350
くさがりがま: Kusarigama (Chain Sickle)	\$550
鉄のやり: Tetsu no Yari (Iron Spear)	\$880

#### Armor Shop

くさrikatabira: Kusarikatabira (Chain Mail)	\$350
せいどうのよろい: Seidou no Yoroi (Bronze Armor)	\$700
鉄のよろい: Tetsu no Yoroi (Iron Armor)	\$1200
うろこのたて: Uroko no Tate (Scale Shield)	\$180
鉄のたて: Tetsu no Tate (Iron Shield)	\$650
木のぼうし: Ki no Boushi (Wooden Hat)	\$120

#### Item Shop

やくそう: Yakusou (Medical Herb)	\$8
どくけし草: Dokukeshisou (Antidote Herb)	\$10
せいすい: Seisui (Holy Water)	\$20

バトランド: Batorando (Batlando)/Burland

Inn: \$4 per person. House of Healing: yes

#### Weapon Shop

こんぼう: Konbou (Club)	\$30
どうのつるぎ: Dou no Tsurugi (Copper Sword)	\$100
せいなるナイフ: Seinarunaifu (Sacred Knife)	\$200
くさがりがま: Kusarigama (Chain Sickle)	\$550

#### Armor Shop

皮のよろい: Kawa no Yoroi (Leather Armor)	\$180
くさrikatabira: Kusarikatabira (Chain Mail)	\$350
皮のたて: Kawa no Tate (Leather Shield)	\$90
うろこのたて: Uroko no Tate (Scale Shield)	\$180
皮のぼうし: Kawa no Boushi (Leather Hat)	\$65
木のぼうし: Ki no Boushi (Wooden Hat)	\$120

#### Item Shop

やくそう: Yakusou (Medical Herb)	\$8
どくけし草: Dokukeshisou (Antidote Herb)	\$10
せいすい: Seisui (Holy Water)	\$20

ロザリーヒル: Rozari-hiru (Rosaly Hill)/Rosaville

Inn: \$9 per person. House of Healing: yes (Old Man when at western counter)

Weapon Shop (Old Man when at eastern counter)

バトルアックス: Batoruakkusu (Battle Axe)	\$5500
キラークピアス: Kira-piasu (Killer Pierce)	\$7500
まどろみの剣: Madorumi no Ken (Doze Off Sword)	\$8000
ドラゴンキラー: Doragonkira- (Dragon Killer)	\$15,000

Armor Shop (Old Man when at southern counter)

はがねのよろい: Hagane no Yoroi (Steel Armor)	\$2300
まほうの法衣: Mahou no Houi (Magic Priest's Robe)	\$4400
ドラゴンメール: Doragonmeiru (Dragon Mail)	\$5200
鉄かぶと: Tetsukabuto (Iron Helmet)	\$1100
てっかめん: Tekkamen (Iron Mask)	\$3500

Item Shop (Old Man when at northern counter)

キメラのつばさ: Kimera no Tsubasa (Chimera Wing)	\$25
においぶくろ: Nioibukuro (Scent Pouch)	\$150

ガーデンブルグ: Ga-denburugu (Gardenburg)/Gardenbur

Inn: \$8 per person. House of Healing: yes

Armor Shop

皮のドレス: Kawa no Doresu (Leather Dress)	\$250
おどりこの服: Odoriku no Fuku (Dancer's Cloth)	\$400
みかわしの服: Mikawashi no Fuku (Evasion Cloth)	\$3000
ピンクのレオタード: Pinku no Reota-do (Pink Leotard)	\$6300
きんのかみかざり: Kin no Kamikazari (Gold Hair Ornament)	\$540

海辺の村: Umibe no Mura (Seashore Village)

Inn: \$5 per person. House of Healing: no

Armor Shop

はがねのよろい: Hagane no Yoroi (Steel Armor)	\$2300
みかわしの服: Mikawashi no Fuku (Evasion Cloth)	\$3000
まほうの法衣: Mahou no Houi (Magic Priest's Robe)	\$4400
鉄のたて: Tetsu no Tate (Iron Shield)	\$650
鉄かぶと: Tetsukabuto (Iron Helmet)	\$1100

Item Shop

やくそう: Yakusou (Medical Herb)	\$8
どくけし草: Dokukeshisou (Antidote Herb)	\$10
まんげつ草: Mangetsusou (Full Moon Herb)	\$30
においぶくろ: Nioibukuro (Scent Pouch)	\$150

エルフの里: Erufu no Ri (Elf Village)

Inn: \$5 per person. House of Healing: no

Armor Shop

ちからのたて: Chikara no Tate (Strength Shield)	\$13,000
みずのはごろも: Mizu no Hagoromo (Water Angel's Cloth)	\$15,000

ゴットサイド: Gottosaido (Gottside)

Inn: \$10 per person. House of Healing: yes

Armor Shop

てっかめん: Tekkamen (Iron Mask)	\$3500
ドラゴンシールド: Doragonshi-rudo (Dragon Shield)	\$7100
まほうの法衣: Mahou no Houi (Magic Priest's Robe)	\$4400
ドラオンメール: Doragonmeiru (Dragon Mail)	\$5200
やいばのよろい: Yaiba no Yoroi (Blade Armor)	\$9800

天空城: Tenkuushiro (Sky Castle)

Inn: no House of Healing: yes (cannot save)

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ぎんのタロット: Gin no Tarotto (Silver Tarot)

When Minea uses the Silver Tarots, she will randomly draw one of 9 (that I've drawn) different cards. Please note that the same card can now be drawn multiple times in each battle, and I have not drawn that card that summons a しにがみ: Shinigami (God of Death)/Necrodain yet. I have drawn 13 cards before a fight has ended, and never got that card. It might not be in this version of the game; I have yet to see it.

Also note that if the Star Card is drawn more than once, you will only gain the 2x Exp and Gold bonus one time. When I finally am able to, I'll update the Card List. This is what each card does. The text shown is the same as what appears onscreen.

ミネアは とうの カードを ひいた!: Minea drew the Tower Card!

So, just look for what the second word is in the text window, and that is where the name of the card that was drawn will appear. Here are the 9 Cards' names, and their effects:

とうの カード: Tou no Ka-do (Tower Card) Lightning bolts strike all enemies for about 15 points of damage.

ちからの カード: Chikara no Ka-do (Strength Card) One allies' Attack Power becomes doubled for the duration of the fight.

月のカード: Tsuki no Ka-do (Moon Card) Same effect as casting the

マヌーサ: Manu-sa (Surround) spell. If successful, all  
monsters will miss with their attacks more frequently.

せいぎのカード: Seigi no Ka-do (Justice Card) Same effect as casting the

ニフラム: Nifuramu (Expel) spell. It vaporizes weak  
enemies. If it works, you get nothing for killing them  
with this spell.

ひいては いけない カード: Hiiteha Ikenai Ka-do (Wrong/Bad Card) Attempts to

kill every party member. Watch out.

星のカード: Hoshi no Ka-do (Star Card) Gain double the experience points

and Gold if the battle is won.

あくまのカード: Akuma no Ka-do (Devil Card) All enemies lose half of their

Defense Power.

太陽のカード: Taiyou no Ka-do (Sun Card) All party members are healed by

the sun's light.

しにがみのカード: Shinigami no Ka-do (God of Death Card) Attempts to kill

all enemies.

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That's it for now, unless I get enough emails about anything else or any  
additions/changes. Thank you for reading my FAQ and email with any questions  
(akaiscarlet@hotmail.com) or if you just want to talk to someone about any of  
the Dragonquest games, or any other games I have written FAQ's for.

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