

Dragon Warrior IV Chapter 3 Translation Guide

by Red Scarlet

Updated to v1.0 on Dec 6, 2001

ドラゴンクエスト IV/Dragon Quest IV Remix

Chapter 3 Translation Guide

Version 1.0 12/06/01

By: Red Scarlet (akaiscarlet@hotmail.com)

Version 1.0 12/06/01-Guide created, and complete for Chapter 3.

<Disclaimer> This Guide is for personal use only. It cannot be altered without the consent of its owner (me), nor published in any magazines or any reproduced form. This walkthrough is not meant for sale and is Copyright 2000, 2001 Red Scarlet. If you want to use this on your website or page, please e-mail me for permission (akaiscarlet@hotmail.com).

To view this text file correctly, please use a Japanese text viewer program or download NJStar at 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.

Hello, welcome to my Dragon Quest 4 Remix-Chapter 3 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 3.

A quick summary of what to do to get through Chapter 3 is also included.

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.

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 Chiryou (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.

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 A 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)
みる: Miru (Examine)
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)

What **みる: Miru (Examine)** does is...Torneko will describe what the item being looked at is (weapon, shield, etc.), if it does anything special if used as an item in battle, who can equip it, and how much money the item can be sold for at a shop. Only Torneko can Examine items.

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)
Decoration eqpd	さいだいHP: Saidai HP (Max HP)
-----	さいだいMP: Saidai MP (Max MP)
	Ex: Current Experience Points

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.

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 the strongest heal spells to heal everyone)
そうび: Soubi (Equip weapons and armor)
ならびかえ: Narabikae (Change party order)
せんれき: Senreki (Combat Experience)

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: Zenmetsu 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)

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)

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.

```
-----|
| 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)

Chapter 3-トルネコ: Toruneko (Torneko)/Taloon

Quick Summary

1-Start in レイクナバ: Reikunaba (Leikunaba)/Lukanaba.

2-Push トム: Tomu (Tom), the old man, up to the door of the church to get some money (optional).

3-Work at the Weapon Shop to make some money.

4-Rest at Torneko's house.

5-Work some more (optional).

6-Find the 鉄のきんこ: Tetsu no Kinko (Iron Safe) inside the cave north of Leikunaba (optional).

7-Travel south to ボンモール: Bonmo-ru (Bonmoru)/Bonmalmo Castle.

Note: The balding man in the southwest part of the Castle is the man who buys armor at random prices.

8-Buy a キメラのつばさ: Kimera no Tsubasa (Chimera Wing).

- 9-Avoid the prison guard inside the castle, and give the Chimera Wing to the prisoner so he can escape.
- 10-Go back to Leikunaba, and talk to Tom's son (the prisoner) at the northeast section of town. He will let you borrow his dog.
- 11-Travel to the village between Leikunaba and Bonmoru. Walk up to the village Chief (who is really a fox), and the dog will make him run away and break the curse of the village.
- 12-With the curse of the Fox Village broken, the bridge repairman ドン-ガアデ: Don Gaade can repair the bridges near Bonmoru and Endor.
- 13-Return to Leikunaba, and give Tom's son his dog back.
- 14-Go back to Bonmoru and talk to the King; the bridges will be repaired.
- 15-Talk to Prince リック: Rikku (Rick), then meet him outside behind the weapon shop.
- 16-Receive the 王子の手紙: Ouji no Tegami (Prince's Letter).
- 17-At Endor, enlist スコット: Sukotto (Scott)'s help (walking around by the church). He will join Torneko for \$400 and for 5 days (optional).
- 18-Enlist ロレンス: Rorensu (Laurence) at the Inn. He will join Torneko for \$600 and for 5 days (optional).
- 19-Use the 王子の手紙: Ouji no Tegami (Prince's Letter) in front of the Princess of Endor to read it to her.
- 20-Receive the 王の手紙: Ou no Tegami (King's Letter) from the King of Endor.
- 21-Use the 王の手紙: Ou no Tegami (King's Letter) in front of the King of Bonmoru.
- 22-Speak to the King of Endor once more, and he will give Torneko permission to buy the shop south of the church.
- 23-Find the ぎんの女神像: Gin no Megamizou (Silver Goddess Statue) in the cave northeast (past the cave with the old man in it) of Endor (optional).
- 24-Sell the Silver Goddess Statue to the rich man in the house on the east side of Endor for \$25,000 (optional).
- 25-Buy the shop south of the church in Endor for \$35,000 from the old man residing there.
- 26-After buying the shop, talk to the King and hear out the order he would like to place: 6 はがねのつるぎ: Hagane no Tsurugi (Steel Swords) and 6 鉄のよろい: Tetsu no Yoroi (Iron Armor). You do not have to go through with the order; but you will get \$60,000 for getting all 12 pieces of equipment. \$60,000 is the cost to continue the work on the tunnel to Branca. Talk to the man on the right in the room up and to the right of the stairs going up to the King to give Steel Swords and Iron Armors going towards the King's order.
- 27-Give Torneko's wife ネネ: Nene items to sell from the shop to make money. She can sell anything that sells for money at a regular shop. Give her items, then sleep at the Inn ortell her you'd like to sleep. Talk to her the next morning, and she'll give Torneko the earnings from the day before.
- 28-Enter the cave east of Endor, and give the old man \$60,000 to resume work on the Cave to Branca. The Casino will reopen after giving the old man \$60,000.
- 29-Talk to Nene. She will ask if Torneko is planning on leaving to look for more treasure. Answer either way. She will keep up the shop while he is gone.
- 30-Enter the Cave to Branca, and leave out of the opposite side to end the chapter.

NOTE: If you have played the game before, you probably already know this trick, but if you haven't and want to know how to get extra money for Chapter 5, read on.

When you start Chapter 5, you have 0 gold. No matter how much anyone had when they finished a Chapter, it will not carry over. However, they will keep what they have in their inventory for Chapter 5.

Chapter 3 is the best Chapter to exploit this. Work at the Weapon Shop in

Leikunaba until someone offers to sell the はじやのつるぎ: Haja no Tsurugi (Evil Crushing Sword), buy it. Never sell it to anyone while working.

Later, when you have enough money to buy lots of stuff to give to Nene at Torneko's shop, you can keep buying Evil Crushing Swords and the store will not run out. Make enough money so that you can fill Torneko's inventory completely full with Evil Crushing Swords before you give the old man the \$60,000 needed in order to rebuild the cave. Sell all of Torneko's armor stuff so he can hold 11 Evil Crushing Swords (12 if you didn't get the Iron Safe) before leaving the chapter.

In Chapter 5, he will then have an Evil Crushing Sword waiting for the Hero to have, and then can sell the remaining 10 for a nice \$26250 instant gain (when you sell the extra swords) when he joins. With that kind of money so early on, you can easily afford something good like a Dragon Killer as soon as you get the ship.

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

This list was created in the order I fought monsters in (Chapter 3 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.

スライム: Suraimu (Slime)/HP: 8
はさみくわがた: Hasamikuwagata (Scissor Bug?)/Stag Beetle/HP: 9
いたずらもぐら: Itazuramogura (Prank Mole)/Prank Gopher/HP: 10
おおみみず: Oomimizu (Giant Earthworm)/Giant Worm/HP: 11
バブルスライム: Baburusuraimu (Bubble Slime)/Babble/HP: 12
ホイミスライム: Hoimisuraimu (Heal Slime)/Healer/HP: 16
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
リリパット: Riripatto (Lilypat)/Lilypa/HP: 21
ひとくいそう: Hitokuisou (Cannibal Plant)/Carnivore Plant/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
おおにわとり: Ooniwatori (Big Chicken)/Giant Bantam/HP: 31
ポイズンリザード: Poizunriza-do (Poison Lizard)/HP: 34
エレフローバー: Erefuro-ba- (Elefrover)/HP: 28
はえおとこ: Haeotoko (Fly Man)/Flythrope/HP: 34
サンドマスター: Sandomasuta- (Sand Master)/HP: 30
メラゴースト: Merago-suto (Mera Ghost)/Blazeghost/HP: 12
メタルスライム: Metarusuraimu (Metal Slime)/HP: 4

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.

This is not a complete list; my list is only up to whatever spells were

learned while playing Chapter 3. For a complete list, my Chapter 5 Translation Guide will have one.

トルネコ: Toruneko (Torneko)/Taloon

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

タカのみめ: Taka no Me (Hawk Eye: OMP) 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 Smell: OMP) 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.

武器のリスト: Buki no Risuto (Weapon List)

This is the order I found weapons in, and for Chapter 3 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

こんぼう: Konbou (Club) 30/22. +7 HR, KR, MI, TO, RA, AR
どうのつるぎ: Dou no Tsurugi (Copper Sword) 100/75. +12 HR, KR, MI, TO, RA
せいなるナイフ: Seinarunaifu (Sacred Knife) 200/150 +14 KR, RA, AR
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.

クロスボウ: Kurosubou (Crossbow) 350/262. +18 KR, BR, RA, AR
くさりがま: Kusarigama (Chain Sickle) 550/412. +20 HR, KR, MI, TO, RA, AR
ひのきのぼう: Hinoki no Bou (Cypress Stick) 10/7. +2 All but AR
鉄のやり: Tetsu no Yari (Iron Spear) 880/660. +28 HR, KR, TO, RA
はがねのつるぎ: Hagane no Tsurugi (Steel Sword) 2000/1500. +40 HR, RA
はやぶさの剣: Hayabusa no Ken (Falcon Sword) 65,000C/? +5? Equip: ?

I Have not gotten this item yet to see what it does, but if it like the Falcon Sword in other games, it gives the person only a +5 Attack Power bonus, but they have two attacks per round.

鎧のリスト: Yoroi no Risuto (Armor List)

This is the order I found armor in, and for Chapter 3 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
たびびとの服: Tabibito no Fuku (Traveller Cloth) 70/52. +7 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, AR
せいどうのよろい: Seidou no Yoroi (Bronze Armor) 700/525. +25 HR, KR, MI,
TO, RA

ステテコパンツ: Sutetekopantsu (Boxer Shorts) -/75. +8 TO
はがねのよろい: Hagane no Yoroi (Steel Armor) 2300/1725. +35 HR, 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
きぬのローブ: Kinu no Ro-bu (Silk Robe) 110/82. +10 HR(F), MI, MA, AR
鉄のよろい: Tetsu no Yoroi (Iron Armor) 1200/900. +30 HR, KR, MI, RA
スパンコールドレス: Supanko-rudoresu (Spankor? Dress) 2500C/? +? Equip: ?
I Have not gotten this item yet to see what it does.

盾のリスト: Tate no Risuto (Shield List)

This is the order I found shields in, and for Chapter 3 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

兜のリスト: Kabuto no Risuto (Helmet List)

This is the order I found helmets in, and for Chapter 3 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
木のぼうし: Ki no Boushi (Wooden Hat) 120/90 +6 HR, KR, MI, TO, RA

そしょくひん: Soshokuhin (Decorations)

This is the order I found Decorations in, and for Chapter 3 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/? +? Equip: ?
I Have not gotten this item yet to see what it does.
ほしふるうでわ: Hoshifuruudewa (Falling Star Bracelet) 10,000C/- All
Doubles the wearer's すばやさ: Subayasa (Agility).

Items

This is the order I found these in (Chapter 2 only). The numbers after the name are Buy price, Sell price, followed by effect. C=Casino Coins.

おべんとう: Obentou (Lunch) -/7
Heal some HP.
やくそう: Yakusou (Medical Herb) 8/6
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).
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.
命のきのみ: Inochi no Kinomi (Life Nut) -/187
Increases the user's さいだいHP: Saidai HP (Maximum HP).
うまのふん: Uma no Fun (Horse Manure) -/1
No real use.
まんげつ草: Mangetsusou (Full Moon Herb) 30/22
Cures 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/-
Restores the user's MP, but can break after any number of
uses.

Event (Special) Items

鉄のきんこ: Tetsu no Kinko (Iron Safe) Found in the cave north of
Leikunaba. If Torneko has this, he will not lose any money
if he gets killed in battle (as opposed to 50% of it).
After Chapter 3 is finished, he no longer has the item.
王子の手紙: Ouji no Tegami (Prince's Letter) Received from Prince Rick
in Bonmoru at night behind the weapon shop after the bridges
are repaired. Give it to the Princess of Endor.
ぎんの女神像: Gin no Megamizou (Silver Goddess Statue) Found in the cave
northeast of Endor. Sold to the rich man on the eastern side
of Endor for \$25,000.

Town Shops List

レイクナバ: Reikunaba (Leikunaba)/Lukanaba

Inn: Can't sleep at the Inn; speak to Torneko's wife, ネネ: Nene

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*
はじゃのつるぎ: Haja no Tsurugi (Evil Crushing Sword)	\$3500*

*-Can only be bought from the shop once a customer sells it. If another customer buys it, it will be gone from the list. If Torneko buys it, it is not removed.

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

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-No Armor in stock.

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
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

くさりがたびら: 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

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.

Copyright Red Scarlet, 2001.

This document is copyright Red Scarlet and hosted by VGM with permission.