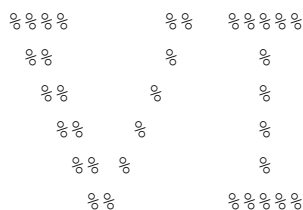


Dragon Quest VI Translation Guide (JIS)

by behindtheword

Updated to v1.1 on Nov 4, 2014

```
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Super Famicom Version

DRAGON QUEST VI: JAPANESE TO ENGLISH FAQ

Author: Alexander Langella (ignasia7, behindtheword)

Start Date: 9-30-14

Initial Version Date: 10-30-14

Current Version Date: 11-01-14

What is the purpose of this FAQ?

DShort wrote a Japanese to English FAQ for skills, spells, items, and equipment for this game some time back. However, somewhere along the line something went horribly wrong, and the FAQ no longer shows Japanese characters. As well the game has seen some updates, and for those familiar with either the DS official release and translation, and the NoPrgrss fan translation, there is no equivalent FAQ that helps these people understand what they're looking at.

Dshort's also lacked detailed data on stats for certain things, something this FAQ provides. So I'm taking it a step further. I'm also providing lists based on how they appear in battle, and in the field, to make it easier to sort out which skill and spell is what.

Eventually I will include a version with all Menu's, but until I can find a website with the actual menu laid out in Japanese, as it would appear, and in a textual fashion that I can copy-paste, this element will not be present in this FAQ.

```
=====
|
| *****Table of Contents*****
|
|=====
|
```

MENU, CONTROLS, ETC.....[menu00]

<|o> [menu05] Battle Menus <o|>
\\|-----|/

--BATTLE MENU-- (Party - First Menu Every Round):
-Fight
-Change Party
-Tactics
-Run

NOTE: Press Forward to change the text speed.

--BATTLE PARTY CHANGE MENU--:
-One
-All (changes out full party)
-View (see individual party member spells, skills, and equipment)

--BATTLE MENU-- (Individual):
-Attack -Skills
-Spells -Items
-Defend -Equip

//|^==^||\
||/ |\
<|o> [menu06] Zoom List <o|>
\\|-----|/

>>-- Upper World Zoom Menu --<<

--PAGE 1--
ライフコード
(Lifecod / Weaver's Peak)

シエーナ
(Shiena / Haggleton)

レイドック
(Reidock / Somnia)

ちていまじょう
(Island Cave / Underkeep)

ダーマしんでん
(Dhama Shrine / Alltrades Abbey)

--PAGE 2--
カルカド
(Calcado / Aridea)

メダルおうのしろ
(Medal King / Medford's Manor)

クリアベール
(Clear Vale / Clearvale)

まじゅつしのとう
(Mage's Tower / Spiegelspire)

かくとうじょう
(Slime Arena / Slimopolis)

--PAGE 3--

うらないのやかた
(Fortune Hut / Suite Dreams)

カルペローナ
(Calberona / Sorceria)

ゼニスの上
(Zenithia / Cloudsgate Citadel)

デスコッド
(Deathcod / Reaver's Peak)

>>-- LOWER WORLD ZOOM MENU --<<

--PAGE 1--

ダーマしんでん
(Dhama Shrine / Alltrades Abbey)

サンマリーノ
(San Marino / Port Haven)

マーズのやかた
(Granmaz's / Madam Luca's)

トルッカ
(Torukka / Wellshire)

レイドック
(Reidock / Somnia)

--Page 2--

アモール
(Amoru / Amor)

ゲントのむら
(Gent / Ghent)

ムドーの上
(Mudo's Castle / Murdaw's Keep)

モンスター
(Monstoru / Scrimpsley)

アークボルト
(Arcbolt / Arkbolt)

--Page 3--

Slime Knight: (around Dream-seeing Cave, Dream-seeing Cave, around Grandmaz, SE of Slime Arena)

King Slime: (W/N/E of Slime Arena, around Pescado, around Mt. Snow)

Metal Babble: (around Prison Town, Greed Town Mine, or Pegasus' Tower)

Furrat: (around Lifecod (upper), Mountain Path (upper))

Lipps: (around Shiena, around Medal King)

Mud Doll: (Dream-seeing Cave)

Rotting Corpse: (bottom of Mudo's underground keep)

Lesser Demon: (around Mudo's Island, Fire Cave)

Super Tensk: (N of Arcbolt)

Wind Mage: (Wall of Destiny, around Clearvale)

Wyvern: (around Foan or Mage's Tower)

Dark Horn: (around Foan or Mage's Tower)

Bombcrag: (around Gandino)

Boss Troll: (Weaver's Peak (upper))

Killer Machine 2: (Pegasus' Tower)

Lamp Demon: (around Sorrow Prison)

--UNIVERSAL KEY--

--<Humans + Drago/Lizzie>--

--Original Japanese/NoPrgrss--

--DS English--

He = Hero,

H = Hero,

Ha = Hassan,

C = Carver,

M = Muriel,

M = Milly,

B = Barbara,

A = Ashlynn,

C = Chamoro,

N = Nevan,

A = Amos,

Am = Amos,

T = Terry,

T = Terry,

D = Drago

L = Lizzie

--<Monster Recruits>--

--Original Japanese/NoPrgrss (split into monster groups)--

M1 = Slime / Healer / King Slime / Metal Babble

M2 = Furrat / Wyvern / Bombcrag

M3 = Lipps / Slime Knight / Killer Machine 2

M4 = Rotting Corpse / Mud Doll / Super Tensk

M5 = Wind Mage / Dark Horn / Lamp Demon

	5	1	50	37	He- --C-TD
Bamboo Spear					- - -
					M4 M5 M6
Bamboo Spear					HC--N- TL
					- -

とがったホネ

	6	3	110	82	- - -B----
Sharpened Bone					M1 M2 -
					- - -
Bone Stake					---A-- --
					- S1

こんぼう

	9	5	110	82	HeHa---ATD
Club					- - M3
					M4 M5 M6
Oaken Club					HC---AmTL
					Sk -

おおきづち

	10	-5	220	165	- Ha---A-D
Big Mallet					- M2 -
					M4 - M6
Giant Mallet					-C---Am-L
					- -

いしのキバ

	12	3	240	180	- - -----
Stone Fang					M1 M2 -
					- - -
Stone Fangs					----- --
					- S1

ブロンズナイフ

	12	8	-	112	- - MBC----
Bronze Knife					- - M3
					M4 M5 -
Bronze Knife					--MAN- --
					Sk -

どうのつるぎ

	13	9	270	202	HeHa---ATD
Copper Sword					- - M3
					M4 - M5
Copper Sword					HC---AmTL
					Sk -

ブーメラン

	15	5	420	315	He- ---AT- Attack All
Boomerang					M1 M2 -
					- - -
Boomerang					H----AmT-
					- S1

Japanese characters

	ATK	STL	Buy	Sell	HeHaMBCATD	EFFECT
NoPrgrss Name					M1 M2 M3	
					M4 M5 M6	
DS Name	Info only if Changes				HCMANAmTL	[DS Changes]

=====v=====						
ゲントのつえ						
	15 16	-	-	- - --C---		U:Healmore
Gent Cane				M1 - -		
				- M5 -		
Staff of Ghent				----N- --		U:[Midheal]
				- Sl		
-----+-----+-----+-----+-----+-----						
いばらのムチ						
	18 7 350	262	- - MB----			Attack Group
Thorn Whip				- - -		
				M4 - -		
Thorn Whip				--MA-- --		
				- -		
-----+-----+-----+-----+-----+-----						
いしのオノ						
	19 4 550	412	- Ha---A-D			
Stone Axe				- - M3		
				M4 M5 M6		
Stone Axe				-C---Am-L		
				Sk -		
-----+-----+-----+-----+-----+-----						
てつのツメ						
	21 15 700	525	- Ha---A--			
Iron Claw				M1 M2 -		
				- - -		
Iron Claw				-C---Am-L		
				- Sl		
-----+-----+-----+-----+-----+-----						
てつのつえ						
	22 8 850	637	- - M-C---			
Iron Cane				- - -		
				M4 M5 -		
Iron Staff				--M-N- --		
				- -		
-----+-----+-----+-----+-----+-----						
どくがのナイフ						
	24 13	-	712	- - MBC---		H:Paralysis (~30%)
Poisoned Knife				M1 M2 M3		
				M4 M5 -		
Poison Moth Knife				--MAN- --		
				Sk Sl		
-----+-----+-----+-----+-----+-----						
やいばのブーメラン						
	25 19 1500	1125	He- ---AT-			Attack All
Bladed Boomerang				M1 M2 -		
				- - -		
Edged Boomerang				H----AmT-		
				- Sl		
-----+-----+-----+-----+-----+-----						
くさりがま						
	27 13 1100	825	HeHa---ATD			
Chain Sickle				- - M3		
				M4 - M6		
Chain Sickle				HC---AmTL		
				Sk -		
-----+-----+-----+-----+-----+-----						
チェーンクロス						
	28 18 1200	900	- - -BC--D			Attack Group

Chain Cross						- - M3	
						- - M6	
Chain Whip						---AN- -L	
						Sk -	
-----+-----+-----+-----+-----+-----+-----							
いかずちのつえ							
		29		24		- 2475 - - --C--- U:Firebal	
Staff of Thunder						- - -	
						- M5 -	
Lightning Staff						----N- -- U:[Sizz]	
						- -	
=====+=====+=====+=====+=====+=====+=====							
Japanese characters							
		ATK		STL		Buy Sell HeHaMBCATD EFFECT	
NoPrgrss Name						M1 M2 M3	
						M4 M5 M6	
DS Name		Info only if Changes				HCMANAmTL [DS Changes]	
		were made for the DS				Sk S1	
=====v=====v=====v=====v=====v=====							
おおかなづち							
		30		6		1800 1350 - Ha---A-D	
Giant Hammer						- M2 -	
						M4 - M6	
Sledgehammer						-C---Am-L	
						- -	
-----+-----+-----+-----+-----+-----+-----							
はがねのつるぎ							
		33		16		2000 1500 HeHa---AT-	
Broad Sword						- - M3	
						M4 M5 -	
Steel Broadsword						HC---AmT-	
						Sk -	
-----+-----+-----+-----+-----+-----+-----							
はがねのキバ							
		35		8		2000 1500 - - -----	
Steel Fang						M1 M2 -	
						- - -	
Steel Fangs						----- --	
						- S1	
-----+-----+-----+-----+-----+-----+-----							
てんばつのつえ							
		35		20		15M 3750 - - M-C--- U:Infermore	
Staff of Punishment						- - -	
						- M5 -	
Staff of Divine Wrath						--M-N- -- U:[Swoosh]	
						- -	
-----+-----+-----+-----+-----+-----+-----							
キラピアス							
		35		32		- 8250 - - MB---- Attack 2x @100%	
Killer Earrings						M1 M2 -	
						- - -	
Falcon Knife Earrings						--MA-- --	
						- S1	
-----+-----+-----+-----+-----+-----+-----							
モーニングスター							
		38		14		3000 2250 - - -BC--D Attack Group	
Morning Star						- - -	
						- M5 M6	
Morning Star						---AN- -L	
						- -	

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-----+-----+-----+-----+-----+-----+-----+-----+
まふうじのつえ
Staff of Anti-Magic      | 40 | 18 | 6000| 4500|- - -BC---| U:Stopspell
                          |      |      |      |      |M1  -  - |
                          |      |      |      |      |-  M5  - |
Staff of Antimagic      |      |      |      |      |---ANAm--| U:[Fizzle]
                          |      |      |      |      |-  -    |
-----+-----+-----+-----+-----+-----+-----+

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はじゃのつるぎ
Holy Sword               | 42 | 23 | 4400| 3300|He- M--ATD| U:Firebal
                          |      |      |      |      |-  -  M3 |
                          |      |      |      |      |M4  M5  M6 |
Cautery Sword           |      |      |      |      |H-M--AmTL | U:[Sizz]
                          |      |      |      |      |Sk  -    |
-----+-----+-----+-----+-----+-----+-----+

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バトルアックス
Battle Axe               | 49 | 15 | 4300| 3225|HeHa---ATD|
                          |      |      |      |      |-  M2  -  |
                          |      |      |      |      |-  -  M6  |
Battleaxe                |      |      |      |      |HC---AmT- |
                          |      |      |      |      |-  -    |
-----+-----+-----+-----+-----+-----+-----+

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```

ほのおのツメ
Flame Claw               | 53 | 21 |   - | 4275|- Ha---A--| U:Blazemore, and
                          |      |      |      |      |M1  M2  -  | T:50% Blaze Prop
                          |      |      |      |      |-  -  -  |
Fire Claw                |      |      |      |      |-C---Am-- | U:[Frizzle], and
                          |      |      |      |      |-  S1    | T:50% [Frizz]
=====+=====+=====+=====+=====+=====+=====+=====

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Japanese characters
NoPrgrss Name           | ATK | STL| Buy| Sell|HeHaMBCATD| EFFECT
                          |      |      |      |      |M1  M2  M3 |
                          |      |      |      |      |M4  M5  M6 |
DS Name                  | Info only if Changes |HCMANAmTL | [DS Changes]
                          were made for the DS |Sk S1    |
=====v=====v=====v=====v=====

```

```

のこぎりがたな
Saw Blade                | 54 | -2 | 9800| 7350|- Ha----TD|
                          |      | *33 | *800 | *7500|-  M2  -  |
                          |      |      |      |      |-  M5  M6  |
Saw Blade                |      |      |      |      |- C--- TL |
                          |      |      |      |      |-  -    |
-----+-----+-----+-----+-----+-----+-----+

```

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グラコスのヤリ
Spear of Glacos         | 58 | -10 |   - |   - |HeHa--CATD| U:Upper
                          |      | *40 | *3200 | *4350|-  -  -  |
                          |      |      |      |      |-  M5  M6  |
Gracos's Trident        |      |      |      |      |HC--NAmTL | U:[Buff]
                          |      |      |      |      |-  -    |
-----+-----+-----+-----+-----+-----+-----+

```

```

つきのおうぎ
Moon Folding Fan         | 60 | 30 | 5500| 4150|- - M-----|
                          |      |      |      |      |M1  -  -  |
                          |      |      |      |      |-  -  -  |
Lunar Fan                |      |      |      |      |--M--- -- |
                          |      |      |      |      |-  S1    |
-----+-----+-----+-----+-----+-----+-----+

```

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プラチナソード
Platinum Sword          | 60 | 45 | 30M|   - |HeHaMB-AT-|
                          |      |      |      |      |-  -  M3 |
-----+-----+-----+-----+-----+-----+-----+

```


ふっかつのつえ

	66 38 45000 33750 He- M-C---	U:Vivify
Staff of Revival		- - -
		M4 M5 -
Staff of Resurrection		H-M-N- -- U:[Zing]
		- -

はやぶさのけん

	67 32 10kT 18750 He- MB-AT-	Attack 2x @75%
Falcon Sword	*60 *4800*19650	- - M3
		M4 - -
Falcon Blade		H-MA-AmT-
		Sk -

ゆうわくのけん

	70 51 9800 7350	- - MB--T- H:Confuse (~10%)
Sword of Temptation		- - -
		M4 M5 -
Siren Sword		--MA-- T-
		- -

まじゅうのキバ

	73 25 17000 12750	- - ----- H:Paralysis (~30%)
Magic Fang		M1 M2 -
		- - -
Ferocious Fangs		----- --
		- S1

うみなりのつえ

	74 42 14000 10500	- - -BC-T- U:Tsunami
Staff of Echoing		- - -
		- M5 -
Watermaul Wand		---AN- T- U:[Tidal Wave]
		- -

ゾンビキラー

	80 5 18000 13500 He- ---AT-	1.5x to Undead
Zombie Killer	*62 *3200*14100	- - M3
		- M5 -
Zombiesbane		H----AmT-
		Sk -

ほのおのつるぎ

	87 33 22500 16875 HeHa--CATD	U:Bang, and
Flame Sword	*36 *8000*18375	- - M3 H:50% Blaze
		- - M6
Fire Blade		HC--NAmTL U:Bang, and
		Sk - H:50% [Frizz]

あくまのツメ

	90 29 - 26250	- - -B---- H:Poison (~10%)
Demon Claw		M1 M2 -
		- - -
Cobra Claw		---A-- --
		- S1

みなごろしのけん

	95 15 29000 21750	- Ha---ATD Attack All, and
Sword of Decimation		- - M3 C:0 DEF
		M4 - M6

	110 49 22000	- - - M-----	Attack Group
Sun Folding Fan	*67 *16000 *-	M1 - -	
		- - -	
Solar Fan	16500	--M--- --	
	*19500	- S1	

まじんのかなづち

	115 33 15000 11250	- Ha---ATD	37.5% Crit/Miss
Demon Hammer		- M2 -	
		M4 - M6	
Hela's Hammer		-C---AmTL	
		- -	

はかいのてつきゅう

	125 26 300kT	- - Ha---ATD	Attack All
Iron Ball of Destruction	*68 *10000 *-	- - M3	
		- - M6	
Flail of Destruction		-C---AmTL	
		Sk -	

Japanese characters

	ATK	STL	Buy	Sell	HeHaMBCATD	EFFECT
NoPrgrss Name					M1 M2 M3	
					M4 M5 M6	
DS Name	Info only if Changes were made for the DS				HCMANAmTL	[DS Changes]
					Sk S1	

ラミアスのつるぎ

	130 32 - -	He- -----	U:Bikill, and
Sword of Ramias	*135 *52 *10000 *-	- - -	H:50% Zap
	145 **7024000 **-	- - -	
Sword of Ramias		H----- --	U:[Oomph], and
		- -	H:50% Zap

メタルキングのけん

	130 40 - 7500	HeHaMBCATD	
Metal King Sword		M1 M2 M3	
		M4 M5 M6	
Metal King Sword		HCMANAmTL	[+1 to Metals]
		Sk S1	

オリハルコンのキバ

	135 37 - -	- - ----T-	
Orihalcon Fang		M1 M2 -	
		- - -	
Orichalcum Fangs		----- T-	
		- S1	

グリンガムのムチ

	145 57 - 7500	- - -B----	Attack Group
Gringham Whip		- - -	
		M4 - -	
Gringham Whip		---A-- --	
		- -	

Japanese characters

	ATK	STL	Buy	Sell	HeHaMBCATD	EFFECT
NoPrgrss Name					M1 M2 M3	
					M4 M5 M6	
DS Name	Info only if Changes				HCMANAmTL	[DS Changes]

					M4 M5 M6
Leather Armour					HC--NAmTL
					Sk -
-----+-----+-----+-----+-----+-----+-----					
かわのこしまき					
		12	-20	220	165 - Ha---A-D
Leather Suit					- - -
					M4 M5 M6
Leather Kilt					-C---Am-L
					- -
-----+-----+-----+-----+-----+-----+-----					
きぬのローブ					
		13	28	-	450 - - MBC---
Silk Robe					- - -
					- - -
Silk Robe					--MAN- --
					- -
-----+-----+-----+-----+-----+-----+-----					
ステテコパンツ					
		15	-100	-	75 HeHa--CA--
Boxer Shorts					M1 M2 -
					M4 M5 -
Boxer Shorts					HC--NAm--
					- S1
-----+-----+-----+-----+-----+-----+-----					
うろこのよろい					
		15	9	350	262 HeHa--CATD
Scale Armor					- - M3
					M4 M5 M6
Scale Armour					HC--NAmTL
					Sk -
-----+-----+-----+-----+-----+-----+-----					
かわのドレス					
		17	15	380	285 - - MB----
Leather Dress					- - -
					- - -
Leather Dress					--MA-- --
					- -
=====+=====+=====+=====+=====+=====+=====					
Japanese characters					
		DEF	STL	Buy	Sell HeHaMBCATD EFFECT/SPECIAL
NoPrgrss Name					M1 M2 M3
					M4 M5 M6
DS Name		Info only if Changes			HCMANAmTL [DS Changes]
		were made for the DS			Sk S1
=====v=====v=====v=====v=====					
バニースーツ					
		17	38	3300	2475 - - MB----
Bunny Suit					- - -
					- - -
Bunny Suit					--MA-- --
					- -
-----+-----+-----+-----+-----+-----+-----					
けがわのマント					
		18	18	550	412 HeHaMBCA-D
Fur Mantle					M1 M2 -
					M4 M5 M6
Fur Cape					HCMANAm-L
					- S1
-----+-----+-----+-----+-----+-----+-----					

くさりかたびら

	19	23	500	375	HeHa---ATD	
Chain Mail					- M2 M3	
					- - M6	
Chain Mail					HC---AmTL	
					Sk -	

スライムのふく

	20	13	330	247	- - -----	
Slime Clothes					M1 - -	
					- - -	
Slime Gooniform					-----	
					- S1	

おどりこのふく

	20	25	1300	975	- - MB----	
Dancer's Clothes					- - -	
					- - -	
Dancer's Costume					--MA-- --	
					- -	

せいどうのよろい

	21	12	700	525	HeHa--CAT-	
Bronze Armor					- - M3	
					M4 M5 -	
Bronze Armour					HC--NAmT-	
					Sk -	

てつのむねあて

	23	4	1000	750	HeHaMB-ATD	
Half Plate					M1 M2 M3	
					M4 - M6	
Iron Cuirass					HCMA-AmTL	
					Sk S1	

きぞくのふく

	23	28	800	600	He- --C-T-	S:Needed to get into
Royal Clothes					- - -	Reidock Castle.
					- - -	
Noble Garb					H---N- T-	S:Needed to get into
					- -	[Somnia] Castle.

エッチなしたぎ

	23	100	100M	-	- - MB----	Chance to distract
Sexy Underwear					- - -	enemy (~10%) for one
					- - -	round.
Robust Lingerie					--MA-- --	
					- -	

てつのよろい

	25	19	1200	900	HeHa--CAT-	
Iron Armor					- - M3	
					M4 - -	
Iron Armour					HC--NAmT-	
					Sk -	

Japanese characters

	DEF	STL	Buy	Sell	HeHaMBCATD	EFFECT/SPECIAL
NoPrgrss Name					M1 M2 M3	
					M4 M5 M6	

DS Name	Info only if Changes were made for the DS	HCMANAmTL	[DS Changes]
=====v-----v-----v-----v-----v=====			
みかわしのふく			
	28 11 3000 2250	- - MBC---	Evade (25%)
Clothes Hiding		M1 M2 -	
		M4 M5 -	
Cloak of Evasion		--MAN- --	
		- S1	
-----+-----+-----+-----+-----+-----			
はがねのよろい			
	30 27 2300 1725	HeHa--CAT-	
Full Plate	*42 *800 *1875	- - M3	
		M4 - -	
Full Plate Armour		HC--NAmT-	
		Sk -	
-----+-----+-----+-----+-----+-----			
カメのこうら			
	33 -15 2500 1875	- - --CA--	
Shell Armor		M1 M2 -	
		- - -	
Tortoise Shell		----NAm--	
		- S1	
-----+-----+-----+-----+-----+-----			
ぎんのむねあて			
	36 30 3200 2400	HeHaMB-ATD	
Silver Breastplate		- M2 M3	
		M4 - M6	
Silver Cuirass		HCMA-AmTL	
		Sk -	
-----+-----+-----+-----+-----+-----			
まどうしのローブ			
	37 10 4200 3150	- - MBC---	-15 Blaze, Firebal,
Sage's Robe		- - -	and Bang
		- M5 -	
Legerdemantle		--MAN- --	-15 [Frizz, Sizz] and
		- -	Bang
-----+-----+-----+-----+-----+-----			
ふしぎなボレロ			
	40 -50 80M -	He- MBC---	50% Chance to Absorb
Mysterious Bolero		M1 - -	50% of MP cost of spell
		- - -	
Glombolero		H-MAN- --	
		- S1	
-----+-----+-----+-----+-----+-----			
シルバーメイル			
	43 40 6300 4725	HeHa---AT-	-8 Blaze, Firebal,
Silver Mail	*70 *4000 *5475	- - M3	Bang, Icebolt, Infernos
		M4 - -	
Silver Mail		HC---AmT-	-8 [Frizz, Sizz], Bang
		Sk -	[Crack and Woosh]
-----+-----+-----+-----+-----+-----			
マジカルスカート			
	45 35 6700 5025	- - MB----	-20 Blaze, Firebal,
Magical Skirt		M1 M2 -	Bang, Icebolt, Infernos
		- - -	
Magical Skirt		--MA-- --	-20 [Frizz, Sizz], Bang
		- S1	[Crack and Woosh]
-----+-----+-----+-----+-----+-----			
あつでのよろい			

	50	-30	5000	3750	HeHa---ATD	-10 Fire and Ice
Thick Armor		*43	*1200	*3975	- M2 M3	
					M4 - M6	
Heavy Armour					HC---AmTL	
					Sk -	

まほうのよろい

	50	38	7500	5625	HeHa--CAT-	-10 Blaze, Firebal,
Magic Armor		*61	*2000	*6000	M1 - M3	Bang, Icebolt, Infernos
					M4 M5 -	
Magic Armour					HC--NAmT-	-10 [Frizz, Sizz], Bang
					Sk S1	[Crack and Woosh]

Japanese characters

	DEF	STL	Buy	Sell	HeHaMBCATD	EFFECT/SPECIAL
NoPrgrss Name					M1 M2 M3	
					M4 M5 M6	
DS Name	Info only if Changes were made for the DS				HCMANAmTL	[DS Changes]
					Sk S1	

やいばのよろい

	55	15	-	4875	HeHa---ATD	Reflect 25% of Physical
Swordedge Armor					- M2 M3	Damage
					M4 - M6	
Spiked Armour					HC---AmTL	
					Sk -	

せいれいのよろい

	55	35	7000	-	He- MBCATD	-10 Blaze, Firebal,
Spirit Armor					- - -	Bang, Icebolt, Infernos
					- - -	
Enchanted Armour					H-MANAmT-	-10 [Frizz, Sizz], Bang
					- -	[Crack and Woosh]

ひかりのドレス

	55	61	-	6600	- - MB----	50% chance to Reflect
Dress of Radiance					- M2 -	Magic.
					- - -	
Shimmering Dress					--MA-- --	
					- -	

ドラゴンメール

	60	37	12000	9000	HeHa---ATD	-15 Fire
Dragon Mail		*72	*2000	*9375	- - M3	
					M4 - M6	
Dragon Mail					HC---AmTL	
					Sk -	

みずのはごろも

	65	42	14800	11100	- - MBC---	-30 Fire, Blaze,
Water Flying Clothes					M1 - -	Firebal and Bang
					- M5 -	
Flowing Dress					--MAN- --	-30 Fire, [Frizz, Sizz]
					- S1	and Bang

プラチナメール

	66	51	3500T	-	HeHa---ATD	-15 Blaze, Firebal,
Platinum Mail					- - M3	Bang, Icebolt, Infernos
					M4 - M6	
Platinum Mail					HC---AmTL	-15 [Frizz, Sizz], Bang

|Sk - | [Crack and Woosh]

-----+-----+-----+-----+-----+-----+-----
スライムアーマー

| 70 | 30 | - | 6000|- - --C---|
Slime Armor | | | | | |M1 M2 - |
| - - - |
Slime Armour | | | | | |----N- -- |
| - S1 |

-----+-----+-----+-----+-----+-----+-----
ほのおのよろい

| 70 | 33 |15000|11250|HeHa---ATD| -20 Ice and Icebolt
Flame Armor | | *55 *16000*14250|- - M3|
|M4 - M6|
Flame Armour | | | | | |HC---AmTL | -20 Ice and Crack
|Sk - |

-----+-----+-----+-----+-----+-----+-----
しんぴのよろい

| 75 | 55 | 60M| - |HeHaMBCAT-| Heals 50HP at the end
Mystic Armor | | | | | |M2 - | of a battle round.
|M4 - - |
Sacred Armour | | | | | |HCMANAmT- | Heals [30HP] at the end
| - - | of a battle round.

-----+-----+-----+-----+-----+-----+-----
オルゴーのよろい

| 80 | 32 | - | - |He- -----| -35 Fire, Blaze,
Armor of Orgo | *100 *80 *20000 *- | - - - | Firebal and Bang
| - - - | 1HP Healed/8 Steps
| *BUGGED: Reductions
| Removed!
Armour of Orgo | | | | | |H----- -- | -35 Fire, [Frizz, Sizz]
| - - | and Bang
| 1HP Healed/8 Steps
| *[BUG FIXED!]

=====
Japanese characters

| DEF | STL| Buy | Sell|HeHaMBCATD| EFFECT/SPECIAL
NoPrgrss Name | | | | | |M1 M2 M3|
|M4 M5 M6|
DS Name | Info only if Changes |HCMANAmTL | [DS Changes]
were made for the DS |Sk S1 |

=====
まじんのよろい

| 85 | 12 | - | - | - Ha---ATD| C: Agility = 0
Demon Armor | | | | | |M2 M3| -15 Fire, Blaze,
| - M5 M6| Firebal and Bang
Hela's Armour | | | | | |-C---AmTL | C: Agility = 0
|Sk - | -15 Fire, [Frizz, Sizz]
| and Bang

-----+-----+-----+-----+-----+-----+-----
プリンセスローブ

| 85 | 72 | - | - | - - MB----| -30 Blaze, Firebal,
Princess's Robe | | | | | | - - - | Bang, Icebolt, Infernos
| - - - |
Princess's Robe | | | | | |--MA-- -- | -30 [Frizz, Sizz], Bang
| - - | [Crack and Woosh]

-----+-----+-----+-----+-----+-----+-----
エンデのよろい

| 90 | 17 | - | - |HeHa---AT-| -20 Ice and Icebolt
Armor of Ende | | *66 *10000 *- |M1 - M3|
|M4 M5 - |

-Magic from items costs no MP

C = Cursed

M = Medals, placed after a number in the Buy section for those items obtained from trading in Tiny Medals (Mini Medals)

T = Tokens when used under Buy, refers to items and equipment purchased through the casino.

/o|=====o=====o=====o=====o=====o=====|o\
Japanese characters

NoPrgrss	Name	DEF	STL	Buy	Sell	HeHaMBCATD	EFFECT/SPECIAL
						M1 M2 M3	
						M4 M5 M6	
DS Name		Info only if Changes were made for the DS				HCMANAmTL	[DS Changes]
						Sk S1	

おなべのフタ

Pot Lid		2	-20	40	30	HeHaMBC---	
						M1 M2 -	
						M4 - -	
Pot Lid						HCMAN- --	
						- S1	

かわのたて

Leather Shield		4	2	70	52	HeHa--CAT-	
						- M2 M3	
						M4 - -	
Leather Shield						HC--NAmT-	
						Sk -	

うろこのたて

Scale Shield		7	4	180	135	HeHa--CAT-	
						- M2 M3	
						M4 - -	
Scale Shield						HC--NAmT-	
						Sk -	

せいどうのたて

Bronze Shield		11	7	370	277	HeHa--CAT-	
						- - M3	
						M4 - -	
Bronze Shield						HC--NAmT-	
						Sk -	

てつのたて

Iron Shield		16	12	720	540	HeHa---AT-	-4 Fire and Ice
						- - M3	
						M4 - -	
Iron Shield						HC---AmT-	
						Sk -	

シルバートレイ

Silver Tray		18	23	-	150	- - MB----	
						M1 - -	
						- - -	
Silver Platter						--MA-- --	
						- S1	

まほうのたて

		20	21	5000	3750	HeHa-BCAT-	-8 Fire
--	--	----	----	------	------	------------	---------

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Magic Shield      |      *38 *1000 *3937|-   M2 - |
                  |                   |-   M5 - |
Magic Shield      |                   |HC-ANAmT- |
                  |                   |-   -   |
-----+-----+-----+-----+-----+-----+-----+-----+-----+
プラチナシールド
Platinum Shield   |   25 | 40 |   - | 2625|HeHa---AT-| -10 Fire, Blaze,
                  |                   |-   -   M3| Firebal and Bang
                  |                   |M4 -   - |
Platinum Shield   |                   |HC---AmT- | -10 Fire, [Frizz, Sizz]
                  |                   |Sk -     | and Bang
-----+-----+-----+-----+-----+-----+-----+-----+
ドラゴンシールド
Dragon Shield      |   30 | 25 |2000T| 5325|HeHa---ATD| -15 Fire and Ice
                  |      *47 *2000 *5700|-   -   M3|
                  |                   |-   -   M6|
Dragon Shield      |                   |HC---AmTL |
                  |                   |Sk -     |
-----+-----+-----+-----+-----+-----+-----+-----+
ふうじんのたて
Aeolus's Shield   |   35 | 18 |   - | 8250|HeHa----T-| U:Limbo
                  |      *44 *4000 *9000|-   -   - |
                  |                   |-   M5 - |
Tempest Shield    |                   |HC---- T- | U:[Poof]
                  |                   |-   -   |
=====+=====+=====+=====+=====+=====+=====+=====+
Japanese characters
NoPrgrss Name     | DEF | STL| Buy | Sell|HeHaMBCATD| EFFECT/SPECIAL
                  |                   |M1 M2 M3|
                  |                   |M4 M5 M6|
DS Name           | Info only if Changes |HCMANAmTL | [DS Changes]
                  | were made for the DS |Sk S1   |
=====v=====v=====v=====v=====v=====+=====+=====+
ほのおのたて
Flame Shield      |   40 | 22 |17000|12750|HeHa---ATD| -20 Ice and Icebolt
                  |      *45 *6000*13875|-   -   - |
                  |                   |-   M5 M6|
Flame Shield      |                   |HC---AmTL | -20 Ice and [Crack]
                  |                   |-   -   |
-----+-----+-----+-----+-----+-----+-----+-----+
ちからのたて
Shield of Strength|   45 | 33 |   - |18750|HeHa---AT-| U:Healmore
                  |                   |M1 -   - |
                  |                   |-   M5 - |
Power Shield      |                   |HC---AmT- | U:[Midheal]
                  |                   |-   S1   |
-----+-----+-----+-----+-----+-----+-----+-----+
オーガシールド
Ogre Shield       |   48 |-10 |20000|15000|- Ha---ATD| -10 Fire and Ice
                  | *65 *50 *16000*18000|-   M2 M3|
                  |                   |M4 -   M6|
Ogre Shield       |                   |-C---AmTL |
                  |                   |Sk -     |
-----+-----+-----+-----+-----+-----+-----+-----+
みかがみのたて
Shield of Reflection|   55 | 38 |33000|24750|HeHaMB--T-| -25 Fire, Blaze,
                  |                   |M1 -   - | Firebal and Bang
                  |                   |M4 M5 - |
Silver Shield     |                   |HCMA-- T- | -25 Fire, [Frizz, Sizz]
                  |                   |-   S1   | and Bang

```


NoPrgrss Name	DEF	STL	Buy	Sell	HeHaMBCATD	EFFECT/SPECIAL
					M1 M2 M3	
					M4 M5 M6	
DS Name	Info only if Changes were made for the DS				HCMANAmTL	[DS Changes]
					Sk Sl	
=====v=====						
かわのぼうし						
	2	2	65	48	HeHaMBCATD	
Leather Cap					- - -	
					M4 M5 M6	
Leather Hat					HCMANAmTL	
					- -	
-----+-----						
とんがりぼうし						
	3	-2	70	52	- - -C---	
Pointed Hat					M1 M2 -	
					- - -	
Pointy Hat					----N- --	
					- Sl	
-----+-----						
きのぼうし						
	6	-15	120	90	HeHa--CATD	
Wooden Hat					- M2 -	
					M4 M5 M6	
Hardwood Headwear					HC--NAmTL	
					- -	
-----+-----						
かいがらぼうし						
	7	3	250	187	- - --CA-D	
Shell Hat					M1 M2 -	
					- M5 M6	
Shellmet					----NAm-L	
					- Sl	
-----+-----						
ヘアバンド						
	7	10	150	112	- - MB----	
Head Band					- - -	
					- - -	
Hairband					--MA-- --	
					- -	
-----+-----						
けがわのフード						
	11	13	400	300	- - MB---D	
Fur Hood					- - -	
					- M5 M6	
Fur Hood					--MA-- -L	
					- -	
-----+-----						
ぎんのかみかざり						
	14	25	450	337	- - MB----	
Silver Tiara					- - -	
					- - -	
Silver Tiara					--MA-- --	
					- -	
-----+-----						
てつかぶと						
	16	15	1100	825	HeHa---ATD	
Iron Helm		*26	*400	*900	- - M3	
					M4 - M6	
Iron Helmet					HC---AmTL	

					Sk -	
-----+-----+-----+-----+-----+-----+-----						
うさみみバンド						
Usamimi Band		20		15		750 562 - - MB---D
						M1 - -
						- - M6
Bunny Ears						--MA-- -L
						- S1
-----+-----+-----+-----+-----+-----+-----						
てっかめん						
Iron Mask		25		-10		3500 2625 HeHa---ATD
						*35 *1200 *2850 M1 M2 M3
						M4 - M6
Iron Mask						HC---AmTL
						Sk S1
=====+=====+=====+=====+=====+=====+=====						
Japanese characters						
NoPrgrss Name		DEF		STL		Buy Sell HeHaMBCATD EFFECT/SPECIAL
						M1 M2 M3
						M4 M5 M6
DS Name		Info only if Changes				HCMANAmTL [DS Changes]
		were made for the DS				Sk S1
=====v=====v=====v=====v=====v=====						
やまびこのぼうし						
Echoing Hat		25		2		- - - - MBC--- Casts a spell twice
						M1 - -
						- M5 -
Duplic Hat						--MAN- --
						- S1
-----+-----+-----+-----+-----+-----+-----						
かぜのぼうし						
Hat of Wind		28		8		- 3750 He- MBC--- U:Return
						M1 M2 -
						- M5 -
Hermes' Hat						H-MAN- -- U:[Zoom]
						- S1
-----+-----+-----+-----+-----+-----+-----						
しあわせのぼう						
Hat of Happiness		35		-17		- 15000 - - MBC--- 1MP Healed/8 Steps
						M1 M2 -
						- M5 -
Happy Hat						--MAN- --
						- S1
-----+-----+-----+-----+-----+-----+-----						
プラチナヘッド						
Platinum Mask		38		42		- 3075 HeHa---ATD
						- - M3
						M4 - M6
Platinum Headgear						HC---AmTL
						Sk -
-----+-----+-----+-----+-----+-----+-----						
スライムメット						
Slime Helm		40		12		2000 1500 - - --C---
						M1 M2 -
						- - -
Slime Helmet						----N- --
						- S1
-----+-----+-----+-----+-----+-----+-----						
ちりょくのかぶと						
		40		21		13000 9750 HeHa--CATD Wisdom +15

- Magic from items ignores Stopspell (Fizzles in the DS)
- Magic from items ignores the Echo Hat (Duplic in the DS)
- Magic from items costs no MP

S = Story related or Special scenario usage

D = On Death, when killed the item will break and the effect will trigger

M = Medals, placed after a number in the Buy section for those items obtained from trading in Tiny Medals (Mini Medals)

T = Tokens when used under Buy, refers to items and equipment purchased through the casino.

/o|=====o===o===o===o===o===o===o===o===o=====|o\
 Japanese characters

NoPrgrss	Name	Def	Atk	Agi	Wis	Stl	Buy	Sell	He	Ha	MBCATD	SPECIAL
									M1	M2	M3	
									M4	M5	M6	
DS Name		Info only if Changes were made for the DS							HCMANAmTL	[DS Changes]		
									Sk	S1		

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おばさんのゆびわ

Antique Ring		2					-20	-	-	He	MB	T	S:Trade for a Nut of Life
Antique Ring									H	MA	T	S:Trade for [Seed of Life]	

-----+-----+-----+-----+-----+-----+-----+-----+-----+-----

ちょうネクタイ

Super Necktie		2				33	2400	1800	He	Ha	CATD	
Bow Tie									HC	NAmTL		

-----+-----+-----+-----+-----+-----+-----+-----+-----+-----

きんのゆびわ

Gold Ring		5				5			He	MB	TD	S:Fake Soldier
Gold Ring									H	MA	TL	Test Item

-----+-----+-----+-----+-----+-----+-----+-----+-----+-----

いのりのゆびわ

Prayer Ring		5				22	5000T	2250	He	MB	T	U:~30MP Heal, May Break
Prayer Ring									H	MA	T	

-----+-----+-----+-----+-----+-----+-----+-----+-----+-----

おしゃれなバンダナ

Stylish Bandana		5				28	500	375	He	Ha	MB	TD
Trailblazing Bandana									HCMA	TL		

-----+-----+-----+-----+-----+-----+-----+-----+-----+-----

あみタイツ

Fishnet Stockings		5				40	3200	2400	-	-	MB	----
Fishnet Stockings									-	-	MA	--

-----+-----+-----+-----+-----+-----+-----+-----+-----+-----									
メガザルのうでわ									
	10		25	20kT	3750	HeHaMBCATD	D:GiveLife		
GiveLife Armband						M1 M2 M3			
						M4 M5 M6			
Kerplunk Bracer						HCMANAmTL	D:[Kerplunk]		
						Sk S1			
-----+-----+-----+-----+-----+-----+-----+-----+-----+-----									

しんじつのオーブ									
	10		30	-	-	HeHaMBC-T-	S:Need to Cross		
Orb of Truth						- - -	Sea of Souls		
						- - -			
Orb of Truth						HCMAN- T-			
						- -			
-----+-----+-----+-----+-----+-----+-----+-----+-----+-----									

くじけぬころ									
	15		9	-	-	HeHaMBC-T-	S:Real Soldier		
Broken Heart						- - -	Test Item		
						- - -			
Restless Heart						HCMAN- T-			
						- -			
-----+-----+-----+-----+-----+-----+-----+-----+-----+-----									

きんのブレスレット									
	15		20	350	262	HeHaMBC-TD			
Silver Bracelet						- - -			
						- - -			
Gold Bracer						HCMAN- TL			
						Sk -			
=====+=====+=====+=====+=====+=====+=====+=====+=====+=====									

Japanese characters										
	Def	Atk	Agi	Wis	Stl	Buy	Sell	HeHaMBCATD	SPECIAL	
NoPrgrss Name								M1 M2 M3		
								M4 M5 M6		
DS Name		Info only if Changes					HCMANAmTL	[DS Changes]		
		were made for the DS					Sk S1			
=====v=====v=====v=====v=====v=====+=====+=====+=====+=====+=====										

- (Not In Original SFC Game)									
	-		-	-	-	-	- - - - -		NOT IN SFC
-							- - -		VERSION!
							- - -		
Gospel Ring	15		30	-	-	HCMANAmTL	No Random		
						Sk S1	Battles.		
-----+-----+-----+-----+-----+-----+-----+-----+-----+-----									

スライムピアス									
	5		35	650	487	He- MB--T-			
Slime Earring						M1 - -			
						M4 - -			
Slime Earrings						H-MA-- T-			
						- S1			
-----+-----+-----+-----+-----+-----+-----+-----+-----+-----									

ちからのルビー									
	20		18	25M	2250	HeHaMBC-T-			
Ruby of Power						M1 - -			
						M4 M5 -			
Raging Ruby						HCMAN- T-			
						- S1			
-----+-----+-----+-----+-----+-----+-----+-----+-----+-----									

ガラスのくつ									
		-20	45	-	600	- - MB----			
Glass Shoes						M1 - -			


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||/                                     \|
<|o>  [equip06] ITEMS                 <o|>
  \|_-----_

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--HEALING--

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Japanese characters

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      | Buy | Sell| EFFECT
NoPrgrss Name |
DS Name       | Any changes to DS version will appear in brackets
=====v=====v=====v=====

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やくそう

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      |      8|      6| Heals 30~40 HP, Single
Medical Herb   |
Medicinal Herb |
-----+-----+-----+-----

```

アモールのみず

```

      | 120|      90| Heals 60~70 HP, Single
Water of Amoru |
Amor Seco Essence |
-----+-----+-----+-----

```

けんじゃのいし

```

      |      - |      - | Heals 50~60 HP, Party, INFINITE USE!
Sage's Stone   |
Sage's Stone   |
-----+-----+-----+-----

```

せかいじゆのしずく

```

      |      - |      - | Heals 100% HP, Party
Dew of the World Tree |
Yggdrasil Dew         |
-----+-----+-----+-----

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せかいじゆのは

```

      |1000T| 1125| Always Revives with 100% HP, Single
Leaf of the World Tree|
Yggdrasil Leaf       |
-----+-----+-----+-----

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まほうのせいすい

```

      | 200T|      150| Heals 30~50 MP out of battle, 10~15 in
Magic Potion     |
Magic Water      | battle.
-----+-----+-----+-----

```

どくけしそう

```

      |      10|      7| Cures Poison and Venom
Antidote Herb     |
Antidotial Herb   |
-----+-----+-----+-----

```

まんげつそう

```

      |      30|      22| Cures Paralysis
Full Moon Herb    |
Moonwort Bulb     |
=====+=====+=====+=====

```

Japanese characters

```

      | Buy | Sell| EFFECT
NoPrgrss Name |
DS Name       | Any changes to DS version will appear in brackets

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\o|=====^=====^=====^=====|o/

--NORMAL--

/o|=====o=====o=====o=====|o\

Japanese characters

NoPrgrss	Name	Buy	Sell	EFFECT
DS Name	Any changes to DS version will appear in brackets			
=====+-----+-----+-----+=====				
キメラのつばさ				
	Wing of the Wyvern	25	18	Use to cast Return.
	Chimaera Wing			Use to cast [Zoom].
-----+-----+-----+-----+-----				
せいすい				
	Fairy Water	20	15	Use in field to keep weak enemies away,
	Holy Water			use in battle for 10~15 Damage.
-----+-----+-----+-----+-----				
じょうせんけん				
	Ticket	50	37	Allows passage to Reidock from San Marino.
	Boarding Pass			Allows passage to [Somnia] from [Port Haven].
-----+-----+-----+-----+-----				
- (Not in SFC original)				
	-	-	-	(Only found in DS version)
	Big Book of Beasts	-	-	Allows seeing list of encountered monsters.
-----+-----+-----+-----+-----				
ちいさなメダル				
	Small Medal	-	-	Collect and turn in for special rewards.
	Mini Medal			
-----+-----+-----+-----+-----				
マーメイドハーブ				
	Mermaid Harp	-	-	Use to allow the ship to go underwater.
	Lorelei's Harp			
-----+-----+-----+-----+-----				
まほうのじゅうたん				
	Magic Carpet	-	-	Use to fly low, can't pass mountains.
	Flying Carpet			
-----+-----+-----+-----+-----				
てんまのたづな				
	Reigns of Pegasus	-	-	Lets Pegasus fly high, press X while flying to head to Deathtamoor's realm.
	Celestial Reins			Lets [Peggy Sue] fly high, press X while flying to head to Mortamor's Dreadrealm.
-----+-----+-----+-----+-----				
ときのすな				
	Sands of Time	-	-	Use in battle to reset the battle
	Sands of Time			
-----+-----+-----+-----+-----				
せかいちず				
		3000~	-	Map of the Upper World.

World Map	free		
- (not in DS)			- (DS has an automatic mapping feature)
-----+-----+-----+-----			
ふしぎなちず			
	-	-	Map of the Lower World.
Magic Map			
- (not in DS)			- (DS has an automatic mapping feature)
-----+-----+-----+-----			
とうぞくのカギ			
	470	352	Allows unlocking of Thief Doors (Blue).
Thief's Key			
Thief's Key	2000~	-	
	200	-	
-----+-----+-----+-----			
まほうのカギ			
	-	-	Allows unlocking of Magic Doors (Red).
Magic Key			
Magic Key			
-----+-----+-----+-----			
さいごのカギ			
	-	-	Allows unlocking of most Jail Doors.
Final Key			
Ultimate Key			
-----+-----+-----+-----			
いのちのきのみ			
	-	26	Permanently increases HP, 4-6.
Nut of Life			
Seed of Life			
-----+-----+-----+-----			
ふしぎなきのみ			
	-	30	Permanently increases MP, 3-5.
Nut of Magic			
Seed of Magic			
-----+-----+-----+-----			
ちからのたね			
	-	22	Permanently increases Strength, 1-3.
Strength Seed			
Seed of Strength			
-----+-----+-----+-----			
すばやさのたね			
	-	18	Permanently increases Agility, 1-3.
Agility Seed			
Seed of Agility			
-----+-----+-----+-----			
まもりのたね			
	-	22	Permanently increases Speed, 3-5.
Defense Seed			
Seed of Resilience			Permanently increases [Resilience], 3-5.
-----+-----+-----+-----			
かしこさのたね			
	-	15	Permanently increases Wisdom, 1-3.
Wisdom Seed			
Seed of Wisdom			
-----+-----+-----+-----			
うつくしそう			
	-	37	Permanently increases Style by 1.
Beauty Plant			
Pretty Betsy			
-----+-----+-----+-----			
ドラゴンのさと			

Book of Dragons	90M/	-	While in personal inventory and changing classes, allows the option of Dragon.
Dragononic Diligence Scroll	30000		

はぐれのさとり

Book of Babbles		-	While in personal inventory and changing classes, allows the option of Metal Babble.
Liquid Metal Mind Scroll			While in personal inventory and changing classes, allows the option of [Liquid Metal Slime].

Japanese characters

	Buy	Sell	EFFECT
NoPrgrss Name			
DS Name	Any changes to DS version will appear in brackets		

\o|=====^=====^=====^=====|o/

--EVENT--

/o|=====o=====o=====o=====|o\
Japanese characters

	Buy	Sell	EFFECT
NoPrgrss Name			
DS Name	Any changes to DS version will appear in brackets		

むらのみんげいひん

Carving Tools and Silk		-	120~ Barter to sell in Shiena.
Village Goods		480	Barter to sell in [Haggleton].

せいれいのかんむり

Spirit Crown		-	Obtained from Crown maker in Sheina for festival ceremony.
Crown			Obtained from Crown maker in [Haggleton] for festival ceremony.

つうこうしょう

Pass		-	Grants access to Reidock (upper world).
Entry Pass			Grants access to [Somnia] (upper world).

- (not in SFC original)

-		-	(Gate passage is automatic in SFC.)
Pass		-	Allows entry to Eastern lands.

ゆめみのしずく

Dream-Seeing Drops		-	Allows a Dream Body to take physical form.
Dream Dew			

カガミのカギ

Mirror Key		-	Unlocks the door to the Mirror Tower.
Mirror Key			Unlocks the door to the [Moonmirror Tower].

ラーのカガミ

		-	Needed to undo Mudo's illusions.
--	--	---	----------------------------------

Mirror of Ra			
Ra's Mirror			Needed to undo [Murdaw's] illusions.
-----+-----+-----+-----			
おうのしょじょう			
		- -	Allows access to Gent Ship.
Royal Letter			
Royal Missive			Allows access to [Ghent Ship].
-----+-----+-----+-----			
りせいのタネ			
		- -	Give to Amos to cure and recruit him.
Seed of Reasoning			
Seeds of Reason			
-----+-----+-----+-----			
おうごんのつるはし			
		- -	Use on certain rocks to break them.
Golden Pick Axe			
Golden Pickaxe			
-----+-----+-----+-----			
ゆうぎのかけら			
		- -	Needed to access the Flying bed.
Fragment of Courage			
Shard of Courage			
-----+-----+-----+-----			
すいものカギ			
		- -	Unlocks the Watergate.
Watergate Key			
Floodgate Key			Unlocks the [Floodgate].
-----+-----+-----+-----			
すなのうつわ			
		- -	Use to pick up magical sand in front of
Sand Container			Calberona Elder's Room.
Sand Urn			Use to pick up magical sand in front of
			[Sorcereria] Elder's Room.
-----+-----+-----+-----			
きれいなじゅうたん			
		- -	Win in the Style Contest and take to the
Beautiful Carpet			old couple in Calberona.
Plush Rug			Win in the [Best-Dressed Contest] and take
			to the old couple in [Sorcereria].
-----+-----+-----+-----			
ぎしきのそなえもの			
		- -	Bring to Castle Grace ritual room.
Offering			
Ceremonial Offering			Bring to [Castle Graceskull] ritual room.
-----+-----+-----+-----			
エンデのどうぐ			
		- -	Bring to Ende to restore Despair Town.
Ende's Tools			
Wynne's Tools			Bring to [Max Wynne] to restore [Despairia]
-----+-----+-----+-----			
ろうごくのカギ			
		- -	Unlocks Prison doors in Prison Town.
Prison Key			
Jailor's Key			Unlocks Prison doors in [Gallows Moor].
-----+-----+-----+-----			
へいしのふく4つ			
		- -	Put on to disguise party as Prison Town
Soldiers Uniforms			Guards.
Guards' Garb			Put on to disguise party as [Gallows Moor]
			Guards.

Weapons [Icicle Dirk(Hit, Use), Blizzard Blade(Hit)]

Infernos:

[Woosh] = Spells [Woosh, Swoosh, Kaswoosh]
Skills [Gust Slash, Tidal Wave, Stomp, Wind Sickles, Thin Air,
Pearly Gates, Megamorphosis]
Weapons [Staff of Divine Wrath(Use), Watermaul Wand(Use)]

Zap:

[Zap] = Spells [Zap, Kazap, Kazapple]
Skills [Lightning Storm, Gigaslash]
Weapons [Sunderbolt Blade(Use), Sword of Ramias(Hit)]

Ice:

[Ice] = Skills [Cool Breath, Freezing Blizzard, C-C-Cold Breath]

Fire:

[Fire] = Spells [Puff!]
Skills [Fire Breath, Flame Breath, Inferno, Scorch,
Magma Blast, Pyre o' Fire, Magic Burst]
Weapons [Magma Staff(Use)]

Surround:

[Dazzle] = Spells [Dazzle]
Skills [Sandstorm, Dazzleflash]

Sleep:

[Sleep] = Spells [Snooze, Kasnooze]
Skills [Sweet Breath]
Weapons [Dream Blade(Hit)]

Death:

[Death] = Spells [Whack, Thwack, Kathwack]
Skills [Pressure Pointer, Fissure, Death Dance, Body Slam]

Removal:

[Poof] = Spells [Poof, Bazoom]
Skills [Shove, Heave-Ho]
Armour [Tempest Shield(Use)]

Drain MP:

[Drain MP] = Spells [Drain Magic]
Skills [Wierd Dance, Tap Dance]

StopSpell:

[Fizzle] = Spells [Fizzle]
Weapons [Staff of Antimagic(Use)]

Confuse:

[Confuse] = Spells [Fuddle]
Skills [Fuddle Dance]
Weapons [Siren Sword(Hit)]
Access. [Lucida Shard(Use)]

Reduce DEF:

[Reduce DEF] = Spells [Sap, Kasap, Tongue Bashing]

Poison:

[Poison] = Skills [Poison Breath, Venom Mist]
Weapons [Cobra Claw(Hit)]

Stop:
[Stop] = Skills [Sultry Dance, Leg Sweep, War Cry, Tongue Lashing,
Puff-Puff(Females), Tongue Bashing]

Paralyze:
[Paralyze] = Skills [Burning Breath]
Weapons [Poison Moth Knife(Hit), Ferocious Fangs(Hit)]

Dance Seal:
[Seal] = Skills [Ban Dance]

Punch:
[Strike] = Skills [Knuckle Sandwich, Puff-Puff(Males), Stone's Throw,
Boulder Toss, Multislice]

Summon:
[Summon] = Skills [Call to Arms]

SPECIAL, and will NOT BE LISTED below:

Vital Strike - This works like Death, only it works on everything but Bosses,
thus it is different from Death. This is use by the
Poison Needle, Demon Spear, and the special ability of Paladins.

--SPECIAL KEY FOR ALL SPELLS--

Japanese Characters - Rough Translation	o\	.	.	.	,	\
(NoPrgrss Name / DS Official Name)	Cost	Target	Element			
-----<						
Effect						
[DS changes]						
-----<						
Natural Learned						
-----<						
Class/Vocation Learned						
=====o/						

--Natural Learned Format--

DQ6 SFC Humans+Drago {SFC Monsters} // DQ6 DS Humans+Lizzie {DS Slimes}

```

==+=+=+=+=+=+-----+=+=+=+=+=+=
|o><<<-- HEALING -->>>o|
==+=+=+=+=+=+-----+=+=+=+=+=+=

```

ホイミ - Hoimi	o\	.	.	.	,	\
(Heal / Heal)	2MP	Ally	-			
-----<						
30~40 HP Healed						
-----<						
Hero 4 * Muriel 5 * Chamoro 10 * Amos 15 {Healer 1 * King Slime 1 * Slime Knight 1} //						
Hero 4 * Milly 5 * Nevan 10 * Amos 15 {Healie 4 * Kingsly 3 * Goowain 1}						
-----<						

```

Priest 1 // Priest 1
=====o/
ベホイミ - Behoimi          |o\_____._____._____,
(Healmore / Midheal)      | 5MP   | Ally   | -   \
-----<
75~95 HP Healed
-----<
Muriel 13 * Chamoro 10 {Rookie 20 * Healer 9 * King Slime 3 * Wyvern 1} //
Milly 13 * Nevan 10 {Healie 9 * Curie 6 * Kingsly 3 * Goober 20}
-----<
Priest 4 // Priest 4
=====o/
ベホマ - Behoma            |o\_____._____._____,
(Healall / Fullheal)     | 7MP   | Ally   | -   \
-----<
100% HP Healed
-----<
Chamoro 19 {Healer 15 * Wyvern 20} // Nevan 19 {Healie 15 * Curie 4}
-----<
Priest 7 // Priest 7
=====o/
ベホマラー - Behomara      |o\_____._____._____,
(Healus / Multiheal)    | 18MP  | Party  | -   \
-----<
100~120 HP Healed
-----<
- {Healer 18} // - {Healie 18 * Curie 20}
-----<
Sage 5 // Sage 5
=====o/
ベホマズン - Behomazun     |o\_____._____._____,
(Healusall / Omniheal)  | 36MP  | Party  | -   \
-----<
100% HP Healed
-----<
- {Healer 23 * Lamp Demon 18} // - {Healie 23 * Curie 50}
-----<
-
=====o/

キアリー - Kiari           |o\_____._____._____,
(Antidote / Squelch)    | 2MP   | Ally   | -   \
-----<
Cures Poison/Venom
-----<
Muriel 5 * Chamoro 10 {-} // Milly 5 * Nevan 10 {-}
-----<
Priest 2 // Priest 2
=====o/
キアリク - Kiariku        |o\_____._____._____,
(Numboff / Tingle)      | 2MP   | Party  | -   \
-----<
Cures Paralysis and Sleep
-----<
Chamoro 17 {-} // Nevan 17 {-}
-----<
Priest 4 // Priest 4
=====o/

```

```

ザオラル - Zaoraru          |o\_____._____._____,
(Vivify / Zing)             | 10MP   | Ally   | -       \
-----<
50% chance to revive with 50% HP |
-----<
Chamoro 13 {King Slime 3} // Nevan 13 {Kingsley 3} |
-----<
Priest 8 // Priest 8 _____/
=====o/
ザオリク - Zaoriku          |o\_____._____._____,
(Revive / Kazing)           | 20MP   | Ally   | -       \
-----<
100% chance to revive with 100% HP |
-----<
Drago 25 {King Slime 20} // Lizzie 25 {Curie 17 * Kingsley 20} |
-----<
Sage 6 // Sage 6 _____/
=====o/

```

```

メガザル - Megazaru         |o\_____._____._____,
(GiveLife / Kerplunk)       | 100% MP | Self   | -       \
-----<
User sacrifices him/herself for a 100% chance to revive the whole party with |
100% HP.                    |
-----<
- {Bombcrag 25} // - {-}   |
-----<
Paladin 7 // Paladin 7 _____/
=====o/

```

```

==+==+==+==+==+-----+==+==+==+==+==
|o><<<--=      OFFENSIVE      ==->>><o|
==+==+==+==+==+-----+==+==+==+==+==

```

```

メラ - Mera                  |o\_____._____._____,
(Blaze / Frizz)             | 2MP    | Single | Blaze   \
-----<
12~15 Damage.              |
-----<
Barbara 2 {-} // Ashlynn 2 {-} |
-----<
- _____/
=====o/
メラミ - Meramine           |o\_____._____._____,
(Blazemore / Frizzle)       | 4MP    | Single | Blaze   \
-----<
70~90 Damage.              |
-----<
- {Rookie 20 * Wyvern 23} // - {Goober 20} |
-----<
Wizard 1 // Mage 1 _____/
=====o/

```

メラゾーマ - Merazoma |o_____._____._____/
(Blazemost / Kafizzle) | 10MP | Single | Blaze \
-----<
180~200 Damage. |
-----<
- {-} // - {-} |
-----<
Magic Knight 8 // Armamentalist 8 |
=====o/

ギラ - Gira |o_____._____._____/
(Firebal / Sizz) | 4MP | Group | Firebal \
-----<
16~24 Damage. |
-----<
Barbara 6 {Furrat 10 * Lesser Demon 8 * Metal Babble 1 * Wind Mage 15} // |
Ashlynn 6 {Mercury 1} |
-----<
Wizard 2 // Mage 2 |
=====o/

ベギラマ - Begirama |o_____._____._____/
(Firebane / Sizzle) | 6MP | Group | Firebal \
-----<
30~42 Damage. |
-----<
Barbara 16 {Rookie 20 * Furrat 18 * Wind Mage 20} // Ashlynn 16 {Goober 20} |
-----<
Wizard 3 // Mage 3 |
=====o/

ベギラゴン - Begiragon |o_____._____._____/
(Firevolt / Kasizzle) | 10MP | Group | Firebal \
-----<
88~112 Damage. |
-----<
- {Furrat 30} // - {-} |
-----<
Wizard 8 // Mage 8 |
=====o/

イオ - Io |o_____._____._____/
(Bang / Bang) | 5MP | All | Bang \
-----<
20~30 Damage. |
-----<
Muriel 5 {Lesser Demon 10} // Milly 5 {-} |
-----<
- |
=====o/

イオラ - Iola |o_____._____._____/
(Boom / Boom) | 8MP | All | Bang \
-----<
52~68 Damage. |
-----<
- {-} // - {-} |
-----<
Wizard 5 // Mage 5 |
=====o/

```
=====o/
イオナズン - Ionazun          |o\_____._____._____,
(Explodet / Kaboom)          | 15MP   | All     | Bang    \
-----<
130~150 Damage.              |
-----<
- {-} // - {-}              |
-----<
Sage 8 // Sage 8            |
=====o/
```

```
-----
ヒヤド - Hyado                |o\_____._____._____,
(Icebolt / Crack)           | 3MP    | Single  | Icebolt \
-----<
25~35 Damage.                |
-----<
Muriel 9 {Wyvern 7} // Milly 9 {-}
-----<
-                               |
-----<
```

```
=====o/
ヒヤダルコ - Hyadaruko       |o\_____._____._____,
(Snowblast / Crackle)       | 5MP    | Group   | Icebolt \
-----<
42~58 Damage.                |
-----<
- {Wyvern 12} // - {-}      |
-----<
```

```
Wizard 6 // Mage 6          |
=====o/
マヒヤド - Mahyado           |o\_____._____._____,
(SnowStorm / Kacrackle)     | 12MP   | All     | Icebolt \
-----<
80~104 Damage.              |
-----<
- {-} // - {-}              |
-----<
Sage 6 // Sage 6            |
=====o/
```

```
-----
バギ - Bagi                  |o\_____._____._____,
(Infernos / Woosh)          | 2MP    | Group   | Infernos \
-----<
8~24 Damage.                 |
-----<
Chamoro 10 {Wind Mage 10} // Nevan 10 {-}
-----<
Priest 2 // Priest 2        |
=====o/
```

```
バギマ - Bagima             |o\_____._____._____,
(Infermore / Swoosh)        | 4MP    | Group   | Infernos \
-----<
25~55 Damage.                |
-----<
Chamoro 15 {Wind Mage 10} // Nevan 15 {-}
-----<
Priest 6 // Priest 6        |
-----<
```

```
=====o/
バギクロス - Bagikurosu      |o\_____._____._____.
(Infermost / Kaswoosh)      | 8MP      | Group    | Infernos  \
-----<
80~180 Damage.
-----<
- {Wind Mage 25} // - {-}
-----<
Paladin 6 // Paladin 6
=====o/
```

```
_____|
ライデイン - Raidein         |o\_____._____._____.
(Zap / Zap)                  | 6MP      | All      | Zap       \
-----<
70~90 Damage.
-----<
Hero ? {-} // Hero ? {-}
-----<
Hero 3 // Hero 3
_____|
```

```
=====o/
ギガデイン - Gigadein       |o\_____._____._____.
(Lightning / Kazap)        | 15MP     | Group    | Zap       \
-----<
175~225 Damage.
-----<
- {-} // - {-}
-----<
Hero 4 // Hero 4
_____|
```

```
=====o/
ミナデイン - Minadein       |o\_____._____._____.
(MegaZap / Kazapple)       |10MP Each| Single   | Zap       \
-----<
600~700 Damage.
-----<
- {-} // - {-}
-----<
Hero 8 // Hero 8
=====o/
```

```
_____|
ザキ - Zaki                  |o\_____._____._____.
(Beat / Whack)              | 4MP      | Single   | Death     \
-----<
Kills target.
-----<
Chamoro 21 {-} // Nevan 21 {-}
-----<
Priest 5 // Priest 5
_____|
```

```
=====o/
ザラキ - Zarakki            |o\_____._____._____.
(Defeat / Thwack)          | 7MP      | Group    | Death     \
-----<
Kills targets.
-----<
- {Lesser Demon 20} // - {-}
-----<
Priest 7 // Priest 7
_____|
```

```

=====o/
ザラキーマ - Zarakima          |o\_____._____._____,
(Vanquish / Kathwack)         | 15MP   | All     | Death  \
-----<
Kills targets.                |
-----<
- {-} // - {-}                |
-----<
Sage 8 // Sage 8              |
=====o/

```

```

-----
ドラゴラム - Doragoramu        |o\_____._____._____,
(BeDragon / Puff!)           | 18MP   | Self    | -      \
-----<
Become AI controlled Dragon.  Uses Claw attack (1.5x Damage), Flame Breath
[Flame Breath] (30~40 Damage) and Ice Breath [Chilly Breath] (50~60).
-----<
- {-} // - {-}                |
-----<
Beastmaster 8 // Monster Master 8
-----o/

```

```

-----
メガンテ - Megante            |o\_____._____._____,
(Sacrifice / Kamikaze)       | 1MP    | Self    | -      \
-----<
Sacrifice self to deal lots of Damage, no EXP earned by sacrifice.
-----<
- {Bombcrag 5} // - {-}       |
-----<
Sage 7 // Sage 7              |
=====o/

```

```

==+==+==+==+==+-----+==+==+==+==+==
|o><<<--=      AUXILIARY      ==>>><o|
==+==+==+==+==+-----+==+==+==+==+==

```

```

-----
バイキルト - Baikiruto        |o\_____._____._____,
(Bikill / Oomph)            | 6MP    | Ally    | -      \
-----<
Doubles physical Damage. Affects some skills.
-----<
- {Lamp Demon 10} // - {-}    |
-----<
Magic Knight 2 * Sage 3 // Armamentalist 2 * Sage 3 _____/
=====o/

```

```

スカラ - Scala                |o\_____._____._____,
(Upper / Buff)              | 2MP    | Ally    | -      \
-----<
Raise Defense by 50% [max +200].
-----<
Muriel 5 {-} // Milly 5 {-}  |
-----<
Priest 3 // Priest 3          _____/

```



```

=====o/
スクルト - Sukuruto                               |o\_____._____._____,
(Increase / Kabuff)                               | 3MP   | Party   | -   \
-----<
Raise Defense by 50% [max +200].                  |
-----<
Muriel 18 {Rookie 20 * Slime Knight 8 * Mud Doll13 * Lamp Demon 10} // |
Milly 5 {Goowain 8 * Goober 20 * Shelley 3}      |
-----<
Priest 5 // Priest 5                               _____/
=====o/
フバーハ - Fubaha                                 |o\_____._____._____,
(Barrier / Insulatle)                             | 3MP   | Party   | -   \
-----<
Fire/Ice property reduced by 50%.                 |
-----<
- {Lamp Demon 12} // - {-}                       |
-----<
Sage 2 // Sage 2                                  _____/
=====o/
マジックバリア - Magic Barrier                    |o\_____._____._____,
(MagiWard / Magic Barrier)                       | 3MP   | Party   | -   \
-----<
Reduces spell Damage by 50%. Affects some skills. |
-----<
- {-} // - {-}                                   |
-----<
Paladin 5 * Sage 7 // Paladin 5 * Sage 7         _____/
=====o/
アストロン - Astron                               |o\_____._____._____,
(Ironize / Kaclang)                              | 2MP   | Party   | -   \
-----<
Invincible but cannot act for 1 round.           |
-----<
- {Metal Babble 3} // - {Mercury 3}              |
-----<
Superstar2*Herol*Metal Babble2 // Luminary2*Herol*Liquid Metal Slime2 _____/
=====o/
マホカンタ - Mahokanta                           |o\_____._____._____,
(Reflect / Bounce)                               | 4MP   | Party   | -   \
-----<
Reflects 3 spells of any type.                   |
NOTE: If an enemy uses this, skills and items/equipment that cast spells |
ignore the Reflect effect, and will penetrate.   |
-----<
- {-} // - {-}                                   |
-----<
Magic Knight 4 // Armamentalist 4                _____/
=====o/
マホターン - Mahotan                              |o\_____._____._____,
(Bounce / Bound)                                | 4MP   | Self    | -   \
-----<
Reflects 1 spell of any type.                   |
NOTE: If an enemy uses this, skills and items/equipment that cast spells |
ignore the Reflect effect, and will penetrate.   |
-----<
- {Furrat 20} // - {-}                          |
-----<
Wizard 8 // Mage 8                                _____/
=====o/

```

```

-----
マホキテ - Mahokite          |o\_____._____._____,
(Absorb / Absorb Magic)      | 2MP      | Self      | -          \
-----<
If a spell is cast on the user the MP cost of said spell is absorbed. |
-----<
- {Furrat 25 * Lamp Demon 20} // - {-}                               |
-----<
Sage 1 // Sage 1                                                     /
=====o/
マホトラ - Mahotora          |o\_____._____._____,
(RobMagic / Drain Magic)     | OMP      | Single    | Drain MP   \
-----<
Absorb MP by 1~((Level/4) + 5).                                     |
Absorb MP by [5~11]...this is one painful DS version nerf.       |
-----<
Barbara 14 {Slime Knight 3} // Ashlynn 14 {Goowain 3}             |
-----<
Wizard 6 // Mage 6                                                  /
=====o/

-----
ルカニ - Rukani              |o\_____._____._____,
(Sap / Sap)                   | 3MP      | Single    | Reduce DEF \
-----<
Reduces defense by 50%.                                           |
NOTE: There is a trick in the SFC, where changing body armour removes the Sap |
effect. This bug is removed in the DS version.                   |
-----<
Hero 7 * Barbara 2 {-} // Hero 7 * Ashlynn 2 {-}                 |
-----<
-                                                                      /
=====o/
ルカナン - Rukanan          |o\_____._____._____,
(Defense / Kasap)            | 4MP      | Group     | Reduce DEF \
-----<
Reduces defense by 25%.                                           |
NOTE: There is a trick in the SFC, where changing body armour removes the Sap |
effect. This bug is removed in the DS version.                   |
-----<
Barbara 12 {Lesser Demon 5 * Corpse 13} // Ashlynn 12 {-}       |
-----<
Wizard 4 // Mage 4                                                  /
=====o/
ラリホー - Rariho           |o\_____._____._____,
(Sleep / Snooze)             | 3MP      | Group     | Sleep      \
-----<
Puts monsters to Sleep at a low rate. 1~4 Rounds. [2~5 Rounds.] |
-----<
Muriel 11 * Barbara 2 {Rookie 20 * Furrat 15} //                 |
Milly 11 * Ashlynn 2 {Goober 20}                                  |
-----<
Wizard 1 // Mage 1                                                  /
=====o/
ラリホーマ - Rarihoma       |o\_____._____._____,
(Sleepmore / Kasnooze)       | 5MP      | Group     | Sleep      \
-----<

```

Puts monsters to Sleep at a high rate. 1~4 Rounds. [2~5 Rounds.]

-----<
- {-} // - {-}

Wizard 7 // Mage 7

=====o/
メダパニ - Medapani |o_____._____._____,
(Chaos / Fuddle) | 5MP | Group | Confuse \

-----<
Confuses enemies, causing them to attack each other, attack themselves, or do
random useless actions such as call other monsters that will never show.
6~9 Rounds.

-----<
Barbara 18 {-} // Ashlynn 18 {-}

-----<
Wizard 4 // Mage 4

=====o/
マヌーサ - Manusa |o_____._____._____,
(Surround / Dazzle) | 5MP | All | Surround \

-----<
Reduces enemy Accuracy by 75%. 5~8 Rounds.

-----<
Muriel 6 * Barbara 2 {-} // Milly 6 * Ashlynn 2 {-}

-----<
Wizard 2 // Mage 2

=====o/
マホトーン - Mahoton |o_____._____._____,
(Stopspell / Fizzle) | 3MP | Group | StopSpell \

-----<
Seals Spells and certain fixed-Damage Skills. 7~10 Rounds.

-----<
Chamoro 11 {Dark Horn 5} // Nevan 11 {-}

-----<
Priest 3 // Priest 3

=====o/

ニフラム - Nifuramu |o_____._____._____,
(Expel / Poof) | 1MP | Group | Removal \

-----<
Removes weak monsters from the battlefield with no EXP/Gold.

-----<
Chamoro 10 {-} // Nevan 10 {-}

-----<
Priest 1 // Priest 1

=====o/
バシルーラ - Bashirura |o_____._____._____,
(Limbo / Bazoom) | 8MP | Single | Removal \

-----<
Remove any monster but bosses from the battlefield with no EXP/Gold. Ignores
Reflect [Bounce] and Bounce [Bound].

-----<
- {-} // - {-}

-----<
Magic Knight 6 * Sage 3 // Armamentalist 6 * Sage 3

=====o/

-----<
バルプンテ - Parupunte |o_____._____._____,

-----<
Random event out of 16 potential outcomes: |

- 1) All enemies fall asleep. |
- 2) Full party HP recovery. |
- 3) Full party and enemy HP recovery. |
- 4) Full party and enemy MP recovery. |
- 5) Party and enemy MP becomes 0. |
- 6) All dead party members and enemies revived. |
- 7) Full party Bikill [Oomph] buff. |
- 8) Strange fog appears; skills and spells are rendered invalid for 1 round. |
- 9) Battle reverts to the first round. |
- 10) Demons swoop down and attack all enemies, 200 Attack Power per hit. |
[100~120 Damage per hit.] |
- 11) All enemies frozen for a round. |
- 12) Turns entire party into uncontrollable Dragons (Bedragon [Puff!]). |
- 13) All enemies destroyed, but no experience or gold granted. |
- 14) Party and enemies frightened for 1-3 turns. |
- 15) Meteor lands in the battle field. All party and enemy HP becomes 1. |
- 16) Voice from the clouds, nothing happens. |

-----<
- {King Slime 20 * Lamp Demon 10} // - {Kingsley 20} |

-----<
Goof-off 8 // Gadabout 8 |

=====o/

====+====+====+-----+====+====+====+====
 |o>><<-== FIELD ==->>><o|
 ====+====+====+-----+====+====+====+====

ル-ラ - Ruler |o_____._____._____,
 (Return / Zoom) | 1MP | - | - \

-----<
Warps to previously visited Towns. |

-----<
Hero8 * Barbara 8 {Metal Babble 5} // Hero 8 * Ashlynn 8 {Mercury 5} |

-----<
Wizard 3 * Metal Babble 4 // Mage 3 * Liquid Metal Slime 4 _____/ |
 =====o/

リレミト - Riremito |o_____._____._____,
 (Outside / Evac) | 8MP | - | - \

-----<
Return to Dungeon Entrance. |

-----<
Muriel 7 * Barbara 10 {-} // Milly 7 * Ashlynn 10 {-} |

-----<
Wizard 5 // Mage 5 |

=====o/

トヘロス - Toherosu |o_____._____._____,
 (Repel / Holy Protection) | 4MP | - | - \

-----<
Weak monsters won't trigger battles. (Unsure if 5 or 10 levels below Hero) |

-----<
- {-} // - {-} |

```

-----<
Ranger 1 // Ranger 1 _____/
=====o/
トラマナ - Toramana |o\_____._____._____,
(Stepguard / Safe Passage) | 2MP | - | - \
-----<
Pass through Damage tiles safely. |
-----<
- {-} // - {-} |
-----<
Ranger 3 // Ranger 3 _____/
=====o/
インパス - Path |o\_____._____._____,
(Identify / Peep) | 1MP | - | - \
-----<
Unveil Chest/Pot contents, details on items/equipment, and is used to gain |
entry into Mage's Tower/[Spiegelspire]. |
-----<
Hero 5 {-} // Hero 5 {-} |
-----<
Merchant 1 // Merchant 1 _____/
=====o/
フロ-ミ - Furomi |o\_____._____._____,
(Mapreader / Storyteller) | 2MP | - | - \
-----<
Shows current dungeon floor. |
-----<
- {-} // - {-} |
-----<
Thief 5 // Thief 5 _____/
=====o/
レミラーマ - Remirama |o\_____._____._____,
(Locate / Snoop) | 2MP | - | - \
-----<
Unveils hidden treasures on Dungeon/Town Maps. |
-----<
- {-} // - {-} |
-----<
Thief 8 // Thief 8 _____/
=====o/

```

```

//|^==^==^==^==^==^==^==^==^==^==^==^==^==^==^==^==^==^==^==^==^==^==^==^==^||
||/ \
<|o> [ability03] SKILLS <o|>
\\|_-----|/

```

--SPECIAL KEY FOR HEALING/AUXILIARY/FIELD SKILLS--

```

-----
Japanese Characters - Rough Translation |o\_____._____._____,
(NoPrgrss Name / DS Official Name) | Cost | Target | Element \
-----<
Effect |
[DS changes] |
-----<
Natural Learned |
-----<
Class/Vocation Learned |

```

==SPECIAL KEY FOR OFFENSIVE SKILLS==

Japanese Characters - Rough Translation	(NoPrgrss Name / DS Official Name)	Cost	Target	Element
Effect	[DS changes]			
Bufs?				
Natural Learned				
Class/Vocation Learned				

--Natural Learned Format--

DQ6 SFC Humans+Drago {SFC Monsters} // DQ6 DS Humans+Lizzie {DS Slimes}

```

==+==+==+==+==+-----+==+==+==+==+==
|o><<<--=      HEALING      ==->>><o|
==+==+==+==+==+-----+==+==+==+==+==

```

ハッスルダンス - Hustle Dance	(Hustle Dance / Hustle Dance)	Cost	Target	Element
Heals 70~80 HP.				
- {-} // - {-}				
Superstar 6 // Luminary 6				

めいそう - Meditate	(Meditate / Meditation)	Cost	Target	Element
Heals 500 HP.				
- {Bombcrag 30} // - {-}				
Hero 5 // Hero 5				

メガザルダンス - Megazarudansu	(GiveLife Dance / Kerplunk Dance)	Cost	Target	Element
Sacrifices self to revive and fully heal party.				
- {SuperTensk 23} // - {-}				
Superstar 4 // Luminary 4				

せいれいのうた - Song of the Holy Ghost |o_____._____._____,
(Life Song / Song of Salvation) | 20MP | Party | - \

-----<
50% chance to revive with 50% HP. |

-----<
- {SuperTensk 27} // - {-} |

-----<
Superstar 8 // Luminary 8 |

=====o/

==+==+==+==+-----+==+==+==+==+==
|o><<<--= OFFENSIVE ==->>><o|
==+==+==+==+-----+==+==+==+==+==

かえんぎり - Flame Cut |o_____._____._____,
(Flame Slash / Flame Slash) | - | Single | Firebal \

-----<
1.3x Damage normally, 1.15x to Weak Resistance, .75x to Strong, .3 to Immune |

-----<
Bikill [Oomph] |

WindUp [Muster Strength] / PowerUp [Focus Strength] |

-----<
- {-} // - {-} |

-----<
Magic Knight 1 // Armamentalist 1 _____/

=====o/

いなずまぎり - Lightning Cut |o_____._____._____,
(Electric Slash / Lightning Slash) | - | Single | Bang \

-----<
1.3x Damage normally, 1.15x to Weak Resistance, .75x to Strong, .3 to Immune |

-----<
Bikill [Oomph] |

WindUp [Muster Strength] / PowerUp [Focus Strength] |

-----<
- {-} // - {-} |

-----<
Magic Knight 3 // Armamentalist 3 _____/

=====o/

マヒャドぎり - Mahyado Cut |o_____._____._____,
(Ice Slash / Kacrackle Slash) | - | Single | Icebolt \

-----<
1.3x Damage normally, 1.15x to Weak Resistance, .75x to Strong, .3 to Immune |

-----<
Bikill [Oomph] |

WindUp [Muster Strength] / PowerUp [Focus Strength] |

-----<
- {-} // - {-} |

-----<
Magic Knight 5 // Armamentalist 5 _____/

=====o/

しんくうぎり - Vacuum Cut |o_____._____._____,
(Discharge / Gust Slash) | - | Single | Infernos \

-----<
1.3x Damage normally, 1.15x to Weak Resistance, .75x to Strong, .3 to Immune |

-----<
Bikill [Oomph] |

WindUp [Muster Strength] / PowerUp [Focus Strength] |

```

-----<
- {-} // - {-} |
-----<
Battlemaster 1 // Gladiator 1 |
=====o/

ゾンビぎり - Zombie Cut |o\_____._____._____,
(ZombieCut / Undead Undoer) | - | Single | - \
-----<
1.5x Damage to Undead type monsters. |
-----<
Bikill [Oomph] |
WindUp [Muster Strength] / PowerUp [Focus Strength] |
-----<
- {-} // - {-} |
-----<
Battlemaster 2 // Gladiator 2 |
=====o/
ドラゴンぎり - Dragon Cut |o\_____._____._____,
(DragonCut / Dragon Slash) | - | Single | - \
-----<
1.5x Damage to Dragon type monsters. |
-----<
Bikill [Oomph] |
WindUp [Muster Strength] / PowerUp [Focus Strength] |
-----<
- {-} // - {-} |
-----<
Battlemaster 6 // Gladiator 6 |
=====o/
メタルぎり - Metal Cut |o\_____._____._____,
(MetalCut / Metal Slash) | - | Single | - \
-----<
1.5x +1 Damage to Metal type monsters. |
-----<
- |
-----<
Drago 20 {} // Lizzie 20 {-} |
-----<
Battlemaster 8 // Gladiator 8 |
=====o/
とびひざげり - Knee Jump |o\_____._____._____,
(Jumpkick / Flying Knee) | - | Single | - \
-----<
1.5x Damage to Flying type monsters. |
-----<
Bikill [Oomph] |
WindUp [Muster Strength] / PowerUp [Focus Strength] |
-----<
Carver 5 {-} // Carver 5 {-} |
-----<
Battlemaster 5 // Gladiator 5 |
=====o/

しっふうづき - The Gale Hazuki |o\_____._____._____,
(First / Mercurial Thrust) | - | Single | - \

```


-----<
Strike first, 0.8x Damage. |

-----<
Bikill [Oomph] |
WindUp [Muster Strength] / PowerUp [Focus Strength] |

-----<
- {-} // - {-} |

-----<
Soldier 5 // Warrior 5 _____/

=====o/
もろばぎり - Morocut |o_____._____._____,
(Lunge / Double-Edged Slash) | - | Single | - \

-----<
1.5x Damage to enemy, returns 25% to user. |

-----<
Bikill [Oomph] |
WindUp [Muster Strength] / PowerUp [Focus Strength] |

-----<
- {-} // - {-} |

-----<
Soldier 4 // Warrior 4 _____/

=====o/
はやぶさぎり - Hayabusa Cut |o_____._____._____,
(Double Slash / Falcon Slash) | - | Single | - \

-----<
2 hits, 0.75x Damage each (4 hits at 0.5625 with Falcon Blade/Sword). |

-----<
Bikill [Oomph] on first hit. |
WindUp [Muster Strength] / PowerUp [Focus Strength] on first hit. |

-----<
Drago 5 {Slime Knight 25} // Lizzie 5 {Goowain 25} |

-----<
Soldier 7 // Warrior 7 _____/

=====o/
まわしげり - Roundhouse Kick |o_____._____._____,
(Spin Kick / Roundhouse Kick) | - | Group | - \

-----<
100/80/70/50/30/20...% to each subsequent enemy. |

-----<
Bikill [Oomph] on first hit. |
WindUp [Muster Strength] / PowerUp [Focus Strength] on first hit. |

-----<
- {-} // - {-} |

-----<
Fighter 2 // Martial Artist 2 |

=====o/

-----<
せいけんづき - The Hazuki Regime |o_____._____._____,
(Spirit Punch / Knuckle Sandwich) | - | Single | Punch \

-----<
2x Damage. |

-----<
Bikill [Oomph] |
WindUp [Muster Strength] / PowerUp [Focus Strength] |

-----<
Hassan ? {-} // Carver ? {-} |

-----<
Fighter 5 // Martial Artist 5 _____/

```

=====o/
さみだれけん - Early Summer Rain Sword |o\_____._____._____,
(Spinning / Multislice) | - | All | Punch \
-----<
100/80/70/50/30/20...% to each subsequent enemy. |
-----<
Bikill [Oomph] on first hit. |
WindUp [Muster Strength] / PowerUp [Focus Strength] on first hit. |
-----<
- {Killer Machine 2 (4)} // - {-} |
-----<
Battlemaster 4 // Gladiator 4 _____/
=====o/

```

```

-----
すてみ - Desperate |o\_____._____._____,
(Berserk / Double Up) | - | Single | - \
-----<
2x Damage, User takes 2x Damage from all attacks for the round. |
-----<
- |
-----<

```

```

Hassan 14 {-} // Carver 14 {Spot 16} |
-----<

```

```

Paladin 3 // Paladin 3 _____/
=====o/

```

```

ばくれつけん - Explosion Fist |o\_____._____._____,
(Swordline / Multifists) | - | Random | - \
-----<
4 hits, 0.5x Damage per. |
-----<
Bikill [Oomph] on first hit. |
-----<
- {-} // - {-} |
-----<

```

```

Fighter 8 // Martial Artist 8 _____/
=====o/

```

```

ムーンサルト - Moonsault |o\_____._____._____,
(Moonsalt / Harvest Moon) | - | All | - \
-----<

```

```

(3/(Enemy number + 1))x Damage: |
- 1 Enemy, 1.5x Damage |
- 2 Enemies, 1x Damage |
- 3 Enemies, .75x Damage, ...SFC is better on groups, meh on bosses. |

```

```

[2/(Enemy Number)]x Damage: |
- 1 Enemy, 2x Damage |
- 2 Enemies, 1x Damage |
- 3 Enemies, .67x Damage, ...DS is better on bosses, worse on large groups |
-----<
- |
-----<

```

```

- {-} // - {-} |
-----<

```

```

Superstar 7 // Luminary 7 _____/
=====o/

```

```

-----
まじんぎり - Genie Cut |o\_____._____._____,

```

(Magiblade / Hatchet Man) | - | Single | - \

-----<
37.5% Critical Hit or Miss. |

-----<
- |

-----<
Drago 9 {-} // Lizzie 9 {-} |

-----<
Soldier 8 // Warrior 8 |

=====o/

みなごろし - Massacre |o_____.'_____.'_____,'

(Slowness / Frenzy) | - | SingleRandm | - \

-----<
Critical Damage to random individual including self. |

Chance to hit each target = 1 / (# of Monsters + # of Active Party) |

- 1 Monster + 1 Active party = 50% chance for either. |

- 9 Monsters + 4 Active party = 7.69% chance per individual. |

-----<
- |

-----<
- {Killer Machine 2 (4)} // - {-} |

-----<
Soldier 6 // Warrior 6 |

=====o/

いしつぶて - Geodude |o_____.'_____.'_____,'

(RockThrow / Stone's Throw) | - | Group | Punch \

-----<
10~25 Damage. |

-----<
- |

-----<
- {Furrat 7} // - {-} |

-----<
Thief 3 // Thief 3 |

=====o/

がんせきおとし - Dropped Rock |o_____.'_____.'_____,'

(RockSlide / Boulder Toss) | - | All | Punch \

-----<
90~130 Damage. |

-----<
- |

-----<
- {Boss Troll 30} // - {-} |

-----<
Battlemaster 7 // Gladiator 7 |

=====o/

きゅうしょづき - The Hazuki Key Points |o_____.'_____.'_____,'

(Strike Weakness / Pressure Pointer) | - | Single | Death \

-----<
Instant death or 0.5x Damage (Damage has no property). |

-----<
- |

-----<
- {-} // - {-} |

```

-----<
Fighter 6 // Martial Artist 6 _____/
=====o/
たいあたり - Per Body |o\_____._____._____,
(ThrowSelf / Body Slam) | - | Single | Death \
-----<
80% Damage to User, sometimes 80% Damage to Enemy. |
-----<
- |
-----<
- {King Slime 10 * Bombcrag 10 * Boss Troll 25} // - {Kingsley 10} |
-----<
Merchant 6 // Merchant 6 _____/
=====o/
じわれ - Crack in the Ground |o\_____._____._____,
(Tremor / Fissure) | - | All | Death \
-----<
Chance for Death (0% success rate in water, ~30% success rate underwater). |
-----<
- |
-----<
- {Boss Troll 15} // - {-} |
-----<
Sage 5 // Sage 5 _____/
=====o/
しのおどり - Dance of Death |o\_____._____._____,
(Death Dance / Death Dance) | - | All | Death \
-----<
Chance for Death. |
-----<
- |
-----<
- {Rotting Corpse 25 * Super Tensk 15} // - {-} |
-----<
Dancer 8 // Dancer 8 _____/
=====o/
つきとばし - Bull Rush |o\_____._____._____,
(Shove / Shove) | - | Single | Death \
-----<
Chance to remove a weak monster (no EXP/Gold/Job Points). |
-----<
- |
-----<
- {King Slime 7 * Boss Troll 5} // - {Kingsley 7} |
-----<
Thief 4 // Thief 4 _____/
=====o/
ともえなげ - Tomoenage |o\_____._____._____,
(TossFiend / Heave-Ho) | - | Single | Death \
-----<
Chance to remove a monster (no Job Points). |
-----<
- |
-----<
- {Rotting Corpse 20} // - {-} |
-----<
Fighter 7 // Martial Artist 7 _____/
=====o/

```



```

Dragon 5 // Dragon 5 _____/
=====o/
しゃくねつ - Burning |o\_____._____._____,
(Scorching Breath / Scorch) | - | All | Fire \
-----<
150~170 Damage. |
-----<
- |
-----<
Drago 30 {Rookie 90 * Slime 90} // Lizzie 30 {Goober 90} |
-----<
Dragon 7 // Dragon 7 _____/
=====o/
マグマ - Magma |o\_____._____._____,
(Magma / Magma Blast) | - | All | Fire \
-----<
70~85 Damage (0% success rate in water, ~30% success rate underwater) |
-----<
- |
-----<
- {Bombcrag 15} // - {-} |
-----<
Magic Knight 7 // Armamentalist 7 _____/
=====o/
ひばしら - Pillar of Fire |o\_____._____._____,
(FlameOrb / Pyre o' Fire) | - | Single | Fire \
-----<
170~190 Damage (0% success rate in water, ~30% success rate underwater) |
-----<
- |
-----<
- {-} // - {-} |
-----<
Ranger 7 // Ranger 7 _____/
=====o/
マダンテ - Madante |o\_____._____._____,
(Madante / Magic Burst) | 100% MP | All | Fire \
-----<
3x Current MP Damage, so 500 current MP = 1500 Damage. |
[2x Current MP Damage, so 500 current MP = 1000 Damage]. |
-----<
- |
-----<
Barbara ? {Metal Babble 7} // Ashlynn ? {Mercury 7} |
-----<
Metal Babble 6 // Liquid Metal Slime 6 |
=====o/

_____
つめたいいき - Cold To Go |o\_____._____._____,
(Cold Breath / Cool Breath) | - | All | Ice \
-----<
13~16 Damage. |
-----<
- |
-----<
- {Wyvern 5} // - {Shelley 5} |
-----<
Beastmaster 5 * Dragon 2 // Monster Master 5 * Dragon 2 _____/

```

```

=====o/
こおりのいき - Ice Breath          |o\_____._____._____,
(Ice Breath / Chilly Breath)      | -      | All      | Ice      \
-----<
50~60 Damage.                      |
-----<
-                                    |
-----<
- {Wyvern 18} // - {Shelley 22}    |
-----<
Dragon 4 // Dragon 4                _____/
=====o/
ごえるふぶき - Freezing Snowstorm  |o\_____._____._____,
(Blizzard Breath / Freezing Blizzard) | -      | All      | Ice      \
-----<
120~140 Damage.                    |
-----<
-                                    |
-----<
- {Wyvern 30} // - {Shelley 35}    |
-----<
Dragon 6 // Dragon 6                _____/
=====o/
かがやくいき - Kagayakuiki         |o\_____._____._____,
(Crystal Breath / C-C-Cold Breath)   | -      | All      | Ice      \
-----<
210~230 Damage.                    |
-----<
-                                    |
-----<
- {Rookie 45 (Speak to Arena Owner)} // - {Goober 45 (Speak to Arena Owner)} |
-----<
Dragon 8 // Dragon 8                _____/
=====o/

```

```

-----<
かまいたち - Kamaitachi            |o\_____._____._____,
(Wind Slash / Wind Sickles)        | -      | Single   | Infernos \
-----<
(User LVx3 +10) Damage, cap of 180, range of +/-15%.
-----<
-                                    |
-----<
- {-} // - {-}                     |
-----<

```

```

Fighter 3 // Martial Artist 3      _____/
=====o/
しんくうは - Vacuum Wave           |o\_____._____._____,
(Vacuum Blade / Thin Air)          | -      | All      | Infernos \
-----<
(User LVx2 + 30) Damage, cap of 150, range of +/-10%
[User LVx2 + 50] Damage, cap of 150, range of +/-10%
-----<
-                                    |
-----<
- {-} // - {-}                     |
-----<

```

```

Paladin 2 // Paladin 2             _____/
=====o/

```

グランドクロス - Grand Cross |o_____._____._____,
(Grand Cross / Pearly Gates) | 20MP | Group | Infernos \

-----<
234~273 Damage to Undead. 180~210 Damage to everything else. |
-----<
- |
-----<
- {-} // - {-} |

-----<
Paladin 8 // Paladin 8 _____/

=====o/
つなみ - Tsunami |o_____._____._____,
(Tsunami / Tidal Wave) | - | All | Infernos \

-----<
30~40 Damage (0% success rate in Dungeons/Towers , ~30% success rate on land) |
-----<
- |
-----<
- {-} // - {Shelley 17} |

-----<
Sage 4 // Sage 4 _____/

=====o/
じひびき - Earth Tremor |o_____._____._____,
(Quake / Stomp) | - | All | Infernos \

-----<
50~65 Damage (0% success rate in water, ~30% success rate underwater) |
-----<
- |
-----<
- {BossTroll 10} // - {-} |

-----<
Ranger 4 // Ranger 4 _____/

-----<
ジゴスパーク - Jigosparku |o_____._____._____,
(GigaSpark / Lightning Storm) | 25MP | All | Zap \

-----<
210~290 Damage. |
-----<
- |
-----<
- {-} // - {-} |

-----<
Hero 7 * Metal Babble 7 // Hero 7 * Liquid Metal Slime 7 _____/

=====o/
ギガスラッシュ - Giga Slash |o_____._____._____,
(GigaSlash / Gigaslash) | 20MP | Group | Zap \

-----<
350~410 Damage. |
-----<
- |
-----<
- {-} // - {-} |

-----<
Hero 6 // Hero 6 _____/

=====o/


```

ぐんたいよび - Call Army          |o\_____._____._____,
(Recruit / Call to Arms)         | LVx50g | Random | Summon \
-----<
Summons a merchant army, 4 hits, (LVx2 +25) Damage, range of +/-10%.
-----<
-
-----<
- {LampDemon 15} // - {-}
-----<
Merchant 8 // Merchant 8
=====o/

```

```

へんしん - Metamorphosis          |o\_____._____._____,
(Transform / Megamorphosis)       | - | Self | Various \
-----<
Transforms into an uncontrollable monster that uses Stomp, Thin Air,
Body Slam, and a special Bite Attack (1.5x Damage).
-----<
-
-----<
Amos 15 {Mud Doll 25} // Amos 15 {-}
-----<
-
=====o/

```

```

====+====+====+====+-----+====+====+====+====
|o><<<--=      AUXILIARY      ==->>><o|
====+====+====+====+-----+====+====+====+====

```

```

みがわり - Scapegoat              |o\_____._____._____,
(Defend / Selflessness)           | - | Ally | - \
-----<
Take all Damage for one ally for 1 round.
-----<
- {-} // - {-}
-----<
Paladin 1 // Paladin 1
=====o/
におうだち - Noidachi              |o\_____._____._____,
(Protect / Forbearance)           | - | Self | - \
-----<
Take all Damage for the party for 1 round.
-----<
Hassan 18 {Boss Troll 20} // Carver 18 {-}
-----<
Paladin 6 // Paladin 6
=====o/

```

```

だいぼうぎよ - Large Defense      |o\_____._____._____,
(Defenses / Defending Champion)   | - | Self | - \
-----<
Reduce Damage by 90%, some special attacks like defense ignoring attacks,
-----<

```

Strike property attacks, Critical attacks, and Instant Death attacks miss entirely, 1 round.

-----<
- {Bombcrag 20} // - {-}

-----<
Ranger 6 // Ranger 6 _____/

=====
みかわしきゃく - Legs Evasion |o_____._____._____,
(Deflect / Dodgy Dance) | - | Self | - \

-----<
50% Physical Evasion, 2~3 rounds.

-----<
- {Mud Doll 3 * Lesser Demon 13} // - {-}

-----<
Fighter 4 * Dancer 2 // Martial Artist 4 * Dancer 2 _____/

=====
うけながし - Parry |o_____._____._____,
(Hide / Cop Out) | - | Self | - \

-----<
80% chance to deflect Physical Damage on random individual (foe or ally).
1 Round.

-----<
- {Slime Knight 18 * Mud Doll 20} // - {Goowain 18}

-----<
Dancer 5 * Battlemaster 3 // Dancer 5 * Gladiator 3 _____/

=====
まねまね - Manemane |o_____._____._____,
(Repeat / Follow Suit) | - | Self | - \

-----<
Counters with same attack (magic and physical). 1 Round.

-----<
- {Mud Doll 17} // - {Spot 9}

-----<
Goof-off 7 // Gadabout 7 _____/

=====
おいかぜ - Tailwind |o_____._____._____,
(Air Wall / Backdraft) | - | Self | - \

-----<
Reflect Breath Attacks.

-----<
- {Lamp Demon 23} // - {-}

-----<
Ranger 8 // Ranger 8 _____/

=====
ぶきみなひかり - Eerie Light |o_____._____._____,
(Eerie Light / Spooky Aura) | - | Group | Death \

-----<
If an enemy has natural Weak Resistance, it becomes No Resistance.
If an enemy has natural Strong Resistance, it becomes Weak Resistance.
This skill does not stack, and it does not affect No Resistance or Immunity.

-----<
- {Lesser Demon 5} // - {-}

-----<
Superstar 5 // Luminary 5 _____/

=====
きあいため - Yell For |o_____._____._____,
(PowerUp / Focus Strength) | - | Self | - \

-----<
Physical attack Damage and some Skill Damage multiplied by 2~2.5x. |
Next Turn ONLY. |

-----<
- {Slime Knight 13 * Dark Horn 10} // - {Goowain 13} |

-----<
Soldier 2 // Warrior 2 _____/ |
=====o/ |

ちからため - Force For |o_____._____._____, |
(WindUp / Muster Strength) | - | Self | - \ |

-----<
Physical attack Damage and some Skill Damage multiplied by 2~2.5x. |
Next Turn ONLY. |

-----<
- {King Slime 5} // - {Kingsley 5} |

-----<
Merchant 2 // Merchant 2 _____/ |
=====o/ |

-----<
ふしぎなおどり - Strange Dance |o_____._____._____, |
(Strange Jig / Weird Dance) | - | Single | Drain MP \ |

-----<
Reduce MP by 1~((Level/4) + 5). |
Reduce MP by [5~11]...this is one painful DS version nerf. |

-----<
- {Lipps 15 * Mud Doll 1 * Super Tensk2 } // - {-} |

-----<
Dancer 3 * Merchant 4 // Dancer 3 * Merchant 4 _____/ |
=====o/ |

マホトラおどり - Mahotora Dance |o_____._____._____, |
(RobMagic Dance / Tap Dance) | - | Single | Drain MP \ |

-----<
Absorb MP by 1~((Level/4) + 5). |
Absorb MP by [5~11]...this is one painful DS version nerf. |

-----<
- {Super Tensk 10} // - {-} |

-----<
Dancer 7 // Dancer 7 _____/ |
=====o/ |

-----<
おどりふうじ - Dance Seal |o_____._____._____, |
(Stillness / Ban Dance) | - | Group | Dance Seal \ |

-----<
Stops enemy dancing. |

-----<
- {Super Tensk 20} // - {-} |

-----<
Dancer 6 // Dancer 6 _____/ |
=====o/ |

-----<
すなけむり - Sand Cloud |o_____._____._____, |
(Sandstorm / Sandstorm) | - | Group | Surround \ |

-----<
Reduce enemy accuracy by ~75%. 5~8 Rounds. |

-----<
- {-} // - {-} |

-----<
Thief 1 // Thief 1 |

=====o/

まぶしいひかり - Glare |o_____._____._____,
(Dazzle / Dazzleflash) | - | All | Surround \

-----<
Reduce enemy accuracy by ~75%. 1~2 Rounds. |

-----<
- {Dark Horn 15} // - {-} |

-----<
Ranger 5 * Superstar 1 // Ranger 5 * Luminary 1 |

=====o/

メダパニダンス - Medapani Dance |o_____._____._____,
(Chaos Dance / Fuddle Dance) | - | Group | Confuse \

-----<
Chance to Confuse monsters. 6~9 Rounds. |

-----<
- {Super Tensk 5} // - {-} |

-----<
Dancer 4 // Dancer 4 |

=====o/

あまいいき - Sweet Breath |o_____._____._____,
(Sweet Breath / Sweet Breath) | - | Group | Sleep \

-----<
Chance to put enemies to Sleep. 1~4 Rounds. |

-----<
Chance to put enemies to Sleep. [2~5 Rounds]. |

-----<
- {Lipps 10} // - {-} |

-----<
Beastmaster 2 // Monster Master 2 |

=====o/

どくのいき - Poison Breath |o_____._____._____,
(Poison Breath / Poison Breath) | - | Group | Poison \

-----<
Chance to Poison enemies (I have no clue what Poison actually does in-battle). |

-----<
- {Rotting Corpse 5} // - {-} |

-----<
Beastmaster 3 // Monster Master 3 |

=====o/

もうどくのきり - Mist of Deadly Poison |o_____._____._____,
(Toxic Breath / Venom Mist) | - | Group | Poison \

-----<
Chance to Envenom enemies (~5% HP Damage per round). |

-----<
- {Rotting Corpse 10} // - {-} |

-----<
Ranger 2 // Ranger 2 |

=====o/

やけつくいき - Scorching Breath |o_____._____._____,
 (Stun Breath / Burning Breath) | - | Group | Paralyze \
 -----<
 Chance to Paralyze enemies. 5~8 Rounds. |
 -----<
 - {Rotting Corpse 18} // - {-} |
 -----<
 Beastmaster 7 // Monster Master 7 |
 =====o/

あしばらい - Leg Sweeping |o_____._____._____,
 (SweepKick / Leg Sweep) | - | Single | Stop \
 -----<
 Stuns enemy. 1 Round. |
 -Personal Notes: If another character attacks the same enemy before they can |
 get back up, ONLY with a normal Attack, critical rate seems to go up (does |
 not affect skill critical rates). |
 -----<
 - {Mud Doll 7} // - {-} |
 -----<
 Fighter 1 // Martial Artist 1 _____/

さそうおどり - Dance Invite |o_____._____._____,
 (Entice Dance / Sultry Dance) | - | Single | Stop \
 -----<
 Stuns enemy. 1 Round. |
 -----<
 - {Mud Doll 10 * Super Tensk 2} // - {-} |
 -----<

Dancer 1 // Dancer 1 _____/

なめまわし - Licking Screwdriver |o_____._____._____,
 (Spin Lick / Tongue Lashing) | - | Single | Stop \
 -----<
 Stuns enemy. 1 Round. |
 -----<
 - {Lipps 2 * Rotting Corpse 5} // - {Spot 4} |
 -----<

Goof-off 3 // Gadabout 3 _____/

ひゃくれつなめ - HyakuRetsu Licking |o_____._____._____,
 (Dark Lick / Tongue Bashing) | - | Single | Stop/Reduce DEF\
 -----<
 May reduce enemy Def to 0 and/or Stun enemy. 1 Round. |
 -----<
 - {Lipps 7} // - {-} |
 -----<

Beastmaster 4 * Goof-off 6 // Monster Master 4 * Gadabout 6 _____/

ばふばふ - Puff Puff |o_____._____._____,
 (Flasher / Puff-Puff) | - | Single | Stop(Females)\

-----<
 Two Different Effects: |
 1) Females: |
 May Stun enemy. 1 Round. |

2) Males:

Deals (Level) ~ (Level+8) Damage.

-----<
- {King Slime 4} // - {Kingsley 4}
-----<

Goof-off 4 // Gadabout 4
=====o/

おたけび - Roar |o_____._____._____.
(Scream / War Cry) | - | All | Stop \

-----<
Stuns enemies. 1 Round.
-----<

- {Dark Horn 7} // - {-}

-----<
Merchant 5 // Merchant 5
=====o/

いてつくはどう - The Freezing How |o_____._____._____.
(Nullify / Disruptive Wave) | - | All | - \

-----<
Removes all buffs/debuffs from enemies.
-----<

- {-} // - {-}

-----<
Hero 2 // Hero 2
=====o/

しょうかん - Recall |o_____._____._____.
(Summon / Summon) | 20MP | Self | - \

-----<
Summons a Spirit that acts as an uncontrollable 5th member. There are 4
Spirits, each one requires a minimum level, each new Spirit is more powerful
than the one before (I pulled the list from my DQ6 DS FAQ):

Spirit 1: Tatron タツツウ

Minimum level to Summon: None, can always be summoned.

HP: 200

MP: 50

Atk: 180

Def: 150

Agi: 80

Abilities: Attack / Lightning / Midheal / Selflessness /

Sweet Breath

Spirit 2: Deago デアゴ

Minimum level to Summon: 30

HP: 300

MP: 60

Atk: 210

Def: 160

Agi: 120

Abilities: Fang Bite / Inferno / Oomph / Sweet Breath /

Tongue Bashing

Spirit 3: Samshin サムシン

Minimum level to Summon: 35
HP: 450
MP: 40
Atk: 250
Def: 190
Agi: 150
Abilities: Dragon Slash / Flame Slash / Hatchet Man / Kasap /
Lightning Slash / Undead Undoer

Spirit 4: Bazhoul バズウ

Minimum level to Summon: 40
HP: 700
MP: 255
Atk: 350
Def: 300
Agi: 100
Abilities: Attack / Disruptive Wave / Freezing Blizzard /
Kaboom / Lightning Storm / Omniheal

-----<
- {-} // - {-}
-----<

Sage 4 // Sage 4
=====o/

あそび - Play |o\ _____ . _____ . _____ ,
(Goof-off / Lucky Dip) | - | Random | Various \

-----<
Each character has 8 effect slots that draw from the following (property names
are based on the NoPrgrss translation):

FIXED DAMAGE

- 1) Playing, 16 Damage, 0/1/2 hits, Single
- Barbara [Ashlynn]
- 2) Tsunami [Tidal Wave], 30~40 Damage, Infernos Property, All
- Barbara [Ashlynn]
- 3) Flame Breath [Flame Breath], 30~40 Damage, Fire Property, All
- Hassan [Carver] , Amos [Amos] , Lipps , Wyvern , Dark Horn , Lamp Demon
- 4) Quake [Stomp], 50~65 Damage, Infernos Property, All
- Drago [Lizzie] , King Slime [Kingsley] , Boss Troll
- 5) Blizzard Breath [Freezing Blizzard], 120~140 Damage, Ice Property, All
- Slime [Goober] , Slime Knight [Goowain] , Metal Babble [Mercury] ,
Furrat , Rotting Corpse , Wind Mage , Killer Machine 2
- 6) Flame Orb [Pyre o' Fire], 170~190, Fire Property, Single
- Healer [Healie] , Slime Knight [Goowain] , King Slime [Kingsley] ,
Metal Babble [Mercury] , Lesser Demon , Killer Machine 2
- 7) GigaSpark [Lightning Storm], 210~290 Damage, Zap Property, All

- Terry [Terry]

ATTACK BASED DAMAGE

8) Critical hit, Single

- Muriel [Milly]

9) Carving, 100% Damage, Single

- Hassan [Carver] , Mud Doll , Furrat

10) Paint Portrait, 1.5x Damage OR 50 HP Heal, Single

- Hero [Hero] , Barbara [Ashlynn] , Amos [Amos] , Wind Mage , Dark Horn , Bombcrag

11) Bad Play, 1.5x Damage, Single

- Hero [Hero] , Barbara [Ashlynn] , Chamoro [Nevan] , Metal Babble [Mercury] , Lipps , Lesser Demon , Dark Horn , Boss Troll , Bombcrag

12) Skirt?, 2x Damage, Single

- Barbara [Ashlynn]

13) Rolling, 100%/80%/70%/50%/30%/20%..., Group

- Slime [Goober] , King Slime [Kingsley] , Furrat

14) Whipping, 100%/80%/70%/50%/30%/20%..., Group

- Muriel [Milly] , Super Tensk

15) Tamanori?, 100%/80%/70%/50%/30%/20%..., Group

- Drago [Lizzie] , Lipps , Mud Doll , Rotting Corpse , Boss Troll , Killer Machine 2

16) Insane Dance, 100%/80%/70%/50%/30%/20%..., Punch Property, All

- Chamoro [Nevan] , Amos [Amos] , Drago [Lizzie] , Slime [Goober] , Lipps , Furrat , Boss Troll

17) Sword Dance, .5x Damage, 4 Hits, Random Targets

- Hero [Hero] , Terry [Terry] , Slime Knight [Goowain] , Killer Machine 2

POTENTIAL STATUS EFFECT

18) Lullaby, potential Sleep Property effect, Group

- Muriel [Milly] , Furrat , Lesser Demon

19) ? Dance, potential StopSpell Property effect, All

- Wyvern , Super Tensk , Mud Doll

20) Stare, potential Stop Property effect, Single

- Muriel [Milly] , Furrat

21) Hikigatari?, potential Stop Property effect, Single

- Hero [Hero] , Amos [Amos] , Terry [Terry] , Drago [Lizzie] , Wyvern , Rotting Corpse , Super Tensk , Dark Horn , Lamp Demon

22) Swimsuit Dance, potential Stop Property effect, Group

- Barbara [Ashlynn]

23) Run Around, potential Confuse Property effect, Group

- Metal Babble [Mercury]

24) Belly Dance, potential Confuse Property effect, Group

- Muriel [Milly]

REMOVAL

- 25) Rupture?, remove enemy without Job Points, Death Property, Group
 - Slime [Goober] , King Slime [Kingsley] , Metal Babble [Mercury]
- 26) Horrible Song, remove enemies without Job/EXP/Gold, Death Property, All
 - Hassan [Carver] , Amos [Amos] , Boss Troll , Bombcrag
- 27) Bad Invitation?, remove enemies without Job/EXP/Gold, Death Property, Single
 - Slime [Goober] , Slime Knight [Goowain] , Wyvern , Super Tensk , Mud Doll , Lamp Demon

HEALING

- 28) Send Good Feelings to Friends, 100HP recovery, Party
 - Hero [Hero]
- 29) HealUsAll [Omniheal], 100% HP recovery, Party
 - Chamoro [Nevan] , Healer [Healie] , King Slime [Kingsley]

BUFF

- 30) Bikill [Oomph]
 - Terry [Terry]
- 31) Tap Dance, 50% Dodge Chance
 - Hero [Hero] , Terry [Terry] , Drago [Lizzie] , Healer [Healie] , Rotting Corpse , Super Tensk , Mud Doll

DETRIMENTAL

- 32) Scary Story, potential 1 round Paralysis (no property), Ally/Party
 - Wind Mage , Rotting Corpse , Dark Horn , Lamp Demon
- 33) Drink, potentially put self to Sleep, Self
 - Hassan [Carver] , Amos [Amos] , Wind Mage , Wyvern , Lesser Demon , Bombcrag

THERE ARE SOMETHING LIKE 15 USELESS ACTIONS WITH NO EFFECTS.

-----<
- {-} // - {-}

-----<
Goof-off 1 // Gadabout 1

=====o/

```

==+==+==+==+==+-----+==+==+==+==+==
|o><<<- =          FIELD          ==>>><o|
==+==+==+==+==+-----+==+==+==+==+==

```

```

思い出す - Recall          |o\_____.'_____.'_____.'
(Remember / Not in DS)    | -      | -      | -      \
-----<

```

Recall last 3 NPC dialogues that were stored (have to press blue button while in conversation, talk again and press the green to forget it).

-----<
Hero 1 {-} // Hero 1 {-}

-----<
- _____/

=====
もっと思い出す - I Remember More |o_____._____._____,
(Remember / Not in DS) | - | - | - \
-----<
Recall last 10 NPC dialogues that were stored (have to press blue button while
in conversation, talk again and press the green to forget it). |
-----<
Hero 10 {-} // Hero 10 {-} |
-----<
- |
-----<

=====
深く思い出す - I Remember Deeply |o_____._____._____,
(Unforget / Not in DS) | - | - | - \
-----<
Recall last 32 NPC dialogues that were stored (have to press blue button while
in conversation, talk again and press the green to forget it). |
-----<
Hero 18 {-} // Hero 18 {-} |
-----<
- |
-----<

=====
忘れる - Forget |o_____._____._____,
(Forget / Not in DS) | - | - | - \
-----<
Forget saved conversations, pick which ones from a list. |
-----<
Hero 13 {-} // Hero 13 {-} |
-----<
- |
-----<
=====
o/

=====
寝る - Bed |o_____._____._____,
(Rest / Nap) | - | Self | - \
-----<
Sleep to restore HP/MP in battle and on the world Map, awoken when either
fully healed or attacked. |
-----<
- {-} // - {Spot 15} |
-----<
Goof-off 5 // Gadabout 5 |
-----<
=====
o/

=====
口笛 - Whistling |o_____._____._____,
(Whistle / Whistle) | - | - | - \
-----<
Triggers a battle on any map where monsters naturally roam. |
-----<
- {-} // - {Spot 11} |
-----<
Goof-off 2 // Gadabout 2 |
-----<
=====
o/

=====
穴掘り - Dig Hole |o_____._____._____,
(Dig / Dig) | - | - | - \
-----<

-----<
2 Separate Mechanics

Mechanic 1: Gold

- Can find a max of 7g on any one map
- Found gold is in increments of 1g, 2g, and 50% of on-hand gold (1gx7, maybe 2gx4, or any combination of the two, or any combination wherein prior to 7g, 50% of on-hand gold is found)
- Frequency of 1g is approximately 45%
- Frequency of 2g is approximately 45%
- Frequency of 50%g is approximately 10%
- Must change maps to dig on the same map again (so run up stairs dig on the next map, run back down to dig again, then back up...etc., or switch from Town to World map or World map to Dungeon)
- This cannot be used in any vehicle, including the ship

Mechanic 2: Items

- On any map where enemies roam, there is a chance to find any item dropped by the non-boss enemies present on that map
- This can be done infinitely
- This also competes with a chance to find nothing
- Each individual item is found at the same rate as the drop rate
- Frequency of nothing is approximately 80%
- Frequency of making a check for an item is approximately 20%
- Even when making a check for an item, a fail, and thus nothing can trigger given no item dropped by a non-boss monster is higher than 1/4, and rarely over 1/16

Frequency of Finding if Gold + Items Allowed

- Nothing ~80%
- Gold ~10% (4.5% / 4.5% / 1%)
- Item ~10%

Frequency of Finding if only Gold Allowed

- Nothing ~80%
- Gold ~20% (9% / 9% / 2%)

-----<
- {-} // - {Spot 13}

Merchant 3 // Merchant 3
=====o/

-----<
大声 - Loud Voice

(Caravan / Service Call)

|o_____ . _____ . _____,
| 15 MP | - | - \

-----<
Randomly summon one of the following Services:

- 1) Church (All options but the Save feature)
- 2) Inn (800g)
- 3) Weapon Store:
 - Broad Sword
 - Morning Star
 - Holy Sword
 - Sharpened Bone
 - Stone Fang

[DS version changes the weapon options to substantially more base weapons, and adds in an Armour, Item, and General Shops, all with base, near useless stuff.]

-----<
- {-} // - {-}

ベホマラー (Healus / Multiheal)	ベホマズン (Healusall / Omniheal)
-------------------------------	---------------------------------

---+---+---+---+---+---
<<<--PAGE 2-->>>
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メラ (Blaze / Frizz)	ギラ (Firebal / Sizz)
ヒャド (Icebolt / Crack)	バギ (Infernos / Woosh)
ザキ (Beat / Whack)	イオ (Bang / Bang)
Null (void)	Null (void)

---+---+---+---+---+---
<<<--PAGE 3-->>>
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メラミ (Blazemore / Frizzle)	ベギラマ (Firebane / Sizzle)
ヒャダルコ (Snowblast / Crackle)	バギマ (Infermore / Swoosh)
ザラキ (Defeat / Thwack)	イオラ (Boom / Boom)
ライデイン (Zap / Zap)	Null (void)

---+---+---+---+---+---
<<<--PAGE 4-->>>
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メラゾーマ (Blazemost / Kafrizzle)	ベギラゴン (Firebolt / Kasizzle)
マヒャド (Snowstorm / Kacrackle)	バギクロス (Infermost / Kaswoosh)
ザラキーマ (Vanquish / Kathwack)	イオナズン (Explodet / Kaboom)
ギガデイン (Lightning / Kazap)	ミナデイン (MegaZap / Kazapple)

---+---+---+---+---+---
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キアリク	ニフラム
------	------

(Dazzle / Dazzleflash)

(Hustle Dance / Hustle Dance)

いなずま

ムーンサルト

(Bolt / Lightning)

(MoonSalt / Harvest Moon)

メガザルダンス

せいれいのうた

(GiveLife / Kerplunk Dance)

(Life Song / Song of Salvation)

<<<--PAGE 2-->>>

かえんぎり

いてつくはどう

(Flame Slash / Flame Slash)

(Nullify / Disruptive Wave)

いなずまぎり

めいそう

(Electric Slash / Lightning Slash)

(Meditate / Meditation)

マヒャドぎり

ギガスラッシュ

(Ice Slash / Kacrackle Slash)

(GigaSlash / Gigaslash)

マグマ

ジゴスパーク

(Magma / Magma Blast)

(GigaSpark / Lightning Storm)

<<<--PAGE 3-->>>

NULL

NULL

(Void / Void)

(Void / Void)

こごえるふぶき

ひのいき

(Blizzard Breath / Freezing Blizzard)

(Fire Breath / Fire Breath)

しゃくねつ

こおりのいき

(Scorching Breath / Scorch)

(Ice Breath / Chilly Breath)

かがやくいき

はげしいほのお

(Crystal / C-C-Cold Breath)

(Fierce / Inferno)

<<<--PAGE 4-->>>

マダンテ

ひゃくれつなめ

(Madante / Magic Burst)

(Dark Lick / Tongue Bashing)

ビッグバン

つめたいいき

(BigBang / Big Banga)

(Cold Breath / Cool Breath)

あまいいき

かえんのいき

(Sweet Breath / Sweet Breath)

(Flame Breath / Flame Breath)

どくのいき

やけつくいき

(Poison / Poison Breath)

(Stun / Burning Breath)

---+---+---+---+---+---
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あしばらい (SweepKick / Leg Sweep)	せいけんづき (Spirit Punch / Knuckle Sandwich)
まわしげり (Spin Kick / Roundhouse Kick)	きゅうしょづき (Strike Weakness / Pressure Pointer)
かまいたち (Wind Slash / Wind Sickles)	ともえなげ (TossFiend / Heave-Ho)
みかわしきゃく (Deflect / Dodgy Dance)	ばくれつけん (Swordline / Multifists)

---+---+---+---+---+---
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NULL (Void / Void)	NULL (Void / Void)
みなごろし (Slowness / Frenzy)	きあいため (PowerUp / Focus Strength)
はやぶさぎり (Double Slash / Falcon Slash)	もろばぎり (Lunge / Double-Edged Slash)
まじんぎり (Magiblade / Hatchet Man)	しっぷうづき (First / Mercurial Thrust)

---+---+---+---+---+---
<<<--PAGE 7-->>>
---+---+---+---+---+---

ちからため (WindUp / Muster Strength)	あそび (Goof-off / Lucky Dip)
おたけび (Scream / War Cry)	なめまわし (Spin Lick / Tongue Lashing)
たいあたり (ThrowSelf / Body Slam)	ぱふぱふ (Flasher / Puff-Puff)
ぐんたいよび (Recruit / Call to Arms)	まねまね (Repeat / Follow Suit)

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NULL (Void / Void)	うけながし (Hide / Cop Out)
さそうおどり (Entice Dance / Sultry Dance)	マホトラおどり (RobMagic Dance / Tap Dance)

ふしぎなおどり
(Strange Jig / Weird Dance)

しのおどり
(Death Dance / Death Dance)

メダパニダンス
(Chaos / Fuddle Dance)

おどりふうじ
(Stillness / Ban Dance)

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へんしん
(Transform / Megamorphosis)

とびひざげり
(Jump Kick / Flying Knee)

しんくうぎり
(Discharge / Gust Slash)

ドラゴンぎり
(DragonCut / Dragon Slash)

ゾンビぎり
(ZombieCut / Undead Undoer)

がんせきおとし
(Rockslide / Boulder Toss)

さみだれけん
(Spinning / Multislice)

メタルぎり
(MetalCut / Metal Slash)

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みがわり
(Defend / Selflessness)

グランドクロス
(Grand Cross / Pearly Gates)

しんくうは
(Vacuum Blade / Thin Air)

つなみ
(Tsunami / Tidal Wave)

すてみ
(Berserk / Double Up)

しょうかん
(Summon / Summon)

におうだち
(Protect / Forbearance)

じわれ
(Tremor / Fissure)

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すなけむり
(Sandstorm / Sandstorm)

じひびき
(Quake / Stomp)

いしつぶて
(RockThrow / Stone's Throw)

だいぼうぎよ
(Defenses / Defending Champion)

つきとばし
(Shove / Shove)

ひばしら
(FlameOrb / Pyre o' Fire)

もうどくのきり
(Toxic / Venom Mist)

おいかぜ
(Air Wall / Backdraft)

タカの眼

(Hawkeye / Eye for Distance)

寝る

(Rest / Nap)

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盗賊の鼻

(Goldsniff / Nose for Treasure)

大声

(Caravan / Service Call)

忍び足

(Sneak / Padfoot)

口笛

(Whistle / Whistle)

穴掘り

(Dig / Dig)

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|o><<<--= HERO =->>><o|
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ホイミ

(Heal / Heal)

ベホイミ

(Healmore / Midheal)

ベホマ

(Healall / Fullheal)

ベホマラー

(Healus / Multiheal)

キアリー

(Antidote / Squelch)

リレミト

(Outside / Evac)

ルーラ

(Return / Zoom)

ザオラル

(Vivify / Zing)

ザオリク
(Revive / Kazing)

インパス
(Identify / Peep)

トラマナ
(Stepguard / Safe Passage)

トヘロス
(Repel / Holy Protection)

フローミ
(Mapreader / Storyteller)

レミラーマ
(Locate / Snoop)

タカの眼
(Hawkeye / Eye for Distance)

寝る
(Rest / Nap)

盗賊の鼻
(Goldsniff / Nose for Treasure)

大声
(Caravan / Service Call)

忍び足
(Sneak / Padfoot)

口笛
(Whistle / Whistle)

穴掘り
(Dig / Dig)

思い出す
(Recall / -)

もっと思い出す
(Remember / -)

深く思い出す
(Unforget / -)

K.Sugiyama - For a superb soundtrack.
Heartbeat - For developing this gem of a game.
Enix - Production.
GameFAQs - For hosting.
SBAllen - For continuing to run GameFAQs
Erdrick the Hero - For purchasing DQ6 SFC then making a request on the Den forum which began this whole venture.
Sword and Magic - Info to double check for equipment specifics.
I used this site to correct all Japanese characters, as they had every name exactly as it appeared in-game.
d-navi DQ6 SFC - Info to double check for SFC specifics.
miya - from RPG Cheats and Puzzle, who wrote the full list of "play" otherwise known as Goof-off and Lucky Dip. His/her work helped finish off the list of various play elements.

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The End...read other FAQs if you have more questions this doesn't answer.