

Dragon Quest: Legacy of the Lost Final Patch

Changes so far:

- In battle, status changes on characters now cycle through if you have more than 2 buffs/debuffs cast on you.
 - The max level has been raised to 60.*
 - All spells are now represented by an icon that depicts spell type and element.
 - Dialogue when recruiting Melody has changed.
 - The window for spells learned has been resized when you level up – making sure that no spell's name is cut off.
 - It is possible to see a better comparison of weapons and armor in the shop window by hitting the shift key.
 - New equipment has been added.
 - A new category of weapons, “Monster Claws”, have been added.
 - Attributes for many weapons and armor have changed. Two-handed weapons, in particular, have become noticeably stronger.
 - Text help for items and spells now scroll if the description was too long. In accordance with this change, weapon and armor descriptions now display more information to the user.
 - All human characters learned several new abilities.
 - Two of Aldain's abilities have changed: “Sizz -> Firewave” and “Rainslash > Fury”.
 - The following abilities changed in function/potency: Thordain, Thor's Blade, Drain Magic, Frizzle, Kasizzle, Kacrackle, Kaboom, Flare, Blizzard, Blood Rite, Oomph, MegaMagic, HighJump, Ramming, Dodge, Sacrifice, Megashash, Gigashash, Darkbolt, Absolution, Opposition, Polarity, RockThrow, Evilash, MPass, Mysticism, Absolute Zero, Thunder Roar.
 - A “teleport” spell has been added allowing quick access to the Great Shrine.
 - The sprites for the main heroes have changed.
 - A new item, “Repellant”, and a new spell, “Repel”, was added to prevent monster encounters.
 - The following abilities now learned at different levels on Olian: Return Will, Detox, Envision, True Will, Purge.
 - A fix for missing Melody's spells has been implemented. In addition, missing spells because you have an old version has been addressed as well.*
 - The “Oomph” spell is now just as strong as TwinHits.
 - Poison no longer lasts the entire battle.
 - Added a spell, “Teleport”, that takes you make to the Great Shrine regardless of location.
 - You can now change equipment in battle by pressing the “A” key on a character's turn.
- **Max Level / Skillset changes require talking to a NPC on an old file of the game.

SKILL LIST (CHANGES ARE IN RED)

Aldain Skills Chart:

Skill Name:	Level Learned:	Description:
Heal	3	Restore at least 30 HP to one ally. MP COST: 3
Frizz	3	Deal small fire damage to one enemy. MP COST: 1
Poof	6	10% chance to instantly kill an enemy. Does not work on bosses. MP COST: 4
Enchant Fire	7	Cause physical attacks to be of the fire element (5 turns). MP Cost: 6
Awaken	8	Rallying cry that cures all allies of sleep. MP COST: 5
Enchant Ice	8	Cause physical attacks to be of the ice element (5 turns). MP Cost: 6
Enchant Wind	10	Cause physical attacks to be of the wind element (5 turns). MP Cost: 6
Enchant Earth	10	Cause physical attacks to be of the earth element (5 turns). MP Cost: 6
Evac	11	Allows quick exit from dungeons. MP COST: 5
Zoom	12	Can return to any previously visited present town. MP COST: 5
Firewave	13	Deal moderate fire damage to all enemies with a chance to curse. MP COST: 12
Enchant Bolt	14	Cause physical attacks to be of the thunder element (5 turns). MP Cost: 6
Enchant Water	14	Cause physical attacks to be of the water element (5 turns). MP Cost: 6
MidHeal	15	Restore at least 75 HP to one ally. MP COST: 8
Teleport	15	Return to the great shrine, regardless of location. MP COST: 8
Snooze	16	50% chance to inflict sleep on an enemy. MP COST: 3
Taunt	20	Goad an enemy into attacking you. MP COST: 4
Bang	21	Deal small magic damage to all enemies. MP COST: 6
Divine Seal	24	Double the potency of the next 4 healing spells. MP COST: 12
Zap	28	Deal medium lightning damage to one enemy. MP COST: 14
Thordain	42	Deal massive thunder damage to all enemies. MP COST: 33
Hero's Courage	55	Reduce attack power by 25%, increase defense & evasion by 50%. MP COST: 40
MP Break*	Acquired	Reduce an enemy's MP by a substantial amount, varies by STR. MP COST: 1
Bolt	Acquired	Deal small lightning damage to one enemy. MP COST: 1
Fury	25*	Deliver a slash to all foes. MP COST: 14
Empower	25*	Focus energy to increase all stats for a short time. MP COST: 13
Aggravate	Acquired	Provoke an enemy into attacking you. Can be stacked. MP COST: 6
Attunement	Acquired	Grant elemental resistance at the expense of defense. MP COST: 10
Mysticism	Acquired	Recover HP and MP while guarding. MP COST: 0
Bestow	Acquired	Transfer 40 MP to an ally and grant "restore". MP COST: 30
Enchant Fire II	Acquired	Cause physical attacks to be of the fire element for all (5 turns). MP Cost: 25
Enchant Ice II	Acquired	Cause physical attacks to be of the ice element for all (5 turns). MP Cost: 25
Enchant Water II	Acquired	Cause physical attacks to be of the water element for all (5 turns). MP Cost: 25
Enchant Bolt II	Acquired	Cause physical attacks to be of the thunder element for all (5 turns). MP Cost: 25
Enchant Wind II	Acquired	Cause physical attacks to be of the wind element for all (5 turns). MP Cost: 25
Enchant Earth II	Acquired	Cause physical attacks to be of the earth element for all (5 turns). MP Cost: 25
Utsusemi	Acquired	Double agility and shed any status ailment. MP COST: 10

Attack Stance	Acquired	Decrease defense by 25% but increase attack power by 25%.. MP COST: 10
Thor's Blade	Acquired	Deal extremely high physical and thunder damage to one foe. MP COST: 85

*Learned in the Room of the Saints depending on your choices at the beginning of the game.

Oruba Skills Chart:

Skill Name:	Level Learned:	Description:
Frizz	2	Deal small fire damage to one enemy. MP COST: 2
Crack	3	Deal small ice damage to one enemy. MP COST: 2
Sap	4	Reduce an enemy's defense rating by 70%. MP COST: 5
Sizz	6	Deal small fire damage to all enemies. MP COST: 5
Evac	7	Allows quick exit from dungeons. MP COST: 5
Zoom	9	Can return to any previously visited present town. MP COST: 5
Bang	11	Deal small magic damage to all enemies. MP COST: 6
Accelerate	12	Increase agility by 50%. MP COST: 4
Rob Magic	12	Steal MP from an enemy and add it to your own. MP COST: 6
Crackle	14	Deal medium ice damage to all enemies. MP COST: 8
Drain Heart	16	Steal HP from an enemy and add it to your own. MP COST: 14
Dilapidate	18	Reduce target's INT but reduce yours as well. MP COST: 14
Frizzle	20	Deal medium fire damage to one enemy. MP COST: 12
Peep	21	Cause a Treasure Chest to flash if it is indeed a Mimic. MP COST: 4
Safestep	21	Safely step over hazardous terrain for 3 minutes. MP COST: 4
Boom	25	Deal medium magic damage to all enemies. MP COST: 13
Enlighten	26	Increase the intelligence of all allies by 15%. Removes INT down. MP COST: 8
Kasap	27	Reduce the defense rating of all enemies by 70%. MP COST: 10
Kacrack	28	Deal medium ice damage to one enemy. MP COST: 18
Drain Magic	29	Steal more MP from an enemy and add it to your own. MP COST: 30
Kasizzle	32	Deal massive fire damage to all enemies. MP COST: 22
Kacrackle	34	Deal massive ice damage to all enemies. MP COST: 24
Kaboom	37	Deal massive magic damage to all enemies. MP COST: 30
Soul Wave	40	Randomly deal high magic damage to foes. MP COST: 28
Flare	47	Deal massive fire damage to one enemy. MP COST: 40
Blizzard	47	Deal massive ice damage to one enemy. MP COST: 42
Magician's Fury	55	Deal massive dark/wind/earth damage to an enemy. MP COST: 60
Blood Rite	Acquired	Sacrifice defenses in order to restore HP and grant regen. MP COST: 3
Last Rite	Acquired	By ancient contract, improve your next spell's power. MP COST: 25
Mysticism	Acquired	Recover HP and MP while guarding. MP COST: 0
Surge	Acquired	Increase INT by 100% and reduce MP Cost to 0 for 3 turns. MP COST: 100

Melody Skills Chart: A “star(*)” by the name indicates that Melody only learns the ability if her class is set to Arcanist.

Skill Name:	Level Learned:	Description:
Slow	4	Reduce an enemy’s agility rating by 50%. MP COST: 4
Accelerate	4	Increase agility by 50%. MP COST: 4
Sap	5	Reduce an enemy’s defense rating by 70%. MP COST: 5
Rob Magic	7	Steal MP from an enemy and add it to your own. MP COST: 6
Fizzle	8	75% to prevent an enemy from casting magic spells. MP COST: 7
Paralyze	10	70% to paralyze an enemy. MP COST: 6
SlowAll	14	Reduce all enemy’s agility rating by 50%. MP COST: 8
Acceleratle	17	Increase agility by 50% for all allies. MP COST: 9
Buff*	18	Increase defense rating by 100%. MP COST: 7
Arcanisma*	20	Double MP cost for single target spells to turn them into AoE. MP Cost: 15
Drain Magic*	21	Steal more MP from an enemy and add it to your own. MP COST: 30
Resist*	22	Generate a barrier that reduces magic damage by half. MP COST: 7
Restore*	24	Bestow “restore” which recovers HP over time to an ally. MP COST: 6
Dazzle*	25	Blind all enemies with a flash of light. MP COST:
Pulse*	26	Reduce the INT of a foe – but only against “normal” foes. MP COST: 3
Venom	28	Inflict poison on an enemy. MP COST: 10
Decay*	29	Decrease the STR of both foe and user. MP COST: 24
Kasap*	29	Reduce the defense rating of all enemies by 70%. MP COST: 10
Oomph*	31	Increase attack power for one ally by 50%. MP COST: 12
Swoosh*	35	Deal medium wind damage to all enemies. MP COST: 32
Resistance*	36	Generate a barrier that reduces magic damage by half for all allies. MP COST: 18
Kabuff*	37	Increase defense rating by 100% for all allies. MP COST: 18
Malediction*	41	Attempt to inflict all status ailments on 3 random enemies. MP COST: 25
Restoration*	42	Bestow “restore” which recovers HP over time to all allies. MP COST: 14
Stateshift*	44	Remove negative stat augmenting afflictions from all. MP COST: 4
Maiden’s Fury	55	Reduce defense to 0% and critical hit rate to 100%. MP COST: 30
Resonance	Acquired	Reduce all stats for a foe – only works on “normal” foes. MP COST: 6
Mysticism	Acquired	Recover HP and MP while guarding. MP COST: 0
Arcane Benison*	Acquired	Grant resist, restore, buff, oomph and accelerate to all allies. MP COST: 45

Olian Skills Chart:

Skill Name:	Level Learned:	Description:
Heal	1	Restore at least 30 HP to one ally. MP COST: 3
MidHeal	1	Restore at least 30 HP to one ally. MP COST: 8
HealUs	1	Restore at least 45 HP to all allies. MP COST: 10
Squelch	1	Cure Poison from one ally. MP COST: 3
Vision	1	Cure Blindness from one ally. MP COST: 4
Awaken	1	Rallying cry that cures all allies of sleep. MP COST: 5
Tingle	1	Cure Paralysis from one ally. MP COST: 5
Vivify	1	Revive and restore HP to fallen comrade with 50% accuracy. MP COST: 15
Repel	14	Prevent monster encounters for a set time. MP COST: 10
Sublimation	17	Temporarily reduce defenses in order to restore MP. MP COST: 20
Return Will	19	Cure Confusion from one ally. MP COST: 6
Venom Ward	20	Prevent poison effects on an ally. MP COST: 2
Detox	22	Cure Poison from all allies. MP COST: 10
Sight Ward	23	Prevent blind effects on an ally. MP COST: 2
Envision	23	Cure Blindness from all allies. MP COST: 10
Runic Aura	24	Increase critical hit rate by 50% for an ally. MP COST: 12
True Will	25	Cure Confusion from all allies. MP COST: 14
HealUsMore	29	Restore at least 75 HP to all allies. MP COST: 22
Numb Off	31	Remove paralysis from all allies. MP COST: 18
Numb Ward	33	Prevent paralysis effects on an ally. MP COST: 2
Revify	34	Revive and restore HP to fallen comrade with 100% accuracy. MP COST: 25
FullHeal	35	Fully recover HP of one ally. MP COST: 25
Purge	35	Rid one ally of all possible status effects. MP COST: 18
Life	39	Revive all allies with an 80% success rate. MP COST: 30
Kabuff	40	Increase defense rating by 100% for all allies. MP COST: 18
HealUsMost	44	Restore at least 175 HP to all allies. MP COST: 22
Resistance	44	Generate a barrier that reduces magic damage by half for all allies. MP COST: 18
Cleric's Reprieve	55	Remove status effects from all allies and grant resistance to all ailments. MP COST: 48
Mysticism	Acquired	Recover HP and MP while guarding. MP COST: 0
Runic Ward	Acquired	Prevent paralysis and silence on self and increase INT by 10%. MP COST: 12
<i>Runic Aurora</i>	Acquired	Deliver extreme holy damage to all foes. MP COST: 55