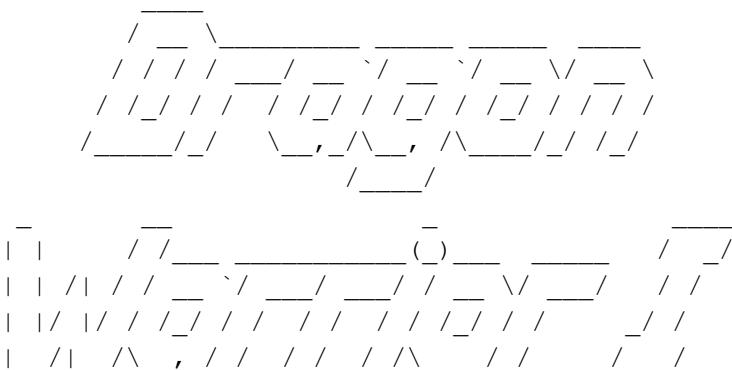


Dragon Warrior Walkthrough Final

by Dzabroski

Updated on Oct 25, 2004



Welcome to Dragon Warrior I for NES
Complete Walkthrough

Author: David Zabroski

Locke1978@hotmail.com

Check out my Dragon Warrior/Quest Website at:

[Http://www.DragonWarriorReturns.com](http://www.DragonWarriorReturns.com)

Updated 2/26/01

I. Introduction

- a. My Thoughts
- b. Tips
- c. Story

III. First Quest

- a. Tentegel Castle
- c. Breccony
- d. Overworld Battles
- e. Cave of Erdrick
- f. Kol
- g. Garinham
- h. Upper Southern Continent
- i. Swamp Cave
- j. It is the town on the peninsula in the
- k. Tentegal Castle II
- l. Swamp Cave II
- m. Tentegal Castle III

IV. Quest II, Items of Erdrick

- a. Grave of Garinham
- b. Disciple's Cave
- c. Cantlin
- d. South of Rimuldar
- e. Hauksness

V. Return the Sphere of Light

- a. Prepare
- b. Charlock Castle
- c. Charlock Courtyard

VII. Victory

I. Introduction

- a. My Thoughts
 - i. Welcome to the World of the Dragon

Warrior. The game is one of the most prominent games in Japan. It was even turned into Anime. The game's original name is Dragon Quest. It was changed because Dragon Quest was already taken in America by a RPG board game.

b. Tips

- i. Save with the King Often
- ii. Bridges ore gateways to stronger monsters.
- iii. Fairy Water only worked in the overworld
 - 1. It also only workes on enemies lower than your current level.
- iv. Visit www.DragonWarrior200.atfreeweb.com
The place for all the answers to your Dragon Warrior needs.

c. Story

- i. The Kingdom of Alefgard had long been a realm of peace and prosperity. The kindhearted King Lorik easily upheld justice in a golden age. In Alefgard, the summers were long and plentiful, and the winters short. Monsters and other mystical beings of terror were unheard of. The Sphere of Light was responsible for this wondrous time. Peace and well-being seemed to emanate from this magical object; and with it the people of Alefgard were able to enjoy life to its fullest. However, as civilizations rise and fall, it seems that Alefgard was destined to do the same...

Of all the people in Alefgard, it was said that there was only one man who wasn't satisfied. Angry and alone, this man lived in mountainous caves far away from civilization. One day, while exploring the dark dungeon's of his refuge, he came upon a sleeping dragon. Perhaps it was through sorcery, or sheer luck, but the man found that he was able to control the dragon to do his will...and eventually even more beasts... From then on he became known as the Dragonlord.

The Dragonlord's first show of power came in the form of a fiery attack on Tantegel Castle. The terrified citizens ran outside in just enough time to watch their dreams burn. With hardly any opposition, the Dragonlord took possession of The Sphere of Light and left Tantegel castle aflame.

The day after the attack, a man by the name of Erdrick approached a devastated King Lorik. Erdrick promised Lorik that he could help

them... and after a hearty meal he took to the wilderness. Indeed Erdrick could help them. Shortly after his departure, stories came in to Tantegel of a man who was defeating the beasts which had appeared and chasing them back into the wilds.

Before he headed for Charlock Castle he branded his family's crest on his armor. It was said that a ancient force surrounded anything this crest touches if the wearer is part of his family's blood line.

The essence of the rain and water matched with the blessing of Rubiss allowed Erdrick to create a rainbow which he crossed to reach the Dragon Lord's Castle.

It took him days to get through the castle. Constantly fighting and lost within maze upon maze. Then he reached the courtyard. There stood the Dragon Lord.

He thought he was successful in destroying the evil that plagued mankind. Erdrick left for another adventure, was never seen or heard from again. Some say the Dragons came as one big force and took his life in exchange for their master's death.

There was peace again.....
....but like a river history repeats itself.

The guards of Tantegel Castle find a man beaten by monster near the castle gate. He has suffered brutal attacks, but kept on fighting. They rescue him and give nursed his wounds. It was then they saw what they could not believe. A strange marking on his right shoulder. A eagle, a symbol of freedom and strength, carrying the fire of life in his belly. This was the mark of Erdrick.

The mark can only be passed down to those in the blood line of the great hero. King Lorik asks you to follow in the footsteps of your ancestor and defeat the Dragon Lord. The King was too upset to mention his daughter out of fear of her death.

In the world of Dragon Warrior, you are Erdrick's descendant, and must follow in his footsteps. Princess Gwaelin must be rescued, and the Dragonlord must die. Your journey will take you across the various lands of Alefgard. Visit towns and gather information. Explore the dark dungeons and claim their treasures. The road to the Dragonlord is paved with enemies, but you are the Dragon Warrior.

III. First Quest

a. Tentegel Castle

- i. Listen to the King and take the chests.
Walk on top of the chest and press A.
Then choose the take command.
- ii. Now talk to the Guards. Press A and
choose Talk. Take time to listen to the
guards they have useful information.
Make sure you talk about the Princess.
You find that the Dragon Lord's
Minions took her and he asks you to
get her.
- iii. Exit the chambers and take the stairs
down. Walk around and talk to the
villagers. You can even speak to the
Princess' boyfriend. You will find out
more about the princess and the
Dragon Lord.
- iv. Free Magic
 - a. Walk over to the bottom right
hand corner and speak to the
old man behind the counter.
He can't help you now, but
keep note of where he is.
Once you get MPs he will
re-fill them for you for
free. No need to go to
inns.

c. Breccony

- i. First stop is the Weapons store. You
have a few options here.
 - a. You can get the Club for 60,
or the Leather Armor for 70.
 - b. You currently have 120GP.
If you take the Leather
Armor it will be hard to fight,
but if you take the Club you will
lose more HP. The choice is up
to you. For more experienced
players you can get the Armor
and keep fighting until you
can afford the copper sword.
- ii. Once you get your armor you can find
out more information about your first
mission and some tips on playing, but
you can leave when you are ready

d. Overworld Battles

- i. You are now ready to fight. You
armor and weapons are automatically
equipped once you buy them. You
have some basic commands: Fight,
Spell, Run, Item.
 1. Fight means you attack with
your weapon
 2. Spell means you can use a
variety of spells
 3. Heal: Restore HP
 4. Hurt: Attack

5. Sleep: Status Attack
 a. May put monster to sleep, no always
6. Radiant: Light Spell
 a. Will light caves with out torch for a limited time
7. Stopspell: Status Attack
 a. Will stop monster from casting spells
8. Outside: Transport Spell
 a. Will take you out of Dungeons
9. Return: Transport Spell
 a. Will take you back to Tentegel Castle
10. Repel: Will keep monster away, most
11. Healmore
 a. Same as Heal, but stronger
12. Hurtmore
 a. Same as Hurt, but stronger
13. Run means you might escape the battle, not always Some fights you can not run from
14. Item means you can use an herb or other recovery item in battle.
- e. Cave of Erdrick
 i. Once you reach level 5, but a torch and head north.
 ii. You will see a Cave in the middle of a sand spot enter and use the torch.
 iii. The cave seems more complicated than it is, due to low light, but it is not that hard, just take you time. The first set of stairs is to the far right. Take them and work your way west then north, the east. There are no enemies in here so take your time.
 iv. Take the tablet of Erdrick and receive your heritage
 v. Once you read the table exit and return to the castle to heal up. Take a few herbs with you.
- f. Kol
 i. Once you reach level 7 you are ready for Kol. Head North around the mountains above Tentegel. Move a little bit North and take the bridge to the new section of land. And follow it to the second bridge. Go north past the desert to the town under the arch of rocks.
 1. Flute
 a. You can get stronger weapons now, at a price.

- b. To skip ahead you can get the Fairy Flue
 - i. You first learn of it's existence in Rimuldar from Howard*
 - ii. Talk around and get information. If you talk to the woman behind the counter she will let you know you are not prepared to fight the Dragon Lord.
 - iii. Return to Tantegel and get refreshed.
- g. Garinham
 - i. Head north west of Tentegel and go to Garinham. Stock up on weapons and fight some new enemies.
 - ii. Buy a Dragon Scale for battle and head south
- h. Upper Southern Continent
 - i. Head south past the first bridge. There are very strong monsters here. Do not go past the Cave or you will die, if you want to be brave go ahead.
 - ii. Gold Mine
 - 1. This cave has always been my favorite to gain Gold & EXP. Enter the cave and work your way to the upper right corner. Take the Herb from the little alcove at the very end of the wall. Then head to the next opening to your left.
 - 2. Work your way through this cave. There are several chests here. You can find the following
 - a. Fighters Ring
 - b. Torch
 - c. Gold 100-300
 - d. Gold 10-50
 - 3. If you want to gain gold keep going in and out to get the gold and EXP.
 - i. Swamp Cave
 - i. All right to complete the first quest you are going to need a Magic Key to open her door. You can still fight the Dragon and he will permanently disappear.
 - ii. Head to the Swamp Cave that is located South of Kol. It is on the coast covered by Swamps. Enter

- the cave.
- iii. Use a torch and just keep going South from the Stairs
 - iv. Walk outside and go south. You will fight horribly tough enemies to get there, but you can make it if you are strong enough.
- j. It is the town on the peninsula in the lake. Enter and walk on the outside edge of the town's limits. On the top right corner are a key salesman, but at least 2.
- i. You can use an extra key to get Wing.
 - 1. Open the other door and meet Howard* He'll tell you about the flute.
- k. Tentegal Castle II
- i. Return to Tentegel and heal up. You can open the North door to the castle and buy more keys, walk around the out edge down towards the exit and go into the stairs. You will receive the Stones of Sunlight.
- l. Swamp Cave II
- i. Once you are at Level 14+ you can attempt a rescue mission of the princess.
 - 1. Make sure you are equipped with the best armor and weapons!
 - 2. Stock up on Herbs
 - 3. Save your MP on the way
 - 4. Here are your directions in order to get to the princess
 - a. R, R, R, D, D, D, R, R,
R, D, D, D, D, D, D,
D, D, D, L, L, and
prepare if you go D you
will fight a Green
Dragon
 - ii. Fighting the Dragon
 - 1. He is a tough enemy and you are totally uneven in the match. Try putting him to sleep and attacking with your sword. Healing whenever possible. Use herbs and HEAL. If you defeat him you get a good amount of EXP and can get the princess.
 - 2. Open the door and say yes to and take her to the castle.
 - a. You will carry her and you will still have to battle.
- m. Tentegal Castle III
- i. Princess' Return! Once you bring her back you will get praise from the King and the heart of Gwaelin's.
 - 1. She will also give you the

Love of Gwaelin's. You can find out how much EXP you need to get to the next level and how many steps you are away from the castle.

- a. Talk to her old boyfriend and see his reaction.
- b. Some of the villager's reaction has also changed.

IV. Quest II, Items of Erdrick

a. Grave of Garinham

i. Now that you have access to keys you can open the Grave of Garinham. This is a tough cave and there are many perilous monsters here, but yet there is still a chance of becoming a rich opportunist. Make sure you bring as many keys as you can

1. Cursed Belt. The cursed belt is located in the first floor of the cave. You can sell that for about 250 GP. You have to open a Door to get it so bring some keys.

a. The main key to this is not to fully exit the village, just exit the grave and go down the stairs.

ii. Now make your way through the cave. The first set of stairs are located at the south of the cave. You will need a key to open the door.

iii. Make your way through the cave and when you reach a clear area you know you are close.

b. Disciple's Cave

i. Now that you have the harp you have to deliver it to a disciple of Erdrick to get one of your key Items, the Staff of Rain. You already have the Stones of Sunlight.

1. His cave is located West of Kol. To get there you must head toward Kol and go north past the bridge next to the Swamp Cave. He will trade the Staff of Rain for the Harp

c. Cantlin

i. The token is actually far away in a distant land. You should be equipped with the best weapons and Armor from Rimuldar. And you should be about level 17 and learned HEALMORE. You're going to need it.

ii. Head south of Garinham past the "Gold Mine" Cross the bridge into the desert.

1. The town in the middle of the desert is Hauksness. A town decimated by the Dragon Lord. This was once a big town. Do not go in here until you are ready.
 2. Erdrick's Armor is in here, but return here later
- iii. Go all the way to the bottom of the continent. Cross the bridge to the right and go north. Ignore all the other bridges until you reach the top.
- iv. Cross the top bridge and head over to the town protected by the walls.
- v. Heal up and enter the Town. Once you enter the area you will fight Golem
1. Golem is a creature created to protect the town from Monsters. You have to kill him to continue.
 2. His major weakness is the Fairy Flute. If you play that he will most likely go to sleep, but not always. It is like a sleep spell. Defeat him and enter the town.
- vi. Stock up on new weapons. You can get the Flame Sword for \$9,800, and Silver Shield for \$14,000. The Silver Shield is the strongest shield around.
1. Take note that once you get Erdrick's Sword and Armor, you will drop your previous armor lose its value
 2. The man behind the barrier has key information to where the location of the Token is. He states, "The Token of Erdrick is located 70 steps East and 40 steps South of Tentegel Castle"
 3. You can use Gwaelin's Love to get to the right spot.
- d. South of Rimuldar
- i. Now that you have the Token of Erdrick you can prove your heritage. Now you need to get the Rainbow Drop.
 - ii. Head south of the town past the bridge. You will fight some strong enemies, including Goldman!
 - iii. There is a cave shielded by the mountains with the final disciple of Erdrick. Talk to him and he will merge the Stones of Sunlight and Staff of Rain into the Rainbow Drop.
- e. Hauksness
- i. Now that you have the way of getting to the Dragon Lord you have to prepare yourself.
 1. Erdrick's Armor

- a. This is located in Hauksness. If you listened to the man in Cantlin who said that his Father's friend once had the armor. He was a shopkeeper in Hauksness.
 - b. It is located to the far right of the town protected by a Knight. Prepare for a tough battle.
 - c. The Knight can cast SLEEP on you so be careful, attack him with all you got. Use HEAL or HEALMORE as much as you can. If you win search the Ground and find the Erdrick's Armor.
 - d. The armor has several special properties
 - i. You will not receive damage on barriers
 - ii. You will regain HP as you walk
- 2. Erdrick's Sword
 - a. Wait on this till you go Charlock Castle
 - 3. Sword of Erdrick
 - a. I reccomend heading to Charlock Castle now and getting the Sword.
 - i. See III, b, ii.

- v. Return the Sphere of Light
- a. Prepare
 - i. Now that you have all the weapons and armor, learned your entire spell list and are around Level 24-25 you are ready to defeat the Dragon Lord.
 - 1. You can stop by Kol and talk to the person behind the counter near the springs. She will let you know that you are ready for the fight.
 - b. Charlock Castle
 - i. The Maze
 - 1. The castle is a huge Maze. Ignore the doors to the right and head to the Throne Room. Search behind the Throne and find a set of Stairs.
 - ii. Sword of Erdrick
 - 1. It is located in the Castle of the Dragon Lord. Charlock is a big maze and very confusing.
 - 2. You can see it on the first floor. You must work your way through the upper levels and come down

into the little room.

3.

iii. Make your way through the Caves
until you arrive back outside in the
new courtyard.

c. Charlock Courtyard

i. Walk around the edge and arrive at the Dragon Lord's Throne. Heal up and prepare for the battle. You fight the Dragon Lord and defeat him. (I fell for this the first time I played, I was 8)

ii. Now he will change into his new form. Get this, A Dragon!

1. He is very powerful and probably won't fall to your SLEEP Spells. Just keep giving physical attacks and heal when necessary.

2. With skill and luck you will win the battle!

ii. If you agree to join him the game will freeze.

VII. Victory

a. You receive the Sphere of Light, or Ball of Light and all enemies are now banished. You can walk freely and not have to worry about enemies.

b. Stop by all the towns if you want and get praise for your hard work.

c. Head towards Tentegel Castle and Speak to the King and the Princess.

Congratulations you have Complete the Classic RPG Dragon Warrior. Prepare for three more Quests!

This walkthrough was made by David Zabroski.
Any attempt to Plagerize my work will be delt with.
If you would like to post this walkthrough, or any other walkthrough made by me, must be appoved by me at DragonMaster@dragonwarrior2000.every1.net

Check out my Dragon Warrior/Quest Website at:
[Http://www.Dragonwarrior2000.atfreeweb.com](http://www.Dragonwarrior2000.atfreeweb.com)

*Yes Howard. You old time Nintendo Power gamers may remember the comic adventures of Howard & Nester. My favorite is the Tetris cartoon. They were the best! Nester is in Cantlin, lost as usual.

I am posting some Old Nester & Howard Cartoons on the net!