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E-mail Rules: I am a very flexible guy when it comes to emailing me. You can email me at mcfaddendaman@aol.com if you want to chat with me, since I like talking with people. If you have a gameplay issue or question, email me at psychopenguin24@aol.com. One last note: Only email me about the game at psychopenguin24@aol.com , all emails about Silent Hill 2 sent to my other e-mail addresses will be deleted and/or ignored. Thanks to all those that have emailed me so far, I appreciate it! Check my email backlog. If it's filled up, you may have to wait a while before you get a response. I check my email once in a while. Please wait for a response, because I will respond to all emails. Please read my guide before asking questions, thats why I have a FAQ and Reader Tips section. I will only post your question/tip in my guide if it is good, and has not been answered in this guide. Thanks.

One last note: Only email me about the game at psychopenguin24@aol.com for game questions, or hurricanehelms24@aol.com for reader tips and suggestions. All emails sent to my other email addresses about the game will not be answered. Thanks to all those that have emailed me so far, I appreciate it!

1. Check my email backlog. If it's filled up, you may have to wait a while before you get a response.
2. I check my email once in a while. Please wait for a response, because I will respond to all emails.
3. Please read my guide before asking questions, thats why I have a FAQ and Reader Tips section.
4. I will only post your question/tip in my guide if it is good, and has not been answered in this guide.

New plan: all questions can be sent to psychopenguin24@aol.com, and if you have anything you would like to add to the guide, send it to hurricanehelms24@aol.com. This is because it is too tough for me to separate stuff people want me to add to the guide from basic questions. if you send any reader tips to psychopenguin24@aol.com or any questions to hurricanehelms24@aol.com, they will be deleted. Thanks for understanding.

Basically: mcfaddendaman@aol.com for FAQ posting requests and personal emails, psychopenguin24@aol.com for game questions and other things like that, and hurricanehelms24@aol.com for tips, suggestions, corrections, etc.

Thanks!

Instant Message Rules: Unlike a lot of authors I know, I love getting IM's from fans and for people with questions. My AIM name is HeShootsHeGores, and I go on it a lot. Just remember this. If you contact me on one of the instant messengers, and I do not respond, it probably means I am busy. I am always talking with my girl, and friends, so sometimes I just ignore some instant messages from people I do not know. Be nice, and I will talk to you, just don't come out and ask the question and be all rude if I do not respond in five

seconds, otherwise I probably will just block you. I will answer all e-mails about the game, however.

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-----{T. O. C.}-----
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----- 1.0 Introduction -----

I hope you all enjoy my guide for this great game! It's an average RPG which doesn't really need another guide, but hey, might as well finish what I started.. and boy, it's been a LONG time since I started this sucker.

----- 2.0 Revision History -----

Final 104.5K July 17, 2002

-Here it is, the newly formatted Dragon Warrior guide. It now doesn't look 4 years old. Go to my website to see the older version if you wish.

Final 63.9K May 29, 2001

-Matt Hulbert did a good job of fixing it up here, but I want it to have a total new look now to match my other guides.

-Wow, it's been forever since the first version of this guide was posted..

----- 3.0 Game Basics -----

Here is a listing of all the basic stuff you should know about this game.

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-----+ 3.1 Controls +-----
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How to use the Controller and Displays
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Control Pad:

- *This moves your character Up, Down, Left, and Right.
- *When entering commands, the Control pad moves the Flashing Cursor in the Command Window in the same direction.

A Button:

- *When you press this button, the Command Window appears on the screen and you may enter commands. Use the Control Pad to bring the Cursor to the command that you wish, then press the A Button.
- *If you press this button when the Cursor is flashing in the Text Window, the next Text Window will be displayed.

B Button:

- *Press this button to Cancel a command.

The Command Window will appear when you press the A Button while you are in the Walkabout Mode.

Select the command with the Control Pad and execute it by pressing the A Button. (Cancel it by pressing the B Button.)

Your present Status will be displayed in the Status Window.

LV:

- *Your Level.

HP:

- *Your Hit Points.

MP:

- *Your Magic Power.

G:

- *Your Gold.

E:

- *Your Experience.

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Entering Commands During Walkabout Mode
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Talk:

- *When you choose this command, you can speak in the direction you are facing.
- *You can't speak to anybody unless that person is right in front of you.

However, you can speak to people in Shops and Inns, etc. if you're standing at the Counter.

*Choose the direction in which you want to speak by using the Control Pad. Then use the "Talk" command.

Status:

*You can find out just how much strength you possess in many different areas.

Stairs:

*Place your character on the stairway and choose this command to go Up or Down the stairs.

*This command won't work if you're not directly over the staircase.

Door:

*You can open Doors if you have a Key. Use Keys wisely. You can only use a Key once and you need a Key for each Door.

Spell:

*You can chant Magic Spells. Use the Control Pad to choose the Spell and press the A Button to cast the Spell. This command doesn't work if you haven't learned any Spells yet.

Item:

*Choose this command to use the Items that you have acquired. Select an Item with the Control Pad, then press the A Button to use that Item.

Search:

*Use this command to Search the area at your feet.

Take:

*Use this command to open Treasure Chests. Move over the Treasure Chest and use this command to take what is inside.

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Entering Commands During Fighting Mode
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*When you leave a Castle or Town, lots of monsters will come out to attack you. If you happen to bump into one of them, the game will automatically enter the Fight Mode.

Fight:

*You can Fight monsters with any Weapons you may have or with your bare fists (if you have no weapons).

*In most fights, you won't be able to defeat the enemy with one blow. You may suffer some damage, but you can carry on until you've defeated the monster.

*Carry on fighting while keeping an eye on your hit points until the enemy is defeated.

Run:

*As you suffer damage from the Hit Points in the Status Window will decrease. When you have no Points left, that's the end of your game. So Run away if you think you're dangerously close to that point. Remember, Running away can be a very important "fighting" technique.

Spell:

*You can chant a Spell instead of using Weapons. In a Fight, Spells can Heal wounds or inflict damage on the enemy.

Item:

*Use this command to recover your Life Force with the Herbs you are carrying.

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+++++-----+ 3.2          Story          +-----+
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Once upon a time, in a land far far away, there was a kingdom called Alfegard. This kingdom lived in peace for many years. One day this all changed. Evil monsters came and wrecked all the peace and killed many of the innocent people. All hope was not lost however. A brave warrior named Erdrick fought this evil with the ball of light and restored peace to the kingdom. This peace would not last for long however. The Dragonlord came years later, and stole the precious ball of light and hid it in the darkness. This is where you come in. You, yes you, must take on a quest to find the Dragonlord and fight him until the end, recover the ball of light, and restore peace to the land once again.

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CHARACTERS

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You - The brave warrior who took this quest to save the kingdom of Alfegard.

King Lorik - A real hypocrite. He wants you to restore peace and defeat the Dragonlord and knows you need gold to buy weapons and armor to do so but still takes half your gold when you die anyway. It would be cool if you could say something like this to him the second time you die: "Yeah, well if you didn't take my gold away the first time, then I could have bought that new armor and I would have never died again."

Princess Gwalin - The daughter of Lorik. You must rescue her from the swamp cave.

The Dragonlord: The ultimate enemy. Defeat him to restore peace to the land!

Nester - A very confused person.

Wynn - See this man in Cantlin for information regarding Erdrick's Armor.

Orwick - Hmm. This guy should really start writing down the places he is supposed to meet his girlfriends.

| Other people: |

Townsman: Blue and white people. Once in awhile they will have some advice.

Guards: Guard castles and other places. They usually have good advice.

Wise Men: Usually very wise, but sometimes they can get on your nerves.

Soldiers: Guys with swords and shields. Usually have nothing much to say.

Merchants: The fat guys in green and white. Usually trying to sell something.

Women: If you came to Alfegard to get a variety of women, you will be disappointed. Every single woman looks exactly the same.

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TERRAIN

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Plains - The green grass. There are usually not too many enemies in these.

Forests - Areas with trees. A lot of enemies lurk in the forests, so watch out!

Hills - Hills will slow you down a bit. They are also crawling with enemies. Unless you want to spend a lot of time there, stay out of the hills.

Craggy Mountains - The steep gray mountains. You cannot walk on these.

Water - Also impassable. The only way to get through water is if there is a bridge. Be careful though. Each time you cross a bridge, the enemies get stronger.

Swamps - Beware of swamps. Each time you walk on them you will lose two hitpoints. Once you get Erdrick's Armor, swamps won't hurt you at all.

Barriers - The diagonally striped spaces. Everytime you walk on one, you will lose 15 hitpoints. Like swamps, you don't lose any damage from them if you have Erdrick's Armor.

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CAVES

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Much of the time you spend playing the game will be exploring caves. I have listed each cave below and given some information about the cave.

Erdrick's Cave - Just north of Tantagel Castle. Here you will find the Erdrick's Tablet. There are no enemies in this cave and it is very small.

Mountain Cave - Southeast of Garninham. This the first cave you will explore that has enemies. Get the death necklace and fighter's ring here. Sell both of them! This cave is a lot bigger than Erdrick's Cave but is very easy to learn how to get around in it.

Swamp Cave - Located in a swamp south of Kol. It serves two purposes. One is, that is where you will have to go to rescue the princess. Use a torch or radiant when you do this. You will have to fight a Green Dragon in order to rescue her and you will also need a magic key. To get to Rimildar you won't need a torch or radiant. It is very easy to find your way out of the cave. Just go down for a long way until you hear a thumping sound. Then go to the right until you hear the same sound. Then down again, right, down, and finally left. Then go up the stairs and you will be out of the swamp.

Grave of Garninham - Use a key in the town of Garninham to reach here. You will also need another key when you get inside the grave. The silver harp is here as well as many strong enemies. Enemies as strong as Wraith Knight's are hear so be careful!

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QUICK TRANSLATOR

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You shouldn't need this, but some of the language in the game is a little,

well... ancient. They are pretty easy to understand and some of them are almost the same but here is a quick guide anyway.

Thou - Subjective form of you.

Thee - Objective form of you.

Art - Are

Dost - Do

Thy - Your

Hast - Has

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More About Your Character
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*You can examine your Status by choosing the Status Command!

Level:

*This tells you your Level as a Warrior. You're at Level 1 at the beginning of the game. As you Fight monsters and gain more Experience, your Level goes up, your Strength increases, and you learn more Spells.

HP (Hit Points):

*This shows your Life Force. Hit Points will decrease when an enemy inflicts damages on you. Don't forget, when this number reaches 0, that's the end of you and the game!

Maximum HP:

*If your Life Force is very low, it can be restored to Maximum Force by staying at an Inn. Also the Maximum HP goes up with each Level and you'll be able to withstand more damage.

MP (Magic Power):

*This is your Power for chanting Spells. This power goes down each time you chant a Spell. Some Spells use more or less MP than others.

Maximum MP:

*You can restored your Magical Power to Maximum Strength by staying at an Inn.

G (Gold):

*This is the Money you have obtained. You get some Gold for each of the monsters you defeat. And when you've saved up enough Gold, you'll be able to buy Weapons, Armor, and other Items.

E (Experience):

*This is your Fighting Experience. You can gain Experience by defeating the enemy, the stronger the enemy, the more Experience you get. As you gain Experience, your Level goes up and your Strength increases.

Strength:

*This number increases as your Level goes up.

Agility:

*Your character becomes faster at higher Levels. This means that you can more easily avoid the enemy or Run away.

Attack Power:

*The higher this number, the more damage you can inflict on monsters. You can increase your Attacking Power by becoming stronger and acquiring more powerful Weapons.

Defend Power:

*A higher Defense rating means that an enemy's attack will inflict less damage.

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+++++=====+ 3.4 Tips +=====+
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-Make sure to save a lot, especially early on in the game, and remember to hold down the reset button as you turn the power off!

-If enemies are running from you a lot, it will be best for you to move on to a new area.

-Spend time leveling up and gaining gold often to keep up to speed with the enemies.

-You need to save with the king.

-Once you get the heal spell, talk to the man in the southeastern corner of Tantegel Castle to regain MP. You never have to use an Inn again!

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----- 4.0 Walkthrough -----
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In case you just can't figure what to do in the game, here is a complete step by step walkthrough to help you finish the quest with ease.

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A. BEGINNING OF THE QUEST
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To start off, you will have to read the things the king is saying. After he is done babbling, collect the treasure chests. In the chests you will find 120 gold, a torch and a magic key. Leave the throne room by going down the stairs and then keep going south until you exit the castle. When you leave the castle, go directly to Breconary before you fight enemies. If be a chance, a slime bumps into you, you can fight it because they are pretty weak, even without weapons. If it is a red slime, you could still beat it but it is best to run because you will lose a lot of energy before you even really started the game. When you get to Breconary, go first to the weapons shop. Talk to the fat sales man and buy the club and clothes. Then go to the tool shop which is in the southeast end of town, inside another building, and buy the Dragon Scale. Put the Dragon Scale on and you now will have more than enough protection for now, a good weapon to start with and 20 gold, as a bonus to save. Leave Breconary and get ready to fight some slimes. Walk back in fourth around Breconary and Tantegel until slimes or red slimes appear and fight them. Keep doing this until you reach level 2 which will be after 7 experience points. Now you should go to the inn and get full HP and then go to the king and save your game.

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B. SIGNS OF A WARRIOR
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After you do this, exit the castle again and go just a little bit north of Tantegel Castle, about three quarters of the way to Erdrick's Cave. Here you will fight Drakees and Slimes and Red Slimes until level 3. Depending on how luck you are, you may and may not have to go to the inn during this level. If you get low and the letters turn red, run right away unless you are sure you can beat the enemy in one more hit and then go to the inn and come back. You

will reach level 3 when you have 23 experience points. Now you will also have the spell of heal. You also have 5 MP. Heal costs 4 MP so you can only use it once in this level. Now go up to the area surrounding Erdrick's Cave where you will fight Ghosts, Drakees, Red Slimes and you will also run into magicians but don't fight them, run. Keep fighting enemies and collecting experience and gold. You should soon be able to afford the leather armor which costs 70 gold. When you have 70, go to Breconary, buy the leather armor for 70 and sell the clothes for 10. Use the gold you sold the clothes with and go to the inn. Then go to the king and save your game. When you leave the castle again, go back to where you were fighting and fight until you have 47 experience points and make it to level 4. Now you can fight near Garninham.

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C. MOVING RIGHT ALONG
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When you run low on energy and need to go to the inn now, still go to Breconary because the inn in Garninham costs 25 gold. Keep fighting and collecting gold until you get 90 gold which is when you will buy the small shield. Save your game and go back to fighting again. When you get 110 experience points, you will be in level 5. Level 5 is a tough one. It is too easy to be fighting ghosts because it would take forever to pass the level getting 3 points at a time but you are still to weak for many enemies. For level 5, you will be strong enough to fight around the outside of Kol. Go to Kol and fight Magidrakees, Scorpions, Magicians and sometimes ghosts. If a Skeleton appears, you are to weak to fight it so run. Use the hurt spell as much as you can because it will effect enemies a lot better than attacking at this point. When you run low on energy, stop into to Kol and rest at the inn for 20 gold which won't be too bad at this point since you are making a lot more gold. While you are in Kol, go to the northern part of town where there is a bath that supposedly cures Rheumatism.

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D. FAIRY FLUTE
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Walk directly underneath and take tree steps down and search and you will find the Fairy Flute. Now, leave the town and fight some more enemies. When you have 180 gold, go back to Breconary, buy the Copper Sword, sell your club for 30, go to the inn for 6 and go back to the castle and save, then go back to the Kol area. You will be able to attack enemies a lot better with this new weapon now. Keep on fighting until you reach level 6. You will be stronger now and fighting will be easier. This is a low point in the game. You have to fight a lot of magidrakees and scorpions to get to level 7 and you also need to save 300 for the chain mail. When you finally get enough for the chain mail, go to Garninham and buy it, then save it and go back to the Kol area. Fight until you reach level 7, save and then head for Breconary. Go to the tool shop and buy as many torches you can hold. Then save quickly (you can never save too many times) go to the mountain cave and go to the bottom floor. Fight every enemy on the way. This is a good way to get experience and gold. Find the chest that has 100-130 gold. Take it.

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E. DEATH NECKLACE
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Then leave the cave fighting and gaining experience as you leave, and when you are outside the cave, go right back in and do it again. Your gold will sky rocket fast and you will also find the death necklace. If you have used up all your torches and have still not have been lucky enough to find the death necklace in the chest instead of the gold, buy some more torches! What do you have to lose, you have already made several hundred gold doing this! When you

finally get the death necklace, go to Kol, and go to the tool shop there and sell the death necklace for 1200 gold. Then go to the weapons shop and buy the Hand Axe for 560 gold and sell your Copper Sword for 90 gold. Since you probably have several hundred gold from all the treasure chests, go to Garninham and buy the large shield.

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F. CAVE EXPLORING
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You should almost be at level 8 by now. Now, what do you do after all this cave exploring? Do it again! The death necklace can only be found once, but you still get a lot of experience from the enemies, and a lot of gold each time so buy some more torches and get back there! When you have gone enough times to have 1000 gold, go to Garninham, buy the Half Plate, save your game and go back to Kol for just a little while and fight until you reach level 9. When you reach level 9, save and go through the swamp cave to Rimildar. Here you will fight Wolves, Warlocks, Metal Scorpions, and Skeletons. Fight them until you get enough gold to buy the Broad Sword for 1500 gold. You will have to go to the inn often because these enemies are strong and you will use a lot of MP using sleep and heal. When you earn about 3000 dollars, go into Rimildar, buy the Full Plate, and sell your half plate for 500. Then go to the key shop by walking along the outside of the northern part of town and buy 6 magic keys to last you a long time. Then go to the inn and go back to fighting to raise your level. For now, you will be doing a lot of fighting. You will have to fight enemies in this same place until you reach level 11.

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G. STONES OF THE SUNLIGHT
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When you reach level 11, either go back to Tantagel Castle, or just kill yourself. It is ok to kill yourself by this point because you won't need a lot of gold for a long time. While you are in Tantagel Castle, unlock the door that is guarding the right side of the castle. Go as far to the right as you can, one step right of the castle wall and walk downward to until you see a staircase. Go down that staircase and get the Stones of the Sunlight. Then go back to the king and save your game. After you have done that, leave the castle and head for Garninham. It is now time to retrieve that Harp! When you enter Garninham, go to the right until you see a locked door. Open the door and go in. Collect the three treasure chests. You will see another locked door with two guards. Do NOT open this door. If you talk to the guards they both say "I'm too busy, ask the other guard" so it is a waste of a key. In order to enter the grave, you will have to go to the top left corner of the screen and find the hidden entrance which is about three or four steps from the left corner, When you go in there, keep going to the right until you see an old man and a staircase. The old man will tell you to stay away from the grave but he is a moron so don't listen to him. Go down the stairs, and get ready to explore the grave!

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H. THE GRAVE
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Turn on radiant and find the locked door, on the first floor. When you do, unlock it, go down and then to the left until you see a staircase, take that staircase down. Now go down until you see a staircase and a path that leads to the right. Take the path that leads to the right. Now go down the stairs. When you get to the next floor, go up right away through the narrow passage for a few steps until you can't any further, than go one to the right and follow that path, and make a right turn at the first intersection. Then go up (up is the only way you can go) and again make a right turn at the first intersection. Now you will see a staircase. Go down the stairs, then go around to the other side

and go up those stairs. You will be in a big room with a treasure chest in the middle. Take it and then die. You probably don't have a lot of money anyway, because you bought all those keys and the full plate. Save your game while you are in the kings room and go towards Kol to go to the Northern Cave as explained above. Trade the old man the harp for the Staff of the Rain. Now go back and save your game again. Now go to the Rimildar area but keep going south, until you cross a bridge. This is the are you will be fighting for awhile. You should be able to beat most of the enemies there pretty easily except for Wyverns.

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I. SLAYING THE DRAGON

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You have to try to put them to sleep which won't always work, but it is the best thing to do. When you reach level 12, go to the inn and head for the swamp cave and head home. Go to Breconary and buy 6 herbs and save your game. It is now time to rescue the princess. Go to the swamp cave and chant the spell of radiant. Now go to the right and work your way to a narrow passageway that looks like this | | That is where the dragon always is. Heal yourself all the way with the heal spell. Step on the square and pray he doesn't attack before you're ready. Now chant the spell of sleep. It may work and it may not. When it does, keep using the spell of hurt. When the dragon attacks, make sure you use an herb for your next move, unless he just breathes fire which only takes 10-14 HP.

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I. GETTING A PRESENT

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If you are persistent, you will eventually beat the dragon, because many times it will sleep a long time. If you do get killed, reset the game and try again! It is very hard but very possible too. You will just need to work at this to be able to do it. When you beat him finally, heal yourself some more. Then go to the locked door, unlock it and talk to the princess. Say yes you will bring her home, exit the cave and go back, Be careful not to die on the way back because you will have to unlock the door over again wasting a key. When you get back, talk to the king and he will be grateful Gwaelin will give you a present.

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K. AXE KNIGHT ATTACKS!

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It is Gwaelin's love. Now go to Breconary, have 6 more herbs and save your game. Yup, you are gonna get Erdrick's Armor. In level 12. It is not too hard to do either. Go to Hauksness, and heal yourself all the way running away from everything. Go to the east side of it where there is a tree and small swamp. Stand on the swamp right next to the tree and heal yourself. Now step on the square and the Axe Knight will appear. Chant the stopspell immediately. No pray he will chant it, wasting his attack. If he doesn't, use an herb. Then you should try to put him to sleep. If it doesn't work after 2 tries, screw it. Just keep fighting with hurt spell, and herbs, praying he will try to chant the sleep spell. With the combination of herbs, and his wasted sleep spells, and you possible putting him to sleep, you should be able to beat him. When you do, search the ground and you will now have the Erdrick's Armor. Then head back for the castle. If you die, reset the game and try again! When you get back to the king, save your game of course. Now go back to the Wyvern place south of Rimildar and fight until you get to level 13.

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L. BORROWING ERDRICK'S STUFF

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When you get to level 13, it is time to get Erdrick's Sword. First of course,

you will need Erdrick's token. Do the usual, buy 6 herbs and head for Hauksness, only keep going south. You will come to a bridge that is in the hills. The enemies are very strong here so run every time. when you cross the bridge, keep going north until you see the first bridge to the right. Cross that bridge and enter the huge swamp. You won't lose any power now because you have Erdrick's Armor. Go all the way to the other side of the swamp, running away from enemies and using herbs when needed when you get to the center of the right side of the swamp, or 70 40 if you use Gwaelin's love, search the ground and find Erdrick's Token. Now go back to the castle, either by walking or death and save your game. Now go back to the Wyvern location south of Rimildar and go down the staircase. Talk to the old man there. Get the rainbow drop and go to Breconary to buy 6 herbs and then save once again. Now head for the Rimildar area again but instead of going south, go directly west until you are on sand and come to a channel. Stand right in front of the channel and select rainbow drop from the items menu.

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M. A WHOLE NEW WORLD?
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The lake will flash many different colors and you will hear lots of sounds. Then a bridge will appear. The enemies are very strong here so run and use heal when you need to. Now go into the castle and get ready to get that sword! to the north until you see barriers and a throne. Cross the barriers and walk directly behind the throne and search. A staircase will appear. Now go down the stairs to the next floor. Follow the path to the only staircase on that floor. On the next floor do the same thing. There is only one staircase that you can reach. Be careful. There will now be Blue Dragons and Stonemen. Use heal and herbs when needed. The next floor is more complicated. Start by going to the right as far as you can, then go down and take the first right. When you can't go right any further, go up until you can't go up any further. Now go left until you can't go left any further. Then go down and then you will see the staircase. Go down the stairs and heal yourself some more. Remember, with Erdrick's Armor you heal one point every step so this will help too. At the next floor, work your way to the bottom right hand corner. This is pretty to do. Now go up until you see a passageway. Do not go down this one. Instead, go left for two steps and then down along the other side of that wall. You will see a staircase going up. Now, follow the path until you reach another staircase, as there is only one on this path. Go down the stairs and you will easily see the next staircase to take.

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N. LEVELING UP
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The next room is similar, there is only one staircase but this one is a little bit longer. When you go down the next staircase, you will see a treasure chest. Take the chest and you have the Erdrick's Sword. Now, if you have at least 14 MP, chant the spell outside and then return and go to Breconary and to the inn and then save you game, if you do not, just kill yourself, go back to the king, and save. This may take several tries and a lot of resetting , sometimes 5 tries or more, but it is not too difficult too do, and you will be very glad you did it when you do. Now it is time to raise those experience levels! The best thing to do is to go to one step south of Hauksness and just walk back and fourth. The enemies will be a little tough at this level, but you should be able to do it with a combination of Erdrick's Sword and Erdrick's Armor. You will now be fighting Wyverns, Rouge Scorpions, Wraith Knights, Knights and occasionally Demon Knights which will be you biggest challenge at the time. When you raise your level to 14, go back and save your game. Then go to the same location but further south to the moutainy area and go into the grassy plain to the left of it.

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O. LULLING A GOLEM
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Here you will fight Knights, Demon Knights, Magiwyverns, and occasionally Metal Slimes. Make sure you return everytime you are down to about 12 experience points and be sure to save your game everytime you go to the inn so you can reset from where you died from because you are now saving for the Silver Shield. Keep fighting and saving and going to the inn and back until you reach level 16. When you reach level 16, buy 6 herbs and save. Then head for Cantlin. Go to the place where Erdrick's Token is but instead of going across that bridge, keep going up to the last bridge where there is a big swamp. Then you will see a town. Go to the town and two steps before it you will see a Golem. First use the Fairy Flute to put him to sleep.

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P. THE FINAL CASTLE.. YES, ALREADY
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Keep attacking him when he dies and when he wakes up, use the Fairy Flute immediately. Then use an herb to heal yourself and attack him again. Keep doing this until he dies. Then go into Cantlin and go to the inn. Now you won't have to return back everytime you are low, you can just go to the inn but do it often so you don't die. When you finally make enough money for the Silver Shield, go into Cantlin, and unlock the door that has two shops with your last key. Buy the Silver Shield, sell your old one, exit the town, chant the spell of Return, go to the inn at Breconary and save. Now go to this same spot to fight until you reach level 20. At level 20, you are ready to fight the Dragonlord. To do this, first go to Breconary, buy 6 herbs and save your game. Now go to Charlock Castle, running from every enemy. When you get to the Castle, go down the stairs, you went to behind the throne before. When you are in the dark, use a torch instead of Radiant because you will need as much MP as you can have for the fight with the Dragonlord. Now follow the path to the next floor. Do this again. When you go down the stairs from the second basement to the third, it is a little more complicated. Now, go to the right as far as you can, then go down and make the first turn to your right. Go right as far as you can, then up as far as you can, then left and down and you will see the stairs. On the next floor, go to the bottom right hand corner, and go up until you see a staircase, and take the first left there. Keep going left until you see a stair case. Go down that staircase. On this floor, just follow the path, there is only one staircase to go to. The next floor is the same, just go right until you reach the final staircase. The last floor, will be lit up so you can finally see where you are going. Start by going up and making the first left turn, and take the last path that is going upwards. Make the first right turn. >From then on, just follow the path until you are standing next to the Dragonlord.

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Q. DUN DUN DUN..
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Talk to him, using talk. He will offer you to rule half the land with him. Say no, or you will ruin the game and have to reset and leave from where you were before you went to the Castle. He will then call you a fool and the battle will begin. By this point, the first Dragolord should be easy. Just keep attacking him, and hope he attacks or uses Stopspell but not Hurtmore. When he is dead, a huge dragon will appear and it will say "The Dragonlord revealed his true self." Do NOT under and circumstances try chant any other spell besides Healmore during this battle. Attack him, and he will attack you. When your life gets low, chant healmore. Keep sustaining and doing this until you defeat him. It takes awhile but when you finally do, you will have beaten the game! Now, chant the spell of outside, and return, and go inside the castle. The kind will be waiting on the first floor. He will congratulate you, and ask you to take

over the kingdom. You decline his request and go off with Gwaelin to find your own kingdom. Then the credits roll on and it is the end.

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R. OPTIONAL CRAP

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After this, you reset and play some more. Now to raise your experience levels, go to the Axe Knight in Hauksness and fight him over and over to raise your levels fast. You will have to get 4000 points each level now. The highest level is 30. The highest experience and gold allowed is 65535. Once you get you will be extremely strong. The strongest enemy that will ever run away from you is the Wyvern, who will finally run in level 30. That is about it. By then you can cream the Dragonlord and that is about all there is to do in the game Dragon Warrior.

----- 5.0 Frequently Asked Questions -----

If you have any questions about the game, email them to psychopenguin24@aol.com and I will add them to the guide.

1. I keep getting killed by stupid enemies early in the game!

A: Well, you need to buy some armor and weapons first, then you need to equip them.

2. Where can I level up easily and quickly?

A.: I prefer Domdora Desert for getting to 18, then the area around Cantlin to get to 25 or so.

3. How come I lose half my gold whenever I die?

A.: Blame the king and his evil taxes!

4. What's the lowest level you ever beat the game at?

A.: 17. Dragonlord's not that bad, it just takes a while.

5. Goldmen are cool to fight, right?

A.: If you need quick gold, there's no one better. However, they are hard to find, give crap for experience, and you can spend time fighting enemies who give good experience and gold to level up along with gaining gold.

6. Is there any enemies which give a lot of experience?

A.: Metal Slimes, but good luck killing one. =P

7. Does the Fighter Ring even do anything?

A.: Someone asked me this. Dalez is wrong, sadly. It increases your speed by 2. It doesn't increase attack or defense, though.

8. Ha, is it true I can sell the Dragon's Scale after using it?

A.: Sure, and you keep the bonuses it gives you. However, you can only do it once.

9. This game is rather.. basic.

A.: Yeah, I know. It's a very old game, and therefore, there's not much to it.

10. Why make this guide?

A.: Well, I already had one from a long time ago, so I finished it now. Besides, I like this game, and I plan to do guides for all 7 American DW games (That includes the 2 GBC games).

11. Is this the best DW guide?

A.: Hell no, Colin has the best BY FAR, followed by Dalez. I don't know the other ones.

----- 6.0 Lists -----

Here is a complete listing of all the items, weapons, etc. of the game.

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+++++=====+++++
-----+ 6.1      Weapons      +-----
+++++=====+++++
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You will get absolutely nowhere on your quest without weapons. There are many different types of weapons that will help you along the way. Since there are not as many weapons as there items and enemies. Same format as before.

Name of Weapon: Bamboo Pole

Attack: 2

Cost: 10 Gold

Location: Breconary/Cantlin

Description: Cheap and worthless. Never buy it. It is completely ineffective and even though it is cheap, it is still a waste of your money.

Name of Weapon: Broad Sword

Attack: 20

Cost: 1,500 Gold

Location: Rimuldar/Cantlin

Description: A step above the hand axe, this is a very powerful weapon. Although the hand axe is good, you can't use it forever. The broad sword, is expensive but a very good weapon.

As you have seen, there are many strong enemies, who are out to get you. In order to protect yourself, you will need armor. Same format as before.

Name of Armor: Clothes

Defense Power: 2

Cost: 20 Gold

Location: Breconary

Description: Although they are cheap and not too effective, you should buy them anyway, at the start of the game. They protect you a little bit and with the Dragon's Scale, you will have more than enough protection for that time being.

Name of Armor: Chain Mail

Defense Power: 10

Cost: 300 Gold

Location: Garinham/Cantlin

Description: Those annoying letters you get in the mail that you are supposed to pass on. No, actually the next step up. You will have this armor for a long time because you need to buy the hand axe and large shield before you buy armor again so this is a very important armor that is used for much of the game.

Name of Armor: Erdrick's Armor

Defense Power: 28

Cost: Not Available

Location: Hauksness

Description: This armor gives you a lot of bang for your buck especially considering it is free. It protects you better than anything else. It allows you to walk on barriers and swamps without any damage, and you restore 1 hp every step you take. Truly an excellent armor. See walkthrough below, to learn everything you need to know for obtaining this armor.

Name of Armor: Full Plate Armor

Defense Power: 24

Cost: 3,000 Gold

Location: Kol/Rimuldar/Cantlin

Description: This will be the last armor you will have to buy. It is fairly expensive but well worth it. If you want to fight bigger enemies and get more gold and experience, you will have to save up for this armor.

Name of Armor: Half Plate Armor

Defense Power: 16

Cost: 1,000 Gold

Location: Garinha,/Kol/Rimuldar/Cantlin

Description: The first armor you will buy that is actually pretty strong. This is a very good armor. You basically buy this armor to make gold faster to buy the full plate and the broad sword.

Name of Armor: Leather Armor

Defense Power: 4

Cost: 70 Gold

Location: Breconary/Garinham

Description: Your first Armor upgrade. Stronger than Clothes but still not great. They certainly serve their purpose for until you have enough money for Chain Mail though.

Name of Armor: Magic Armor

Defense Power: 24

Cost: 7,700 Gold

Location: Rimuldar/Cantlin

Description: Like the Flame Sword, this is a complete waste of money. It is very expensive and as before, by the time you fight enough enemies to earn 7700 gold, you should be able to fight the Axe Knight in Huskiness and get Erdrick's Armor. If you do decide to get it however, 1 hp is restored every three steps you take.

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+++++=====+
-----+ 6.3      Shields      +-----
+++++=====+

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Shields also increase your defense power quite a bit. Since there are only 3 shields, there is no need for a chart.

Name of Shield: Iron Shield

Defense Power: 10

Cost: 800 Gold

Location: Garinham/Cantlin

Description: It costs 800 gold and can be bought in Garninham, Rimildar and Cantlin. It is much better than the small shield and without this, you will never be able to survive long enough to buy the silver shield.

Name of Shield: Small Shield

Defense Power: 4

Cost: 90 Gold

Location: Breconary/Kol

Description: It costs 90 Gold and can be bought in Breconary, Kol, Garninham and Cantlin. It is not very strong but it is inexpensive and definitely serves it's purpose.

Name of Shield: Silver Shield

Defense Power: 20

Cost: 14,800 Gold

Location: Cantlin

Description: A very expensive shield. Well worth the money. It is definitely a good thing to have if you are going to fight the dragonlord, which you are because that is why you started on this quest in the first place. Save your game constantly when you save for this because if you die you will lose half your gold and you can reset and you will not lose much.

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+++++=====+
-----+ 6.4      Items      +-----

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There are many items that will help you along your way. Here is a listing of them.

Ball of Light

This is the item the Dragonlord has stolen. Your ancestor Erdrick once used this precious object to fight demons and now it is up to you to recover it.

Dragon's Scale

This should be one the first items you by. Although it doesn't increase your defense power greatly, it will help a little. It raises your defense power 2 points which is nearly doubled if you buy it in level 1. It is not automatic like armor, though. You must don it by selecting it from the items menu.

Erdrick's Tablet

Not too important to find, but if you do, read it! It was a stone tablet Erdirck left you with words of wisdom and motivation.

Erdrick's Token

The item you need to show the man in the southern cave that you are really Erdrick's descendant. Without this, you cannot get the rainbow drop. It is located at 70' South 40' West and the game instructions say you need Gwelin's Love but you don't. It is pretty easy it pinpoint the location without knowing your distance. It is in the middle of the right side of the large swamp, if you have Erdrick's Armor, it will be know problem. Just watch out, very strong enemies live there.

Fairy Water

Now we all know there is nothing more annoying then a million enemies popping up, even if they are simple slimes, when we are trying to go somewhere important. The repel spell helps but since you don't get that until level 15, Fairy Water helps a lot. It does everything Repel does, but you need keys to get it and you need to pay for it too.

Fairy Flute

Needed to put Golem to sleep. He is the guy that looks like a Orange left handed Goldman, guarding Cantlin. It can be found in the town of Kol. You will see a square of water which is supposed to be a bath that cures Rheumatism. Walk to the spot directly beneath this fountain and take exactly 5 steps

downward and search. You will find the fairy flute there.

Fighter's Ring

Found in the Mountain Cave. It doesn't do anything. It increases neither your Attack or Magic Power. The only thing it is good for is selling and it only sells for 15 gold.

Gwaelin's Love

After you rescue Gwaelin, she gives you a present. It is some kind of device, that lets her talk to you when you are out fighting enemies and in caves (like a cell phone.) It is very useful because it tells you how much experience you need to get to the next level and although you don't need it for Erdrick's Token, it helps a little.

Herbs

Do the same as heal spell only more efficiently. They cost 24 gold and you can carry up to 6 at once. Very useful for when you are in the middle of a battle and have to recover fast or are low on Magic Power and need to heal yourself.

Magic Key

Opens locked doors There are three places to buy them. Rimildar for 53 gold, Tantagel Castle for 85 gold, and Cantlin for 93. Never buy them in Tantagel Castle or Cantlin. Not only are they more expensive, but you need a key just to get to both of these shops. Only buy keys in Rimildar.

Rainbow Drop

Needed to make the rainbow bridge to get to Charlock Castle. When you get Erdrick's Token, Staff of the Rain, and Stones of the Sunlight, bring them to the old man in the cave south of Rimildar. He will make them into the rainbow drop. Then go to the channel on the sand that is just a little but northwest of Rimildar, Walk right in front of it and select Rainbow Drop from items menu and the water will flash many colors and you will hear all sorts of sounds and then a bridge will appear. You can only do it once and it is really cool to watch.

Silver Harp

Found in the Grave of Garninham. When you play it, it attracts enemies. You don't want to use it for this however. You want to go to the cave that is way up north in the woods and give it to the old man there. To get there go just a little west of Kol and you will see a very narrow passage of trees surrounded by water on the bottom and mountains on the top. Take that path and then go north and you will eventually see the stairs you need to go down.

Staff Of The Rain

One of the three items necessary for you to have the Rainbow Drop. You trade an old guy the silver harp for it. The directions to the old guy are explained above.

Stones Of The Sunlight

Third item needed for the rainbow drop. Found in the basement of Tantagel Castle. In the castle, go to where the northern exit is, and go right and you will see a door. Unlock it and go right until you are on grass next to the Castle, do NOT walk any further to the right or you will leave the castle and have to do it over again. When you are on this grass go straight down and eventually you will see another staircase. Take this staircase downstairs and you will see an old man with a treasure chest. Take the chest and you will have the Stones Of The Sunlight.

Torch

A very cheap way to light up caves. It is only 8 gold but doesn't light too well. You can only see for one space around you in each direction, where Radiant lets you see for four blocks in each direction but then fades out. Serves its purpose until level 9 though and you will need it in Charlock Castle when you fight the Dragonlord because you will need as much MP as possible.

Wings

Like the torch, also takes the place of a spell before you get it. You can fly directly home to Tantagel Castle with this if you get in a situation where you don't think you can make it home alive or you just want to quit and don't want to walk all the way back. They are rather expensive, 70 gold, but you will never need them after Level 15.

=====
-----/ CURSED ITEMS /-----
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Cursed Belt

Found in two places. The first, in the Grave of Garninham. It shouldn't be too hard to find. It is in a treasure chest after you walk up a long narrow hallway. The second on the bottom floor of Charlock Castle where all those treasure chests are, guarded by a locked door. Don't put it on. Sell it at the tool shop for 180 gold.

Cursed Necklace a.k.a Death Necklace

Found in the Mountain Cave. On the bottom floor, you will find a chest that

contains 100-130 gold. The cursed necklace is in that chest at random. If it is not there the first time, chant the spell of Outside, go back in and try again. Keep trying this until you get it. It may take awhile but you get over 100 gold everytime you do it and when you finally get the necklace, you can sell it for 1200 gold.

+++++=====+++++
-----+ 6.5 Magic +-----
+++++=====+++++

Along your quest, you will learn many spells. They are very useful, without them, the quest would be a real drag and probably impossible. Back to the old format.

Name of Spell: Heal

Level Learned: 3

MP Cost: 4

Description: This will be the first spell you will learn. In level 3, you will only be able to use it once. After that, your MP will increase rapidly. Although somewhat effective, it does not restore as much as herbs, but is still definitely useful.

Name of Spell: Healmore

Level Learned: 17

MP Cost: 10

Description: Restores almost 100 MP. Extremely important if you are fighting the Dragonlord. Since his fire can take away 47 HP, this is definitely a nescisity. Only use this if you really have to, because if you use it frequently, you will find yourself without any MP, very quickly.

Name of Spell: Hurt

Level Learned: 4

MP Cost: 2

Description: This spell is great when you get. A lot more powerful than your attacks at that time, and only uses 2 mp. It is great for fighting magicians and scorpions.

Name of Spell: Hurtmore

Level Learned: 19

MP Cost: 5

Description: Very powerful spell, that can take 60-70 HP away on some enemies. With this spell, you will many times be able to kill enemies as strong as Axe Knights in one attack. Enemies also know this spell but thank God it is not as powerful as yours because if enemies could take away 70 HP at once, you would definitely be screwed.

Name of Spell: Outside

Level Learned: 12

MP Cost: 6

Description: If you are ever stuck inside a cave and don't think you have enough

energy to make it out alive, or don't want to even try because you are in a hurry, than this is the spell for you. It will transport you outside the cave, no matter where you are inside of it. Just make sure you save 6 MP, if this what you are planning to do.

Name of Spell: Radiant

Level Learned: 8

MP Cost: 3

Description: Much more effective than the torch, but it costs 3 mp everytime you use it and it eventually fades out. I still recomend it over the torch for most situations except for Charlock Castle because you will need all the MP you can have.

Name of Spell: Return

Level Learned: 13

MP Cost: 8

Description: Lets you return directly to Tantagel Castle from anywhere in Alfegard. It will not work from caves, however. It takes a lot of MP but is worth it. Using 8 MP for that is a lot better than using heal twice and trying to make it all the way back from a tough situation.

Name of Spell: Repel

Level Learned: 15

MP Cost: 2

Description: Very useful Spell. Does the same thing as fairy water, but you don't have to pay anything for it and it only takes 2 MP to use it. It will not work in caves or on enemies stronger than you, so don't even waste your MP trying to do it in either of these situations.

Name of Spell: Sleep

Level Learned: 7

MP Cost: 2

Description: When you get this spell, the game will be a hell of a lot easier. You will be able to fight bigger and tougher enemies, and make it to a lot of new places. Some enemies especially Demon Knights are not affected by it at all. It can be used on just about any other enemy on a regular basis. It will also not work on the Dragonlord at all, so don't even bother trying.

Name of Spell: Stopspell

Level Learned: 10

MP Cost: 2

Description: A very useful spell that blocks enemy spells. It is useful for 2 reasons. One, you will prevent the enemy's spell from being successful. Two, enemies don't know that when you chant stopspell, they aren't supposed to cast the spell. Sometimes, they will try over and over and it will just say "But that spell hath been blocked" which is a blessing because it saves you from losing any HP at all.

+++++=====+++++

Here is a listing of all the enemies in the game, listed in alphabetical order.

Name of Enemy: Armored Knight
Hit Points: 90
Experience Points Given: 70
Gold Given: 140
Location: Charlock Castle
Description: Found in the final areas of Charlock Castle, this is what just may prevent you from reaching the dragonlord. Never waste your time fighting these guys because after you nearly kill yourself trying, he will probably chant healmore and you will have to do it over again.

Name of Enemy: Axe Knight
Hit Points: 70
Experience Points Given: 54
Gold Given: 165
Location: Charlock Castle
Description: He is found in Chalock Castle and in Hauskness guarding Erdrick's Armor. When you approach him, use the stopspell immidiatly so he can't put you to sleep. The Erdrick's Armor location is a great way to get experience points in high levels. If you walk on that same space over and over again you will be sure to add up points fast.

Name of Enemy: Blue Dragon
Hit Points: 70
Experience Points Given: 60
Gold Given: 150
Location: Charlock Castle
Description: Blue Dragon's are a very strong enemy, but by the time you are strong enough to reach them, they should be no problem at all. They don't know any spells and are fairly simple to beat.

Name of Enemy: Demon Knight
Hit Points: 50
Experience Points Given: 37
Gold Given: 150
Location: Domdora Desert
Description: These guys are a real pain in the ass. They are pretty strong and more than half your attacks will miss and you will hear that annoying sound and see "It is dodging!" Spells never work on these guys at all.

Name of Enemy: Drakee
Hit Points: 6
Experience Points Given: 2
Gold Given: 3
Location: Erdrick's Cave Overworld
Description: Very weak, you should easily be able to beat him by level two.

Name of Enemy: Drakeema

Hit Points: 20

Experience Points Given: 11

Gold Given: 20

Location: Mountain Cave

Description: Found in Mountain cave and Grave of Garninham. Don't waste your time fighting these guys. After you've wasted all of your energy trying to kill him, he will heal himself.

Name of Enemy: Droll

Hit Points: 25

Experience Points Given: 10

Gold Given: 25

Location: Mountain Cave

Description: Not too strong and don't know any spells. Good to fight around level 6 and 7.

Name of Enemy: Drollmagi

Hit Points: 38

Experience Points Given: 22

Gold Given: 90

Location: Grave of Garinham

Description: A little bit stronger than droll, and only knows stopspell so these aren't a very big challenge at all.

Name of Enemy: Druin

Hit Points: 22

Experience Points Given: 7

Gold Given: 16

Location: Swamp Cave

Description: Found mostly in swamp cave. By the time you are ready to make it to the swamp cave, they should be no problem at all.

Name of Enemy: Druinlord

Hit Points: 35

Experience Points Given: 20

Gold Given: 85

Location: Grave of Garinham

Description: You won't run into these guys too many times during the course of the game. He is moderately strong but again, by the time you reach them, you should be strong enough to handle them.

Name of Enemy: Ghost

Hit Points: 7

Experience Points Given: 3

Gold Given: 5

Location: Erdrick's Cave

Description: Fourth weakest enemy in the game. No spells, not too strong, found all over the place. It sticks out its tongue like a two year old would which is about where its mentality is as well.

Name of Enemy: Goldman

Hit Points: 50

Experience Points Given: 6

Gold Given: 200

Location: South Cave

Description: Fairly strong, live near Wyverns outside of Hauksness and near the Southern Castle, just below Rimildar. Give you lots of gold but hardly any experience.

Name of Enemy: Golem

Hit Points: 70

Experience Points Given: 5

Gold Given: 10

Location: Cantlin

Description: Very strong guard of Cantlin. Use fairy flute to put to sleep but that is still not enough. You must be very strong to beat this guy. Make sure to have lots of herbs when you fight him and to have full HP in case he attacks before you're ready.

Name of Enemy: Green Dragon

Hit Points: 65

Experience Points Given: 45

Gold Given: 140

Location: Swamp Cave, Charlock Castle

Description: Weakest member of the dragon family but still very strong. Found outside Cantlin, in Hauksness, Charlock Castle, and most importantly, guarding Princess Gwaelin in the swamp cave. In order to save her, you will have to defeat this guy.

Name of Enemy: Knight

Hit Points: 50

Experience Points Given: 33

Gold Given: 130

Location: Dondora Desert

Description: Although he is very strong, he will waste many of his attacks trying to cast stopspell. When you approach him, pray this is what he does because it doesn't work most of the time and it doesn't harm you in any way.

Name of Enemy: Magician

Hit Points: 13

Experience Points Given: 4

Gold Given: 12

Location: Garinham

Description: This will be the first enemy you will face that knows spells. He can use the hurt spell. He is very tough at the beginning of your quest but soon you will easily be able to beat him in one attack.

Name of Enemy: Magidrakee

Hit Points: 15

Experience Points Given: 5

Gold Given: 12

Location: Kol

Description: The red drakees that cast the hurt spell. They are just a little bit stronger than magicians. Their attacks aren't very strong but they chant hurt spell most of the time. You should start fighting them in level 5.

Name of Enemy: Magiwyvern

Hit Points: 58

Experience Points Given: 34

Gold Given: 140

Location: Domdora Desert

Description: A big step above the Wyvern. Worst of all he uses the sleep spell. This can also be a blessing. If you chant stopspell and block his sleep spell it will not only save you from being slaughtered but it will also waste his attempts to cast the spell making free moves for you.

Name of Enemy: Metal Scorpion

Hit Points: 20

Experience Points Given: 14

Gold Given: 40

Location: Around Rimuldar

Description: Found outside Rimildar near wolves and Warlocks. Fairly strong but not too bad. You should easily be able to fight them in levels 9 and up.

Name of Enemy: Metal Slime

Hit Points: 4

Experience Points Given: 115

Gold Given: 6

Location: Domdora Desert

Description: If you are able to beat this guy you will get 115 experience points. They are found south of Hauksness with Knights, Demon Knights and Magiwyverns. Your attacks will be very low or totally unaffactive, spells almost never work and by the time you almost beat him, he will run away.

Name of Enemy: Poltergeist

Hit Points: 23

Experience Points Given: 81

Gold Given: 18

Location: Mountain Cave

Description: Second strongest member of the ghost family. Found usually in the mountain cave and sometimes in Grave of Garninham. He knows the hurt spell but his attacks aren't too strong. Don't worry about this enemy, you will only see him a few times during the course of the game.

Name of Enemy: Red Dragon
Hit Points: 100
Experience Points Given: 100
Gold Given: 140
Location: Charlock Castle

Description: Besides the Dragonlord this is the toughest enemy in the game. He is not only extremely strong but can use the sleep spell. If you approach him RUN!!! Pray you won't be blocked in front. Fortunately he doesn't show up as much as Armored Knights but comes up enough. He is found only in the bottom few floors of Charlock Castle.

Name of Enemy: Red Slime
Hit Points: 4
Experience Points Given: 1
Gold Given: 3
Location: Tantegel Overworld

Description: Not much stronger than slimes. You can easily beat them from the start of the game and frickin slaughter them when you get Erdrick's sword later and take away 70 hitpoints late in the game even though they only have 4. MUHUHAHAHA.

Name of Enemy: Rogue Scorpion
Hit Points: 35
Experience Points Given: 26
Gold Given: 110
Location: Dondora Desert

Description: Found just south of Hauksness. A step above the Wyvern. He doesn't have a lot of hitpoints which is good because even when you are strong, your attacks won't affect him greatly at all.

Name of Enemy: Scorpion
Hit Points: 20
Experience Points Given: 6
Gold Given: 16
Location: Kol Overworld

Description: Weakest member of the scorpion family. Found in caves, outside of Kol, South of Garninham and North of Rimildar. You should start fighting him in level 5. In level 6, he will be very easy.

Name of Enemy: Skeleton
Hit Points: 30
Experience Points Given: 11
Gold Given: 30
Location: Kol/Rimuldar Overworld

Description: Also found in many places. Quite a big step above the scorpion, this enemy will be a great challenge in levels 5 and 6. Luckily in Level 7, you will have Sleep spell and they are pretty good sleepers so after this time they will not be any trouble at all.

Name of Enemy: Slime

Hit Points: 3

Experience Points Given: 1

Gold Given: 2

Location: Tantegel Overworld

Description: Weakest enemy in the game. Simple to beat even in level 1 with no weapons or armor.

Name of Enemy: Spector

Hit Points: 36

Experience Points Given: 18

Gold Given: 70

Location: Grave of Garinham

Description: Strongest member of the ghost family. Found only deep in the Grave of Garninham. He can put you to sleep so be careful! You will probably only see 2 or 3 of these on your entire quest unless you hang around the Grave a lot for experience points.

Name of Enemy: Starwyvern

Hit Points: 65

Experience Points Given: 43

Gold Given: 160

Location: Charlock Castle

Description: One of the strongest enemies in the game. He has some bad ass attacks and will overall be a pain in the ass if you let him, so finish him quickly.

Name of Enemy: Stoneman

Hit Points: 160

Experience Points Given: 65

Gold Given: 140

Location: Charlock Castle

Description: Third strongest enemy in the game. He has an extremely high amount of hitpoints so it will take many attacks to kill him. He is only found in Charlock Castle, though. Stonemen are very good sleepers so cast the sleep spell right away if you are going to fight them.

Name of Enemy: Warlock

Hit Points: 30

Experience Points Given: 13

Gold Given: 35

Location: Mountain Cave

Description: Found outside Rimildar near wolves and metal scorpions. He is the first enemy you will see that uses the sleep spell. Fight him at around level 9 but be careful.

Name of Enemy: Werewolf

Hit Points: 60

Experience Points Given: 40

Gold Given: 155

Location: Charlock Castle

Description: This is the strongest member of the wolf family. He's not that tough, you should fight them once you get to about Level 17. They have no spells, just physical attacks.

Name of Enemy: Wizard

Hit Points: 65

Experience Points Given: 50

Gold Given: 165

Location: Charlock Castle

Description: Since he has a bunch of different spells, and weak defense, you should not mess around with this guy and kill him ASAP.

Name of Enemy: Wolf

Hit Points: 34

Experience Points Given: 16

Gold Given: 50

Location: Grave of Garinham

Description: Found with warlocks and metal scorpions. Fairly strong, you should fight them in levels 9 and 10. They will give you a lot of gold fast so you can buy the broad sword, as long as you don't get killed by one.

Name of Enemy: Wolflord

Hit Points: 38

Experience Points Given: 20

Gold Given: 80

Location: Grave of Garinham

Description: A small step above the wolf. Like the knight, it chants stopspell a lot, so this can be a blessing because it doesn't harm you and it usually doesn't work.

Name of Enemy: Wraith

Hit Points: 36

Experience Points Given: 17

Gold Given: 60

Location: Rimuldar Overworld

Description: Found with Goldmen, Wyverns and Wolflords, they aren't strong at all, by the time you start fighting them. The only problem with them is they heal themselves so chant the stopspell first thing.

Name of Enemy: Wraith Knight

Hit Points: 46

Experience Points Given: 28

Gold Given: 120

Location: Domdora Desert

Description: Strongest member in the skeleton family. Stronger than Wyverns, but weaker than knights, this is where they stand. Like Wraiths, they can also heal themselves so be sure to chant the stopspell.

Name of Enemy: Wyvern

Hit Points: 42

Experience Points Given: 24

Gold Given: 100

Location: South Cave Overworld

Description: Although it is the weakest member of the Wyvern family, it is still pretty strong. They hang with Goldman and Wolflords and Wraiths south of Rimildar and near Hauksness. They know no special and are pretty good sleepers. It doesn't always work to put them to sleep but it will many times.

----- 7.0 Shopping Guide -----

You will come to many different town on your journey. At these town, you will be able to recover at inns, buy weapons, armor and shields, and talk to people to gain information and wisdom. I have described each town below and also put the price of the inns.

Breconary

The first town you will go to. It is just a few steps away from Tantagel Castle. You will buy your first weapon, armor, and tools here.

Inn: 6 Gold.

Weapon Shop:

Bamboo Pole - 10 Gold

Club - 60 Gold,

Copper Sword - 180 Gold

Clothes - 20 Gold

Leather Armor - 70 Gold

Small Shield - 90 Gold

Tool Shop:

Herb - 24 Gold

Torch - 8 Gold

Dragon's Scale - 20 Gold

Garninham

Found in the Northwestern corner of Alfegard. Contains more expensive weapons and armor. It is also where the Grave of Garninham is located. You will not go to the Grave of Garninham the first time you go to the town, though!

Inn: 25 Gold

Weapon Shop:

Club - 60 Gold

Copper Sword - 180 Gold

Hand Axe - 560 Gold

Leather Armor - 60 Gold

Chain Mail - 300 Gold

Half Plate Armor - 1,000 Gold

Iron Shield - 800 Gold

Tool Shop:

Herb - 24 Gold

Torch - 8 Gold

Dragon's Scale - 20 Gold

Kol

Found to the far North East. Here you will find the Fairy Flute, and also a Weapons and Armor shop.

Inn: 20 Gold

Weapon Shop:

Bronze Sword - 180 Gold

Hand Axe - 560 Gold

Half Plate Armor - 1,000 Gold

Full Plate Armor - 3,000 Gold

Small Shield - 90 Gold

Tool Shop:

Herb - 24 Gold

Torch - 8 Gold

Dragon's Scale - 20 Gold

Wing of Wyvern - 70 Gold

Rimildar

Located just south of the swamp cave. It has a Weapon Shop, but it does not have a tool shop. This is where you will buy keys. You half to walk around the edge of the north side of the town to reach the key shop.

Inn: 55 Gold

Weapon Shop:

Copper Sword - 180 Gold

Hand Axe - 560 Gold

Broad Sword - 1,500 Gold

Half Plate Armor - 1,000 Gold

Full Plate Armor - 3,000 Gold

Magic Armor - 7,000 Gold

Magic Key - 53 Gold

Hauksness

A destroyed town. Strong enemies live here, such as Werewolves, Green Dragons, Starwyverns and Wizards. At the eastern end of the town. you will find a small swap with a tree next to it. If you walk on that space, an Axe Knight will appear. If you can defeat the Axe Knight, and then search the ground, you will find Erdrick's Armor.

Inn: None

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Cantlin

A very hard town to reach. Travel South of Hauksness and cross the bridge and the head north until you come to a swamp and bridge, cross that bridge, and go south and you will reach Cantlin. You must defeat Golem before you can enter. When you do, you will find the biggest town you have ever seen. Everything and anything, can be bought here. You will need a key to get to the shop with the Flame Sword and Silver Shield.

Inn: 100 gold

Weapon Shop 1:

- Bamboo Pole - 10 Gold
- Club - 60 Gold
- Copper Sword - 180 Gold
- Leather Armor - 70 Gold
- Chain Mail - 300 Gold
- Large Shield - 800 Gold

Weapon Shop 2:

- Hand Axe - 560 Gold
- Broad Sword - 1,500 Gold
- Full Plate Armor - 3,000 Gold
- Magic Armor - 7,700 Gold

Weapon Shop 3:

- Flame Sword - 9,800 Gold
- Silver Shield - 14,800 Gold

Tool Shop 1:

- Dragon's Scale - 20 Gold
- Wings of Wyvern - 70 Gold

Tool Shop 2:

- Torch - 8 Gold
- Herb - 24 Gold

Fairy Water - 38 Gold

Magic Key - 75 Gold
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----- 8.0 Other Information -----

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-----+ 8.1 Credits +-----
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-The following readers for giving me information.
None, yet.

-Dragon Warrior manual, for controls and some game basics.

-The following people, just because I want to credit them.

CJC: For hosting this guide and for giving me a second chance. Also, for doing a very good Ico guide.

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Colin Moriarty: One of the two main people who inspire me to write, as well as being a kick ass guy and friend. Good looking out, bro.

Cassey, Ashley, Megan, Amber, Nan, Lorraine: You guys know why

-The following websites for hosting this guide.

- <http://www.gamefaqs.com>
- <https://www.neoseeker.com>
- <http://www.fbgames.com> (If they ever come back)
- <http://www.cheatcodes.com>

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-----+ 8.2      Author Info      +-----
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All my other guides and reviews can be found on my contributor page.

-<http://www.gamefaqs.com/features/recognition/9174.html>

All my unposted FAQs can be found on the following websites.

-<http://www.angelfire.com/mac/psychopenguin>

Here is how you can contact me via e-mail or instant messengers.

- Yahoo Messenger: nicklacheysnightmare
- AIM: MeganIzMyAngel or HeShootsHeGores
- AOL addy: mcfaddendaman@aol.com
- MSN: daladiesman2k@hotmail.com

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----- 9.0 Conclusion -----
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Thanks for reading my guide. I worked very hard on it, and all e-mails are appreciated and will be responded to!

-Psycho Penguin
mcfaddendaman@aol.com - Personal
psychopenguin24@aol.com - Game Related
<http://www.wrestlingcolumns2000.com>

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=====/ Steve McFadden /====

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