

# Dragon Warrior Item/Armor/Weapon/Magic FAQ Final

by FFMrebirth

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Dragon Warrior 1 Item/Armor/Weapon/Magic FAQ

Written By: Scott Clemmons

Size in Kb:

Version: Final

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- AI Contact Me . . . . .

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Reading mail happens to be a hobby of mine. I like to hear from my fans or lack of. If you're too lazy to send me mail, drop me by a message on AIM. My name is: swtzwondrboy20. I'm barely on, but when I am, I'll listen to your whims if need be. I prefer e-mail first, though:

swtzwondrboy20@yahoo.com

That's the public e-mail that takes care of my Reviews and FAQs. Use that please. Thanks

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Items in the Game:

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- Herb -                   A medicine made of pulverized and mixed mandoragora root and mugwort. Just one herb package will restore 20-35 of your health  
- Costs: 24G -
  
- Torch -                   This lights up the dark and gloomy underground labyrinths. It's made from slender fresh wood and is soaked in pine resin and oil. You can buy it at almost all general stores.  
- Costs: 8G -
  
- Magic Key -               Special Keys that open closed doors. Although you can use them on any door, you lose on for each door you have opened.  
- Costs: 53/83G -

- Dragon Scale - Legend has it that this feel from a dragon's body a long, long time ago. A light green fossil that fits in the palm of your hand, it has mysterious powers and slightly increases your defense power +2  
- Costs: 20G -
- Fairy Water - Magical water taken from a spring by a silver lady on the night of a full moon and purified at the alter of the goddess Aura. It is said that you can travel for some time while warding off those in your way if you sprinkle some of water on your body. However, the power of this water is not effective in caves or against evil monsters with great power  
- Costs: 38G -
- Wings - Another Legend has it that, when lightning strikes and kills a Wyverm, it's wings fall down to earth with their magical flying power still intact. Using these wings will bring you back to Tantegal Castle  
- Costs: 70G -
- Cursed Belt - This item is stupid. You equip it, then it won't come off. It doesn't even sell for much. You'll have to have the guy in Breconary uncurse it for you.  
- Costs: 0G -
- Cursed Necklace- You gain this item later in the game from a treasure chest. You'll have to have the man in Breconary uncurse it for you. Then sell it for a lot of money. Also it's the hardest treasure to find in the game, as it randomly appears in the swamp cave. Don't get your hopes up on getting it. It's in the Grave of Garinham, there's a chest that gives 120 gold, and about 1/12 times it'll give you this item instead. You can sell it for 1250 gold.  
- Costs: 0G -
- Fairy Flute - Puts the golem in front of Cantlin asleep for a long time. BUT WHEN YOU STAB HIM WITH YOUR SWORD HE DOESN'T FEEL IT! Logic prevails in all cases, my friends.  
- Costs: 0G -
- Silver Harp - Used by the hero to gain the Staff of rain. It's hidden in a cave, so you'll have to find it. You can also play this harp and get in random battles at any time.  
- Costs: 0G -
- Stones of Sunlight- Need to be combined with another item to form the Rainbow Drop  
- Costs: 0G
- Staff of Rain- The other item in the concoction of the Rainbow Drop. You have to combine this item with the Stones of Sunlight to get it.  
- Costs: 0G -
- Rainbow Drop - Used to make the rainbow bridge, so you can beat up

the Dragonlord, and put a stop to his evil ways! You can't sell this item for some reason

- Costs: 0G -

- Erdrick's Tablet - Found in Erdrick's Cave, it tells you of your journey ahead.  
- Costs: 0G
- Erdrick's Token - This item proves to people that your the descendent of the great Erdrick.  
- Costs: 0G
- Ball of Light- You get this item after you defeat the Dragonlord in the final battle of the game. Restores peace to the whole world.  
- Costs: 0G -
- Fighter's Ring - Increases some stat, no one really quite knows what the hell the thing. It's rumored to make weaker monsters run away from you more often.  
- Costs 0G -
- Gwaelin's Love - When you rescue the princess, she gives you this item. It shows where you are. It also tells you when you're going to gain a level, so you don't have to keep running back to the castle all the time  
- Costs: 0G -

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Weapons in the Game:

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- Bamboo Pole - Just a simple length of cut bamboo. It's cheap but not very powerful  
- Costs: 10G (Power: 2) -
- Club - A shaved oak bough with an east-to-hold grip. More powerful than a bamboo stick  
- Costs: 60G (Power: 4) -
- Copper Sword - A long sword made of copper that will inflict fair bit of damage on the enemy  
- Costs: 180 G (Power: 10) -
- Hand axe - An iron axe made especially for fighting. Powerful but difficult to wield.  
- Costs: 560G (Power: 15) -
- Broad Sword - A light, strong sword made of steel that's really powerful  
- Costs: 1500G (Power: 20) -
- Flame Sword - A sword that costs a lot, and it a tad bit stronger than the broad sword. Don't buy this thing, just wait to get Erdrick's sword instead  
- Costs: 9800G (Power: 28) -
- Erdrick's Sword - Smack down right here, this sword will kick about anything's ass in the game within a few blows. You

basically have to own it to beat the Dragonlord quickly.

- Costs: 0G (Power: 40) -

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#### Shields in the Game

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- Small Shield - A rectangular shield made from cow and goat hide. Light and easy to handle, it is the most widely used shield in Alefgrad  
- Costs: 90G (Defense: 4) -
  
- Large Shield - Cast from iron, this shield has delicate engraved design on its front. Of course, this durable shield has far more protective power than that of the small shield.  
- Costs: 800G (Defense: 10) -
  
- Silver Shield - The most expensive item in the game, the Silver Shield has about as much defense as the best armor in the game. You should save up the money and purchase this thing before the final fight. The amount of money it costs isn't really that much at the end of the game. It might take you 2 hours max.  
- Costs: 14800G (Defense: 25) -

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#### Armor in the Game:

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- Clothes - Made of thick cloth, they don't really protect you too much from the enemy. Even so, it's better than nothing and it does lessen the damage inflicted by an enemy a little bit.  
- Costs: 20G (Defense: 2) -
  
- Leather Armor - Sewn together from the fragments of soft leather, it is useful in combat. It's light and easy to move about in, and it gives you more protection than the clothes  
- Costs: 70G (Defense: 4) -
  
- Chain Mail - Made from light metallic thread sewn together. Light and easy to move about in, it will considerably lessen damage that the enemy can inflict on you  
- Costs: 300G (Defense: 10) -
  
- Half Plate - A strong piece of armor made from beaten out iron panels. Although you can't move about so fast, it really protects you from the enemy's blows. (Ohh..blows...)  
- Costs: 1000G (Defense: 16) -
  
- Full Plate - Made from specially fabricated steel, this is really durable armor. It'll protect you from almost all enemy attacks.  
- Costs: 3000G (Defense: 24) -
  
- Magic Armor - No different from the Full Plate, other than it allows the wearer to gain 1 HP back per step. Pass this one up if you can and just stick to Erdrick's Armor.  
- Costs: 7700G (Defense: 24) -

- Erdrick's Armor - Strongest armor in the game by far. You need this to take on the Dragonlord and live. You won't get very far without it. That or gain a billion levels. Also, it allows wearer to gain 2 HP back per step, and walking over those swamps won't hurt you anymore.
  - Costs: 0G (Defense: 28) -

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#### Magic in the Game:

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- Heal - If you use this spell when you've been wounded in battle, you can be cured without having to stay overnight at an Inn. You can use this spell whether you're walking about or in battle. For each time you cast the spell, you gain 10-15 More HP back.
  - Costs: 4 MP -
- Hurt - A spell you will use for fighting. When you chant it, little balls of fire spurt out of your fingertips. On chant of this spell inflicts 2-10 damage on the enemy.
  - Costs: 2 MP -
- Sleep - Chant this spell if you come across some really disagreeable monsters. It will make monsters fall into a deep sleep.
  - Costs: 2 MP -
- Radiant- This spell will light up caves when you find yourself groping around in the dark (OOHH! GROPING! kinky) Brighter than a fiery torch, you'll be able to see far ahead.
  - Costs: 3 MP -
- Stopspell - Of the various monsters you'll come across in your travels some will attack you with spells. When that happens, chant this spell. If the spell is successful, you can block the monster's spell.
  - Costs: 2 MP -
- Outside - If by chance you lose your way deep down in some dark, gloomy labyrinth of if out find that you haven't enough strength to get back up to the world above, then this is the spell for you. It'll warp you back to the world above in no time at all
  - Costs: 6 MP -
- Return - When you've traveled too far away from home or you find that you just can't return to Tentegal Castle, use this spell to soar high in the sky and return.
  - Costs: 8 MP -
- Repel - This spell will cloak you in a magical cure that protects you from monster attacks. However, it won't work in foul smelling caves. And just like Fairy Water, you can't use it against monsters that are stronger than you.
  - Costs: 2 MP -
- Healmore - Some of the Dragonlord's henchmen are so strong that they inflict more than 30 points of damage in a single attack, in which case "Heal" or healing herbs won't work in time. This is a more power version of "heal" and will restore 75-100 HP points each time you use it.

- Costs: 10 -

- Hurtmore - This is a more powerful version of "Hurt". Legend has it that those who chant that spell can summon up lightning and attack the enemy with it. When you've chanted the magic spell, knife-like lightning is fired form your fingertips and destroys almost all enemies.

- Costs: 5 MP -

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- Disclaimer . . . . .

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