

Dragon Warrior Dragon Quest FAQ/Walkthrough

by retroholic

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<<=====DRAGON QUEST WALKTHROUGH (NINTENDO SWITCH)=====>>
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<<=====I. FOREWORD=====>>
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I am aware of how legendary Dragon Quest is. I recognize how important this game is to JRPGS and the entire RPG genre in general. Also, I am aware of what this game means to fans, what the franchise has become and what it has inspired and continues to inspire.

I absolutely love this game. The NES version is the first RPG I ever played. That game was part of my childhood, and I feel a lot of nostalgia towards it. Like having the memory of how it took me five minutes just to figure out how to exit the Throne Room. I played it so much, before long I had much of the game memorized. Also, I would add up damage amounts in my head, and I became faster at it, making my Grade 3 Math at the time a little easier to do.

Therefore, I thought the Switch version deserved a thorough walkthrough. And I do mean THOROUGH. However, I really do respect Dragon Quest. I felt that this game deserved all the extra effort, and I was willing to do it. I will be honest with you though, the Hero Section and Bestiary took a REALLY long time to complete. It took over 20000 battles and 15000 spell casts to get everything I needed. Large tallies were required to get accurate numbers, and I wasn't about to assume or steal anybody else's numbers from a different version, nor was I willing to hack into the game to figure it out.

The Switch version of the game is the same as the mobile versions released for Android and iOS back in 2013. But I decided to hone this walkthrough specifically for the Switch because that is the version that I am using to help me write this. However this walkthrough can easily be used to help you along in the Mobile versions as well. Personally, it just feels right to play the game on a Nintendo console. After all, Dragon Quest was first released on the Nintendo Famicom and I, along with the franchise itself, like to keep it traditional.

I debated on whether to include my tallies for the Hero dodge rate, Hero critical hit rate, chance of encounter, chance to encounter, monster resistances, monster dodge rate, sudden monster attack rate and the not-noticing monster rate. In the end I decided not to include them, as I felt that would add needless clutter to this walkthrough. However I will make my tallies available upon request. Send me an e-mail and I will send you the attachment.

As a result of relying on tallies, some numbers may be a bit off the mark. If you have the correct numbers, feel free to shoot me an e-mail.

I hope you enjoy reading this walkthrough and I hope it helps. If you have any questions, feel free to shoot me an e-mail. With your permission, I can post these questions and my responses in a future version. That way, those with a similar question will have the answer already available to them. Take care.

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<<=====II. INTRODUCTION=====>>
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On May 27th, 1986, Japan was introduced to Dragon Quest for the Famicom by developer Chunsoft and publisher Enix. The game was directed by Yuji Horii, with Koichi Sugiyama as the musical composer and Akira Toriyama as the artist. Akira Toriyama would later go on to create the epic and popular Dragonball Z franchise.

The Hero could only face one direction: south. Also, if you wanted to talk to anyone, you had to pick the direction the person was in. Coastlines were ugly, with nothing to separate the water from the land. The Hero sprite looked terrible. He looked the same no matter what was equipped. The only save point was with the King of Tantegel Castle. But the original Dragon Quest has something that Dragon Warrior doesn't have: a Puff-Puff Massage lady! She would do... things for you for a price. It didn't give you stats; it was there to add to the sense of adventuring and exploring.

In August 1989 an improved Dragon Quest was released for the NES in North America by developer Chunsoft and publisher Nintendo. Due to a risk of trademark infringement of another game called DragonQuest, the game was released under a different name, Dragon Warrior.

The Hero could now face four directions. You no longer had to pick a direction when talking to people. The Menu turned blood-red when you were low on HP. Coastlines were improved and movement resistance was added for the Hills terrain. Also, the Hero sprite was improved. The sprite carried a weapon or shield only if a weapon or shield was equipped. Unfortunately for the older crowd, this version removed all references to Puff-Puff Massages.

Since then, the game has been remade for the Super Famicom and Game Boy Color. And on September 27th, 2019, Dragon Quest was released for the Nintendo Switch and... well, it's the 2013 mobile version. The backgrounds look like 16-bit renditions but the sprite details are of a much finer sort. The sprite and battle graphics compared to the backgrounds look jarring at first, but that should fade somewhat once you play for a little while. Sadly, Hill resistance is gone, and the Menu now turns yellow instead of red. The Craggy Cave (Rocky Mountain Cave in the NES version) has been completely changed, while the Dragonlord's Castle has been somewhat changed. The experience required for some levels and all stat gains from level-ups have been changed. Added to the game were seeds that give you permanent stat gains. Monsters that cast spells now have a limited amount of MP. Monsters waking up from Snooze now lose a turn. Monsters give more EXP and gold than the NES version, making level grinding a little faster. Vaults have been added to store gold and items, making item management easier. Many names have been changed to make the game a little more vibrant and gives the game a whimsical nature. An Item Shop was added to Rimuldar to make the game a little more convenient. On top of saving with the King, this version has a Quick Save file and an Autosave file. Also, the game brought back the Puff-Puff Massage lady, but this time she will do it for even less gold. Naughty girl.

The first three Dragon Quest games are known as the Erdrick trilogy. Dragon Quest was followed by the sequel Dragon Quest II and a prequel, Dragon Quest III. While these games would add in new ideas and improve on old ones, the original Dragon Quest is the basis for all Dragon Quest games and all JRPGs in general.

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<<=====III. CONTROLS=====>>
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Left Joystick: move Hero, scroll menu options, continue or end messages

D-Pad: move Hero, scroll menu options, continue or end messages

X: World Map (available only when Hero is on the overworld screen)

Y: access Menu

A: access Menu, select Menu options, talk to people, continue or end messages, open Magic Key doors and treasure chests, search for items

B: cancel Menu, go back to previous Menu, automatically select "No" or "Cancel," continue or end messages

Capture: takes a picture of what is on the screen at a given moment

The rest of the buttons do nothing.

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<<=====IV. MENUS=====>>
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MAIN MENU

Items: item list

 Use: Use item

 Equip: Equip weapon, armour, shield or accessory

 Discard: Discard weapon, armour, shield or accessory

Status: shows Hero's level, current HP (health) and MP (magic), current
 weapon, armour, shield, stats and EXP (experience) amounts

Spells: spell list

Misc:

 Equip: equip weapon, armour, shield and accessories

 Settings:

 Message Speed: select message speed (which also affects
 battle speed)

 Sound: select music and SFX volume levels

Travellers' Tips: some info on the game

 Quick Save: make a Quick Save anywhere

BATTLE MENU

Attack: use weapon

Spells: use spell

 Flee: run from battle (will be unsuccessful sometimes)

Items: use item, Equip/change weapon

<<=====V. WHAT YOU SHOULD KNOW BEFORE YOU BEGIN=====>>

The Switch version of the game is grindy, although less grindy than the NES version. A few hours will be spent just on gaining levels and gold.

Talk to everyone. They may give clues to help you along with the game, or they may simply add to the story.

Heal often. Be aware that it is possible for monsters to strike first. It may be a wise idea to be one turn ahead on the healing when in battle, just in case.

In the original Dragon Warrior on NES, your Resilience was half whatever your Agility was. However in this version, Resilience is a separate stat.

If your HP goes down to zero, you are dead. Upon revival by the King of Tantegel, you will lose half your gold. However you will not lose any experience or items. Also, you will not lose any gold or items stored in a Vault.

Up to ten items can be held. This includes equipment and accessories. Medicinal Herbs and Magic Keys stack up to a maximum of 6 but they only use 1 item slot each. The Vaults in the Town of Tantegel and Cantlin can store items for you as well as gold in increments of 1000G up to a maximum of 99000G.

Treasure Chests containing gold vary a small bit with each new playthrough.

Along the journey you may find Seeds. They give permanent stat boosts. I recommend using any Seeds you find right away to save room for more items. To get the maximum stat boost, use Quick Save, then keep resetting and reloading until you get the boost you want.

Also along the journey you may come across Cursed items. Do not Equip these items as they will curse you, preventing you from entering Tantegel Castle and saving. Instead, sell them at the shop. If you become cursed, a guy in the Town of Tantegel can remove it for you, free of charge. However, you will lose the item.

Save: A normal Save happens when you talk to the King of Tantegel Castle, the castle you begin in. When the King asks you if you want to record your tale in an adventure log, select "Yes" and your game will be saved. When the King asks you if you want to continue your quest, selecting "No" will end your game.

Quick Save: A Quick Save allows you to save whenever and wherever you want. Please note that there is only one save slot available for Quick Save. So, for example, if you Quick Save on File 1, then Quick Save on File 2, the File 1 Quick Save will be overwritten.

Autosave: Sometimes your Nintendo Switch may shut down your game unexpectedly due to an error. Or maybe you turned off your game by accident. And you just got to that new level and you didn't Quick Save. Not to worry! Behold, the Autosave function! Your game will be automatically saved in its own separate save location. Yeah, this baby saved me more than once. You can load your Autosave file from the title screen if you have one. However, if you load another file or your Quick Save instead of your Autosave, you will lose any

progress that was automatically saved, and the option to load Autosave will vanish. So make sure you reload your Autosave when you have the chance, or it will be lost, and that would be a shame. WARNING: This function does not always work properly. I would advise that you do not become dependant on the Autosave. Quick Save whenever you can.

The purple Poisonous Swamps deal 2 damage a step. Damage tiles (what I call those diagonally-striped tiles) deal 15 damage a step. Erdrick's Armour makes you immune to both types of terrain.

Chance OF encounter is different from chance TO encounter. Chance of encounter is how often you will encounter a monster and is determined by the type of terrain you are stepping on. Chance to encounter is the chance of encountering a particular type of monster within a monster territory. To see the numbers on both, refer to the aforementioned sections of this walkthrough.

You can use the Flee option to run away from a battle, but 50% of the time it will be unsuccessful. Fortunately, the 4th Flee attempt is guaranteed to succeed.

If a monster lands a Snooze on you, you have a 50% chance of waking up with each consecutive turn. After tens of thousands of battles, the most turns I missed due to Snooze is 7, and that happened only once.

The Snooze-Flee tactic: If a monster is asleep and you try to Flee, it is guaranteed to succeed.

When it comes to weaker monster encounters, the monster may use their turn to Flee. This is guaranteed to succeed.

Sometimes when a battle begins, you will get a message saying the monster doesn't notice your presence. This means you get a free turn. If you choose to use this turn to Flee, it is guaranteed to succeed.

Also, sometimes when a battle begins, you will get a message saying the monster suddenly attacks. This means the monster gets a free turn where it can attack you or, for weaker monsters and Metal Slimes, flee from battle.

Sometimes a monster will dodge your physical attack, and you will deal no damage. Also, some monsters may use their turn to defend, meaning your attacks and spells will do 50% damage that turn. To see which monsters dodge more often and which ones defend, refer to the Monster Resistance table in the Bestiary.

You and the monsters will deal a range of damage, not the same damage every time. Also, the monsters have a HP range, meaning the same type of monster can have different HPs.

Critical hits bypass monster resilience. A critical hit on a monster with high resilience will deal just as much range of damage as a critical hit on a monster with a weaker resilience with the same weapon and the same stats. However, if a monster uses their turn to defend, your critical hit will do half the damage.

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<<=====VI. WALKTHROUGH=====>>
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<<-----PRE-JOURNEY----->>

If you have already Quick Saved in the game, the option to load it will be available. Otherwise, let us Venture Forth!

Go ahead and create a new adventure log. Select which log you want, then make a name for yourself. In the NES version of the game, your stat growth differs depending on your name, but not so much on the Switch. So choose any name you want that's eight characters or less, select your message speed (which also affects battle speed), select your volume levels, and you are all set to go!

Note: Message speed and volume levels can be changed by selecting the Misc. option in your Main Menu and then selecting Settings.

<<-----TANTEGEL----->>

You will start with a talk between the Hero and the King. Your mission is to retrieve the Sphere of Light from the Dragonlord and restore light to the dark land of Alefgard... once more? Apparently this is not the first time Alefgard has been the land of darkness.

It looks as if the Hero has a big nose. And the plume on the helmet looks like the Tanooki Tail from Super Mario 3. Mario! Is that you? You are in the wrong game!

Anyway, once you have control of the Hero, open the chests for 120G, a TORCH and a MAGIC KEY. Use the Magic Key to unlock the door and go downstairs.

Go south a bit and you should see three pots. Search the left pot for a MEDICINAL HERB. The guy behind the counter to the south will restore your MP for free. Then you could use your Heal spell, talk to the guy again to refill your MP again, and repeat until you are at maximum HP and MP, therefore saving money on Inn prices. I do not bother with this method because staying at an Inn is faster and the cost is so cheap that I prefer the saved time more.

Equip your Bamboo Spear and leave Tantegel Castle through either the north or south exit. You are now on the overworld screen. You can view your map now by pressing X. Go east to the Town of Tantegel.

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|       |
| TOWN OF TANTEGEL |
|       |
|       |
| EQUIPMENT SHOP   | ITEM SHOP | |
|---|---|---|
| Bamboo Spear     | Medicinal Herb | 10G |
| Oaken Club       | Torch           | 8G  |
| Copper Sword     | Dragon Scale    | 20G |

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Plain Clothes	20G	
Leather Suit	70G	
Leather Shield	90G	
		HOLY WATER SHOP

INN:	3G	Holy Water 12G
Vault		

Just north of where you enter is an equipment shop. Buy a Leather Suit for 70G, then go south to the Inn. The drawer in the southeast room of the Inn has a CHIMAERA WING. Next to that room is the Vault. Talk to the lady and she will deposit or withdraw gold or items for you.

East of the Inn and across the bridge is an item shop. Buy a Dragon Scale for 20G. You will have to equip it manually. Then leave town, because it's time to grind for a bit. You can save 60G to buy the Oaken Club, but personally I go straight for 180G so I can buy a Copper Sword.

Notice the building with the locked door. This is the Holy Water Shop. Unfortunately you do not have access to this building right now, but remember it for later.

 <<-----GRIND 1----->>

Walk around a bit making sure you stay close to the castle. In this area are Slimes and She-Slimes. Fight them until you get to level 2. You can stay here to reach level 3, but once I'm level 2 I like to go to the hills southwest of the castle so I can start fighting Drackys. Do NOT go to the southern part of the hills; the monsters there are stronger and they will kill you. If your HP falls to 7 or less, go straight to the Inn, sleep and come back.

At level 3 you learn the Heal spell, which costs 3MP per use. Now I like to go to a patch of hills northwest of Tantegel Castle and south of a cave surrounded by sand. You can fight Ghosts here. Ghosts dodge more than the average monster. Keep fighting until you have your Copper Sword.

At level 4 you learn the Sizz spell which does 16-20 damage if successful.

Do NOT cross the bridge southwest of the cave in the desert yet. Instead, earn 90G and head back to the Town of Tantegel to buy and equip a Leather Shield. Be sure to have a Torch in your inventory. Torches light dark dungeons and do not wear out until you leave the dungeon.

You should now be equipped as listed below.

| RECOMMENDED LEVEL: 5 |

| CURRENT EQUIPMENT |

| -----
|
| Weapon: Copper Sword (Town of Tantegel) |
| Armour: Leather Armour (Town of Tantegel) |
| Shield: Leather Shield (Town of Tantegel) |
| Accessory: Dragon Scale (Town of Tantegel) |
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<<-----ERDRICK'S CAVE (OPTIONAL)----->>

The cave surrounded by sand is called Erdrick's Cave. This cave is entirely optional and has no monsters or treasure, so you can skip it if you want.

Floor B1

Use your Torch, head south and take the first path east all the way, go north a couple squares and continue east. Follow the eastern wall south to the stairs at the southeast corner of the floor.

Floor B2

Follow the mostly linear path to find the Stone Tablet. You need three sacred artefacts to reach the island where the Dragonlord's Castle is. Erdrick entrusted these items to three Sages, whose descendants continue to guard them. That's all for this cave, so let's get out of here.

<<-----GALENHOLM----->>

After leaving Erdrick's Cave, head northwest to a settlement called Galenholm. There is nothing to do in this town other than rest at the Inn and max out your stock of Medicinal Herbs.

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EQUIPMENT SHOP		ITEM SHOP	
Oaken Club	60G	Medicinal Herb	10G
Copper Sword	180G	Torch	8G
Iron Axe	560G	Dragon Scale	20G
Leather Suit	70G		
Chain Mail	300G		
Iron Shield	800G	INN:	6G

 <<-----GRIND 2----->>

Once you are at level 5, head south to the hills just past the bridge. Here you will want to grind 560G for the Iron Axe and 300G for the Chain Mail. You should not purchase the Iron Shield because you can get a free one later. If you run out of Medicinal Herbs and your HP is low, simply go back to Galennholm to rest and restock.

There's another place you can grind. Remember the hills southwest of Tantegeel where you fought Drackys at level 2? If you go to the southernmost row of hills, you can fight the same monsters as in the grinding spot mentioned in the previous paragraph. Use the Town of Tantegeel to rest and restock.

In these hills you can find Ghosts, Prestidigitators, Drackolytes and Scorpions. Prestidigitators and Drackolytes can cast Sizz. Do not bother with physical attacks on the Scorpions; use Sizz instead to one-shot them. In fact, Scorpions are the only monsters I ever use Sizz on. I recommend getting the Iron Axe, the Chain Mail and level 7 before attempting to head south of the hills, because you may run into tougher monsters called Skeletons.

At level 7 you learn Snooze, with a cost of 2MP per use, which comes in handy when dealing with Skeletons. Also, if you have the Iron Axe, you no longer need to cast Sizz ever again, now that Scorpions can easily be taken out with physical attacks.

South of these hills is the Craggy Cave. You probably saw it before as you were grinding near Tantegeel. You could bring a torch and 6 herbs and go here now as the cave is not very difficult, if you are feeling brave or have played the game before. But in this walkthrough I'm going to guide you to another village first.

 <<-----KOL----->>

Starting from Galenholm, walk east. Instead of walking south to Tantegeel, continue walking east. Cross the bridge, head southeast and cross another

bridge. From here, head north until you see a village. This is the village of Kol.

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|       |
| KOL   |
|       |
| EQUIPMENT SHOP           ITEM SHOP
|-----|-----|
| Copper Sword           180G      Medicinal Herb           10G
| Iron Axe                560G      Torch                     8G
| Iron Armour             1000G     Dragon Scale              20G
| Full Plate Armour      3000G     Chimaera Wing            24G
| Leather Shield          90G
|
| SECRET ITEM:   Faerie Flute      INN:                        12G
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Head northwest in this town and you should see a sparkle about four steps south of a square of water. Walk over to it and press A to search the area. You will find the FAERIE FLUTE. Search the drawers north of there to find PLAIN CLOTHES and a SEED OF STRENGTH. Seeds give permanent stat boosts to the Hero which is really nice. Might as well use the seeds right away as the Hero is your only party member.

Next to the drawers is a girl who will give you a Puff-Puff Massage for 20G. Ah, the classic Puff-Puff Massage. It has been a staple of Dragon Quest ever since it was released on the Famicom in 1986. Sadly, it was censored in the 1989 NES version. Oh well.

That's all you can do in this town for now. Do not worry about getting Iron Armour yet. The Craggy Cave coming up is pretty easy as it is. Unless you plan to skip this cave (not recommended), make sure you have six Herbs and a Torch before heading out.

If you are at level 9 you do not need the Torch because you will be given access to the Glow spell, at a cost of 2MP per use. The upside to using this spell is that it brightens a wider area than a Torch. The downsides are that the spell wears off after so many steps and it costs MP. After 132 steps, the amount of light you have will be reduced, and after another 132 steps, the effect of Glow will be completely gone.

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<<-----CRAGGY CAVE (OPTIONAL)----->>
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This part is optional but highly recommended. Go back to Galenholm and head

south across the bridge. Continue south, then go east past a poisonous swamp and you should see a cave. This is Craggy Cave, formally called Rocky Mountain Cave. Quick Save before you enter. Be careful as you do not want to get stuck in the cave without MP or a Torch.

Floor B1

There are two levels to the cave. You start off in the upper level with Ghosts, Prestidigitators, Scorpions and Lunaticks. Lunaticks are even easier than Skeletons, so no worries.

Once you are in the cave, go east at the first intersection. east again at the second one, then east again at the third one. Follow the path south, then west until you hit water. Go to the northwest corner of the water to find a chest with ~340G.

Walk south of the water and follow the path west. Head north at the intersection, then east at the next one. You should see a hallway with pillars going west. Follow it, then swing north to the stairs.

Floor B2

The second floor has tougher monsters, with Skeletons, Fightgeists (they can cast Sizz), Drackymas (they can cast Heal and Sizz), Drohl Drones, and the dreaded Legerdemen. Legerdemen can cast Sizz and Snooze. I have bad memories about these monsters, who were called Warlocks in the NES version. Basically, they can put you to sleep and cast Sizz over and over until you die. Thankfully, it does not happen that often.

First start going east. Skip the first room to the north and go to the second room which has a chest containing ~535G. The third room has a chest* containing a TORCH. Follow the path east and south, then take the first path going west. Continue west to the corner (ignoring the path south), north to the wall (ignoring the path west), then head east and south to a room with a chest containing an IRON SHIELD, which you should equip right away.

* If you want a Choker, approach the chest with the Torch inside while holding a full inventory. If you already took the Torch, the chest will respawn upon exiting the cave. Attempt to open it. If the item is a Torch, refuse to throw something away, which will put the Torch back inside the chest. Repeat this over and over again until you are offered a CHOKER. You must throw something away in order to receive it. You can sell this cursed item for a hefty 1200G. Once you take the Choker, the chest will no longer respawn.

Head west, skipping the south path you just came from to find another room with a chest containing a WARRIOR'S RING, the second and final accessory. Continue west and all the way south to a room with two chests. They contain a SEED OF STRENGTH and a SEED OF MAGIC.

That's all the treasure you can get in this cave. Time to get out of here. From where you are, go north and take the first path east. Follow this path south to the wall, west to the wall and finally north to the stairs.

Floor B1

Follow the linear path past the pillars, then head south and west. Take the first path leading south, then take the first path going east. You should be at the water. Follow the path east and north until you hit a wall, then head west until you hit a corner. Follow this wall clockwise until you reach the stairs.

<<-----QUAGMIRE CAVE----->>

If you chose to skip the Craggy Cave, go back to Galenholm and buy an Iron Shield.

I recommend getting to level 9 before doing this next part. Make sure you are equipped as listed below.

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|       |
| RECOMMENDED LEVEL: 9 |
|       |
| CURRENT EQUIPMENT   |
| -----            |
|       |
| Weapon: Iron Axe (Galenholm or Kol) |
| Armour: Chain Mail (Galenholm) or Iron Armour (Kol) |
| Shield: Iron Shield (Galenholm or Craggy Cave) |
| Accessory: Dragon Scale (most Item Shops) |
| Accessory: Warrior's Ring (Craggy Cave) (optional) |
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South of Kol is a poisonous swamp leading to Quagmire Cave. Giggity. It used to be called the Swamp Cave. Let's go there now. Keep an eye on your HP as you go through the swamp. Inside the cave, you can use Glow or a Torch if you want but you do not even need those. Just go straight south along the long path until you hit a wall, then go east, south, east, south, and finally west to the stairs.

<<-----RIMULDAR----->>

You are now in the southeastern area of Alefgard. Roaming south of the cave are Skeletons, Legerdemen, and two new monsters, the Iron Scorpion (good Resilience)

and the Bewarewolf. Iron Scorpions may use their turn to defend, which means you do half the damage with your weapon or your spells that turn.

Keep heading south along the east coast until you see a town to the west. Walk south around the impassable mountains to get there. Do not go further south because there are tougher monsters down there. Welcome to the town of Rimuldar!

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|       |
| RIMULDAR       |
|       |
| EQUIPMENT SHOP           ITEM SHOP           |
|-----|-----|
| Copper Sword           180G           Medicinal Herb           10G           |
| Iron Axe               560G           Torch                       8G           |
| Steel Broadsword      1500G           Chimaera Wing              24G           |
| Iron Armour           1000G           |
| Full Plate Armour     3000G           |
| Magic Armour          7700G           |
|       |
| MAGIC KEY SHOP           INN:                24G           |
|-----|-----|
| Magic Key              16G           |
|       |
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Go to the Equipment Shop and buy the Steel Broadsword for 1500G. Also, you can buy an Iron Armour if you do not have one yet. Personally, I skip the Iron Armour and go straight for the Full Plate Armour. Do not worry if you cannot afford Full Plate Armour or Iron Armour right now. At level 10, Chain Mail is fine for the monsters just outside of Rimuldar.

North of the Equipment Shop is a merchant who serves as the town's Item Shop. West of him are two rooms. Search the drawer in the right one for a CHIMAERA WING. Now go back to where you entered the town. If you hug the water, you can walk north and west around the town to another shop. This shop sells... Magic Keys! Finally!

In the Magic Key Shop, search the pots for ~120G and a SEED OF RESILIENCE. Buy 6 Keys from the shop owner, then leave and re-enter the town. Inside the Inn is a chest that's blocked by two doors. Open both doors to get a SEED OF LIFE. Buy 2 more Magic Keys, then leave town.

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<<-----GRIND 3----->>
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```

At this point I recommend doing another grinding session to earn 3000G, which

you will need for the Full Plate Armour. Forget about the Magic Armor... it's really not worth it. Both armours have the exact same defense. The difference is that Magic Armour heals 1 HP every four steps and reduces spell and fire damage by about 25%. I recommend grinding on the hills just south of Rimuldar. Make sure you stay on the northern part of the hills. Once you have your Full Plate Armour, you can safely go further south, but do not go west of the bridge south of Rimuldar yet.

You should be at least level 10 by now. At level 10 you learn Fizzle, which, if successful, prevents monsters from casting spells at a cost of 2MP. I wouldn't bother using it on the Legerdemens, since they can be beaten easily by this point. Same goes for the Skeleton Scrappers, because you can do more damage to them than their Heal spell can restore. Same goes for the Scarewolves because when they can be two-shotted, a Fizzle cast is a wasted turn when you or the monster could be attacking. I usually do not use Fizzle at all, save for one particular monster later in the game.

Further south you run into new monsters. Scarewolves can cast Fizzle, Skeleton Scrappers can cast Heal, and Gold Golems have high HP and can defend. Also, Gold Golems drop 650G a pop. which will be coming in handy as you will soon need 24600G for a new sword and shield, or 14800G if you want to skip the sword.

At level 12 you learn the Evac spell, which instantly warps you out of dungeons at a cost of 6MP. Now I recommend you cross the bridge to the south and grind on the hills. You should come across a new monster. Chimaeras have good attack but by now they should be outmatched.

At level 13 you learn the Zoom spell, which warps you to Tantegeal Castle at a cost of only 1 MP. This spell can save your life. It doesn't work in dungeons; you have to Evac first. You can take a break from grinding at this point because you are now powerful enough to get through the next dungeon. Use Zoom or a Chimaera Wing to get back to Tantegeal fast and save yourself time from all the weak encounters.

```

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|-----|
|       |
| RECOMMENDED LEVEL: 13 |
|       |
| CURRENT EQUIPMENT     |
| -----              |
|       |
| Weapon: Steel Broadsword (Rimuldar) |
| Armour: Full Plate Armour (Kol, Rimuldar) |
| Shield: Iron Shield (Galenholm or Craggy Cave) |
| Accessory: Dragon Scale (most Item Shops) |
| Accessory: Warrior's Ring (Craggy Cave) (optional) |
|       |
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<<-----SUNSTONE----->>
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On the northeast side of the Town of Tantegel, there is a shop behind a locked door... doesn't seem like a great way to do business, if their front door is always locked... anyway, they sell you Holy Water for 12G a pop. Holy Water removes encounters with monsters much weaker than you, which removes the inconvenience of getting into battles that give you almost nothing in experience and gold. Basically, it's a time saver. Unfortunately Holy Water doesn't work in dungeons, and it wears off after so many steps.

Enter Tantegel Castle and open the door to the treasure room. In the chests you get ~345G, MAGIC KEY, SEED OF MAGIC, and SEED OF AGILITY. Go north and east and open the locked door. There's a Magic Key shop in the northeast corner that sells keys at 24G a pop. Also, you can walk outside the perimeter of the castle in this area. Go one square east of the eastern Castle wall, then head south. When you hit water, you can afford to go one more square east, then head south to the stairs.

In the drawers to the right are a MEDICINAL HERB and a SEED OF LIFE. And in the chest you get the SUNSTONE. Alright! One artefact found, two more to go.

<<-----GALEN'S GRAVE----->>

You need 2 keys at least for the next dungeon. Once you are all set, head northwest to Galenholm. When you get to the settlement, use a key on the door to the big building. In this building are three chests containing a COPPER SWORD, a TORCH and ~630G. If you use a Magic Key and talk to the old lady in the purple dress, she will give you another Magic Key. Position yourself directly north of the old lady. Go west one square, then go north into the blackness. Follow the pathway and talk to the guy to gain access to the stairs. You have just entered Galen's Grave.

Floor B1

Go east to the wall, then go north. Take the first path going east all the way to the wall. Next, head north and west to three chests. Open them for a SEED OF LIFE, 535G and a MAGIC KEY. Head back east and this time go all the way south. Use a Magic Key on the door, then follow the path to the stairs.

Floor B2

You will find yourself in the northeast corner of this floor. You can choose to go west or south; either way, make it to the stairs on the southwest corner. Be sure to keep your HP above 50 for the next floors.

Floor B3

On this floor there are some new monsters. Spitegeists can cast Sizz, Snooze and Fizzle. Drohl Diabolists can cast Snooze. Raving Lunaticks can cast Heal and Sizz. And the hardest monster in this dungeon, the Skeleton Soldier, can cast Heal and also does pretty good physical damage. Anyway, head north, taking the path to the right to find the stairs.

Floor B4

Make your way to the east side of the room and climb the stairs in the centre.

Floor B3

In this room, open the chest to receive the LYRE OF IRE. This item is not one of Erdrick's artefacts, but it can be traded for one. You are done in this dungeon so cast Evac to get back to the overworld.

<<-----STAFF OF RAIN----->>

Zoom to Tantegel and walk eastward to Kol.

West of Kol is a path you may not have checked out yet. Follow the path as it arcs northward, enter the Shrine and go down the stairs. Give the old man the Lyre of Ire and he will give you access to a chest which contains the STAFF OF RAIN. Alright! Two artefacts collected, one more to go. At this point I would Zoom back to Tantegel Town to deposit the Staff of Rain and the Sunstone in the Vault next to the Inn.

<<-----GRIND 4----->>

Unfortunately, it's time to grind again. I recommend fighting in Gold Golem territory far to the south of Galenholm, because you are going to need gold. Cross the bridge and head south into the desert where you will see a town. Do not attempt to enter the town as it is destroyed and filled with powerful monsters. Instead, do your grinding in the desert, making sure you stay north of the town.

If you want the next sword upgrade and the best shield in the game, earn 24600G. If you choose to wait until you get the ultimate sword in the game, you only need 14800G. Also, you need to journey to a new town that sells this new equipment. I recommend getting to level 14 for the next part.

<<-----ROAD TO CANTLIN----->>

Once you have earned your gold, make sure you sleep at the Inn and have the Faerie Flute with you along with maximum Medicinal Herbs and Magic Keys. Deposit all your gold at the Vault and save with the King of Tantegel. This is going to be a little bit of a walk through rough monster terrain.

Once you are past Chimaera territory, you will have to flee from every single battle (except for Metal Slimes). I recommend Quick Saving after every couple battles. At level 14 it is highly unlikely that you will die during the walk. If you do die, do not worry. Your money is safe in the Vault.

Head back to the desert to the far south of Galenholm. Continue south until you reach the sea, then go east across the bridge. Continue to follow the path northeast, ignoring the next bridge. Eventually you should come to a bridge with a poisonous swamp next to it. Cross the bridge and approach the town to the south but keep at least four steps away from it. Heal up to maximum and Quick Save your game. Now try to go into the town. It's mini-boss time!

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|       |
| GOLEM - 150HP |
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| If you have the Faerie Flute, you should be able to defeat Golem without |
| getting a scratch on you. Use the "Item" option and select your Faerie Flute |
| to lull the Golem to sleep. If he stays asleep, attack him. If he wakes up, |
| use the Faerie Flute again. He will never get a turn in to attack. In the |
| NES version, the Golem could wake up and attack the Hero in the same turn, |
| but not so much on the Switch. |
| |
| For defeating him you get 2500 EXP and some pocket change. Now you can access |
| a new town. Victory! |
| |
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```

At this point you should be at least close to getting level 15, at which you will learn the Holy Protection spell. It wipes weak encounters off the map for 64 steps but does not work in dungeons. It is the same as using a Holy Water.

<<-----CANTLIN----->>

Enter the town. Welcome to Cantlin! The Equipment Shop is south of the northeastern stairs. There are two other equipment shops that sell equipment you could have gotten in other towns. You need a key to access the shop as well as

the adjoining Magic Key Shop. The northwestern stairs lead to a Vault where you can withdraw your gold. The Holy Water Shop is at the southeast corner of town.

Note that you cannot buy Medicinal Herbs or Torches here.

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|       |
|       |
| CANTLIN       |
|       |
|       |
| EQUIPMENT SHOP           MAGIC KEY SHOP
|-----|           |-----|
| Fire Blade           9800G           Magic Key           32G
| Silver Shield           14800G
|
| INN:           50G           HOLY WATER SHOP
|                               |-----|
|                               Holy Water           12G
| Vault
|-----|
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```

If you chose to grind 14800G and wait for the ultimate weapon, buy the Silver Shield. If you chose to grind 24600G, get the Fire Blade as well. You can use the Fire Blade as an item during battle to shoot flames at monsters. I really do not recommend doing that, as your physical attack should be enough.

Search the drawer at the Inn for a SEED OF RESILIENCE. South of the Inn, use a Magic Key to get to a drawer which holds... a MAGIC KEY. Also, the guy in here talks about previously owning a shop in Damdara, the destroyed town in the desert that you passed by earlier. Go south to a narrow hallway leading to the eastern part of the town, then go north a bit to find a drawer with a SEED OF MAGIC inside. That should be it for Cantlin. Zoom back to Tantegel, heal at the Inn and save with the King.

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<<-----SAVE THE PRINCESS (OPTIONAL)----->>
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```

Now it is time to save Princess Gwaelin... if you want. Yup, this quest is entirely optional. You do not have to save her to beat the game! Leave her to rot for all the game cares; as long as you defeat the Dragonlord, you will get the end-game credits. If you save her though, the ending will be a little different, and more satisfying in my opinion.

Leave Tantegel and cast Holy Protection if you want to wipe out monster encounters. Head east to the cave tunnel you previously travelled through when going to Rimuldar. Once inside, cast Glow, then head east and south. Stay along the eastern wall until you get to a locked door. Use a Magic Key, then continue until you are just a few steps away from a dragon blocking a room entrance. Quick Save here, then talk to the dragon for a battle.

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|       |
| GREEN DRAGON - 150 HP |
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|>-----<|
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| The Green Dragon has a physical attack and a fire attack. Simply heal when |
| you go below 40 HP and attack when you do not, and the dragon should go down |
| easy enough. |
| |
| For defeating the Green Dragon you get 950 EXP and some gold. You saved |
| Princess Gwaelin! Victory! |
| |
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Unfortunately, in the Switch version of the game there is no "But thou must." Got to go back to the good old NES for that one. Oh well. I'm just a tad disappointed I guess, that they would change an iconic line like that. Similar to how they changed "...But you're still hungry" in the DS version of Chrono Trigger. Damn you Square-Enix! Just kidding. Anyway, I'm digressing. Where was I?

Oh yes, bringing Princess Gwaelin back home to Tantegel. You can Evac/Zoom back if you want. Talk to the King and Gwaelin will give you the PRINCESS'S PLEDGE. It tells you how many steps north, south, east or west Tantegel Castle is to you, like a medieval GPS. Also, it tells you how much experience you need to get to the next level.

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<<-----LEGENDARY ARMOUR----->>
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Remember Damdara, the town in the southern desert that was destroyed by monsters? Remember that guy in Cantlin who was talking about a shop he used to run there? It's time to enter that town.

In Damdara you can run into Cosmic Chimaeras who can cast Midheal. They can only be taken out with physical attacks. Tearwolves do not have spells. Also, you have Green Dragons, although be aware that these dragons have far less HP than the dragon that is/was guarding Princess Gwaelin. Vis Magers can cast Fizzle and a new spell, Sizzle, a more powerful Sizz spell which can do massive damage to you. I have been killed more than once by these guys, especially when they get the first move on you. Keep your health high, 70+ HP and Quick Save after every battle and you should be fine.

Anyway, from where you entered, head south, then east across town. You should be able to see a sparkle, indicating an hidden item. Approach the sparkle but stay a few squares away. Heal up to max, and make sure you have at least 56 MP, enough for a Fizzle cast and 18 Heal casts. If you do not, sleep at the Inn in Galenholm and come back. Along with your Herbs, you should have at least 24 Heals to work with. Quick Save here; now you are ready to take on the guard of this treasure, a Knight Aberrant.

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|       |
| KNIGHT ABERRANT - 78 HP - 4 MP - Can cast Snooze |
|-----|
|       |
| Remember when I said there is one particular monster in the game that I use |
| Fizzle on? This is the monster. Cast Fizzle to prevent the Knight Aberrant |
| from casting Snooze on you. It is guaranteed to work the first time. Attack |
| and Heal if you go below 55 HP. Try not to use Medicinal Herbs until you run |
| out of MP. Even if the Knight Aberrant is constantly attacking, you should be |
| regaining a bit more HP than the monster can take, giving you a chance to hit |
| him once every few turns. |
| |
| After 3 or 4 hits, the monster should go down, giving you access to a secret |
| sparkly treasure. Victory! |
| |
|-----|
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```

For your troubles you get the mighty ERDRICK'S ARMOUR, the ultimate armour of the game. Its defense is higher than all other armours. It lowers the damage of Sizz, Sizzle and Fire attacks by 25%. It makes you invulnerable to the poisonous swamp and damage tiles. On top of that, it heals 1 HP per step. This armour is obscene.

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<<-----GRIND 5----->>
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```

On your run to Cantlin, you passed by some new monsters. Just south and west of Damdara, you have Death Scorpions, Knight Errants who can cast Fizzle, Skeleton Soldiers who can cast Heal, and Dark Skeletons that dodge a lot.

If you go further south, near the water but before crossing the bridge to go east, you will run into some tougher monsters. Most notably, the Metal Slime! He has more Resilience than the Dragonlord himself. Holy hell. Unfortunately for him, the Metal Slime has the strength and spell capacity of a Drackolyte. Also, he runs away a lot. Metal Slimes give 775 EXP a pop if you are lucky enough to kill one. This is a favourite spot to grind for the whole game.

Also far south you have Hocus Chimaeras, who can cast Snooze and Sizz on you, as well as Heal.

Near Cantlin are the same monsters you already met at Damdara.

At level 17 you will learn Midheal, an absolute necessity for beating the game.

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<<-----MARK OF ERDRICK----->>
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Once you get to level 17, go back to Cantlin. Notice the building in the centre of the town. If you go inside the building (just walk into the side of it) and exit south, you will see two doors followed by a pathway lined with damage tiles. Before you had Erdrick's Armour, each tile would deal 15 damage to you. But because you have the armour equipped, the tiles now do no damage at all.

Unlock one of the doors and walk harmlessly over to a person who will tell you where to search for the last artefact. Tantegele is 70 steps north and 40 steps west of the artefact.

If you have it, go outside and use the Princess's Pledge. The coordinates the man gave in Cantlin are Tantegele's coordinates relative to the artefact. Match them up with your location and you find the artefact.

Go north from Cantlin, cross the bridge and head southwest. Cross the next bridge you see and head southeast to a huge poisonous swamp. Go to the east side of the swamp and keep using Princess's Pledge to find the MARK OF ERDRICK. A "!" will appear above the Hero's head once he's found the right spot. That's three out of three. Zoom back to Tantegele, rest up at the Inn and save with the King.

<<-----RAINBOW DROP----->>

Head over to the Vault, deposit your Faerie Flute and Princess's Pledge. Withdraw the Sunstone and the Staff of Rain. Also, make sure you have the Mark of Erdrick. Now you need to walk to the Holy Sanctum south of Rimuldar. Cast Holy Protection the whole way to avoid all the monster encounters.

Head inside and go downstairs to find a priest. Talk to him in order to give him the Sunstone and the Staff of Rain. He will offer them to the Almighty Goddess. A chest will appear; open it to receive the RAINBOW DROP. Leave the Sanctum.

Northwest of the Sanctum and west of Rimuldar is a narrow peninsula. Go to the very tip of the peninsula and use the Rainbow Drop to make a bridge appear. Now you have access to the Dragonlord's Castle. Return to Rimuldar if you need to rest at the Inn or stock up on Medicinal Herbs and Magic Keys. Otherwise, continue to the Dragonlord's Castle.

<<-----LEGENDARY SWORD----->>

On this floor and the next floor down, you will be fighting the same monsters you saw at Damdara, including Knight Aberrants.

From the entrance, head west and follow the path to the Throne room that is between two other rooms with staircases that lead nowhere. Search the sparkle behind the Throne to find a hidden stairway leading to the next level.

Floor B1

Use a Magic Key on the door and follow the linear path west, south, then east.
Take the northeast path to the stairs.

Floor B2

On this floor you can fight Blue Dragons, who attack and breathe fire. I recommend using the Snooze-Flee tactic on the Stone Golems instead of fighting them. From the stairs, head west and follow the path. Take the north path at the intersection. When you come to two paths heading south, take the western path south to some stairs.

Floor B3

Northwest of the stairs are two chests containing 502G and a MEDICINAL HERB. Go east past the stairs you just came from, also passing the stairs in the northeast corner and head west and down the next stairs you see.

Floor B4

Walk directly south and you should see two staircases, one ascending and one descending. The descending stairs leads to a room that loops endlessly. Take the ascending stairs.

Floor B3

Go southeast to the stairs and take them up to the next floor.

Floor B2

Take the stairs right next to you.

Floor B1

Finally, head north and open the chest to find the best weapon in the game, ERDRICK'S SWORD.


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|-----|
|       |
|       |
| RECOMMENDED LEVEL: 17 |
|       |
|       |
| CURRENT EQUIPMENT:    |
|-----|
|       |
| Weapon: Erdrick's Sword (Dragonlord's Castle) |
| Armour: Erdrick's Armour (Damdara)           |
| Shield: Silver Shield (Cantlin)              |
| Accessory: Dragon Scale (Most Item Shops) (optional) |
| Accessory: Warrior's Ring (Craggy Cave) (optional) |
|       |
| Note: The defense boost the Dragon Scale provides is negligible at this point |
| in the game. If you prefer item space, you can get rid of both accessories |
| now.                                         |
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<<-----FINAL GRIND----->>
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```

The only thing left to do in the game is to meet up with the final two monsters you haven't seen yet and beat the Dragonlord. It may be possible to beat him at level 17, but it will be very difficult to do. Level 20 is a more normal level to take on the Dragonlord with. I like grinding south of Damdara where the Metal Slimes are.

At Level 19 you learn the final spell, Sizzle. It can deal 50-65 damage to monsters. It's pretty much useless. Many of the tougher monsters have a resistance to Sizzle. Your MP is better spent using Midheal.

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<<-----DRAGONLORD'S CASTLE----->>
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Once you feel like you are ready to take on the Dragonlord, Zoom to Tantegel, rest at the Inn, max out on your Medicinal Herbs and Magic Keys and save with the King. There is no saving after beating the Dragonlord. Make a pit stop in Rimuldar if you'd like.

Head towards the Dragonlord's Castle. As you go through the Castle a second time, try to conserve as much MP as possible, and feel free to use all of your Herbs if need be.

Go to the Throne room, search the sparkle and go down the stairs.

Floor B1

Use a Magic Key on the door and follow the linear path west, south, then east. Take the northeast path to the stairs.

Floor B2

From the stairs, head west and follow the path. Take the north path at the intersection. When you come to two paths heading south, take the western path south to some stairs.

Floor B3

Go northeast, ignore the first stairs, head west and go down the second stairs.

Floor B4

Now you are back on the floor where you saw the two flights of stairs, where the ascending stairs lead to Erdrick's Sword and the descending stairs lead to an endless loop. Ignore both stairs and head east, then north to more descending stairs.

Floor B5

You can encounter the final two monsters (besides the Dragonlord himself) on this floor as well as the two final floors just below. Knight Abhorrents can cast Midheal and Sizzle. Red Dragons can cast Fizzle, so make sure you keep your HP high. Follow the path to the end to go down another flight of stairs.

Floor B6

On this floor, simply walk straight east and down the stairs to the final floor.

Walk straight north and head to the treasure room. The chests contain WASTEBAND (cursed), SEED OF MAGIC, MEDICINAL HERB, 424G, nothing, MAGIC KEY, nothing, 503G, and a CHIMAERA WING. If you want to keep your MP stat gain, Evac out and Zoom to Tantegel Castle to rest and save. However, you will have to redo the Dragonlord's Castle and get to the bottom floor again.

From the stairs on the final floor, take the leftmost path, turning east and moving past the pillars. Continue east, then head south across two bridges. You should be able to see the Dragonlord now. Heal up to full using any leftover Herbs you may have left. Make a Quick Save.

<<-----DRAGONLORD----->>

Talk to the Dragonlord. He will give you an opportunity to rule the world alongside him. The catch is that he will get the Living half while you get the Dead half. Clever Dragonlord. Anyway, if you accept his proposal twice, you will be returned to the Inn at Rimuldar. So decline his offer twice and prepare for the final battle!

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 |-----|
 |
 | DRAGONLORD - 225 HP - 40 MP - Can cast Snooze, Midheal and Sizzle
 |
 |-----|
 |
 | During this battle, be sure to keep your HP above 95 in case of Snooze. Keep
 | attacking him physically. Even though he has Midheal, he will eventually be
 | taken down.
 |
 | Victory! Oh, wait a second...
 |
 |-----|
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```

Crap. True form! The real final battle begins!

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 /
 |-----|
 |
 | DRAGONLORD (TRUE FORM) - 300 HP
 |
 |-----|
 |
 | This Boss is the real deal. He can spit out a fiery torrent of flames and
 |
```

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| breathe fire, both of which do minimal damage. His physical attacks do
| medium damage. Also, he can belch out blistering flames, doing a maximum
| damage of 50+, and that's with Erdrick's Armour equipped. Back to back
| belches could be really bad. If you are only at level 20, it may take several
| tries until you get lucky enough to kill him. Use Midheal every time you dip
| below 95 HP. He should go down after only a few tries.
```

```
| Victory!
```

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<<-----ENDING----->>
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Zoom to Tantegel Castle to watch the ending. There are two possible endings. Whichever one you get depends on if you saved Princess Gwaelin or not. The credits start to roll.

Final victory at last!

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<<=====VII. LOCATIONS=====>>
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```

The coordinates of the following towns, dungeons and shrines are relative to Tantegel Castle.

Why is there a range of squares for the east and west directions? It's because Tantegel, Damdara, Cantlin and the Dragonlord's Castle all take up 2 horizontal squares each.

LOCATION	SQUARES FROM TANTEGEL CASTLE
Tantegel Castle	N/A
Town of Tantegel	2 N, 4-5 E
Galenholm	41 N, 41-42 W
Kol	33 N, 60-61 E
Rimuldar	29 S, 58-59 E
Damdara	46 S, 18-20 W
Cantlin	59 S, 28-30 E
Erdrick's Cave	31 N, 15-16 W
Craggy Cave	14 S, 14-15 W
Quagmire Cave North	1 S, 60-61 E

```

| Quagmire Cave South |           7 S, 60-61 E |
| Galen's Grave       |          41 N, 41-42 W |
| Dragonlord's Castle |           5 S,   5-7 E |
\                       /
>-----+-----<
/                       \
| Rain Shrine         |          42 N, 37-38 E |
| Holy Sanctum        |          66 S, 64-65 E |
\                       /
>-----+-----<
/                       \
| Faerie Flute*       |          From bath, 4 S |
| Mark of Erdrick     |          70 S, 40-41 E |
| Place Rainbow Drop  |           6 S, 21-22 E |
| Erdrick's Armour**  |          From start, 5 S, 18 E |
|                       |                       |
|-----+-----|
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<<-----VIII. MAPS----->>
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<<-----OVERWORLD GRID MAP----->>
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This is a grid map of the overworld. Each grid is 225 squares arranged in a 15 x 15 pattern. These squares include inaccessible water and mountains. Note that E5 is completely inaccessible.

Also, this is the monster territory map. Refer to the Chance to Encounter section for more information.

	1	2	3	4	5	6	7	8
A	Galenholm Galen's Grave	Erdrick's Cave				Rain Shrine	Kol	
B					Bridge			
C	Bridge		Tantegel Castle	Town of Tantegel		Bridge	Quagmire Cave North	
D		Craggy Cave		Dragon- lord's Castle	Rainbow Drop Bridge		Quagmire Cave South	

```

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E| | | | | | | |
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| | | | | | | |
F| | | | | | | |
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G| | | | | | | |
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+-----+-----+-----+-----+-----+-----+-----+
| | | | | | | |
H| | | | | | | |
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+-----+-----+-----+-----+-----+-----+-----+
| | | | | | | |

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<<-----ERDRICK'S CAVE MAP----->>

E - Entrance/Exit stairs B1 - Basement 1st Floor stairs
B2 - Basement 2nd floor stairs Tb - Erdrick's Tablet

Floor B1

Floor B2

```

E----+ +-----+ +-+
+---+| |++-----++| |+|
|+| |+| |++-----++|
|+| |+| |++-----++|
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|+| |+| |++---+|
+-----+---+-----+ |+| |+|
|++---+---+-----+ |+| |+|
|+| |+| |++---+| |+|
+-+ +-+ +-----+ +B2

```

```

+-----+-----+ +---+
|++-----+---+| |++++| | | | |
|+| |+| |+| |++++|
|+| |+| |+| |+Tb+|
|++-----+ |+| |++++|
+-----+---+---+ |+| |++++|
|+| |+| |++---+---+|
|+| |+| +-----+---+|
+-----+---+| |++++|
|++-----+ +-----+
|+| |+-----+
|+| |+-----+
|+| +-+ |+++++-----+
|+| |+| +-----+---+|
|++-----+---+| |+| |+|
+-----+---+---+| |+| |+|
|+| |+| |++---+| |+|
+---+ +---+ +-----+ +---+

```

<<-----CRAGGY CAVE MAPS----->>

Floor B1

E - Entrance//Exit stairs

D - Magic Key door

B2 - Basement 2nd Floor stairs

X - Obstacle

```
+-----+ +-----+ +-----+ +-----+
|++-B2 |++-----++| |++-++| |++-----++| | | | |
|+| |+| |++-++| |++-++| |+|
|+| |+| |++-++| |++-++| |+|
|+| +--+| +-----++| |+| +--+ |+|
|+| |++-++| +-----++| |+| |+| |+|
|+| |+| +-----++| +-----++-++|
|+| |+| |++-++| |++-----++|
|+| |+| +-----XXX |+| |+|
|+| |+| |++-----++XX |+| |+|
|+| |+| |+| |++++| |+| +-----++-++|
|+| |+| |+| +E-++ +--+ |++-++-++-++|
|+| |++-++-++| |+| |+| |+|
|+| +-----++| |+| |+| |+|
|+| |+| +-----++| |++-++| |+|
|+| |+| |++-----++| |++-++| |+|
|++-++-++| +-----++-++| |+| |+| |+|
+-----++| +-----++| |+| |+| |+|
|+| |+| +-----++| +--+| |+| |+|
|+| |+| |++-++| |++-++| |+| |+|
+--+ |++-++-++| |+| |+| |+|
|+| +-----++| |+| |+| |+|
|+| |+| +-----++| +--+| |+|
|+| |+| +-----++| |++-++| |+|
|++-++-++| |+| |+|
+-----++-++-++-++| |+| |+|
|+| |+| +-----++| |+| +--+|
+-----++| |+| |+| |++XX++| +--+ |++-++|
|++++++| |+| |+| +T1-++| |++XX++| |+| |
|++++B2++| |+| |+| +-----| |++XXXX+| |+|
|++++++| |+| |+| |++-++XXXXX+-----++-++|
|++-++-++| |+| |+| |+++++XXXXXX++++-++-++|
|+| |+| |++-++| |++XXXXXXXXXXXX++| |+| |+|
|D| |+| |++-++| |++XXXXXXXXXXXX++| +--+ |+|
|++-++-++| |+| |+| |++XXXXXXXXXXXX++| |+|
+-----++| |+| |+| +-----++-++| |+|
|+| |+| |+| |+| +B2 |+|
|+| |+| |+| |+| |+| |+|
+-----++| |++-++-++| +-----++|
+-----++ +-----++ +-----++
```

Floor B2

B1 - Basement 1st Floor stairs

T4 - Treasure Chest (Warrior's Ring)

X - Obstacle

T5 - Treasure Chest (Iron Shield)

T2 - Treasure Chest (~535G)

T6 - Treasure Chest (Seed of Strength)

T3 - Treasure Chest (Torch or Choker)

T7 - Treasure Chest (Seed of Magic)

```

+B1-----+ +-----+ +-----+ +-----+ +-----+
|+++++---++| |+++++++| |++T2+++| |+++T3++| |+++++++|
|+++++| |+| |+++++++| |+++++++| |+++++++| |+++++++|
|+++++| |+| +-----+ +-----+ +-----+ +-----+
|+| |+| |+| |+| |+| |+|
|+| |+| |+| |+| |+| |+|
|-----+++-----+++-----+++-----+++-----+
+-----+++-----+++-----+++-----+++-----+
|+| |+| |+| |+|
+-----+ |+| +-----+-----+ |+|
|+++++| |+| |++-----+++-----+++-----+++-----+ |+| | | | | |
|+++++---++| |+| |+| |+| |+| |+|
|+++++---++| |+| |+| |+| |+| |+|
|+++++| |+| |+| +-----+-----+ |+| +-----+-----+ |+|
+-----+ |+| |+| |X++X++X++X++X+| |+| |X+++X+| |+|
|+| |+| |X++X++X++X++X+| |+| |X+++X+| |+|
|+| |+| +-----+-----+ |+| |+++++++| |+|
+-----+ |+| |+| |+| |+| |+| |+++T5++| |+|
|+++++| |+| |+| +T4 |+| |X+++X+| |+|
|+++++---++| |++-----+ +-----+ |+X+++X+| |+|
|+++++---++| |++-----+ |++-----+ +-----+ |+|
|+++++| |+| |+| |++--+ +---+| |+| |+|
+-----+ |+| |+| +---+| |++--+ |+| |+|
|+| |+| |+| |+| |++-----+++-----+++-----+
|+| |+| |+| |+| +-----+++-----+++-----+
+-----+ |+| |++-----+++-----+++-----+ |+| |+|
|+++++| |+| |++-----+++-----+++-----+ |+| |+|
|B1+++---++| |+| |+| +-----+++-----+++-----+
|+++++---++| |+| |+| |+| |++-----+++-----+
|+++++| |+| |+| +-----+ |+| |+|
+-----+ |+| |+| |+++++++| |+| |+|
|+| |+| |++-----+++-----+T6++| |++-----+ +-----+
|+| |+| |++-----+++-----+T7++| |++-----+ |++-----+
+-----+ |+| |+| |+++++++| |+| |+| |+| |+++++|
|+++++| |+| +-+ +-----+ |+| |+| |+| +---+
|+++++---++| |+| |+| |++--+ |+| |
|+++++---++| |+| |+| |B1++| |+|
|+++++| |++-----+++-----+++-----+ |+++++++|
+-----+ +-----+ +-----+

```

<<-----QUAGMIRE CAVE MAP----->>

NE - North entrance/exit

D - Magic Key door

SE - South entrance/exit

Gr - Green Dragon mini-boss

X - Obstacle

PG - Princess Gwaelin

Northern Part

Middle Part

Southern Part

```

      ^^^      ^^^      ^^^      ^^^      ^^^      ^^^
+NE-----+    |+|    |++-----+|    |+|    |D|    |+|
|++-----+++-----+    |+|    |+++++-----+|    |+|    |+|    Gr|
|+|      |+|      |+|      |+++++|    |+|      |+|    |++X-----+|
|+|      |+|      |+|      +-X--X    |+|      |+|    +-----X+
|+|    +---+|    +--+    |+|      |+|      |+|
|+|    +---+|    |+|      |+|      |+|
|+|      |++---|+|      |+|      +-----+|    |++-----+    +--+
|+|      |++---+|      |+|      +-----+++++    |++-----+|    |+|
|++-----+|    |+|      |+|      |+|
|++-----+|    |+|      |+|      |+|
|+|      |+|      |+|      +-----+++++    |++---+    |++---+|
|+|      |+|      |+|      |++-----+    +---+|    |++-----X
|++---+    +---|+|      |+|      |+|      |+|      |++-----+|
|++---X    |++++X      |+|      |+|      |+|      +-----+|
|+|      |---+++++|      |+|      |+|      +-----+    |++-----+
|+|      |++---+X      |+|      |+|      |+++++|      |++---+| | | | | |
|++-----+|    |+|      |+|      |+|      |+++++|    +-----X    |+|    |+|
|++---+++++|    |+|      |+|      |+|      |PG++|    |+++++|    |+|    |+|
|+|    |+|      |+|      |+|      |+|      |+++++|    |SE+++-----+|    |+|
|+|    |+|      |+|      |+|      |+|      +-----+    +---X-----+    +--+
|+|    |++-----+|      |+|      |D|      |+|
|+|    |+++++-----+|      |+|      |+|      Gr|
|+|    |+++++|    |+|      |+|      |++X-----+|
|+|    +-X--X    |+|      |+|      +-----X+
vvv                vvv                vvv

```

<<-----GALEN'S GRAVE MAPS----->>

Floor B1

E - Entrance//Exit stairs

T1 - Treasure Chest (Magic Key)

B2 - Basement 2nd Floor stairs

T2 - Treasure Chest (~530G)

X - Obstacle

T3 - Treasure Chest (Seed of Life)

```
-----  
+-----+ +-+ +-----+ +-----+  
|+-----++| |+| |+T1T2T3| |+-----++|  
|+| |+-----++| |+++++++-----+| |+  
|+| |+-----++| |+++++++-----+| +---+| | | | | | | | |
|+| +-----+ |+| |+| |+++++++| |+-----+ |+|  
|+| |+-----++| |+| |+| |+-----+ +-----++| |+|  
|+| |+| |+-----++| |+| |+| |+-----+ |+| |+|  
|+| |+| |+-----++| |+| +-+ |+-----+ |+| |+|  
|+| |+-----++| |+| +-+ +-+ |+-----+|  
|+| +-----++| |+| |+| |+| |+-----+|  
|+| |+-----+ |+-----+ |+| |+| |+| |+|  
|+| |+-----+ |+-----+ |+| |+| |+| |+|  
|+| |+-----+ |+-----+ |+| |+| |+| |+|  
|+-----+ |+| |+| |+| |+| |+| |+|  
|+-----+XX+| |+| |+| |+| |+| |+| |+|  
|+| |+XX+| +-----+-----+-----+-----+-----+|  
|+| |+---+| +-----+-----+-----+-----+-----+|  
|+| |+| |+| |+| |+| |+| |+|  
|+| |+| |+| |+| |+| |+| |+|  
|+| |+| +---+-----+| +-----+| +-----+|  
|+| |+| |+-----+-----+| +-----+| |+++++++|  
|+| |+| |+| |++++| |+| |+-----+XXXX+|  
|+| |+| |+| |+---+ |+| |+-----+XXXX+|  
|+| |+-----+| |+| +---+| +-----+ |+| |+++++++|  
|+| |+-----+| E+| |++++| |+-----+| |+| +-----+|  
|+| |+| |+| |+++++| |+| |+-----+| |+|  
|+| |+| +-+ +-----+| +-+ +-----+| |+|  
|+| |+| |+| |+| |+-----+| |+-----+|  
|+| |+| |+-----+ +-----+-----+ |+|  
+-+ +-----+| +-----+-----+-----+ |+|  
|+| |+| |+| +-+ +-+ |+| +-+ |+|  
+-+ |+| |+| |+| |+| |+| |+|  
+-----+ +-----+-----+-----+ |+-----+-----+|  
|+++++---+| +-----+-----+-----+ +-----+-----+| | | | |
|+++++| +-+ +---+| |+| |D|  
|+++++| |+| +-----+ +-+ |+|  
|+++B2---+| +-+ +-+ +-----+ +-----+---XXX  
|+++++++| |+| |+| |+-----+| |+-----+XXXXX  
|+++++++|-----+-----+-----+| |+-----+| |XXXXX  
+-----+ +-----+ XXXXXX
```

Floor B2

B1 - Basement 1st Floor stairs

B3 - Basement 3rd Floor stairs

```
-----  
|+++++-----+-----+-----+|  
|++B3| |+| |++++B3+|
```

```

|+----+   |+|                               |+++++++| | | | | | | | | |
|+|       |++-----+ B1+++++|
|+|       +-----++| +-----++|
|+----+   |+|                               |+|
|+++++|   |+|                               |+|
|+++++|   +-----+-----+-----+ |+|
|+++++|   |++-----+-----+-----+ |+|
|+++++|   |+|   |+|   |+|   |+|   |+|   |+|
|+++++|   |+|   |+|   |+|   |+|   |+|   |+|
|+++++|   |++---B3+-----+| |+|   |+|   |+|
|+++++|   |++-----+-----+| |+|   |+|   |+|
|+++++|   |+|   |+|   |+|   |+|   |+|   |+|
|+++++|   |+|   |+|   |+|   |+|   |+|   |+|
|+++++|   |++-----+-----+| |+|   |+|   |+|
|+----+   +-----+ +--+ +--+ |+|
|+|                               |+|
|+|                               |+|
|+----+   +-----+ +-----+ |+----+|
|++B3|   |+++++++| |B3++|
|+++++-----+-----+-----+
+-----+

```

Floor B3

B2 - Basement 2nd Floor stairs T4 - Treasure Chest (~439G)
B4 - Basement 4th Floor stairs T5 - Treasure Chest (Lyre of Ire)
X - Obstacle

```

+-----+   XXXX-----+   +-----+   +-----+
|T4+++++|   XXX+++++|   |++-----+-----+-----+|   |+++++++| | | | |
|+++++++|   XX+++++-----+|   |+|   |+|   |+++++|   |+++++++|
|+++++++|   |++-----+-----+   |+|   |+|   B2+++|   |+++B2++|
|+++++++|   |+|                               |++-----+-----+|   |+++++++|
|+-----+   |+|                               +-----+   +-----+
|+|           |+|   +--+   +--+
|+|           |+|   |+|   |+|
|+|   +-----+|   |++-----+-----+   +-----+   +-----+
|+|   |++-----+   |++-----+-----+   |+++++++|   +-----+| | | | | | | |
|+|   |+|           |+|   |++B4|   +--XXXXXXXXX--+   |+|
|+|   |+|           |+|   +-----+   |++XXXXXXXXXX++|   |+|
|+-----+|   +-----+|           |++XXX   XXX++|   +--+   |+|
|+-----+   |++-----+|           |++XXX   XXX++|   |+|   |+|
|+|           |+X   X+|   +--+   |++XXX+T5XXX++|   |+|   |+|
|+|           |+X   X+|   |+|   |++XXX+++XXX--+   |+|   |+|
|+|   +--+   |+X   X+|   |+|   +-----+   |++-----+|
|+|   |+|   |+X   X+|   |+|   |+++++-----+   |++-----+|
|+|   |+|   |++-----+|   |+|   |B4++|   |+|   |+|
|+|   |+|   |++-----+   |+|   +-----+   |+|   |+|
|+|   |+|   |+|           |+|           +--+   +-----+|   |+|
|+|   |+|   |+|           |+|           |+|   |+++++-----+   |+|
|+|   |+|   |+|   B2-----+-----+|   |+++++|   |+|

```

```

|+|   |+|   |+|   +-----+   +---+|   |+| | | | | |
|+|   |+|   |+|               |+|   +---+|
|+|   |+|   |+|               |+|   |++++|
|+|   |+|   |+|   +-----+   +-----+|   B2+++|
|+|   |+|   |+|   |+++++---+|   |++-----+---+   +---+|
|+|   |++---+|   |++++|   |+|   |+|   |+|   |+|
|+|   +---+---+|   |++++|   |+|   |+|   |+|   |+|
|+|       |++++|   |++++|   |+|   |++-----+|   +-----+|
|+|       |++---+   +---+   |+|   +-----+|   |++---+|
|+|   +---+|   |+|   |+|   |+|   |+|   |+|
|+|   |++++|   |+|   |+|   |+|   |+|   |+|
|+|   B2+++++-----+|   +-----+|   |+|   |+|
|+|   +-----+   +-----+|   +-+   |+|
|+|               |+|   |+|
|+|               |+|   |+|
|++-----+---+-----+
+-----+

```

Floor B4

B3 - Basement 3rd Floor stairs

```

      +-+
      |+|
      +---+---+
      |++---+|
      +---+|   |++---+
      |++---+   +---+|
      +---+|   |++---+
      |++---+   |++++|
B3-----+|   B3-----+++++---+
+-----+|   +-----+++++---+
      |++---+   |++++|
      +---+|   |++++|
      |++---+   +---+---+
      +---+|   |++---+
      |++---+|
      +---+---+
      |+|
      +-+

```

<<-----DRAGONLORD'S CASTLE MAPS----->>

Floor B1

1F - 1st Floor stairs

D - Magic Key door

B2 - Basement 2nd Floor stairs

T1 - Treasure Chest (Erdrick's Sword)

X - Obstacle

```

-----
                +-----+
                +-----1F+---+
                  ++++++|
                  +---+---+
                    +-----+   |D|   +-----+
                    |++++|       |+|       |+-+---+
                    |+++++---+   |+|   +---+---+
                    +---+---+   |+|   |++++|
                      |+|       |+|   |++X+---+
                      |+|       |+|   |+++++---+
                    +-----+---+---+   |+++++---+
                    |+-+---+---+---+   +-----+---+
                    +-----+---+   |+-+---+---+
                    |+-+---+---+   +-----+---+
+---+---+|           +-----+   +-----+---+   |+-+---+
|+-+---+           |++++|       |+-+---+---+---+   +---+---+
|+|               +-----+---+---+   |+|   |++++|   +-+   |+|
|+|               |+-+---+---+---+   |+|   |++++|   |+|   |+|
|+|   +---+---+   |+++++---+---+   |++++|   |+-+---+---+---+
|+|   |+-+---+   +-----+---+   +-----+   |+-+---+---+---+
|+|   |++++|           +-----+---+   |+|   |+|
|+|   |++++|           +-----+---+   |+|   |+|
|+|   |+++++---+   XXXXXXXXXXXXXXXXXXXX   +---+---+---+   |+|
|+|   |+++++---+   XXXXXX+++XXXXXXXXX   |+++++---+   |+|
|+|   |+++++---+   XXXX+++T1+XXXXX   |+++++---+   |+|
|+|   |+++++---+   XXX+++++---+XXX   |+++++---+   |+|
|+|   |+++++---+   XXX+++++---+XXX   |+++++---+   |+|
|+|   |+++++---+   XXX+++++---+XXX   |+++++---+   |+|
|+|   |+++++---+   XXX+++++---+XXX   |+++++---+   |+|
|+|   |+++++---+   XXXX+++++---+XXX   |+++++---+   +-+
|+|   |+++++---+   XXXXXX+X+XXXXXXX   |+++++---+
|+|   +---+---+---+   XXXXXXXXXXXXXXXXXXXX   +---+---+---+
|+|           |1F                               |1F   +-+
|+|           +-+                               +-+   |+|
|+-+---+           +-----+---+---+---+           +---+---+
+---+---+|           |+-+---+---+---+---+---+---+   |+-+---+
                    |+-+---+---+---+---+---+   |++++|   |+-+---+---+---+
                    +---+---+---+---+---+---+   +-----+   +---+---+---+---+
                    |+|   |+++++---+           |+++B2+---+
                    +-+   +-----+---+           +-----+
                        |+-+---+---+---+
                        +-----+---+
-----

```

Floor B2

B1 - Basement 1st Floor stairs

X - Obstacle

B3 - Basement 3rd Floor stairs

```

-----+
+-----+
+-----+
|+| |++++|
|+| |++++|
+-----+ |+++++-----+
|+-----+ +-----+
|+| |+| |+|
|+| |+| |+|
|+| +-----+ |++--+ |+|
|+| |+-----+ +--+ |+|
|++---++| |+| |+|
|+-----+ |+| |+|
+-----+ |+| |+-----+
+-----+ |X+++X+| |+| +-----+
|+| +-+ |X+++X+| |+| |+|
|+| |+| |+++B1++| |+| |+|
+-----+ |+| |XB3+X+| |+-----+ |+|
|+-----+ |+| |X+++X+| +-----+ |+| | | |
|+| |+| |+++++++| |+| |+|
|+| |+| +-----+ |+| |+|
|+-----+ |+| +-----+ |+|
+-----+ |+| |+-----+ +-+
|+| |++--+ +-----+
|+| +--+ | +-----+
|+| |+| |+| +-+
|+| |+| |+| |+|
|+-----+ +--+ |+-----+
+-----+ +++++ |+| |+-----+
|++++| |++---+
|++B1| |++B3+++|
|++++| |+++++++|
+-----+ +-----+

```

Floor B3

B2 - Basement 2nd Floor stairs

T2 - Treasure Chest (Medicinal Herb)

B4 - Basement 4th Floor stairs

T3 - Treasure Chest (~502G)

```

+-----+
|+++++-----+
|++B4+++++ |+| | | | | |
|+++++-----+ |+|
|++++| |++++| +B4 |+|
|++++| |++++| |+| |+|
|++++| +-----+ |+++++-----+
|++++| |++++| |+++++-----+
|++++| |++++| |+++++-----+
|++++| |++B4| +-----+

```

```
|++++| |++++| |+++++|
+----+ |++++| +-----+
      |++++--+ |+++++|
      |+++++| +-----+
+----+ |+++++--+ |++++|
|T2++| +-----+ |++++| | |
|++T3| |+++++-----+ |++++|
|++++| +-----+ |++++|
|++++--+ |+++++B2++| |++++|
|+++++| +-----+ |++++|
|+++++--+ |+++++| |++++|
|+++++| |+++++| |++++|
|+++++| |+++++| |++++|
|+++++-----+ |+++++|
|+++++-----+ |+++++|
|+++++-----+ |B2| |+++++|
+-----+ +--+ +-----+
```

Floor B4

B3 - Basement 3rd Floor stairs

X - Obstacle

B5a - Basement 5th Floor stairs

B5b - Basement 5th Floor stairs

Note: The B5b stairs lead to an area that repeats itself.

```
+----+ +-----+
|++B3| |+X+++X+|
|++++| |+X+++X+|
|++++| |+++B5a+|
|+++++-----+ |+X+++X+|
|+++++| +-X+++X-+
|+++++| |+| | |
|+++++| |+|
|+++++-----+ |+|
|+-----+ |+|
|+| |+++++--+ |+|
|+| +--+ |+++++| |+|
|+| +-+ |+++++--+ |+|
|+| |B3 +-----+ |+|
|+| |+-+ +-----+ |+|
|+| |++++| +-----+ |+|
|+| |+++++--+ |++++| +-----+
|+| |+++++| |++++| |+++++|
|+-----+ |+++++-----+
|+++++-----+ B5b |+++++-----+
|+++++| |++++| |+++++|
|+++++| |++++| +-----+
|+++++-----+ |+++++|
+-----+
```

Floor B5a

B4 - Basement 4th Floor stairs

B6 - Basement 6th Floor stairs

```
B6+                +B4
|+|                |+|
|+|                |+|
|+|                |+|
|+|                |+|
|+|                |+|
|+|                |+|
|+|                |+|
|+|                |+|
|+|                |+|
|+|                |+|
|+|                |+|
|+|                |+|
|+|                |+|
|+|                |+|
|++-----++|
+-----+
```

Floor B5b

B4 - Basement 4th Floor stairs

B5b - Basement 5th Floor stairs

```
                B5b
                |+|
                |+|
                |+|
                |+|
                |+|
+-----++|
|++-----+
|+|
|+|
|+|
|+|
|+|
|+|
|+|
|+|
|+-----+
+-----++|
                |+|
                |+|
                |+|
                +B4
```

B5 - Basement 5th Floor stairs

B7 - Basement 7th Floor stairs

```

+-----+
|+++++X+++++X+++++|
|+++++X+++++X+++++|
|+++++X+++++X+++++|
|+++++X+++++X+++++|
|+++++X+++++X+++++|
|+++++X+++++X+++++|
|+++++X+++++X+++++|
|+++++X+++++X+++++|

```

B5-----B7

+-----+

```

|+++++X+++++X+++++|
|+++++X+++++X+++++|
|+++++X+++++X+++++|
|+++++X+++++X+++++|
|+++++X+++++X+++++|
|+++++X+++++X+++++|
|+++++X+++++X+++++|
|+++++X+++++X+++++|

```

```

|+|
+--+

```

```

/-----\
/-----\
<<=====IX. HERO SECTION=====>>
\-----/
\-----/

```

Welcome to the Hero Section. This section includes level up stats, equipment, items, spells, the Hero's criticalhit rate and the Hero's dodge rate.

You are a descendant of Erdrick, so you were basically born into the Hero role. Your mission is to slay the Dragonlord and bring back the Sphere of Light so that Alefgard, the land of darkness, will shine bright once more. Saving Princess Gwaelin, however, is entirely optional. Well, you play the descendants in the sequel, so I suppose you get kinky with her anyway. Yay! Guess the Hero never mentioned the Puff-Puff Massage girl.

Well, you aren't going to beat the Dragonlord stark naked. You need items and equipment to help out with that. On top of that, you will have to spend some time gaining experience so you can level up and get more stats. Also, you need gold to buy your equipment and items. It's like paying to volunteer. It's insane, but when it comes to gameplay, it works.

The Hero's Critical Hit rate has been calculated to be a 2.5% chance. The Hero's Dodge rate has been calculated to be a 1.5% chance.

-----<<-----EXPERIENCE AND STAT GAINS----->>-----

LEVEL	EXP NEEDED	SPELL	STAT GAINS									
			STR/BASE	AGL/BASE	RES/BASE	HP/BASE	MP/BASE					
LV 1	0 EXP	none	7	5	2	15	0					
LV 2	7 EXP	none	+2 9	+0 5	+0 2	+6 21	+0 0					
LV 3	23 EXP	Heal	+2 11	+2 7	+1 3	+2 23	+4 4					
LV 4	47 EXP	Sizz	+1 12	+2 9	+1 4	+6 29	+6 10					
LV 5	110 EXP	none	+4 16	+2 11	+1 5	+4 33	+4 14					
LV 6	220 EXP	none	+4 20	+0 11	+0 5	+4 37	+3 17					
LV 7	450 EXP	Snooze	+5 25	+7 18	+3 8	+1 38	+2 19					
LV 8	800 EXP	none	+4 29	+3 21	+2 10	+5 43	+3 22					
LV 9	1300 EXP	Glow	+4 33	+2 23	+1 11	+4 47	+6 28					
LV 10	2000 EXP	Fizzle	+5 38	+9 32	+4 15	+3 50	+4 32					
LV 11	2900 EXP	none	+5 43	+4 36	+2 17	+7 57	+9 41					
LV 12	4000 EXP	Evac	+8 51	+5 41	+3 20	+1 58	+7 48					
LV 13	5500 EXP	Zoom	+4 55	+8 49	+4 24	+7 65	+5 53					
LV 14	7500 EXP	none	+8 63	+7 56	+3 27	+7 72	+6 59					
LV 15	10000 EXP	Holy Pr	+8 71	+9 65	+5 32	+7 79	+1 60					
LV 16	13000 EXP	none	+4 75	+6 71	+3 35	+5 84	+21 81					
LV 17	17000 EXP	Midheal	+0 75	+8 79	+4 39	+8 92	+5 86					
LV 18	21000 EXP	none	+13 88	+6 85	+3 42	+13 105	+7 93					
LV 19	25000 EXP	Sizzle	+2 90	+2 87	+1 43	+14 119	+6 99					
LV 20	29000 EXP	none	+5 95	+2 89	+1 44	+7 126	+12 111					
LV 21	33000 EXP	none	+5 100	+2 91	+1 45	+10 136	+7 118					
LV 22	37000 EXP	none	+3 103	+0 91	+0 45	+8 144	+10 128					
LV 23	41000 EXP	none	+2 105	+4 95	+2 47	+6 150	+6 134					
LV 24	45000 EXP	none	+4 109	+4 99	+2 49	+5 155	+7 141					
LV 25	49000 EXP	none	+10 119	+2 101	+1 50	+3 158	+0 141					
LV 26	53000 EXP	none	+4 123	+5 106	+2 52	+6 164	+7 148					
LV 27	57000 EXP	none	+8 131	+2 108	+1 53	+8 172	+6 154					
LV 28	61000 EXP	none	+5 136	+8 116	+4 57	+5 177	+5 159					
LV 29	65000 EXP	none	+5 141	+5 121	+3 60	+5 182	+9 168					
LV 30	70000 EXP	none	+5 146	+10 131	+5 65	+10 192	+10 178					

-----<<-----EQUIPMENT----->>-----

As you journey along, you can find equipment either at Equipment Shops, in treasure chests all over Alefgard, or in secret sparkly spots. To get the sell price of each piece of equipment, divide the cost by half.

Much of the old armour and weapons you got from other towns are also sold in Cantlin.

* The Fire Blade can be used as an item during battle to shoot flames at

monsters, doing 12-36 damage. I never use it since the physical attack already does more damage by the time you get it.

* The Magic Armour heals 1 HP per four steps and reduces spell and fire damage by about 25%.

* Erdrick's Armour heals 1 HP per step and reduces spell and fire damage by about 25%. Also, Erdrick's Armour makes you invulnerable to poisonous swamps and damage tiles.

EQUIPMENT	BOOST	COST	WHERE TO GET
Bamboo Spear	2 ATK	10G	Start the game with it, Town of Tantegel
Oaken Club	4 ATK	60G	Town of Tantegel
Copper Sword	10 ATK	180G	Town of Tantegel, Galenholm, Kol, Rimuldar, Chest in Galenholm (requires a Magic Key)
Iron Axe	15 ATK	560G	Galenholm, Kol, Rimuldar
Steel Broadsword	20 ATK	1500G	Rimuldar
Fire Blade*	28 ATK	9800G	Cantlin
Erdrick's Sword	40 ATK	FIND	Dragonlord's Castle
Plain Clothes	2 DEF	10G	Town of Tantegel, drawer in Kol
Leather Suit	4 DEF	70G	Town of Tantegel, Galenholm
Chain Mail	10 DEF	300G	Galenholm
Iron Armour	16 DEF	1000G	Kol, Rimuldar
Full Plate Armour	24 DEF	3000G	Kol, Rimuldar
Magic Armour*	24 DEF	7700G	Rimuldar
Erdrick's Armour*	28 DEF	BATTLE	East side of Damdara
Leather Shield	4 DEF	90G	Town of Tantegel, Kol
Iron Shield	10 DEF	800G	Galenholm, Chest in Craggy Cave
Silver Shield	20 DEF	14800G	Cantlin
Dragon Scale	2 DEF	20G	Town of Tantegel, Galenholm, Kol
Warrior's Ring	N/A	N/A	Craggy Cave

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<<-----ITEMS----->>
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As you journey along, you can find items at Item Shops, in treasure chests all over Alefgard, in drawers, in secret sparkly spots, or given freely by people. To obtain the sell price of each item, divide the cost by half.

* Equipping cursed items prevents you from entering Tantegel Castle. There's a guy in the Town of Tantegel who will undo your curse for free. However, you lose the item, thereby losing the profits from a potential sale.

ITEM	COST	EFFECT
Medicinal Herb	10G	Restores 20-35 HP. Can stack 6. One time use.
Torch	8G	Lights up dark dungeons. One time use.
Chimaera Wing	24G	Returns you to Tantegel Castle. One time use.
Holy Water	12G	Removes weaker encounters from the map. Doesn't work in dungeons. Lasts for 64 steps. One time use.
Magic Key	16G 24G 32G	Opens doors. Can stack 6. One time use. Rimuldar has the lowest price, Tantegel has a higher price and needs a Key to access, and Cantlin has the highest price and needs a key to access.
Wasteband*	FIND	Cursed item. Sell for 180G.
Choker*	FIND	Cursed item. Sell for 1200G.
Faerie Flute	FIND	Used as an item in battle to put the Golem to sleep. Unlimited uses. Find it 4 steps south of the bath in Kol.
Lyre of Ire	FIND	Used to summon weak monster. Needed to trade for the Staff of Rain. Unlimited uses. Find it in Galen's Grave, Galenholm.
Sunstone	FIND	One of the three artefacts of Erdrick. Needed to trade for the Rainbow Drop. Find it in Tantegel Castle.
Staff of Rain	TRADE	One of the three artefacts of Erdrick. Needed to trade for the Rainbow Drop. Trade the Lyre of Ire for it.

Princess's Pledge	GIVEN	View how much experience you need to get to the next level. Gives you Tantegel Castle's position relative to your position. Unlimited uses. Get it from defeating a Green Dragon and rescuing Princess Gwaelin.
Mark of Erdrick	FIND	One of the three artefacts of Erdrick. Needed to trade for the Rainbow Drop. Find it southeast of Cantlin, 70 steps south and 40-41 steps east of Tantegel Castle.
Rainbow Drop	TRADE	Given by trading the three artefacts of Erdrick to the Priest at the Holy Sanctum. Used to make a bridge at the tip of a peninsula west of Rimuldar. One time use.
Sphere of Light	BATTLE	Wipes all encounters from the map permanently. Passive use. Defeat the Dragonlord to get it.
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Seed of Agility	FIND	Permanently boosts Agility by 1-3 points.
Seed of Strength	FIND	Permanently boosts Strength by 1-3 points.
Seed of Resilience	FIND	Permanently boosts Resilience by 4 points.
Seed of Life	FIND	Permanently boosts Maximum HP by 4-6 points.
Seed of Magic	FIND	Permanently boosts Maximum MP by 3-5 points.
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<<-----SPELLS----->>

As you gain experience and level up, you will learn new spells to help you out.

SPELL	LEVEL	MP COST	EFFECT
Heal	LV 3	3 MP	Restores 25-30 HP.
Sizz	LV 4	2 MP	Shoots a fireball for 16-20 damage.
Snooze	LV 7	2 MP	Puts a monster to sleep.
Glow	LV 9	2 MP	Lights up dungeons. Lasts for 264 steps. Dims in two parts of 132 steps each.
Fizzle	LV 10	2 MP	Prevents monsters from casting spells.
Evac	LV 12	6 MP	Exit instantly from a dungeon.

Zoom	LV 13	1 MP	Warp instantly to Tantegel Castle.
Holy Protection	LV 15	2 MP	Removes weak encounters. Lasts for 64 steps. Does not work in dungeons.
Midheal	LV 17	8 MP	Restores 85-100 HP.
Sizzle	LV 19	5 MP	Shoots a wall of fire for 50-65 damage.

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 <<=====X. BESTIARY=====>>
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Welcome to the Bestiary. This section includes monster HP, MP, EXP, gold, spells, resistances, chance of encounter, chance to encounter, sudden attack rate, do not notice rate and dodge rate.

Monsters have a range of HP. This means the same type of monster can have a different amount of HP each time you fight one. I have listed below the maximum amount of HP a monster type can have.

Note : Chance to encounter is different than chance of encounter. Chance OF encounter determines how often you will get a monster and depends on the type of terrain you are standing on. Chance TO encounter is the odds of getting a particular type of monster within a monster territory or a dungeon floor.

Note : Monsters that have a * next to their name can only be found in dungeons.

 <<-----MONSTER INFORMATION----->>

The chance for a monster to suddenly attack you or not notice you has been calculated to be 1 in 45. The chance for a monster to dodge your weapon has been calculated to be 1 in 45, except for Dark Skeleton where it is 1 in 2.

MONSTER	MAX HP	MP	EXP	GOLD	SPELL 1	SPELL 2	SPELL 3
Slime	2 HP	N/A	1 EXP	2G	none	none	none
She-Slime	3 HP	N/A	2 EXP	4G	none	none	none
Dracky	5 HP	N/A	3 EXP	6G	none	none	none
Ghost	6 HP	N/A	4 EXP	8G	none	none	none
Prestidigitator	12 HP	8 MP	8 EXP	16G	Sizz	none	none
Drackolyte	15 HP	8 MP	12 EXP	20G	Sizz	none	none

Lunatick*	21 HP	N/A	14 EXP	21G	none	none	none	
Fightgeist*	21 HP	10 MP	15 EXP	19G	Sizz	none	none	
Scorpion	15 HP	N/A	16 EXP	25G	none	none	none	
Drohl Drone*	31 HP	N/A	18 EXP	30G	none	none	none	
Drackyma*	20 HP	10 MP	20 EXP	25G	Heal	Sizz	none	
Skeleton	29 HP	N/A	25 EXP	42G	none	none	none	
Legerdeman	27 HP	10 MP	28 EXP	50G	Sizz	Snooze	none	
Iron Scorpion	21 HP	N/A	31 EXP	48G	none	none	none	
Bewarewolf	34 HP	N/A	40 EXP	60G	none	none	none	
Skeleton Scrapper	35 HP	9 MP	42 EXP	62G	Heal	none	none	
Spitegeist*	31 HP	14 MP	47 EXP	72G	Sizz	Snooze	Fizzle	
Scarewolf	37 HP	6 MP	52 EXP	80G	Fizzle	none	none	
Raving Lunatick*	35 HP	30 MP	56 EXP	95G	Heal	Sizz	none	
Drohl Diabolist*	54 HP	10 MP	58 EXP	110G	Snooze	none	none	
Gold Golem	95 HP	N/A	6 EXP	650G	none	none	none	
Chimaera	39 HP	N/A	60 EXP	105G	none	none	none	
Death Scorpion	35 HP	N/A	70 EXP	110G	none	none	none	
Skeleton Soldier	46 HP	12 MP	72 EXP	120G	Heal	none	none	
Knight Errant	54 HP	8 MP	78 EXP	150G	Fizzle	none	none	
Hocus Chimaera	45 HP	12 MP	83 EXP	135G	Heal	Sizz	Snooze	
Dark Skeleton	41 HP	N/A	90 EXP	148G	none	none	none	
Metal Slime	3 HP	8 MP	775 EXP	6G	Sizz	none	none	
Tearwolf	58 HP	N/A	95 EXP	155G	none	none	none	
Cosmic Chimaera	73 HP	8 MP	105 EXP	169G	Fire Br	Midheal	none	
Vis Mager	68 HP	16 MP	120 EXP	185G	Fizzle	Sizzle	none	
Green Dragon	66 HP	N/A	135 EXP	160G	Fire Br	none	none	
Knight Aberrant*	78 HP	4 MP	130 EXP	165G	Snooze	none	none	
Stone Golem*	160 HP	N/A	155 EXP	148G	none	none	none	
Blue Dragon*	96 HP	N/A	180 EXP	150G	Fire Br	none	none	
Knight Abhorrent*	95 HP	13 MP	172 EXP	152G	Midheal	Sizzle	none	
Red Dragon*	101 HP	4 MP	350 EXP	143G	Fire Br	Fizzle	none	
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Green Dragon boss	150 HP	N/A	950 EXP	250G	Fire Br	none	none	
Golem	150 HP	N/A	2500 EXP	10G	none	none	none	
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Dragonlord*	225 HP	40 MP	N/A	N/A	Snooze	Midheal	Sizzle	
Dragonlord (true)	300 HP	N/A	N/A	N/A	Fire Breath	Torrent of Flames	Blistering Flames	
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<<-----MONSTER RESISTANCES----->>

/ MONSTER	\/ SIZZ	\/SNOOZE	\/FIZZLE	\/SIZZLE	\/F. BLADE	\/ OTHER INFO	
Slime	none	none	N/A	none	none		

She-Slime	none	none	N/A	none	none		
Dracky	none	none	N/A	none	none		
Ghost	none	none	N/A	none	none		
Prestidigitator	none	none	none	none	none		
Drackolyte	none	none	none	none	none		
Lunatick*	none	none	N/A	none	none		
Fightgeist*	none	none	none	none	none		
Scorpion	none	none	N/A	none	none	Resilient	
Drohl Drone*	none	none	N/A	none	none		
Drackyma*	none	none	none	none	none	Healer	
Skeleton	none	none	N/A	none	none		
Legerdeman	none	none	none	none	none		
Iron Scorpion	none	none	N/A	none	none	Defensive	
Bewarewolf	none	none	N/A	none	none		
Skeleton Scrapper	none	none	none	none	none	Healer	
Spitegeist*	none	60%	none	none	none		
Scarewolf	none	none	none	none	none		
Raving Lunatick*	none	100%	none	none	none	Healer	
Drohl Diabolist*	none	10%	none	none	none		
Gold Golem	none	70%	N/A	none	none	High HP	
						Defensive	
Chimaera	none	none	N/A	none	none		
Death Scorpion	none	50%	N/A	none	none		
Skeleton Soldier	40%	85%	none	40%	40%	Healer	
Knight Errant	none	15%	35%	none	none		
Hocus Chimaera	none	15%	15%	none	none	Healer	
Dark Skeleton	60%	75%	60%	60%	60%	50% Dodge	
Metal Slime	100%	100%	100%	100%	100%	Resilient	
Tearwolf	none	none	N/A	none	none		
Cosmic Chimaera	100%	15%	none	100%	100%	Healer	
Vis Mager	50%	100%	40%	50%	60%		
Green Dragon	40%	100%	N/A	40%	40%		
Knight Aberrant*	15%	100%	none	15%	15%		
Stone Golem*	100%	15%	none	100%	100%	High HP	
Blue Dragon*	75%	75%	N/A	65%	65%		
Knight Abhorrent*	none	100%	10%	none	none	Healer	
Red Dragon*	100%	85%	none	100%	100%		
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Green Dragon Boss*	40%	100%	N/A	40%	40%		
Golem	60%	100%	N/A	60%	N/A		
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Dragonlord*	60%	100%	100%	60%	60%		
Dragonlord (true)	35%	100%	N/A	35%	35%		
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<<-----MONSTER SPELLS----->>

In the original Dragon Warrior on the NES, monsters had unlimited MP and, unless

they were Fizzled (or Stopspelled in the original), could cast spells endlessly. However, in the Switch version, monsters have a limited amount of MP.

Also, some monsters are a little smarter than others. Some monsters will try to cast spells when they are Fizzled or if they do not have enough MP. The smarter monsters will stick to attacks or Fire Breath if they are Fizzled or if they run out of MP.

Note : Even though the names of the spells monsters have are identical to the ones you have and cost the same MP, the quality of those spells differ from yours.

SPELL	CHANCE TO HIT	MP COST	EFFECT
Heal	100%	3 MP	Restores 15-20 HP to monster.
Sizz	100%	2 MP	Shoots a fireball for 6-12 damage. 4-9 damage with Magic or Erdrick's Armour.
Snooze	50%	2 MP	Puts you to sleep.
Fizzle	50%	2 MP	Prevents you from casting spells.
Midheal	100%	8 MP	Restores 70-85 HP to monster.
Sizzle	100%	5 MP	Shoots a wall of fire for 30-40 damage. 22-30 damage with Magic or Erdrick's Armour.
Fire Breath	100%		Breathes fire at you for 12-20 damage. 9-15 damage with Magic or Erdrick's Armour.
Torrent of Flames	100%		Shoots out a torrent of flames for 16-22 damage. 12-17 damage with Magic or Erdrick's Armour.
Blistering Flames	100%		Belches out blistering flames for 64-72 damage. 48-54 damage with Magic or Erdrick's Armour.

 <<-----CHANCE OF ENCOUNTER----->>

The chance of getting an encounter for the Grass and Dark Grass terrain has been calculated to be 1 in 36.

The chance of getting an encounter for the Trees and Sand terrain has been calculated to be 1 in 27.

The chance of getting an encounter for the Hills terrain has been calculated to be 1 in 18.

The chance of getting an encounter for the Poisonous Swamp terrain has been calculated to be 1 in 21.

The chance of getting an encounter for Quagmire Cave, Craggy Cave, Galen's Grave and the Dragonlord's Castle has been calculated to be 1 in 32.

<<-----CHANCE TO ENCOUNTER----->>

In Dragon Quest, on the overworld, there are 64 monster territories arranged in an 8 x 8 pattern. Each territory is composed of 225 squares arranged in a 15 x 15 pattern. Some squares are composed of inaccessible water and mountains.

Note : The E5 territory is inaccessible, therefore it will not be included.

MONSTER	CHANCE TO ENCOUNTER
A1 - From Galenholm, 2 W, 12 E, 2 N and 12 S.	
A2 - From Erdrick's Cave, 13 W, 1 E, 12 N and 2 S.	
A5 - From Rain Shrine, 21 W to 7 W, 1 N and 13 S.	
B1 - From Galenholm, 2 W, 12 E, 13 S to 27 S.	
B5 - From bridge northeast of Tanteleg Castle, 0 W, 14 E, 3 N and 11 S.	
B6 - From bridge northeast of Tanteleg Castle, 15 E to 29 E, 3 N and 11 S.	
C6 - From bridge southwest of Kol, 1 W to 15 W, 7 N and 7 S.	
She-Slime	40%
Dracky	40%
Ghost	20%
A3 - From Erdrick's Cave, 2 E to 16 E, 12 N and 2 S.	
A4 - From Erdrick's Cave, 17 E to 31 E, 12 N and 2 S.	
B2 - From Erdrick's Cave, 13 W, 1 E, 3 S to 17 S.	
B4 - From Tanteleg Castle, 1 E to 15 E, 14 N to 28 N.	
C5 - From bridge southwest of Kol, 16 W to 30 W, 7 N and 7 S.	
Slime	17.5%
She-Slime	20%
Dracky	25%
Ghost	37.5%
A6 - From Rain Shrine, 6 W, 8 E, 1 N and 13 S.	

| A8 - From Kol, 1 E to 15 E, 10 N and 4 S. |
 | B8 - From Kol, 1 E to 15 E, 5 S to 19 S. |
 | C8 - From Quagmire Cave North, 1 E to 15 E, 14 N and 0 S. |
 | D1 - From bridge south of Galenholm, 9 W, 5 E, 14 S to 28 S. |
 | E1 - From Craggy Cave, 29 W to 15 W, 3 S to 17 S. |
 | E2 - From Craggy Cave, 14 W, 0 E, 3 S to 17 S. |

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|                               |                               | |
| Ghost                         |                               | 22.5% |
| Prestidigitator              |                               | 17.5% |
| Drackolyte                   |                               | 20%   |
| Scorpion                     |                               | 17.5% |
| Skeleton                     |                               | 22.5% |
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| A7 - From Kol, 14 W, 0 E, 10 N and 4 S. |
 | B7 - From Kol, 14 W, 0 E, 5 S to 19 S. |
 | C1 - From bridge south of Galenholm, 9 W, 5 E, 1 N and 13 S. |
 | C7 - From Quagmire Cave North, 14 W, 0 E, 14 N and 0 S. |
 | E3 - From bridge north of Damdara, 7 E to 21 E, 19 N to 5 N. |

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|                               |                               | |
| Ghost                         |                               | 20%   |
| Prestidigitator              |                               | 20%   |
| Drackolyte                   |                               | 37.5% |
| Scorpion                     |                               | 22.5% |
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| B3 - From Tantegel Castle, 13 W, 0 E, 28 N to 14 N. |
 | C2 - From Tantegel Castle, 28 W to 14 W, 13 N and 1 S. |
 | D2 - From Craggy Cave, 14 W, 0 E, 12 N and 2 S. |
 | D3 - From Tantegel Castle, 13 W, 0 E, 2 S to 16 S. |

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|                               |                               | |
| Slime                         |                               | 25%   |
| She-Slime                    |                               | 55%   |
| Dracky                      |                               | 20%   |
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| C3 - From Tantegel Castle, 13 W, 0 E, 13 N and 1 S. |
 | C4 - From Tantegel Castle, 1 E to 15 E, 13 N and 1 S. |

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|                               |                               | |
| Slime                         |                               | 55%   |
| She-Slime                    |                               | 45%   |
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| D5 - From Dragonlord's Castle, 10 E to 24 E, 2 N and 12 S. |
 | D6 - From Quagmire Cave South, 29 W to 15 W, 4 N and 10 S. |
 | D7 - From Quagmire Cave South, 14 W, 0 E, 4 N and 10 S. |
 | D8 - From Quagmire Cave South, 1 E to 15 E, 4 N and 10 S. |

Prestidigitator		25%	
Drackolyte		20%	
Scorpion		17.5%	
Skeleton		20%	
Legerdeman		17.5%	
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| E6 - From Rimuldar, 27 W to 13 W, 12 N and 2 S.
 | E7 - From Rimuldar, 12 W, 2 E, 12 N and 2 S.
 | E8 - From Rimuldar, 3 E to 17 E, 12 N and 2 S.
 | F8 - From Rimuldar, 3 E to 17 E, 3 S to 17 S.
 | Galen's Grave B2 in Galenholm.

Skeleton		20%	
Legerdeman		20%	
Iron Scorpion		20%	
Bewarewolf		40%	
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| F3 - From bridge north of Damdara, 7 E to 21 E, 4 N and 10 S.
 | F7 - From Rimuldar, 12 W, 2 E, 3 S to 17 S.
 | G8 - From bridge south of Rimuldar, 0 W, 14 E, 9 N and 5 S.

Iron Scorpion		40%	
Skeleton Scrapper		17.5%	
Scarewolf		17.5%	
Gold Golem		25%	
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| F1 - From bridge north of Damdara, 22 W to 8 W, 4 N and 10 S.
 | G1 - From Damdara, 24 W to 10 W, 1 S to 15 S.
 | G2 - From Damdara, 9 W, 4 E, 1 S to 15 S.

Chimaera		20%	
Death Scorpion		20%	
Skeleton Soldier		20%	
Knight Errant		20%	
Dark Skeleton		20%	
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| F2 - From Damdara, 9 W, 4 E, 14 N and 0 S.
 | G7 - From bridge south of Rimuldar, 15 W to 1 W, 9 N and 5 S.
 | H7 - From Holy Sanctum, 18 W to 4 W, 4 N and 10 S.
 | H8 - From Holy Sanctum, 3 W, 11 E, 4 N and 10 S.

Skeleton Scrapper		40%	
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Scarewolf		20%	
Gold Golem		20%	
Chimaera		20%	
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D4 - From Dragonlord's Castle, 4 W, 9 E, 2 N and 12 S.			
E4 - From Dragonlord's Castle, 4 W, 9 E, 13 S to 27 S.			
F4 - From bridge southeast of Damdara, 5 E to 19 E, 23 N to 9 N.			
F5 - From bridge north of Cantlin, 10 W, 4 E, 1 N and 13 S,			
F6 - From bridge north of Cantlin, 5 E to 19 E, 1 N and 13 S.			
G4 - From bridge west of Cantlin, 4 W, 10 E, 14 N and 0 S.			
H3 - From bridge far south of Damdara, 8 E to 22 E, 12 N and 2 S.			
H6 - From Cantlin, 2 E to 16 E, 3 S to 17 S.			
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Knight Errant		22.5%	
Dark Skeleton		17.5%	
Hocus Chimaera		17.5%	
Tearwolf		17.5%	
Cosmic Chimaera		25%	
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G5 - From Cantlin, 12 W, 1 E, 12 N and 2 S.			
G6 - From Cantlin, 2 E to 16 E, 12 N and 2 S.			
H4 - From bridge west of Cantlin, 4 W, 10 E, 1 S to 15 S.			
H5 - From Cantlin, 12 W, 1 E, 3 S to 17 S.			
Damdara.			
-----+-----			
Tearwolf		22.5%	
Cosmic Chimaera		40%	
Vis Mager		20%	
Green Dragon		17.5%	
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>-----+-----<			
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G3 - From bridge southeast of Damdara, 10 W, 4 E, 8 N and 6 S.			
H1 - From bridge far south of Damdara, 22 W to 8 W, 12 N and 2 S.			
H2 - From bridge far south of Damdara, 7 W, 7 E, 12 N and 2 S.			
-----+-----			
Skeleton Soldier		22.5%	
Knight Errant		20%	
Dark Skeleton		15%	
Hocus Chimaera		22.5%	
Metal Slime		20%	
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>-----+-----<			
/			\
Craggy Cave Bl.			
Quagmire Cave.			
-----+-----			
Ghost		20%	

Lunatick		40%	
Prestidigitator		20%	
Scorpion		20%	
\			/
>-----+-----<			
/			\
Craggy Cave B2.			
Galen's Grave B1 in Galenholm.			
-----+-----			
Fightgeist		20%	
Drackyma		20%	
Drohl Drone		20%	
Skeleton		20%	
Legerdeman		20%	
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>-----+-----<			
/			\
Galen's Grave B3 in Galenholm.			
Galen's Grave B4 in Galenholm.			
-----+-----			
Drohl Diabolist		20%	
Spitegeist		20%	
Scarewolf		20%	
Raving Lunatick		20%	
Skeleton Soldier		20%	
\			/
>-----+-----<			
/			\
Dragonlord's Castle 1F.			
Dragonlord's Castle B1.			
-----+-----			
Tearwolf		20%	
Cosmic Chimaera		20%	
Green Dragon		20%	
Vis Mager		20%	
Knight Aberrant		20%	
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>-----+-----<			
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Dragonlord's Castle B2.			
Dragonlord's Castle B3.			
Dragonlord's Castle B4.			
-----+-----			
Vis Mager		20%	
Knight Aberrant		20%	
Stone Golem		20%	
Blue Dragon		40%	
\			/
>-----+-----<			
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Dragonlord's Castle B5.			
Dragonlord's Castle B6.			

Dragonlord's Castle B7.	
Vis Mager	22.5%
Stone Golem	20%
Knight Abhorrent	35%
Red Dragon	22.5%

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 <<=====XI. SWITCH VERSION NAME CHANGES=====>>
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Note: All names on the Switch version are identical to the names found on all the Mobile versions.

 <<-----EQUIPMENT NAME CHANGES----->>

NES	SUPER FAMICOM	GAME BOY COLOR	NINTENDO SWITCH
Bamboo Pole	Bamboo Pole	Bamboo Pole	Bamboo Spear
Club	Club	Club	Oaken Club
Copper Sword	Copper Sword	Copper Sword	Copper Sword
Hand Axe	Iron Axe	Iron Axe	Iron Axe
Broad Sword	Steel Sword	Steel Sword	Steel Broadsword
Flame Sword	Flame Sword	Flame Sword	Fire Blade
Erdrick's Sword	Sword of Roto	Loto Sword	Erdrick's Sword
Clothes	Plain Clothes	Cloth Armor	Plain Clothes
Leather Armor	Leather Clothes	Leather Armor	Leather Suit
Chain Mail	Chain Mail	Chain Mail	Chain Mail
Half Plate	Iron Armor	Iron Armor	Iron Armour
Full Plate	Steel Armor	Steel Armor	Full Plate Armour
Magic Armor	Magic Armor	Magic Armor	Magic Armour
Erdrick's Armor	Armor of Roto	Loto Armor	Erdrick's Armour
Small Shield	Leather Shield	Leather Shield	Leather Shield
Large Shield	Iron Shield	Iron Shield	Iron Shield
Silver Shield	Mirror Shield	Silver Shield	Silver Shield

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	Dragon Scale	Dragon's Scale	D-Scale	Dragon Scale
	Fighter's Ring	Warrior's Ring	War Ring	Warrior's Ring
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<<-----ITEM NAME CHANGES----->>

/	NES	\	SUPER FAMICOM	\	GAME BOY COLOR	\	NINTENDO SWITCH	\
	Herb		Medical Herb		Herb		Medicinal Herb	
	Torch		Torch		Torch		Torch	
	Wings		Wing of Chimera		Warp Wing		Chimaera Wing	
	Fairy Water		Holy Water		Repellent		Holy Water	
	Magic Key		Magic Key		Key		Magic Key	
>-----<								
	Cursed Belt		Cursed Belt		DvlBelt		Wasteband	
	Death Necklace		Cursed Necklace		Choker		Choker	
>-----<								
	Fairy Flute		Fairy Flute		PixyFlute		Faerie Flute	
	Silver Harp		Silver Harp		ShinyHarp		Lyre of Ire	
	Stones of Sunlight		Stones of Sunlight		Sun Stone		Sunstone	
	Staff of Rain		Rain Cloud Staff		Rainstaff		Staff of Rain	
	Gwaelin's Love		Princess Love		LoraLuv		Princess's Pledge	
	Erdrick's Token		Token of Roto		Loto Seal		Mark of Erdrick	
	Rainbow Drop		Rainbow Drop		RainbwDrp		Rainbow Drop	
	Ball of Light		Ball of Light		Light Orb		Sphere of Light	
	Erdrick's Tablet		N/A		N/A		N/A	
>-----<								
	N/A		Strength Seed		STRseed		Seed of Strength	
	N/A		Agility Seed		AGLseed		Seed of Agility	
	N/A		Defense Seed		DEFseed		Seed of Resilience	
	N/A		Nut of Life		LifeAcorn		Seed of Life	
	N/A		Magic Nut		MysticNut		Seed of Magic	
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<<-----SPELL NAME CHANGES----->>

NES	SUPER FAMICOM	GAME BOY COLOR	NINTENDO SWITCH
Heal	Heal	Heal	Heal
Hurt	Fireball	Firebal	Sizz
Sleep	Sleep	Sleep	Snooze
Radiant	Radiant	Radiant	Glow
Stopspell	Stop Spell	StopSpell	Fizzle
Outside	Outside	Outside	Evac
Return	Return	Return	Zoom
Repel	Repel	Repel	Holy Protection
Healmore	Healmore	HealMore	Midheal
Hurtmore	Firebane	Firebane	Sizzle

<<-----TOWN NAME CHANGES----->>

NES	SUPER FAMICOM	GAME BOY COLOR	NINTENDO SWITCH
Tantegel Castle	Radatome Castle	Tantegal Castle	Tantegel Castle
Breconary	Radatome	Tantegal	Tantegel
Garinham	Garai	Garinham	Galenholm
Kol	Maira	Kol	Kol
Rimuldar	Rimuldar	Rimuldar	Rimuldar
Hauksness	Domdora	Domdora	Damdara
Cantlin	Melkido	Mercado	Cantlin

<<-----MONSTER NAME CHANGES----->>

NES	SUPER FAMICOM	GAME BOY COLOR	NINTENDO SWITCH
Slime	Slime	Slime	Slime
Red Slime	Red Slime	RedSlime	She-Slime
Drakee	Drakee	Dracky	Dracky
Ghost	Ghost	Spooky	Ghost
Magician	Mage	Magician	Prestidigitator
Magidrakee	Magidrakee	MagDracky	Drackolyte
Scorpion	Giant Scorpion	Scorpion	Scorpion
Druin	Meda	Eyeder	Lunaticks
Poltergeist	Metro Ghost	Poltergst	Fightgeist

Droll	Droll	Droll	Drohl Drone	
Drakeema	Drakeema	Drackeema	Drackyma	
Skeleton	Skeleton	Skeleton	Skeleton	
Warlock	Wizard	Druin	Legerdeman	
Metal Scorpion	Iron Scorpion	MtlScrpio	Iron Scorpion	
Wolf	Wolf	Wolf	Bewarewolf	
Wraith	Undead	Wraith	Skeleton Scrapper	
Specter	Hell Ghost	Specter	Spitegeist	
Wolflord	Wolf Mammal	Wolflord	Scarewolf	
Druinlord	Medalord	Eyedrlord	Raving Lunatick	
Drollmagi	Droll Mage	Drollmagi	Drohl Diabolist	
Goldman	Gold Man	Goldman	Gold Golem	
Wyvern	Chimera	Wyvern	Chimaera	
Rogue Scorpion	Death Scorpion	RgeScrpio	Death Scorpion	
Wraith Knight	Undead Knight	DeadNite	Skeleton Soldier	
Knight	Armor Knight	ArmKnight	Knight Errant	
Magiwyvern	Magic Chimera	MagWyvern	Hocus Chimaera	
Demon Knight	Shadow Knight	ShdwKnght	Dark Skeleton	
Metal Slime	Metal Slime	Metaly	Metal Slime	
Werewolf	Killer Wolf	Werewolf	Tearwolf	
Starwyvern	Star Chimera	StarWyvrn	Cosmic Chimaera	
Green Dragon	Dragon	Dragon	Green Dragon	
Wizard	Master Wizard	Druinlord	Vis Mager	
Axe Knight	Demon Knight	MadKnight	Knight Aberrant	
Blue Dragon	Kiss Dragon	BlueDrgn	Blue Dragon	
Stoneman	Stone Man	RockGolem	Stone Golem	
Armored Knight	Hade's Knight	AxeKnight	Knight Abhorrent	
Red Dragon	DARTH Dragon	RedDragon	Red Dragon	
Golem	Golem	Golem	Golem	
Dragonlord	Dragon King	DracoLord	Dragonlord	
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<<=====XII. LEGAL=====>>
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