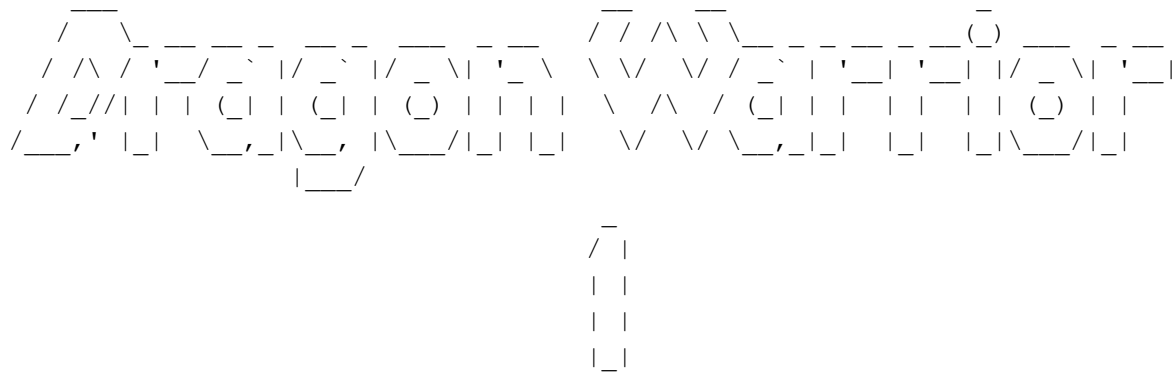


# Dragon Warrior FAQ/Walkthrough Final

by FFMrebirth

Updated on May 6, 2004



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- A1. What's New . . . . . -

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- July/14|15/03 - (v .10)

Started work on this thing out of sheer boredom. All the Weapons/Monsters/

Armor/Magic are done as of now.

[Due to the fact that all the stats came with the game on a nice sheet!]

Around 1/2 of the actual game is done now.

- July/16|15/03 - (Version: 3.0)

Putting the final touches up on it today. Submitted. Everything should be addressed that needs to be addressed. I might still might do some touching up.

- July/18/03 - (Version: Final)

This update is due to the fact a GF board member named "The Admiral" and I spoke about DW, he pointed out some misinformation in my guide that I decided to fix.

- May 3-6, 2004 - (Version: Final)

I went ahead and reformatted this thing again. I totally overhauled the bestiary because it looked terrible.

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- B1. Contact Information . . . . . -

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Reach me at swtzwondrboy20@yahoo.com if you have any questions.

I like to hear from my fans or lack of. If you're too lazy to send me mail, drop me by a message on AIM. My name is: swtzwondrboy20. I'm always on, and happy to hear from people. I also shoot the wind for long time, so talk with caution. If you have any problems with this guide, I'll listen to them. I won't answer any questions that are answered in this GUIDE! I shouldn't be punished for your ignorance! I will now proceed to put this in a lot of different languages for you.

- ~ French : Je ne ferai pas jeu relats questions
- ~ Japanese: Watashi dearou ikkou kaitou geemu nikanshite keusuchon.
- ~ Spanish : No contestare a ninguna preguntas relacionada juego.

If you think about IM'ing me to annoy me with something that's in this guide!

REMEMBER!

SCOTT SAID: NO!

I will take you up on comments and the such, though. Or if you find an error, give me a heads up. If I ask where you got my AIM name at, just answer a FAQ. I've had too many random people that IM who try and play the mind games.

Thank you :D

(Thanks goes to Son Kain/Siniroth X for the other languages)

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- C1. The Storyline . . . . . -

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In olden day of yore, the realm of Alefgard was cloaked in darkness. According to legend, a brave warrior, Erdrick, brought light back to the land by defeating an evil being. He use the balls of light bequeathed to him by a friend to drive off the enemies of Alefgard. He then gave the balls of light to King Lorik, who unified Alefgard. The land was at peace for many generations. In the time of King Lorik XVI, the balls of light were stolen (GASP!) from Tantagel Castle by the evil Dragonlord, and once again the kingdom of Alefgard was plunged into darkness. Many travelers fell prey to the merciless fangs of monsters, and the beautiful countryside was transformed into poisonous marshes that hindered travelers. It was also rumored that several towns and villages were destroyed wipe off the face of the land by ghosts and dragons.

Many Brave warriors tried to recover the balls of light, but none of them ever returned from Charlock, the Dragonlord's dark castle. The people longed for peace, but did not give up hope. The great seer, Mahetta, predicted that "One day, a descendent of the valiant Erdrick shall come forth to defeat the Dragonlord.

Who is this brave soul? There is only one possible answer.

You! [YOUR NAME]

Your quest is to find and defeat the evil Dragonlord. The time has come.

This is the start of your adventure...

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- D1. The Basics . . . . . -

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+++++++  
| [NINTENDO] |  
| # | <----A CONTROLLER!  
| ### B A |  
| # |  
| (START) (SELECT) |  
+++++++

- Control Pad = Moves the warrior around, helps select in menus
- Start = N/A
- Select = N/A
- B = Cancels all Menus
- A = Chooses all the commands in the game. The most used button. This is what you attack with, pick stuff up with, everything!

This is old school, my friends. First off, let's get in touch with what that little bracket in the upper-left hand corner means.

```
0[YOURNAME]0
| LV. 1 |
| HP. 14 |
| MP. 0 |
| G. 0 |
| E. 0 |
0-----0
```

Lv = Level. To raise this you need to gain experience. Which you get after every battle in the game. The higher your level, the stronger the monsters that you can face and not die

Hp = Hit Points. When your Hit Points reach 0, you DIE! YOU DIE! You no longer breath, and you wind up back at the castle were the king is. Hp is vital for making it further in the game.

MP = After a certain level is reached, you'll begin to learn magic. You can use this magic to deal more damage than normal attack. However, magic takes from your MP (Magic Points), so you only have a certain amount of uses.

G = Gold is dropped by every monster in the game, after you beat them that is. You need gold to buy yourself better equipment. After you get the best stuff in the game, gold isn't really important.

E = Experience. You need this to gain levels. You gain experience after every single fight in the entire game. Dragon Warrior is notorious for making the player have to spend many hours leveling up to get past certain points. On a random note: Metal Slimes give the most EXP in the game.

```
0---[YOUR NAME]---0
| Talk      Spell |
| Status    Item  |
| Stairs    Door  |
| Search    Take  |
0-----0
```

Talk = Speaks with whatever character you're facing presently. Some times the NPC (Non-Playable Character) will say something that's important.

Status = Opens another menu showing your Stats:

Name: [YOUR NAME]

Strength: Helps determine the amount of damage you'll do

Agility: Determines when you attack in battle, and defense

Maximum HP: The highest amount of Hit Points you can have

Maximum MP: The highest amount of Magic Points you can have

Attack Power: Help determine how much damage is dealt. Stat is dependant On what weapon is equipped at the present time.

Defense Power: Determines how much damage you take when attacked. Stat is dependant on what armor you have equipped at the time.

Weapon: What weapon you have equipped

Armor: What armor you have equipped

Shield: What shield you have equipped

Stairs = Lets you ascend of descend while standing on stairs.

Search = Searches the square that you're currently on for any items.

Spell = Allows you to cast a spell outside of battle. The list of spells are:

- Heal
- Hurt
- Sleep
- Radiant

Stopspell  
Outside  
Return  
Repel  
Healmore  
Hurtmore

Door = Allows you to open a door that is in your path. Some doors may be locked. This will require you to have a magic key in your possession.

Take = Allows you to take stuff from a treasure chest.

In battle, you'll have a different menu as well. Here's what it looks like

```
0---[COMMAND]---0  
| Fight  Spell  |  
| Run    Item   |  
0-----0
```

Fight = This command allows you to deal physical damage to target enemy. You can't quite get through the game without using this command. Which should make sense, since it's how you attack enemies.

Run = If a monster is too hard, or you find yourself just wanting to get out of a battle, then run is for you. Press this command and you attempt to flee. If you don't successfully run away, you'll be open for attack. Also, if you manage to run away enough times. A monster will be prompted to strike you first in a battle, and you won't be able to run away. This happens after you successfully run away about 4 or more times in a row.

Spell = Lets the player cast a spell from his list of spells. You won't be able to use this command until you're at least level 3. Then you may start to use spells. You'll gain more spells by leveling up.

Item = Allows you to use any amount of items that you have in battle. Some items may do nothing in battle. Other may heal you. Using some items on some creatures leaves them vulnerable

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- Getting to know the Terrain -

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Depending on what terrain you're on depends the amount of fights you'll get in. Here's what the instruction manual says on this: I'll throw in my commentary as well.

Getting to Know the Terrain.

Plains - You can walk about normally, as fewer monsters live here. The monsters on the plains usually are weaker than normal. Or just the weakest monsters there.

Forest - You can walk through forests. But more monsters are lurking here. Monsters that lurk here are usually normal to strong monsters in the area.

Mountains - Mountains will slow you down a big time. More importantly, you'll come across many enemies. If you don't want to bump into a lot of monsters, then stay away from the mountains. Not only are the

mountains full of monsters, but the monsters that you battle there are the toughest in the area. They'll beat you down real quick and have you running to another town to heal.

Craggy Mountains - Very, Very steep mountains. They are impassable. You can't get past them once in the whole game.

Swamps - Poisonous Swamps. For each step you take you lose two hits points. Keep an eye on your HP rating when you're taking a wal in the swamps and use herbs and spells to keep your life force high. When you get the Erdrick armor, you can walk right over these damn things without taking damage, which is good.

Bridge - Every time you cross a bridge, the monsters get tougher, so you better level up.

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- Other Stuff That Might Interest You -  
=====

Occasionally you'll deal a critical hit, doing over 2X damage of a regular hit. These are rare and don't happen often. If you happen to die, your gold will be cut in half, and you'll reappear at the king's feet. He'll give you another chance you get your worthless ass out there and save the world.

There's also some changes that are interesting from the Japanese Version of Dragon Warrior to the American Version. Some of these things include:

- There were no save battery
- There were bad words
- Erdrick is known as "Roto"
- Called Dragon Quest over in Japan
- They have cool looking box art, we don't :(

It'll take you forever to level up, which sucks.

There's only a few characters in Dragon Warrior 1, since the story is very shallow

- [YOUR NAME] - This is you, you're a descendant of Erdrick to stop all that's been happening bad in the world. You'll meet some other characters along the way
- King Lorik - He's the man that can magically tell you when you're going to gain a level. He also tends to know what's going on, and can even help you at times.
- Dragon Lord - It's your job to kick this guy's ass, no matter what. He holds the ball of light, which can defeat all evil. He stole it somehow, and nobody noticed a giant dragon flying away...hmm..

These are the three main characters in the game. The whole game, in fact, is revolved around these three. Others include Princess Gwalin, the daughter of the king that's been kidnapped. Or random townsfolk that just tell you stuff. Always speak to these people, as they always hold vital information for your quest.

Once you get to a certain level, weaker monsters will start to run away from you before you can attack.

The fact if a monster evades or not seems dependent on really nothing. I've had a blue slime dodge me three times in a row at level 21.

You can buy the Dragon Scale, then take it off and sell it. You'll keep the +2 defense and you'll have another spot in your bag for items.

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- E1. The Walkthrough . . . . . -

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- F1. TENTEGAL CASTLE -

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When you start the game, you'll be presented with the following options:

"Press Start"

Do as it says, and press start you lazy bastard. You can either choose "Begin a new quest" or continue on a quest you have saved.

If you start a new quest, input your name \*or some random vulgar word, always a good choice\* and start the game. Choose your message speed as well. I recommended you put the "Message Speed" on fast. Anything else is almost unbearable to read. It goes super-duper slow. Then press start.

You'll be in front of the king, listening to his sagacious words:

"" Descendant of Edrick, listen now to my words. It is told that in ages past Edrick fought demons with a Ball of Light. then came the DragonLord who stole the precious globe and hid it in the Darkness. Now, [YOUR NAME], thou must help us recover the Ball of Light and restore to our land. The Dragonlord must be defeated. take now whatever thou may find in these Treasure Chests to aid thee in thy quest. Then speak with the guards, for they have much knowledge that may aid thee. May the light shing upone thee, [YOUR NAME] ""

Ruthlessly take this old mans treasure and smack him. You'll find in the chests: 120 Gold, A Torch, and a Magic Key. Talk to the guards if you wish. They just talk about how you should save your money to buy better equipment. Which is common sense anyway.

Use the magic key to open the door that~~痴~~ in front of you, and go down the stairs. You'll be on the bottom floor of the castle now. To the bottom left of the castle is a magician that gives you all his MP back. Leave the castle now, as you can't quite get any of those alluring chests you see.

What is in them is: 10 Gold, 12 Gold, 12 Gold, 13 Gold.  
So you get gypped anyway you look at it. Beyond the other door that you can't get to yet is just another merchant that sells keys. What a rip-off. There is however something else you can get but that's for later.

Go foreword to the town of....

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- F2. TOWN OF BRECCONARY -

=====

Inn: 6 gold

Weapons Available in this Town:

- Bamboo Pole - 10 G (Power: 2)
- Club - 60 G (Power: 4)
- Copper Sword - 180 G (Power: 10)

Armor Available:

- Clothes - 20G (Defense: 2)
- Leather Armor - 70G (Defense: 4)
- Small Shield - 90G (Defense: 4)

Tools Available:

- Herb - 24G
- Torch - 8G
- Dragon's Scale - 20G

Monsters Found:

- Slime
- Red Slime
- Magician
- Drakee
- Magic Drake
- Ghost

=====

When you enter the town, Breconary, go north to find the weapon shop. Buy the club for 60 gold. You can be a nut and train forever to buy the Copper Sword.

What ever weapon you get, it'll be automatically equipped once you purchase it. Leave town and fight around for a bit. You'll have to fight Red Slimes and regular Slimes to level up to around 2. Once you get 70 gold, go back to Breconary, and buy the Leather Armor. You'll have to go back to the town and stay at the inn a few times. Keep training till you're about at level 3, so you can get the spell "heal". Make sure you have some kind of armor equipped before heading out to the next location

Head north until you spot a cave in a patch of desert. Here is the...

=====

- F3. CAVE OF ERDRICK -

=====

Note: This part of the game is optional, you don't have to do it.

It'll be pitch black in this cave, so first thing you should do is use the torch that you found in the kings chamber. Light the thing up, and now you can see more than just 1 foot in front of yourself. Now that you've got the problem of lighting out of the way, you just need to get through this stupid maze. There's no monsters in here, so you can take your time. Now, here's how to get past that stupid maze.

With Character on the stairs Move:

- Right 1 Step / Down 2 Steps / Right 4 Steps
- Down 3 Steps / Right 2 Steps / Down 2 Steps
- Right 2 Steps / Down 2 Steps.

If all of that is too much for you, then the stairs are in the very bottom right hand corner.

You should now be standing on stairs that lead down. Your torch will still be going even on the second floor, so don't worry about it. Proceed down the stairs to Floor 2. You are posed with another maze, here's how to get past it:



Right 1 Step / Up 3 Steps / Left 3 Steps  
Down 3 Steps / Left 2 Steps / Up 1 Step  
Left 1 Step / Up 1 Step / Left 3 Steps  
Up 3 Steps / Right 3 Steps / Up 2 Steps  
3 Steps Left / Up 2 Steps / Right 6 Steps  
Down 3 Steps.....

Then run over and collect the treasure chest. Within it is the "Tablet".  
The tablet states:

"" I am Erdrick and thou art my descendant. Three items were needed to reach the Isle of Dragons, which is south of Breconary. I gathered these items, reached the island, and there defeated a creature of great evil. Now I have entrusted the three items to three worthy keepers. Their descendents will protect the items until thy quest leads thee to seek them out. When a new evil arise, find the three items, then fight! ""

So your quest, as it stands now, is to find these three items and kick the holy crap out of the Dragon Lord. Just about 304283084 mazes to go through!

Level up some more, mostly off magicians and drakes. If you go the the part south of Breconary, there will be some hard monsters there. Just level up to about 6 and go back to the castle. Save and all that good stuff, you're about to head off to another town. Leave the castle and go north past those mountains and then go west. You'll arrive at the town of...

=====  
- F4. TOWN OF GARINHAM -  
=====

Inn: 25

Weapons Available in this Town:

- Club 60G - (Power: 4)
- Copper Sword - 180 G (Power: 10)
- Hand Axe - 560G (Power: 15)

Armor Available:

- Leather Armor - 70G (Defense: 4)
- Chain Mail - 300G (Defense: 10)
- Half Plate - 1000G (Defense: 16)
- Large Shield - 800G (Defense: 10)

Tools Available:

- Herb - 24G
- Torch - 8G
- Dragon Scale - 20G

Monsters Found:

- Slime
- Red Slime
- Magician
- Drakee
- Magic Drake
- Ghost

=====

Now that you're here, it's time to upgrade your equipment. Train around till you get enough gold to purchase the Chain Mail and Copper Sword. The Half plate would be good, but it'll take too long to save up and get. Don't even buy the Hand Axe, it's a total waste of money for what it is. The copper sword will get you through what ever battles you have ahead.

Go south if you mean business. You'll fight scorpions and other such tough monsters. The monster down there (past the bridge to the south) will level you quicker as well. Be warned: They pack a punch, and some of them even cast hurt on you for big damage. An annoying offender of this is the magician. He does this stupid Hurt move a lot, and he can have you dead in a matter of seconds.

Build your level up to around 6-7 before you go further into the game. This may take a few hours :(

There's no real reason for this town....yet. After you've gained your levels and got new equipment, you may travel back to the beginning castle.

Heal yourself here and pick up anything you'll need for the long walk ahead. Buy about 3 herbs, make sure your MP is max, then head out.

Leave the castle and go north past those mountains and then go east. Go east till you see a bridge, cross it. When you're on the next portion of land, go east across another bridge. From here go north until you see a desert. Don't look around in the desert, as there's nothing really there. Keep going north until you see the town of...

=====  
- F5.TOWN OF KOL -  
=====

Inn: 20G

Weapons Available in this Town:

Copper Sword - 180 G (Power: 10)

Hand Axe - 560G (Power: 16)

Armor Available:

Half Plate - Costs: 1000G (Defense: 16)

Full Plate - Costs: 3000G (Defense: 24)

Small Shield - Costs: 90G (Defense: 4)

Tools Available:

Herb - 24G

Torch - 8G

Dragon's Scale - 20G

Wings - 70G

Monsters Found:

Magician

Skeleton

Magic Drakee

Drakee

Ghost

Scorpion

=====  
=====

First things first, you need to get the Fairy Flute. Do so by heading to the north part of town. You'll see a well (Or little thing of water) that can cure rheumatism (The hurting of joints). Take 3 steps down from the well and search to find the fairy flute. This item cast can put some monsters \*COUGH\* GOLEM \*COUGH\* to sleep for long periods of time. Now you're faced with the most boring part of the game, leveling up.

You need to get to about level 11 before even thinking about going further in the game. It'll take a few hours of play to level up to 11 from 6 or 7. Go to the desert and fight around there. Skeletons show up here more often than not, and you can cast sleep on them to beat them with ease. You should also pick up the half-plate if you haven't done so yet. It'll improve

your defense by a lot. If you really have a lot of time, manage to get the full-plate. One of the strongest armors in the game. Make sure you have a shield as well. Picking up a Dragon's Scale will increase your defense by 2, which isn't that bad of a deal for 20 gold.

If you go west of the town and then go up, you'll notice a little staircase. In here is the staff or rain. You need to get another item before he'll give it up. So just wait.

=====  
- F6. ROCK MOUNTAIN CAVE -  
=====

After you get all of this stuff done, it's time to back track and finish some other optional side quests. This cave is the one that you saw when you were training yourself around the castle. First: Go to Gariham, then go south and cross a bridge. Don't go too far south, or you'll run into nasty monsters. You'll see a swamp, go east of the swamp to find the cave. Walk into the cave. This is Rock Mountain Cave.

You'll be presented with another maze. Cast radiance to see every thing that's around you. Now that you can see every thing with a lot more ease. It shouldn't be hard to find your way around. There's a Herb on this floor in a chest. You can get it if you want. Proceed to take the stairs that are located at the middle of the floor. Take them down.

You'll now be on floor 2. There's a Torch, 122 Gold, 13 Gold, and the Fighter's ring on this floor. The fighter's ring is what we came for, so let's go ahead and get it shall we? There's strong monsters on this floor as well. This is why I said you should be around level 11 before entering. Warlocks Poltergeist, Drakeema is what you'll encounter. The Fighter's ring is located in a chest at the upper-left hand corner of the floor. Get the ring and get out of the dungeon. Return back to the castle for healing.

=====  
- F7. SWAMP CAVE 1 -  
=====

This is a cave that's south of Kol. Enter through the little cave icon. You'll start on the stairs. Cast radiance. Just walk south all the way until you can't anymore. The stairs to the outside are located at the bottom left-hand corner of the cave. After you get out of the cave, go south a little ways. You'll see a town that's on an island by itself. Go to this town of...

=====  
- F8. TOWN OF RIMULDAR -  
=====

Inn: 55G

Weapons Available in this Town:

Copper Sword - Costs: 180 G (Power: 10)

Hand Axe - Costs: 560G (Power: 15)

Broad Sword - Costs: 1500G (Power: 20)

Armor Available:

Half Plate - Costs: 1000G (Defense: 16)

Full Plate - Costs: 3000G (Defense: 24)

Magic Armor - Costs: 3000G (Defense: 24) [Heals you]

Tools Available:

N/A

Monsters Found:

Wolf

Wolflord

Warlock

Metal Scorpion

Skeleton

Goldman

Wraith

=====  
There's a man that sells keys in this town. To find him, scale the outside circumference of the town. His name is Howard and he sells magic keys for 53G. Buy 6 of them. Now go back to the castle. (The starting point in the game)

Open that locked door at the top \*DON'T OPEN THE ONE WITH THE TREASURE CHESTS!\*. Walk around some, and you'll see a vender of even more magic keys. Forget him. Go a little bit to the right. Scale the right side of the castle until you see some stairs. Go down them to get the Stones of Sunlight. This is one of the two items you need to make the Rainbow Drop

Make your way back to the town of Rimuldar. Make sure you save up enough money to buy the broad sword. The broad sword is probably the last sword in the game you'll NEED to buy, even though the flame sword is recommended. You'll notice at the inn there's a magic door. There's no need to buy and use a key to get that chest the lay behind it. All that's in the chest is wings anyway. You'll need to save up and purchase the Full Plate now.

There's a monster that are around here called a "Goldmen". They're rather rare and you can't fight him around the town. So you're going to have to walk a pretty far ways away from the town to find him. His defense is high and he hits pretty damn hard for just a regular enemy. At this point in the game, you're probably only going to be able to kill about one at a time then be forced to retreat back to town.

Note: If you manage to get in a fight with a Goldman, make sure to have a lot of herbs. He drops over 150 Gold, too.

If you really have a lot of time, you can just kill monsters normally and save up for the Full-Plate that way. Make SURE you have the broadsword before confronting the Goldmen or any other monsters that are south of the town. As their HP starts to rise above 30 and the damage done (with a half plate on) is about 10-16. Wolflords get a lot of preemptive attacks in on you as well. It's dangerous in the south.

When you finally have your full plate. It's time to go back to the swamp cave to save the princess of the castle.

=====  
- F9. SWAMP CAVE 2 \*OPTIONAL\* -  
=====

NOTE: You don't have to save the princess. If you don't, you'll just get another ending at the end of the game. [Thanks to The Admiral]

First: Get your level up a little higher. You can't pull this off at level 11-13. You'll have to level up a lot more before you go and fight the dragon. After you've done this, buy 6 herbs, make sure you're fully healed. Also go back to Gariham and purchase the Large Shield. Here are the Green

Dragon's Stats:

Max HP: 70  
Minimum Gold: 9  
Experience: 5  
Spells: N/A

On the way through the cave, you'll notice there's hole on the right. Go through here and keep walking south. Before you know it, a Green Dragon will confront you. He has a lot of attacks that do a lot of damage. His regular attack will do about 20 damage a hit. His fire breath will do around 30. You'll only be able to do about 10 damage to him. He's weak against the sleep spell, so use this on him. When he falls asleep, you'll have about 2+ turns to heal before he wakes up. Keep this up and he'll die soon. Then you'll carry the princess back to the castle and get the item Gwaelin's Love.

NOTE: If you find yourself getting your ass kicked all the time. You can always come back and fight him again.

If you do beat him, use a magic key on the door to get the princess. You get to yourself carry her back to the castle... ahh... so cute.

After that, go back to the town of Garinham. See that door that's locked by a magic, use a key on it. You'll be in an area with a whole bunch of people that are just walking around. You see the two guards? Don't use a key on them, just go up above them where the wall is. Keep walking up into the wall until you find a secret exit. (This is above those guards). You'll be outside, go right to find a stair case. This leads to our next place..

=====  
- F10. GRAVE OF GARINHAM -  
=====

This is just another maze that really sucks. There's the cursed belt in here as well, but it'll take a lot of time to get. You'll begin on floor 1. Cast radiance to see what's all around you. There's a door you have to unlock before you can access the next floor. The door is located at the bottom most right hand corner. Go there and use a key to open it. Follow the path around till you see the stairs for the second floor. Take them.

You'll be on the second floor now. Don't go down the staircase you see, rather there will be two at the bottom of this floor. The one at the bottom most right hand corner leads to the Cursed Belt. The one on the bottom most left hand corner leads to the Silver harp. Which is what you need to make that man in the cave by Kol give you the Staff of Rain. Let's go after the cursed belt first, so we don't have to come back later and get it. Take the stairs, that I mentioned beforehand, and go down to level 3 of the maze. Just walk down and around to get the Cursed Belt. DON'T EQUIP IT. Make your way back to floor 2 by going around again.

Take the other staircase, let's make our to get the Silver Hard. When you start on floor 3, you'll notice there's two paths you can take. Take the one that goes up. You'll see some stairs that go down soon, take them. Now you'll be on the final floor of the whole thing. Just walk around to find the next stair case leading up. WARNING: Monster on your way to get the chest are SUPER hard. Wraith Knights, Droll Magi will show up. Once you've acquired the Silver harp, cast outside to get out of there.

Make your way back to that cave that was found to the west of Kol. Give the old man the harp. He'll reward you with the Staff of Rain. Now you've got

the Staff or Rain and Stone of Sunlight. There's still more for us to get. First we'll have to level up to about 15. There's one town we haven't been to yet, the town of Cantlin. Make sure you have a few magic keys, as well.

Walk like you're going to the Rock Mountain. When you reach that swamp, keep going south. You'll cross one more bridge, but keep going. You'll see a large desert with a town in it. That is the town of Haukness. DON'T GO INTO IT. The monsters there will kick your ass. Keep going south, run from most battles here. Keep going south until you see a bridge, cross it. There will be a lot of mountains around this bridge, too. After you cross it, go up. You'll see another bridge, skip this one and keep going up. When you see a bridge with a swamp around it, cross that one. You'll see the final town in the game. BUT WAIT! The game doesn't want you getting to it with such ease. Once you enter the walls, a GOLEM will come out. Only one of these in the whole game. Here's his stats:

Max HP: 70  
Minimum Gold: 9  
Experience: 5  
Spells: N/A

Use the fairy flute on the golem to put the big baby to sleep. Beat the crap out of him. He'll die after a while.

Now proceed to the town of...

=====  
- F11. TOWN OF CANTLIN -  
=====

Inn: 100G  
Weapons Available in this Town:  
    Copper Sword - Costs: 180 G (Power: 10)  
    Hand Axe - Costs: 560G (Power: 15)  
    Broad Sword - Costs: 1500G (Power: 20)  
    Flame Sword - Costs: 9800G (Power: 28)  
Armor Available:  
    Half Plate - Costs: 1000G (Defense: 16)  
    Full Plate - Costs: 3000G (Defense: 24)  
    Magic Armor - Costs: 3000G (Defense: 24) [Heals you]  
Tools Available:  
    Herb - 24G  
    Torch - 8G  
    Wing - 70G  
    Dragon Scale - 20G  
Monsters Found:  
    WereWolf  
    Starwyvern  
    Magiwyvern  
    Knight  
    Wizard

=====  
There's a lot of merchants in this town for some reason. They sell bout everything in the whole game here. Save up and buy the flame sword first. I'll hold up till you get the sword of Erdrik. The downside is that this sword costs a fudge load of money. The silver shield is here as well. It costs about everything you've ever worked for. Get it after you get the flame sword, though. The merchant of this stuff is inside one of those rooms

with the locked door.

As you know, you already have the Staff of Rain and the Stones of Sunlight. There's just something else you need to get. You need to get proof that you're the descendant of Erdrick. This is the final item that you need to obtain to get the rainbow bridge. First, however, we have some other stuff to get to.

First on the list is to acquire Erdrick's Armor. Around level 16-17 you can go to Haukness. When you go there, it'll be full of Dragons, Starwyverns and Werewolves. You can run from all these battles of course, but the strongest armor in the game is here. If you go right a ways, you'll see a store with some of that swamp in it. There will be ONE tree in the back part of the store. Stepping here initiates a battle with a very, very tough monster called the Axe Knight. He'll use sleep on you, and beat you down. You can do either one of two things to defeat him.

1. Cast stopspell, which lands him a free hit on your ass.
2. Go toe to toe with the beast.

1 is a tad risky, since he does about 20 damage or more a hit. While with 2, you stand the chance he can put you to sleep. In the end, it's all about luck. I got an excellent hit on him for about 62 damage and he died. After you beat him with either strategy. Search the ground where you fought him. You'll find Erdrick's Armor. This armor is extremely strong. With almost double the defense power of the next strongest armor, and the ability to heal you 1 HP per step. It's good stuff.

Now that you have the strongest armor. You can go back to Cantlin and heal. You might know there's a huge swamp right below the city; this is your next stop. With Erdrick's armor, swamps no longer hurt you. In that big swamp, however, is that token you need. Go south to the swamp, there will be one swamp, then it'll bottle neck into another swamp. Proceed into the second swamp.

You'll see there's mountains on the side. (The ones you can walk over). See the two mountains at the bottom? Here's what it looks like in ASCII:

^ = Mountain  
S = Swamp  
O = Hill  
\* = Erdrick's Token

```
^^^^^^^O00000000
^^^^^SSSS000000
^^^^SSSSSS000000
^^SSSSSSSS0000
^SSSSSSSSSSO
SSSSSS*SSSSS
  SSSSSSSSSS
    SSSSSSSS
      SSSS
```

Every little symbol is one step. You can probably find the Token from just looking at that map. After you get the token, use return to go back to that to the castle. Then make your way to Rimuldar. Remember that part to the south of Rimuldar that had the bridge? It's time for you to cross it. When you get there, you'll notice there's a set of stairs. Take the stairs down and talk to the old man. He'll give you the rainbow drop. There's only

one thing left to do in the game and that is.....LEVEL UP!

Yes, it's boring I know. You have to level up before the final place in the game. When you're ready, go the north-west most point. There's a giant desert here. Go to the point in which there's just a little bit of water separating the two part of land. Use the rainbow drop here. A BRIDE WILL APPEAR! Cross it and make your way to...

=====  
- F12. Charlock Castle -  
=====

Make sure you have Healmore before entering. If you do not have Healmore you're not going to get very far.

- DON'T OPEN ANY DOORS HERE WITH MAGIC KEYS! THEY ALL LEAD NO WHERE!
- The strongest monsters in the whole game are here. Some even have over 100HP

Anyway, our first task is to gain the strongest sword in the game. The sword of the great legend, Erdrick. When you first enter the castle, you'll notice it looks like a town. Go left and scale the wall to the top. Then go down. Skip that locked door and keep going down. You'll see a whole bunch of those barriers that take away a lot of health. You have Erdrick's armor now you can take them all on. You'll see like a throne were a king should be setting. Search right behind the middle of that throne to find a secret passage. Go down these stairs.

You'll be on the second floor now, cast radiance. Go left and all the way around, go down that staircase. You'll now be on floor 3. Go around again and take those stairs. Floor 4 is where they try and start to trick you. The staircase you're looking for is left, then straight down. On floor 5, go up and around. There will be two fake staircases here. There's one that's below these two. Find it and take it. Take this staircase to floor 4. Just follow the path the rest of the way (going up staircases when need be), and you'll be at the sword in no time. Cast outside and return. Go get your MP/HP back up before the final battle.

After you've got your HP/MP back, return to the castle for the final battle. Take the left path again and make your way to floor 4 again. The one with the other two staircases were they tried to trick you away from the sword. When you're walking around again, you'll notice there's a staircase, it's one of them you haven't took yet. Take that one down. Floor 5 is easy, as all you do is walk around to find the next staircase. This floor has armored knights on it. Toughest monster in the game (Along with Stoneman.) On the next floor, just hand a right the whole way. Now, you'll see the Dragonlord! Take the left and scale the whooooollllle floor till you find him. Don't even bother with those treasure chests; they're phonies.

Talk to the Dragonlord, and he will begin to speak:

"" Welcome, [YOUR NAME], I am the Dragonlord -- King of Kings. I have been waiting long for one such as thee. I give thee now a chance to chare this world and to rule half of it if thou will now stand beside me. What sayest thou? Will the great warrior stand with me? ""

If you say "Yes", the game ends and you have to go through the whole castle again.

If you say "No", then the fight commences.



He's just a little man with a staff that casts stopspell/hurtmore. Nothing big, right? Beat up on the poor man for awhile and see what happens. The music will change and you'll have to face the main boss of the game. His fire breathing antics do a hell of a lot of damage, about 20+. If you don't have all the best armor, then you'll lose this match for sure. Keep the pressure on him at all times, only stopping to cast "healmore". You'll do minimal damage to him. He has about 130 HP, so it'll take awhile.

After he falls, you get the Ball of Light. PEACE IS RETURNED TO THE WHOLE WORLD! Evil is smeared off the face of the earth....until DW2 in which your ass has to save the world again :D

Congrats on beat Dragon Warrior 1 !

You either got one of three endings!

- 1). The princess was saved by you when you killed the green dragon
- 2). The princess wasn't saved
- 3). After you beat the Dragonlord, you'll be shown taking the princess back to the castle.

Onward with the appendixes!

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- G1. Level Chart . . . . . -

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This shows how much experience you need to gain a level. There's 30 levels total in the whole game. Making it to level 30 by yourself it amazing to say the least. I know no one that has been able to do it. But they have that you can do it on the little card that came with the game.

Level:	EXP:	Spell:
Lv. 1	- Default	N/A
Lv. 2	- 7	N/A
Lv. 3	- 23	Heal
Lv. 4	- 47	Hurt
Lv. 5	- 110	N/A
Lv. 6	- 220	N/A
Lv. 7	- 450	Sleep
Lv. 8	- 800	N/A
Lv. 9	- 1300	Radiant
Lv. 10	- 2000	Stopspell
Lv. 11	- 2900	N/A
Lv. 12	- 4000	Outside
Lv. 13	- 5500	Return
Lv. 14	- 7500	N/A
Lv. 15	- 10000	Repel
Lv. 16	- 13000	N/A
Lv. 17	- 16000	Healmore
Lv. 18	- 19000	N/A
Lv. 19	- 22000	Hurtmore
Lv. 20	- 26000	N/A
Lv. 21-30	+4000	N/A

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- H1. Items List . . . . . -

Items in the Game:

- Herb -                   A medicine made of pulverized and mixed mandoragora root and mugwort. Just one herb package will restore 20-35 of your health  
- Costs: 24G -
  
- Torch -                   This lights up the dark and gloomy underground labyrinths. It's made from slender fresh wood and is soaked in pine resin and oil. You can buy it at almost all general stores.  
- Costs: 8G -
  
- Magic Key -               Special Keys that open closed doors. Although you can use them on any door, you lose one for each door you have opened.  
- Costs: 53/83G -
  
- Dragon Scale -           Legend has it that this feel from a dragon's body a long, long time ago. A light green fossil that fits in the palm of your hand, it has mysterious powers and slightly increases your defense power +2  
- Costs: 20G -
  
- Fairy Water -           Magical water taken from a spring by a silver lady on the night of a full moon and purified at the alter of the goddess Aura. It is said that you can travel for some time while warding off those in your way if you sprinkle some of water on your body. However, the power of this water is not effective in caves or against evil monsters with great power  
- Costs: 38G -
  
- Wings -                   Another Legend has it that, when lightning strikes and kills a Wyvern, it's wings fall down to earth with their magical flying power still intact. Using these wings will bring you back to Tantegal Castle  
- Costs: 70G -
  
- Cursed Belt -           This item is stupid. You equip it, then it won't come off. It doesn't even sell for much. You'll have to have the guy in Breconary uncurse it for you.  
- Costs: 0G -
  
- Cursed Necklace-        You gain this item later in the game from a treasure chest. You'll have to have the man in Breconary uncurse it for you. Then sell it for a lot of money. Also it's the hardest treasure to find in the game, as it randomly appears in the swamp cave. Don't get your hopes up on getting it. It's in the Grave of Garinham, there's a chest that gives 120 gold, and about 1/12 times it'll give you this item instead. You can sell it for 1250 gold.  
- Costs: 0G -
  
- Fairy Flute -           Puts the golem in front of Cantlin asleep for a long time. BUT WHEN YOU STAB HIM WITH YOUR SWORD HE

DOESN'T FEEL IT! Logic prevails in all cases, my friends.

- Costs: 0G -

- Silver Harp - Used by the hero to gain the Staff of rain. It's hidden in a cave, so you'll have to find it. You can also play this harp and get in random battles at any time.  
- Costs: 0G -
- Stones of Sunlight- Need to be combined with another item to form the Rainbow Drop  
- Costs: 0G
- Staff of Rain- The other item in the concoction of the Rainbow Drop. You have to combine this item with the Stones of Sunlight to get it.  
- Costs: 0G -
- Rainbow Drop - Used to make the rainbow bridge, so you can beat up the Dragonlord, and put a stop to his evil ways! You can't sell this item for some reason  
- Costs: 0G -
- Erdrick's Tablet - Found in Erdrick's Cave, it tells you of your journey ahead.  
- Costs: 0G
- Erdrick's Token - This item proves to people that you're the descendent of the great Erdrick.  
- Costs: 0G
- Ball of Light- You get this item after you defeat the Dragonlord in the final battle of the game. Restores peace to the whole world.  
- Costs: 0G -
- Fighter's Ring - Increases some stat, no one really quite knows what the hell the thing is. It's rumored to make weaker monsters run away from you more often.  
- Costs: 0G -
- Gwaelin's Love - When you rescue the princess, she gives you this item. It shows where you are. It also tells you when you're going to gain a level, so you don't have to keep running back to the castle all the time  
- Costs: 0G -

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- 11. Weapons/Armors/Shields. . . . . -

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Weapons in the Game:  
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- Bamboo Pole - Just a simple length of cut bamboo. It's cheap but not very powerful  
- Costs: 10G (Power: 2) -

- Club -                   A shaved oak bough with an east-to-hold grip. More powerful than a bamboo stick  
- Costs: 60G (Power: 4) -
  
- Copper Sword -        A long sword made of copper that will inflict fair bit of damage on the enemy  
- Costs: 180 G (Power: 10) -
  
- Hand axe -             An iron axe made especially for fighting. Powerful but difficult to wield.  
- Costs: 560G (Power: 15) -
  
- Broad Sword -         A light, strong sword made of steel that's really powerful  
- Costs: 1500G (Power: 20) -
  
- Flame Sword -         A sword that costs a lot, and it a tad bit stronger than the broad sword. Don't buy this thing, just wait to get Erdrick's sword instead  
- Costs: 9800G (Power: 28) -
  
- Erdrick's Sword -     Smack down right here, this sword will kick about anything's ass in the game within a few blows. You basically have to own it to beat the Dragonlord quickly.  
- Costs: 0G (Power: 40) -

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Shields in the Game

=====

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

=====

Armor in the Game:

=====

- Clothes -             Made of thick cloth, the don't really protect you too much from the enemy. Even so, it's better than nothing and it does lessen the damage inflicted by an enemy a little bit.  
- Costs: 20G (Defense: 2) -

- Leather Armor - Sewn together from the fragments of soft leather, it is useful in combat. It's light and easy to move about it, and it gives you more protection than the cloths  
- Costs: 70G (Defense: 4) -
  
- Chain Mail - Made from light metallic thread sewn together. Light and easy to move about in, it will considerably lessen damage that the enemy can inflict on you  
- Costs: 300G (Defense: 10) -
  
- Half Plate - A strong piece of armor made from beaten out iron panels. Although you can't move about so fast, it really protects you from the enemy's blows. (Ohh..blows...)  
- Costs: 1000G (Defense: 16) -
  
- Full Plate - Made from specially fabricated steel, this is really durable armor. It'll protect you from almost all enemy attacks.  
- Costs: 3000G (Defense: 24) -
  
- Magic Armor - No different from the Full Plate, other than it allows the wearer to gain 1 HP back per step. Pass this one up if you can and just stick to Erdrick's Armor.  
- Costs: 7700G (Defense: 24) -
  
- Erdrick's Armor - Strongest armor in the game by far. You need this to take on the Dragonlord and live. You won't get very far without it. That or gain a billion levels. Also, it allows wearer to gain 2 HP back per step, and walking over those swamps won't hurt you anymore.  
- Costs: 0G (Defense: 28) -

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- J1. Magic List . . . . . -

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Magic in the Game:

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- Heal - If you use this spell when you've been wounded in battle, you can be cured without having to stay overnight at an Inn. You can use this spell whether you're walking about or in battle. For each time you cast the spell, you gain 10-15 More HP back.  
- Costs: 4 MP -
  
- Hurt - A spell you will use for fighting. When you chant it, little balls of fire spurt out of your fingertips. On chant of this spell inflicts 2-10 damage on the enemy.  
- Costs: 2 MP -
  
- Sleep - Chant this spell if you come across some really disagreeable monsters. It will make monsters fall into a deep sleep.  
- Costs: 2 MP -
  
- Radiant- This spell will light up caves when you find yourself groping around in the dark (OOHH! GROPING! kinky) Brighter than a fiery

torch, you'll be able to see far ahead.

- Costs: 3 MP -

- Stopspell - Of the various monsters you'll come across in your travels some will attack you with spells. When that happens, chant this spell. If the spell is successful, you can block the monster's spell.  
- Costs: 2 MP -

- Outside - If by chance you lose your way deep down in some dark, gloomy labyrinth of if out find that you haven't enough strength to get back up to the world above, then this is the spell for you. It'll warp you back to the world above in no time at all  
- Costs: 6 MP -

- Return - When you've traveled too far away from home or you find that you just can't return to Tentegal Castle, use this spell to soar high in the sky and return.  
- Costs: 8 MP -

- Repel - This spell will cloak you in a magical cure that protects you from monster attacks. However, it won't work in foul smelling caves. And just like Fairy Water, you can't use it against monsters that are stronger than you.  
- Costs: 2 MP -

- Healmore - Some of the Dragonlord's henchmen are so strong that they inflict more than 30 points of damage in a single attack, in which case "Heal" or healing herbs won't work in time. This is a more power version of "heal" and will restore 75-100 HP points each time you use it.  
- Costs: 10 -

- Hurtmore - This is a more powerful version of "Hurt". Legend has it that those who chant that spell can summon up lightning and attack the enemy with it. When you've chanted the magic spell, knife-like lightning is fired form your fingertips and destroys almost all enemies.  
- Costs: 5 MP -

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- Kl. Bestiary . . . . . -

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Here you'll find stats for every single monster in the game. How much gold they'll give you. What's the most HP they have, so you can prepare somewhat before you go somewhere. Knowing what monsters is where is also vital. You don't want to run into a wolflord and get smeared, do you?

Thanks goes out to Nintendo for this :D

Max Hp = The most HP that the monster can have.

Minimum Gold = The lowest amount of gold you can get after a battle. You can almost always get more than what's listed.

Found = What town or landmark the monster is closet to. This is just one ot two places you can find the monster most often. There's more

out there.

Spells = What spells a monster can cast on you. Some monsters have the ability to give themselves all of their hits back. This is super annoying. Starwvyern is the biggest offender of this cheap tactic.

Name = Name of monster

EXP = The amount of experience that monster gives after he dies.

=====  
1. Armored Knight  
=====

Max HP: 90  
Minimum Gold: 100  
Experience: 70  
Spells: Heal/Hurtmore  
Found: Charlock Castle

=====  
2. Axe Knight  
=====

Max HP: 70  
Minimum Gold: 135  
Experience: 54  
Spells: Sleep  
Found: Haukness

=====  
3. Blue Dragon  
=====

Max HP: 70  
Minimum Gold: 115  
Experience: 60  
Spells: N/A  
Found: Charlock Castle

=====  
4. Demon Knight  
=====

Max HP: 50  
Minimum Gold: 110  
Experience: 37  
Spells: N/A  
Found: Haukness

=====  
5. Dragon Lord 1  
=====

Max HP: 85  
Minimum Gold: N/A  
Experience: N/A  
Spells: Hurtmore  
Found: Final Dungeon

=====  
6. Dragon Lord 2  
=====

Max HP: 130

Minimum Gold: N/A  
Experience: N/A  
Spells: N/A  
Found: Final Dungeon

=====  
7. Drakee  
=====

Max HP: 6  
Minimum Gold: 2  
Experience: 2  
Spells: N/A  
Found: Brecconary/Kol

=====  
8. Drakeema  
=====

Max HP: 20  
Minimum Gold: 15  
Experience: 11  
Spells: Heal, Hurt  
Found: RM Cave LV 2

=====  
9. Droll  
=====

Max HP: 25  
Minimum Gold: 18  
Experience: 10  
Spells: N/A  
Found: Grave of Garinham

=====  
10. DrollMagi  
=====

Max HP: 38  
Minimum Gold: 67  
Experience: 22  
Spells: Stopspell  
Found: Grave of Garinham

=====  
11. Druin  
=====

Max HP: 22  
Minimum Gold: 12  
Experience: 7  
Spells: N/A  
Found: Swamp Cave

=====  
12. Druin Lord  
=====

Max HP: 35  
Minimum Gold: 70  
Experience: 20  
Spells: Heal, Hurt  
Found: Grave of Garinham  
=====



13. Ghost

=====  
Max HP: 7  
Minimum Gold: 3  
Experience: 3  
Spells: N/A  
Found: Breconary/Gariham/Kol

=====  
14. Goldman  
=====

Max HP: 50  
Minimum Gold: 150  
Experience: 6  
Spells: N/A  
Found: Rimuldar/Haukness

=====  
15. Golem  
=====

Max HP: 70  
Minimum Gold: 9  
Experience: 5  
Spells: N/A  
Found: Cantlin

=====  
16. Green Dragon  
=====

Max HP: 70  
Minimum Gold: 9  
Experience: 5  
Spells: N/A  
Found: Swamp Cave/Haukness

=====  
17. Knight  
=====

Max HP: 55  
Minimum Gold: 100  
Experience: 33  
Spells: N/A  
Found: Cantlin

=====  
18. Magician  
=====

Max HP: 13  
Minimum Gold: 9  
Experience: 4  
Spells: Hurt  
Found: Breconary/Kol

=====  
19. Magidrake  
=====

Max HP: 15  
Minimum Gold: 9  
Experience: 5  
Spells: Hurt

Found: Gariham/Kol

=====  
20. Magiwyvern  
=====

Max HP: 58  
Minimum Gold: 115  
Experience: 38  
Spells: Sleep  
Found: Haukness

=====  
21. Metal Scorpion  
=====

Max HP: 22  
Minimum Gold: 30  
Experience: 14  
Spells: N/A  
Found: Rimuldar

=====  
22. Metal Slime  
=====

Max HP: 22  
Minimum Gold: 30  
Experience: 14  
Spells: N/A  
Found: Cantlin

=====  
23. Poltergeist  
=====

Max HP: 23  
Minimum Gold: 13  
Experience: 8  
Spells: Hurt  
Found: Grave of Garinham

=====  
24. Red Dragon  
=====

Max HP: 100  
Minimum Gold: 130  
Experience: 100  
Spells: Sleep/Hurtmore  
Found: Charlock Castle

=====  
25. Red Slime  
=====

Max HP: 4  
Minimum Gold: 2  
Experience: 1  
Spells: N/A  
Found: Breconary/Gariham

=====  
26. Rogue Scorpion  
=====

Max HP: 35

Minimum Gold: 90  
Experience: 26  
Spells: N/A  
Found: Haukness

=====  
27. Scorpoin  
=====

Max HP: 20  
Minimum Gold: 12  
Experience: 6  
Spells: N/A  
Found: Kol

=====  
28. Skeleton  
=====

Max HP: 30  
Minimum Gold: 22  
Experience: 11  
Spells: N/A  
Found: Kol

=====  
29. Slime  
=====

Max HP: 2  
Minimum Gold: 1  
Experience: 1  
Spells: N/A  
Found: Breconary/Gariham

=====  
30. Specter  
=====

Max HP: 36  
Minimum Gold: 55  
Experience: 18  
Spells: Hurt, Sleep  
Found: Grave of Garinham

=====  
31. Starwyvern  
=====

Max HP: 65  
Minimum Gold: 120  
Experience: 45  
Spells: Healmore  
Found: Haukness/Cantlin

=====  
32. Stoneman  
=====

Max HP: 65  
Minimum Gold: 120  
Experience: 45  
Spells: N/A  
Found: Final Dungeon  
=====

33. Warlock

=====  
Max HP: 30  
Minimum gold: 27  
Experience: 13  
Spells: Hurt, Sleep  
Found: Rimuldar/Grave of Garinham

=====  
34. Werewolf

=====  
Max HP: 60  
Minimum gold: 115  
Experience: 40  
Spells: N/A  
Found: Cantlin

=====  
35. Wizard

=====  
Max HP: 65  
Minimum gold: 120  
Experience: 50  
Spells: Hurtmore  
Found: Castle/Cantlin

=====  
36. Wolf

=====  
Max HP: 34  
Minimum gold: 37  
Experience: 16  
Spells: N/A  
Found: Rimuldar

=====  
37. Wolflord

=====  
Max HP: 38  
Minimum gold: 60  
Experience: 20  
Spells: Stopspell  
Found: Rimuldar

=====  
38. Wraith

=====  
Max HP: 36  
Minimum gold: 45  
Experience: 17  
Spells: Heal  
Found: Rimuldar

=====  
39. Wraith Knight

=====  
Max HP: 46  
Minimum gold: 90  
Experience: 28  
Spells: Heal

Found: Grave of Garinham

=====

40. Wyvern

=====

Max HP: 42  
Minimum gold: 77  
Experience: 24  
Spells: N/A  
Found: Haukness

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- L1. Disclaimer. . . . . -

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If all that sounded scary, then it did it's job.

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Thanks:  
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- Big Props to myself
- Thanks to Nintendo and their little prepackaged stat/EXP/bestiary thing. Cut off a lot of time.
- Thanks to The Admiral for telling me about a lot of problems in my FAQ. This guy knows what he's talking about big time. As he was able to point on some super small problems with the items and stuff. Making me update to the final version.

- EOF -