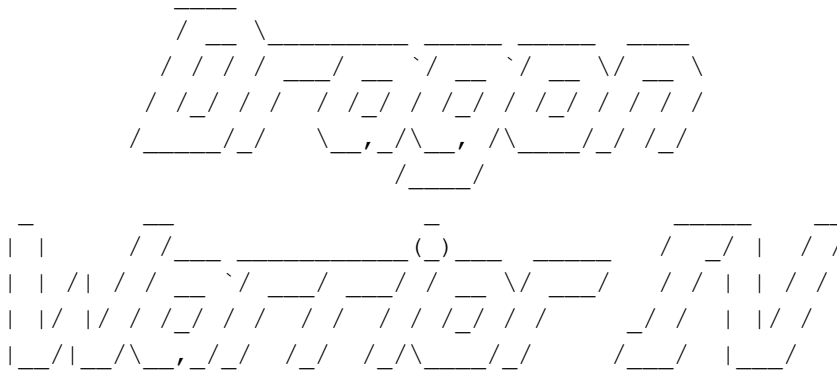


Dragon Warrior IV Walkthrough Final

by Dzabroski

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Welcome to Dragon Warrior IV for NES
Complete Walkthrough
Author: David Zabroski
DragonMaster@dragonwarrior2000.every1.net
Check out my Dragon Warrior/Quest Website at:
[Http://www.Dragonwarrior2000.atfreeweb.com](http://www.Dragonwarrior2000.atfreeweb.com)
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I. Chapter I; Ragner the Soldier

- a. Burland
 - i. Kings Orders
 - 1. You get your orders from the King to save the children who keep disappearing. You head out from your Castle Burland to Izmit.
 - 2. Exit the castle and go into the village below. Talk to the woman Flora who is looking for her husband Alex.
- b. Cave North of Burland
 - i. This is a fairly easy cave. You can take time to talk to the other soldiers if you want. Exit when you are ready
- c. Izmit
 - i. Take time to heal and rest. Buy some new weapons and armor. Take the time to get some money and experience.
 - ii. Once you are ready head to the set of stairs in the back of town. You can talk to Alex; he was caught stealing bread and was thrown in jail.
 - iii. Return to the jail at night and he will say he is Alex.
- d. Burland II
 - i. Head back to Burland and talk to Alex's wife Flora again. You will accompany her to Izmit.
- e. Izmit II
 - i. Now that you have Flora talk to Alex, she will hit him and his memory will return. He says there is a secret to the children's hiding spot in the woods.
- f. Bottom of the Well

- i. The hideout is about 4 steps south 4 steps east of the town sign.
 - ii. Fall down the well
 - iii. Once you are inside you will be guided by a mysterious voice. He will tell you where to go and where not to go.
 - iv. When you reach the second basement floor keep going to the east. Ignore the voice and keep going.
 - v. You should meet Healie. He will join your party.
 - vi. Now head back and go north at the first intersection. Keep following the voices and you will get the Flying Shoes. Head back or keep looking for treasures if you want.
 - vii. To exit all you have to do is go back to where you landed and go west to the next room.
- g. Izmit III
- i. Return to Izmit and stock on herbs, weapons, and armor.
- h. Loch Tower
- i. Put on the Flying Shoes when you are ready and you in Loch Tower.
 - ii. Once you arrive you will see witch drag a child away.
 - iii. There is a very powerful weapon called the Sword of Malice. It can be used as an item as well as a sword. Be sure to get this!
 - iv. Make you way to the bottom of the tower. There is a healing barrier on the bottom floor.
 - v. Make sure you are ready and at least level 7.
 - vi. You will fight the Saro's Shadow and another enemy.
 - vii. After you defeat them you collect the children
- i. Izmit IV
- i. Once you head into town the children will run to their parents.
 - ii. Make sure to spend the last of your money on weapons and items, even if you don't need them
 - iii. When you finish the chapter your gold disappeared, but items don't, sell them in CH 5.
- j. Burland III
- i. Now that you saved the children the mission is complete. Head back to the castle to receive the gift of experience from the King.
- II. Chapter II; Princess Alena's Party
- a. Santeem Castle
- i. The Princess is a big tomboy and want to venture outside of the castle. You first objective is to exit the castle.

- ii. In order for you to exit you must talk to some key characters first.
 - iii. From the kings throne head upstairs to your room where the wall is being repaired. Talk to the man who is repairing it.
 - iv. Search all the chests in the rooms.
 - v. Now talk to the woman in the next room.
 - vi. Talk to the king, his advisor and Brey.
 - vii. Head to the courtyard and talk to Christo in the House of Healing.
 - viii. Talk to the guards blocking the entrance
 - ix. Now head up to your room and the guy repairing the wall should be gone.
 - x. Search the ground and kick the wall. It should break. Fall down and head to Surene next to the castle
 - xi. You are stopped by Brey and Christo who agree to keep an eye on you.
- b. Surene
- i. Stock up on weapons and armor
- c. Tempe
- i. When you gain a few levels and get some new weapons and armor head to the northeast town of Tempe.
 - ii. Once you arrive you hear stories of how a monster has appeared in the north and is demanding offerings of young girls.
 - iii. Talk to the recent offerings' father and agree you will take her place.
 - iv. Talk to the Healing Master and he will get the basket for you to hide in.
 - v. You are now brought to the monster and fight it.
 - vi. He is actually very easy compared to the last boss Ragnar fought
 - vii. Beat him and get some new weapons at the item store.
- d. Frenor
- i. Once you enter the town all the shops are closed due to the arrival of the Princess.
 - ii. Once you go to the inn you find out the Princess is in the inn, mmm....
 - iii. Once you enter the inn some men are holding the fake Princess hostage.
 - iv. Stay the night and talk to the boy with the dog in the southern part of town. He says there was a not tied to his dog.
 - v. "Bring the Golden Bracelet behind the inn at night or the Princess gets it"
- e. Cave South of Frenor
- i. The cave is simple, only two floors the trick is learning that you can step over some of the floors that look blocked.
 - ii. The Bracelet is on the second

- basement floor.
- f. Frenor II
 - i. Now that you have the bracelet head back to Frenor at night.
 - ii. Trade the Golden Bracelet for the fake Princess. She gives you the Thieves key and leaves.
- g. Bazaar
 - i. Head south to the Bazaar and stock up on some weapons and armor.
 - ii. Head to the inn/café, you will be stopped by a Santeem Guard. He says there is an emergency and you must head back to the castle.
 - iii. Walk back and gain some experience
- h. Santeem II
 - i. Talk to the Kings and he will only mumble.
 - ii. Talk to the attendant he will ask you to talk to the man in the shed behind the castle.
 - iii. The man will tell you to talk to the poet, in Surene. He lost his voice before and recovered
- i. Surene II
 - i. Talk to the poet he will tell you how he got Birdsong Nectar at the Bazaar.
- j. Bazaar II
 - i. Head to the item shop and walk around the counter to talk to the merchant.
 - ii. He says he had some before, but he is out. You can get some at the Birdsong Tower
- k. Bird Song Tower
 - i. Located West of the Bazaar
 - ii. There is an inn on B1, you're going to need it.
 - iii. This can be a tough tower. Bring good weapons and plenty of herbs.
 - iv. Make your way to the top and you will see 2 elves dancing. You startle them and they leave
 - v. Search the ground to find the nectar.
- l. Santeem III
 - i. Go up to the King and choose the Birdsong Nectar on him. He will regain his voice.
 - ii. He talks about a great evil that is about to rise. Alena must stop it.
 - iii. He will not block your passage through the world anymore.
 - iv. Endor Tournament
- m. Shrine East of the Desert
 - i. The shrine is located south of Frenor.
 - ii. Head through it and go to Endor.
- n. Endor
 - i. Take time to level up and get some cash together. You're going to need it.
 - ii. Once you are level 13 head to the

Kings court. He explains that he offered his daughters hand in marriage to the man who wins the tournament. He is sorry he made that decision.

- iii. If a female wins the contest, she will not need to marry.
- iv. Time for the Princess to spring into action

o. Endor Coliseum

- i. Now that you have permission to play you can fight in the tournament.
- ii. Make sure you get rid of any items not needed in battle. Stock up on medical herbs and buy the Iron Claws
- iii. Prepare to Fight
- iv. You can use herbs during and between battles only. You can use all you herbs in inventory only
- v. There are five opponents, I can't remember the names but here is what they do
 - 1. Boomerang Man
 - a. Basic fighter, not too tough
 - 2. Magician
 - a. Uses strong magic, but low MP
 - 3. Soldier
 - a. Strong fighter, you will have to take a few Medical Herbs
 - 4. Beast
 - a. He is tricky; he will create 4 shadows of himself and you have to kill him to win. If you miss, he will attack and repeat.
 - 5. Necroso
 - a. He will not show up for the fight
- vi. When you win the Princess is free from marriage and you must return home
- vii. Before you finish, spend all your money and buy as many weapons as you can.

p. Santeem IV

- i. The castle is deserted and there is no one to be found.
- ii. Head to the Kings court and leave.

III. Chapter III; Taloon the Merchant

a. Lakanaba

- i. You are awakened by your wife and she will give you your lunch and head to work in your home town Lakanaba
- ii. Head to the weapons shop and go behind the counter. Talk to the Weapons dealer and he will tell you how to run the store.

- iii. When a person walks up to you they will ask you to sell or buy a weapon. Say yes and you will get paid for you commission.
 - iv. Have some fund, haggle the prices and say no to people, this could be good or bad.
 - v. Sword of Malice
 - vi. After awhile a person will come to sell the Sword of Malice. Buy it and keep it in stock. Do not sell it to some one else. Just say no!
 - vii. Return with enough money and you can buy it.
- b. Fighting Taloon
- i. Taloon is actually a great character. He has a knack of collecting gold and items.
 - ii. In this chapter only he is always finding great weapons and items from monsters
 - iii. When he joins the final party he has a series of special attacks
 - 1. He will tell jokes to stun monsters
 - 2. Trip and get a excellent hit
 - 3. Throw sand in their eyes
 - 4. Call upon a bunch of merchants to fight
 - 5. Spin his finger and confuse them
 - 6. And many more
- c. Cave of Iron Safe
- i. CHEAT
 - 1. You can leave the iron safe for the hero, but he will not be able to use it. Even if it is in your Hero's inventory you will still lose 1/3 of your gold.
 - ii. This is a very easy and fun cave. The monsters are simple and there are plenty of treasures.
 - iii. Make you way through and press buttons to make water spill sending you flying. This will get you through some pits and open new stairs and chests.
 - iv. When you get to the area with the boulder you have to make trick the boulder into going into the right pit.
 - v. Head south then go right at the first opening
 - vi. Go down and take the next left and go up. The boulder should follow you and fall down into the pit.
 - vii. Take the moveable boulder with you and take the Iron Safe from the chest
 - viii. The door should block off. Take the boulder and out it where the chest was. The door should open.

- ix. The Iron Safe will protect you from losing 1/3 of your gold if you die.
- x. Exit the cave
- xi. Heal up and sell some of your Weapons, do not sell your armor yet.
- d. Foxville
 - i. The town is a little bit before Burland
 - ii. If you enter the town and buy stuff and stay you will get cheated.
- e. Bonmalmo Castle
 - i. Head to the Castle and make sure you buy some Wings for the trip.
 - ii. Head past the Kings court and talk to the man in the big room with a counter. He will buy your Armor at a higher price than what it is worth.
 - iii. Feel free to haggle with him for a better price.
 - iv. Head to the back of the castle into the jail down stairs.
 - v. In order to get by the guards you must make your timing perfect. You have to hide in the alcove on your right also.
 - vi. Talk to the man in jail. He is a villager from Lakanaba. Give him the Wings and head back to Lakanaba
- f. Lakanaba II
 - i. Go to the upper right of the town and talk to the man you saved. He will lend you his dog.
- g. Foxville II
 - i. Once you enter the village the dog goes crazy. Follow him and talk to the mayor.
 - ii. He will make the village disappear and give you the Full-Plate Armor.
 - iii. De-grati also leaves to fix the bridges to Endor.
- h. Bonmalmo Castle II
 - i. Talk to the prince in his quarters. He will ask you to meet him behind the weapons shop.
 - ii. Meet him at night and he will give you a scroll to give to the Princess of Endor.
- i. Endor
 - i. Go straight to the Kings court and read the scroll to the Princess.
 - ii. The King hears of the plans to raid Endor and gives you another scroll to give to the King of Bonmalmo.
 - iii. Head to the Casino and visit Ragnar on his quest
- j. Bonmalmo Castle III
 - i. Head to the Kings court and read him the scroll.
 - ii. They decide not to invade Endor.
- k. Endor IV
 - i. The King tells Taloon he can open a shop in the village.

- ii. There is a man willing to sell his shop in the town.
 - iii. He wants 35,000 GP to buy the shop
 - iv. Start Saving!
 - v. Talk to the Soldier in front of the shop that you want to buy. You can hire him to help for a short time
 - vi. Head into the Inn and go upstairs. You can hire a magician too.
- l. Silver Statue Cave
- i. This is a little confusing cave, just take your time.
 - ii. Here is some advice
 - iii. Do not take the chests in the cave just yet. Save them for Chapter V, the hero will need them more than you.
 - iv. Sell all your weapons you don't need. Try to hold onto your Half Plate Armor and Broad Swords, if you can.
 - v. If you get over stocked throw out some of your less expensive items.
 - vi. You have to work your way through and drain the water from the upper floors into the lower floors
 - vii. Once you do this you can sail through to the pedestals that were unreachable.
 - viii. Ignore them for a little while and go to the platform with the two statues
 - ix. Take the Silver Statue and exit.
- m. Endor V
- i. Head to the house on the far right of the town.
 - ii. He will buy the Silver Statues for 25,000 GP
 - iii. Get another 5,000 GP and buy the shop. Your family will move in.
 - iv. Running the Shop
 - 1. You wife will collect all the weapons armor, and items from you. She will sell them at a high price.
 - 2. When they are sold she will give you the proceeds across the counter.
 - v. Go to see the King and he will ask you to get some equipment for him
 - 1. 7 Broad Swords
 - 2. 7 Half Plate Armor
 - a. You can even buy these from other towns
 - b. Give them to the attendant on the first floor of the castle.
- n. Silver Statue Cave II
- i. Head back to the Silver Statue cave and collect all the items you skipped. Take them back and sell them or give them to the King's attendants.
 - ii. Keep doing this until your order is filled.

- iii. Once the order is complete you will get 60,000 GP
 - o. Endor VI
 - i. After you get the money make sure you get all the money from the shop. After the next section you won't get any more money from the sales.
 - p. Merchant's Tunnel II
 - i. Go to the cave east of Endor and talk to the man
 - ii. He says he ran out of money making his dream come true. He needs 60,000 GP to make a tunnel to Branca.
 - iii. Give him the GP and he will send word when it is done.
 - q. Endor VII
 - i. Now that you spent all your gold the casino is open. Play at least one game and see your wife. She says the tunnel is done.
 - r. Merchant's Tunnel III
 - i. Everyone praises you for your hard work. When you leave the chapter is done.
- IV. Chapter IV; Sisters of Monbaraba
 - a. Monbaraba
 - i. You start out with two sisters who are looking for their father's killer, Balzack
 - ii. Sell the Dancer's Costume and buy some armor
 - iii. Gain some levels before heading to Kiev, their hometown.
 - b. Kiev
 - i. You can stay in the inn for free here.
 - ii. Stay around here until you are at least level 5.
 - iii. When you are ready head to your father's lab
 - c. Cave West of Kiev
 - i. Go to the top of the cave and take the elevator down.
 - ii. Find Orin and the Lamp of Darkness in the little island.
 - iii. Orin can break locks and is a great fighter.
 - iv. Take a tour of the castle to get the Sphere of Silence
 - d. Haville
 - i. Make sure you are ready for this area. The monsters can get hard.
 - ii. Check out the creation of the King Slime!
 - iii. Stock up on weapons and armor.
 - iv. When you are around level 11-13 head west to Aktemto.
 - e. Aktemto
 - i. This town has been ravaged by gas, and monsters many have died looking for treasure.

- ii. Take the stairs down into the Cave of Aktemto.
 - f. Cave of Aktemto
 - i. Follow the cave down, pick up the silver tarot cards if you want.
 - ii. Head down and get the Gunpowder
 - g. Keelon
 - i. Rest and save and head to Keelon Castle for the big fight.
 - ii. Have Orin break the locks and enter.
 - iii. Go to the far right of the castle and you'll find a small long alcove, use the gunpowder here.
 - iv. The attendant will start moving up. Follow him, but he will stop if he turns and sees or if you go in front of him.
 - v. Search the place where he last stood and the secret door will open.
 - vi. Keelon isn't that hard, but he will give you a run for your money if you are not ready.
 - vii. Use the Sphere of Silence right away, this will block all his spells.
 - viii. Once you defeat him you must fight Keelon.
 - ix. No matter what you will lose.
 - x. After you die you will be in prison.
 - xi. Talk to the man in the bed. He will give you a Boarding Pass.
 - xii. Walk through the wall out into the secret hiding spot.
 - xiii. Orin will hold back the soldiers so you can escape.
 - h. Halville II
 - i. Now that you have a pass you can sail to Endor.
 - ii. Go to the ship. Talk to the Captain and talk to the people in the boat.
 - iii. Return to the Captain and leave.
- V. Chapter V; The Hero's Journey
 - a. Hometown
 - i. You are a simple child chosen by fate. You know not of your future, like any child. The world is but a dream, one you must wake up from now.
 - ii. Follow your Mother's orders to take the lunch to your father. Talk to Sara and some of the other villagers
 - iii. Head back home and talk to your Mother
 - iv. Monsters attack the village looking for the Hero.
 - v. A Villager takes you and walks you to a hiding spot.
 - vi. Along the way your Father tells you he is not your parent. You are the Hero that will save the world.
 - vii. The village is burned and Sara, your best friend transforms herself to your

- image to stop them from finding you.
 - viii. They think it was you they killed so they leave with the village destroyed.
 - b. Woodcutters Cottage
 - i. Go south and enter the cottage. The man will let you stay the night. Take the items in the pots and leave.
 - ii. Head south
 - c. Branca
 - i. When you enter the castle you see a group of people leaving to join the fight to save the world.
 - ii. Talk to the King and he says word has come to him of the Hero's demise. He challenges you to save the world, like all the other warriors.
 - iii. Head west through the cave to Endor
 - d. Endor
 - i. Go to Taloon's shop and you will see Nara telling a soldier his fortune.
 - ii. Talk to her and she will tell yours. She then realizes you are the Hero. She joins your party
 - iii. Go to the Casino and talk to Mara. She will join the party.
 - iv. Get to level 6 and go back to Branca
 - e. Desert Inn
 - i. Talk to the man named Hector and he will get agitated about you taking the wagon. Talk to his father the Inn Keeper. He says Hector and his friend went to the cave in the east, and his friend betrayed him. He never trusts anyone.
 - ii. Get the Wagon
 - f. Cave of Betrayal
 - i. The cave is east of the inn. Just as you enter you will break through the wall. Then Nara and Mara fall down a pit.
 - ii. You go downstairs to find them standing at the wall. Talk to them and they are really monster doubles
 - iii. Make sure you have some herbs or heal magic
 - iv. Go up the stairs and you notice Nara & Mara running from some monsters. Again they are doubles
 - v. They are a little tougher than before
 - vi. Once you defeat them you see Nara & Mara again! This time they are real. Answer their trivia and they will rejoin the party.
 - vii. The Question is:
 - 1. Isn't it Nara you met at the Casino?
 - a. It was Mara
 - viii. Go up the stairs and break through the wall of 3.
 - ix. You should see an alcove covered in the wall. Break through into the middle and take the Spirit of Faith.

- g. Desert Inn II
 - i. Show the Spirit of Faith or Hector and he will give you his wagon and join your party.
 - ii. Take the wagon south into the desert.
- h. Aneaux
 - i. When you enter the town you can get a guided tour from one of the innkeepers. You can only see the Armor of Ruvas.
 - ii. This thought to actually the Zenithian Armor
 - iii. Come back at night and the ghost of Ruvas will say that is the fake armor.
 - iv. Heal, buy weapons, armor, and save.
- i. Konenbur
 - i. This is a harbor town that has no ships in the harbor.
 - ii. Apparently monsters took out the lighthouse and crashes and ships that come in or leave.
 - iii. A man named Taloon has made a ship, but went to the lighthouse to stop the monsters.
 - iv. Go in Taloon's ship and get the tiny medal in one of the cabinets of the ship
 - v. Now go the other ship and get a small medal
 - vi. Stock up, heal, upgrade, ect...
- j. Light House
 - i. When you enter the Lighthouse you will see Taloon by the stairs. He asks you to get rid of the monsters that are firing on the ships.
 - ii. He also states there is a piece of the natural fire hidden somewhere in the lighthouse.
 - iii. Watch him exit; there is a secret spot where some chests are hidden.
 - iv. Make you way to the top
 - v. You can talk to a monster that is looking for Taloon. He hits is head and is knocked out when he cast Return
 - vi. When you reach the area below the top, make sure to grab the Fire of Serenity.
 - vii. Go to the back right corner of the room and go up the stairs.
 - viii. Fight the monsters, use the flame, and exit to Konenbur
- k. Konenbur
 - i. Taloon joins your party and you now have a ship.
 - ii. Sail south
- l. Mintos
 - i. Head to the man teaching class. And take his test. Answer correctly and you get the Map.

- ii. Say no, then say nothing
- iii. Head to the inn and go up to the second floor. You'll see Christo and Brey.
- m. Christo is sick and needs a Padequia Root
 - i. Brey joins the party to help you look for it, and Princess Alena
 - ii. Soretta
 - iii. When you talk to the King he is in the fields working
 - iv. He says that there are no more Padequia plants anymore, there is a seed in the cave to the south, but monsters are preventing him from getting it,
- n. Padequia Cave
 - i. You should be level 14 before entering. Replace Hector with Brey for experience reasons.
 - ii. You should see another party of warriors walking around
 - iii. WAIT is that Alena in the group?
 - iv. The cave has sliding floors. The key is to figure which one to take.
 - v. Take the left one going up first to get the chest
 - vi. The rest is too complicated to explain, just remember that you should try to follow which floor head where before you rush onto it.
 - vii. You should end up on the far right of the cave to get the seed. You'll see a set of stairs.
 - viii. Now here is the confusing part.
 - ix. All the floors send you back to the beginning except one.
 - x. After that you have to get the one that will take you to the chest in the middle. It has the seed.
 - xi. The other chest is a Mimic.
 - xii. Make sure to pick up the Robe of Serenity
- o. Soretta II
 - i. Talk to the King and he will plant the seed and you will get the root.
- p. Mintos II
 - i. Give the root to Christo He will heal
 - ii. Alena Shows up and Alena's party joined your party
 - iii. Hector leaves the party
- q. Keelon II
 - i. Head west to Keelon where reports of Ragnar were last know to be.
 - ii. When you get there you find Healie, he asks you to save Ragnar
 - iii. The doors are locked and you don't have Orin to break the locks
- r. Kieves II
 - i. You learn the Nara & Mara's father has a secret lab somewhere.

- s. Cave West of Kieves II
 - i. Go to there you found the Lamp of Darkness search the chest to find a switch
 - ii. Press the switch to reveal stairs
 - iii. Take the key from the Lab and head to Keelon
- t. Keelon III
 - i. Make sure you are around level 19 and have upgraded you weapons and armor
 - ii. Go to where the secret switch was before and you will see Ragnar fighting soldiers. Talk to him and follow him to the Throne Room.
 - iii. Ragnar will fight off the soldiers while you fight Keelon.
 - iv. The Sphere of Silence doesn't work, and he can hit twice.
 - v. He isn't that hard, but a good challenge.
 - vi. After you defeat him Ragnar joins the party.

VI. Zenithian Items

- a. Now is a good time to take a break and get some extra stuff.
 - i. Tiny Medals
 - 1. You can look for tiny medals that are hidden all over the world. Collect them and give them to the King east of Izmit for valuable items
 - a. Including the Metal 3Babble Helmet for 20 medals
- b. Stancia
 - i. Get the Zenithian Helmet
 - ii. Go to Stancia, North of Santeem
 - iii. Talk to the King and try to make him laugh.
- c. Monbaraba II
 - i. Go to Monbaraba, get Panon to join the part
- d. Stancia II
 - i. Take him into Stancia and put him in the lead
 - ii. The King will give you the Zenithian Helmet
 - iii. Panon leaves the party
- e. Shrine of Breaking Waves
 - i. Get the Zenithian Armor
 - ii. This is actually meant for far later in the game, but what the hell
 - iii. It is east of Izmit, in the seaside cave north of the tiny metal collection King.
 - iv. Pretty much run from everything especially if you see a Dragon Warrior
 - 1. They hit twice and their second hit is usually a deadly gas!

- v. Make your way through the cave and it is on the other side of the cave. Cast Outside once you get it.
 - f. Seaside Village
 - i. Find the Stone of Drought in the Seaside Village
 - ii. When you get to the village during the day search the sand near the right side of the inn.
 - g. Cascade Cave
 - i. Take it to the Cascade Cave South of the Tiny Medal King. You should see a small cave in the mountains. Use the stone and the water will part.
 - ii. You need the Final Key to get the most important treasure The Metal Babble Sword.
- VII. Free Santeem
- a. Santeem Castle
 - i. Make sure you are around level 24 and enter the castle
 - ii. You now have the Magic Key you can open the treasure room in the palace, but a Balzak minion is blocking the way.
 - iii. Head up to the Throne room to see Balzack
 - iv. You can get a different message from him if Nara or Mara are in your party
 - v. Balzak has been using the evolution machine has changed into a "higher being".
 - vi. You can still kick his but!
 - vii. He is tough, use Bikill if you have it and strong physical attacks. He should fall with a little bit of effort.
 - viii. Once he is dead take the spoils from the treasure room.
 - ix. You can equip the Magma Staff to a one of the members of the party.
 - x. You also get the Flute of Uncovering
 - b. Izmit V
 - i. Head to Izmit and go through the channel between Izmit and Burland
 - ii. Stay at the inn at Izmit village and get a dream scene of Rosa and Saro.
- VIII. Zenithian Items II/ Quest for Keys
- a. Gardenbur
 - i. Use the Magma Staff at the space where there is one mountain blocking the path. The mountain will dissolve leading the way to Gardenbur.
 - ii. You can get some great female weapons and armor from castle.
 - 1. Save your game.
 - iii. If you notice the guy outside the castle at night saying something strange about how he likes the outside ignore him
 - 1. I do not know the relevance of

this person. I guess it was a side quest that was never completed. If anyone has an idea please let me know.

- iv. When you do down the stairs of then don't move off the stairs. Go up into a secret hiding spot and get the Fire Claws for Alena.
- v. Go to the right side of the Castle and enter to see a person looking into the chest. He tells you to look inside. Even if you don't you are branded a thief and brought to jail.
- vi. After you stir in jail for a while a guard will take you to the Queen.
- vii. The Queen will give you a change to prove your innocence. You must find the real thief. You must keep one member in jail though.

b. Cave Gardenbur

- i. Head to the south to Cave Southeast of Gardenbur
- ii. This cave is a little confusing, but it has some good stuff
- iii. Be sure to get the Shields and metals scattered through here.
- iv. Head to the bottom floor and you will find the thief sitting in his bed with the metal.
- v. Talk to him and he will jump out of bed and try to run away
- vi. You must block his path and prepare to fight
- vii. The fight is a simple physical battle. No biggy
- viii. Once you defeat him a guard that followed you will take him away and tells you to see the Queen.
 - 1. If the menu runs away

c. Gardenbur II

- i. The Queen will give you the Final Key, clear your name, and give you the Zenithian Shield as a reward.
- ii. Go to the basement and free your allie
- iii. Go to the other room and get the Shield

IX. Extra Stuff

a. Cascade Cave

- i. Now that you have the last key you can get one of the main weapons of the game. The Metal Babble Sword!
- ii. Go back to the Cascade Cave and use the Final Key to open the door. Make your way to the bottom to find the sword.

b. Meeting Rosa

- i. Rosaville
- ii. Rosaville is below Burland Castle, west of the Medal King
- iii. Once you enter you find that the town

is a refuge for monsters and outcasts.
Saro has been playing with the
Evolution Machine and has made
some animals talk.

- iv. Go to the Tower and play the Flute of
Uncovering to reveal some stairs
- v. Just like Saro did in the dream
- vi. Climb to the top and fight the Saro
Night.
- vii. You'll be hit by the Sphere of Silence
so be sure to bring some medical
herbs.
- viii. He is a strong opponent, but he is
beatable
- ix. Once you defeat him, you will get the
Sphere of Silence from him.
- x. Talk to Rosa and she will ask you to
stop Saro, no Necroso from destroying
the human race. Even if it means
ending his life.
- xi. You cannot catch the ruby tears. You
have to be totally pure in heart to hold
them.

X. Double O Hero!

a. Royal Crypt

- i. You now need to go to Saro or Necroso's
home, but humans will be attacked,
you must become a monster. The only
way is to get the Staff of
Transformation head to the Royal Crypt.
- ii. This is located south of Endor.
- iii. This is also a great place to get
experience. Go into the first section
and all the members of your party will
gain experience. There are even metal
babbles with huge EXP. Make sure
you have the Metal Babble Sword
equipped.
- iv. Alena might be a good choice also.
She has the best chance for the
excellent hit.
 - 1. If you have the Metal Babble Sword
you automatically get a 2 HP hit
every time.
 - 2. Cheat
You can use the Game Genie Codes
to get a Metal Babble Sword for
the First 4 chapters.
Make a party with 4 Swords
and get mega EXP!
- v. There are more sliding floors here.
The staff is actually located not too far
from the entrance, but you have to
take the sliding floors to the route.
- vi. Don't forget to grab the Staff of
Antimagic

b. Shrine of Colossus

- i. This is located next to Riverton. Now
that you have the Final Key you can
enter.

- ii. Make your way up the statue to the eyes
- iii. You must drop down the right side from your view, so it is the statues' left eye, to get to the next part
- iv. Once you get to the top work the controls and you will move the statue across the water.

c. Dire Palace

- i. Exit out of the statue and head east. You should come upon a Castle.
- ii. If you talk to a monster you will get into a fight.
- iii. The castle is filled with monsters. Go into the basement and see the humans in their cells cowering because they are the monsters' next meal.
- iv. Use the Staff of Transformation and turn yourself into a monster.
- v. Talk to the prisoners again, ha!
- vi. Talk to the monsters and be sure to check the pots for items.
- vii. There is a treasure room with 2 mimic chests and 2 regular chests.
- viii. When you are ready head to the top floor and follow the mini-demon.
- ix. Talk to the group and sit where the monsters tell you.
- x. Necroso will appear and say that the miners in Aktemto have uncovered the Ruler of Evil Esturk. The leave immediately

XI. Evil Ruler Esturk

a. Cave of Aktemto

- i. Go to Aktemto and follow the cave as you did before.
- ii. A new lever has opened to you follow it through. There isn't much treasure

b. Esturk Palace

- i. You should see a healing barrier in the house right in front of you.
- ii. The palace is basic. Go through the chests making sure you ex-ray them all on the first and second floors.
- iii. Take the elevator up and follow the path outside.
- iv. Go to the bottom right section and take the stairs.
- v. You should be near the throne room.
- vi. When you reach the throne room you must fight three monsters to get to Esturk. Once you move in front of him the battle begins.
- vii. He is asleep, but still sends a light beam at you.
 - 1. He will awake if one of two criterias happen
 - a. He has been attacked for a long period
 - b. He has received a

certain amount of
damage.

- viii. Take this time to put spells on yourself and attack as much as you can.
- ix. He can send a light that will nullify all spells you cast on yourself, but keep attacking him.
- x. Once he is dead Necroso will appear and realize that his evolution was flawed. He then leaves because Rosa has been kidnapped
- xi. On your way back take the Gas Canister

XII. Rosa's Fate

- a. Riverton
 - i. Go to Riverton and give the man the gas canister. Wait a few days and come back.
 - 1. You now can fly like in DW III..
- b. Izmit VI
 - i. Go back to the inn at Izmit and you will see what happened to Rosa. Humans were beating her for her tears, to near death. Saro appears and kills them. Rosa died in his arms immediately after. He vows death to all humans.

XIII. The True Treasure

- a. Elfville
 - i. Remember the map Howden gave you? Use the Balloon to reach it.
 - ii.a
 - ii. Take three people in your party and climb the tree. Search the ground to get a Leaf of the World Tree. It will bring one ally back to life.
 - iii. You can only take one at a time, same with the Tree Dew.
 - iv. Make it to the top to find a little Zenithian girl, Lucia. She asks for your help in getting back to Zenithia She senses the Zenithian Sword nearby.
 - v. It is on the right.

XIV. Zenithia Quest

- a. Gottside
 - i. You should visit the town and talk to the people, save, heal up and buy weapons and armor.
 - ii. Talk to the elder of the village. The prophecy that the Hero will defeat the Ruler of Evil Came through, but there was no mention about after that!
 - iii. Shrine of Horn
 - iv. You should get the Barons Horn in here. You need it later.
- b. Zenithian Tower
 - i. You should be around level 35 about now. Climb the tower.

- ii. There are many routes you can take and there are many treasures. Feel free to take different routes or different trips to get them all.
- iii. When you make it to the top make sure you have all the Zenithian weapons and armor equipped.
- iv. You should be transported to the Zenithian Castle!
- v. There are tons of treasures here so come back.

XV. Final Quest

a. Zenithian Castle

- i. Talk to the Master Dragon and he will tell you a story and recharge the Zenithian Sword and raise your EXP.
- ii. Talk to Lucia and she will give you her baby dragon to help out in the quest.
- iii. He will join the party. He can't use spells, but he is strong.

b. Final Refuge

- i. This is a place where you can save and get your strength back.
- ii. You have to break the 4 barriers in order to get to Necroso.

c. Necroso's Final Battle

- i. After you break all the barriers go through the castle to get to Necroso.
 - ii. Once you get through blow Baron's Horn to transport the wagon to you.
 - iii. Make sure you are healed and ready.
1. Necroso

- a. He has several forms. It will be a long battle. He is somewhat like Esturk, but then again not!
- b. I'll let you get this on your own. Good luck!

XVI. Ending

- a. If you defeated Necroso there is a special ending waiting for you. It includes the reunion of two lost souls that are meant to be together.
10:24 AM 8/18/00er.

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

Check out my Dragon Warrior/Quest Website at:
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