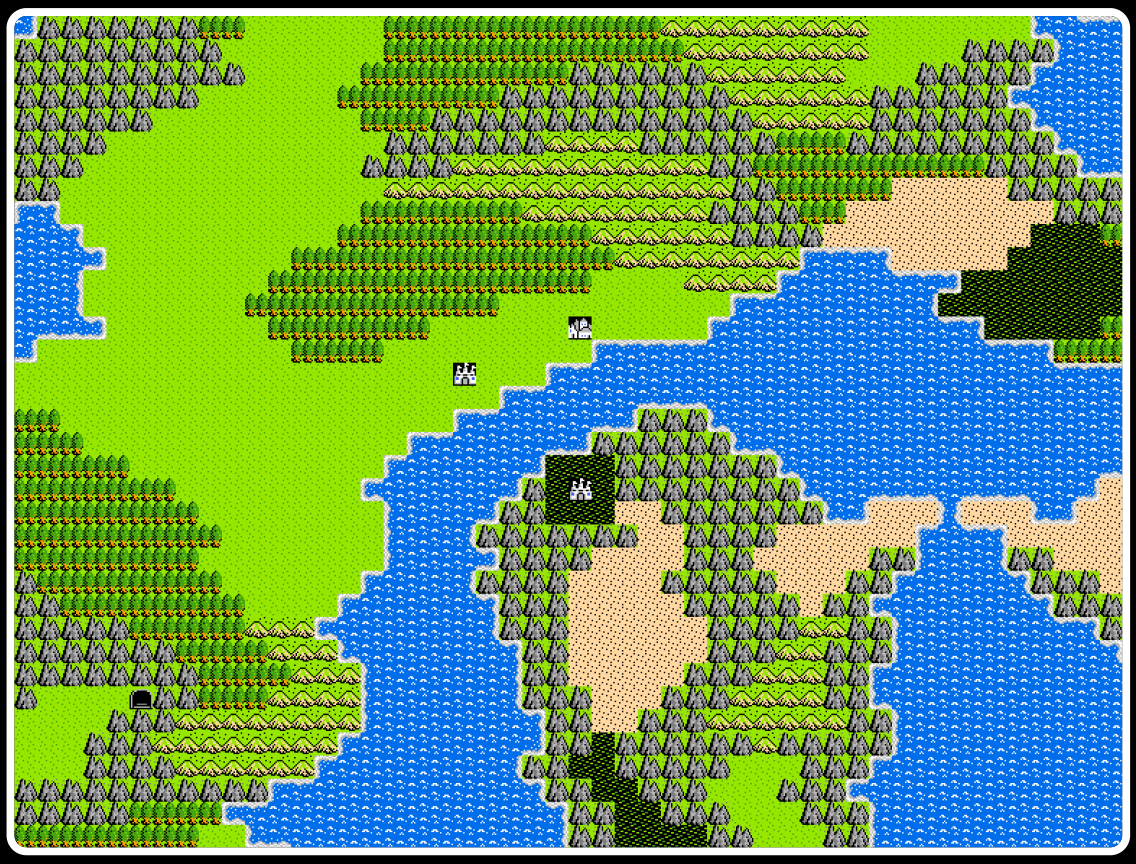
Games I've Played · Strategy Guide

DRAGON WARRIOR™

Complete Walkthrough · Maps · Bestiary



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Before You Begin

Dragon Warrior came to the NES in North America in 1989, three years after Enix released it in Japan as *Dragon Quest*. It's the first game of a series that's still going, and it set the pattern for a whole genre: talk to everyone, fight to grow stronger, and spend your gold wisely.

It's also a game that doesn't hold your hand. The king gives you a quest, a few chests, and not much else. That's part of the fun - and part of why a guide helps.

I first played it as a kid. Years later I rebuilt the whole game from scratch in Python, every map, monster, shop and formula, just to understand how it worked. The numbers in this guide come from that rebuild, checked against the NES original. Where the two differ, the guide uses the NES value.

How to Use This Guide

The walkthrough runs in thirteen parts, in the order I'd play them. Each part opens with where you're going, what level to aim for, and the monsters you'll meet there. Each one ends with a short **Summary** you can follow with the controller in your hands.

Names are colored to make them easy to spot: **places in green**, **items in orange**, and **people in blue**.

The appendices at the back hold everything else: the level chart, every weapon and spell, the shops in each town, every treasure chest, a full bestiary, and the combat math for anyone who likes to know why.

The Commands

Everything in Dragon Warrior happens through one menu. Press A to open it.

COMMAND	WHAT IT DOES
TALK	Speak to the person you're facing. Talk over a shop counter to buy.
STATUS	Your full stats and equipment.
STAIRS	Go up or down the stairs you're standing on.
SEARCH	Look at the ground under you. Hidden items need this.
SPELL	Cast a spell you've learned.
ITEM	Use or equip an item.
DOOR	Open the door you're facing. Uses up a Magic Key.
TAKE	Open the treasure chest you're standing on.

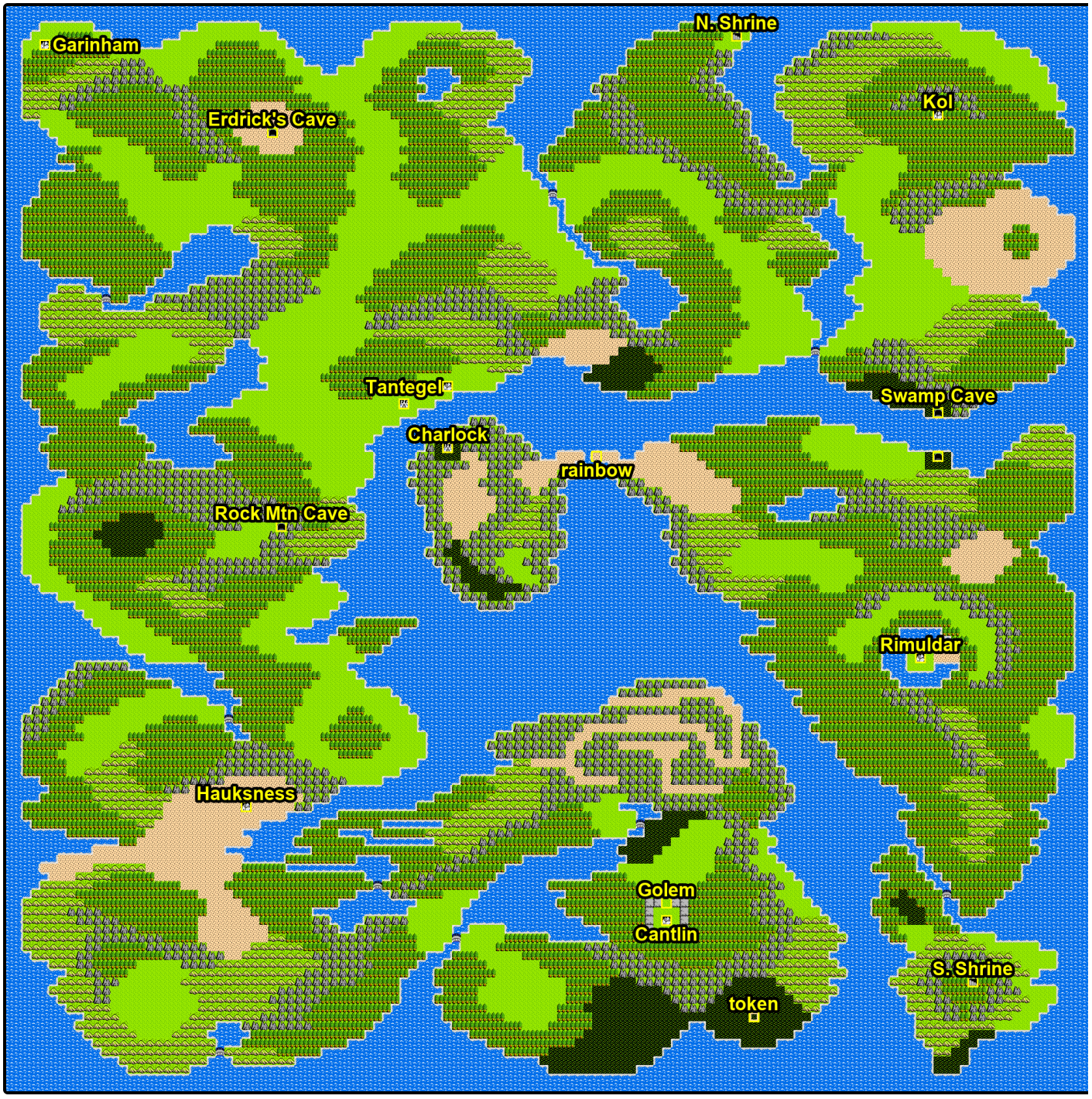
What Your Name Does

Your hero's name isn't just cosmetic. The game adds up the letters and uses the total to decide how your stats grow. Every name grows two of your four stats (Strength, Agility, HP and MP) at the full rate and the other two about ten percent slower. The level chart in Appendix A shows the full rate.

There's no wrong name - the difference is small. Only the first four letters show in the little status window, though. Had I named my hero "Joseph", he'd have shown up as "Jose", which would be odd considering the lack of any taco stands between here and **Charlock**.

Dying

If your HP hits zero, you wake up in front of **King Lorik** with half your gold gone. You keep your experience and items. That makes death cheap early on and expensive later, so spend gold before you take risks.



*The world of **Alefgard**, with every town, cave and shrine marked.*

The Walkthrough

The quest in one sentence: the Dragonlord stole the Ball of Light and Princess Gwaelin, and you, a descendant of Erdrick, have to get them back.

PART 1
Tantegel Castle

Level: 1 · **Goal:** Get the starting chests, learn the commands, talk to everyone.

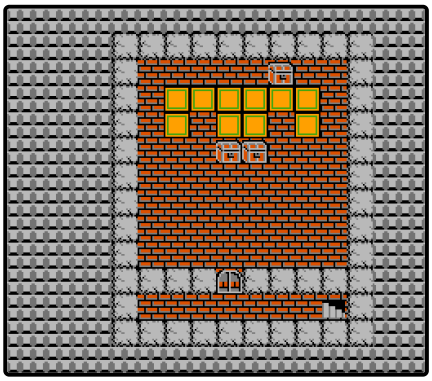
You start in the throne room in front of King Lorik. He tells you the story and sends you on your way, but you can't leave until you open the three chests behind him.

The Throne Room

Stand on each chest and use TAKE:

- **120 Gold** - your starting money.
- A Torch - for lighting caves.
- A Magic Key - opens the throne room door.

Face the door south of the throne and use DOOR. The key is used up. Walk out and use STAIRS on the staircase to go down to the main castle.



*The throne room. The three chests sit behind **King Lorik**.*

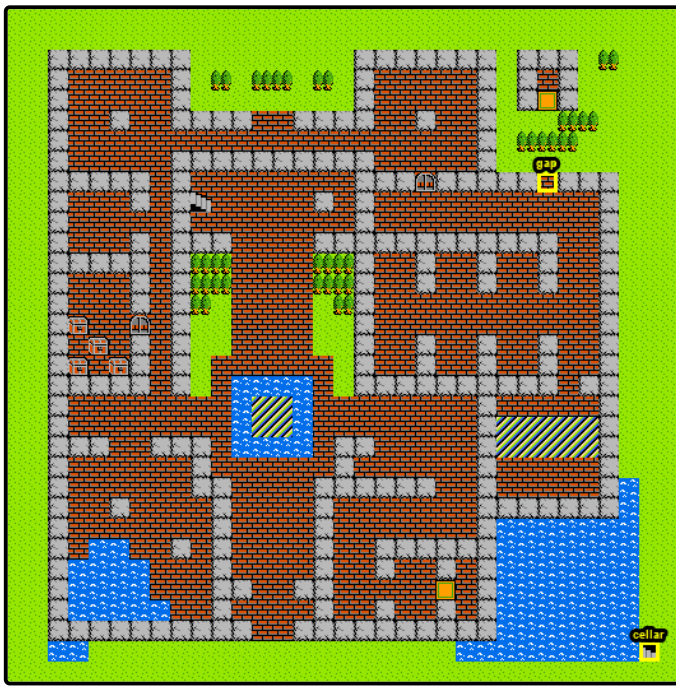
> **Tip:** Talk to King Lorik whenever you come back. He saves your game and tells you how much experience you need for the next level.

Around the Castle

Talk to everyone. Most people just set the mood, but a few hints matter later:

- A soldier tells you "When the sun and rain meet, a Rainbow Bridge shall appear." Remember that one.
- Another says to look for the grave of Garin in Garinham and "push on a wall of darkness there."
- An old man behind a counter in the south-east part of the castle refills your MP for free. He's worth a visit once you know spells.
- A Magic Key shop sells keys for 85 gold. They're cheaper in Rimuldar later.

The treasure room on the west side has four chests with a little gold each, but you need a Magic Key to get in. Come back when keys are cheap.



***Tantegel Castle**. The gap in the north-east wall leads down the grass strip to the cellar stairs.*

The Cellar (For Later)

There's a staircase outside the castle walls, at the south-east corner. Get there through the gap in the north-east courtyard wall, then walk the grass strip down the east side. An old man below will give you the **Stones of Sunlight**. You can grab them any time; you won't need them until Part 11.

Summary

1. Take the 120 Gold, **Torch** and **Magic Key** from the throne room chests.
2. Open the door with the key and take the stairs down.
3. Talk to everyone, especially about the rainbow and **Garin**'s grave.
4. Optional: get the **Stones of Sunlight** from the cellar now.
5. Leave through the south gate.

PART 2

Brecconary and the First Fights

Level: 1 to 4 · **Goal:** Buy your first gear and learn HEAL and HURT.

Outside the castle you get your first look at Alefgard. Brecconary is just east of Tantegel - the little town you can see from the gate. If you run into a Slime on the way, don't panic. Fight it.



Slime

HP	EXP	GOLD	STR	AGI
3	1	1	5	3

RESISTS STOPSPELL fails **15/16** dodges **1/64** of hits



Red Slime

HP	EXP	GOLD	STR	AGI
4	1	2	7	3

RESISTS STOPSPELL fails **15/16** dodges **1/64** of hits



Drakee

HP	EXP	GOLD	STR	AGI
5-6	2	2	9	6

RESISTS STOPSPELL fails **15/16** dodges **1/64** of hits

Spending the King's Gold

The game never tells you what gear does. Here's what Brecconary sells:

ITEM	PRICE	BONUS
Bamboo Pole	10	+2 Attack
Club	60	+4 Attack
Copper Sword	180	+10 Attack
Clothes	20	+2 Defense
Leather Armor	70	+4 Defense
Small Shield	90	+4 Defense

With 120 gold you have two good options. Buy a Club and save up for Leather Armor, or buy a Bamboo Pole, Clothes and a Small Shield for a more defensive start.

I bought the Club and fought until I had 77 gold, enough for the Leather Armor and a night at the inn. The Copper Sword is the obvious next goal after that.

The tool shop sells Herbs (24 gold, heal about 25 HP), Torches (8), and the Dragon's Scale (20, +2 Defense). Pick up the scale soon - it's the cheapest defense in the game.

Leveling Up

Stay close to Tantegel and Brecconary. The monsters get tougher the farther you walk from the castle, and crossing a bridge is a big jump.

- **Level 2** at 7 EXP.
- **Level 3** at 23 EXP - you learn **HEAL** (4 MP, restores 10 to 17 HP).
- **Level 4** at 47 EXP - you learn **HURT** (2 MP, 5 to 12 damage).

When your HP runs low, the screen's text turns red. Head for the inn. It's only 6 gold in Brecconary.

> **Tip:** An old man in Brecconary can lift curses. Remember him if you ever put on something you shouldn't.

Summary

1. Buy a Club (or Bamboo Pole, Clothes and Small Shield).
2. Fight Slimes near Tantegel until you can afford Leather Armor.
3. Buy a Dragon's Scale and a couple of Herbs.
4. Reach level 4 for HEAL and HURT.

PART 3

Erdrick's Cave and Garinham

Level: 4 to 7 · **Goal:** Read Erdrick's Tablet, reach Garinham, and buy a Copper Sword.

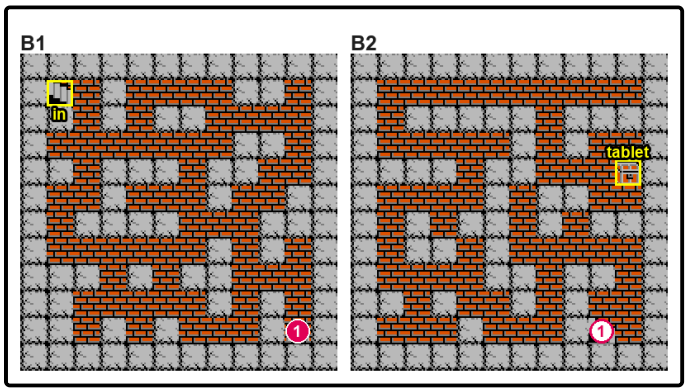


Once you're level 3 or 4, start wandering north. You'll find a cave and, farther north-west, a town.

Erdrick's Cave

The cave north of Tantegel has no monsters at all. It's the game teaching you about caves: they're pitch black, and you need a Torch to see. Later you'll learn **RADIANT**, which does the same thing for a while.

Walk to the stairs, go down, and open the chest at the end. It's Erdrick's Tablet, a message to you, his descendant. He tells you three items were needed to reach the Dragonlord's island, and that he left them with three keepers for the day a new evil came. That's your quest for the rest of the game.



Erdrick's Cave. Follow the single staircase to the tablet.

Garinham

Garinham sits in the far north-west corner of Alefgard. Follow the coast. The town has a stronger shop, but the prices are steep for now:

ITEM	PRICE	BONUS
Copper Sword	180	+10 Attack
Hand Axe	560	+15 Attack
Chain Mail	300	+10 Defense
Half Plate	1000	+16 Defense
Large Shield	800	+10 Defense

The people here tell you the princess was taken east and hidden in a cave. One soldier asks if you know someone named Nester - an inside joke for readers of *Nintendo Power*, home of the Howard & Nester comic.

The grave of Garin is here too, in the north-east corner of town. Leave it alone for now. It's one of the hardest places in the game.

Grinding to Level 7

Getting to level 7 is slow. The Copper Sword makes it much faster. Ghosts and Magicians around Garinham give good experience. A single HURT often finishes a Magician, but they cast HURT back, so keep your HP up.

- **Level 5** at 110 EXP.
- **Level 6** at 220 EXP.
- **Level 7** at 450 EXP - you learn **SLEEP** (2 MP).

Level 7 is your first real milestone. With SLEEP and a Copper Sword you can handle the next ring of monsters.

Summary

1. Bring a Torch to Erdrick's Cave and read the tablet.
2. Follow the coast north-west to Garinham.
3. Buy a Copper Sword, then Chain Mail when you can.
4. Grind near Garinham until level 7.

PART 4

Kol and the Fairy Flute

Level: 7 to 10 · **Goal:** Reach Kol, find the Fairy Flute, and gear up.



Magidrakee

HP	EXP	GOLD	STR	AGI
12-15	5	9-11	14	14

USES HURT 50%

RESISTS dodges **1/64** of hits



Scorpion

HP	EXP	GOLD	STR	AGI
16-20	6	12-15	18	16

RESISTS STOPSPELL fails **15/16**
dodges **1/64** of hits



Skeleton

HP	EXP	GOLD	STR	AGI
23-30	11	22-29	28	22

RESISTS STOPSPELL fails **15/16**
dodges **1/16** of hits

Crossing a bridge means tougher monsters. Magidrakees cast HURT like Magicians. Scorpions hit hard and take hits well. Skeletons hit harder still - put them to sleep with SLEEP and beat on them.

In Garinham I bought Chain Mail first, then saved for the Hand Axe and the Large Shield. Level 8 comes at 800 EXP and level 9 at 1300, which brings **RADIANT**.

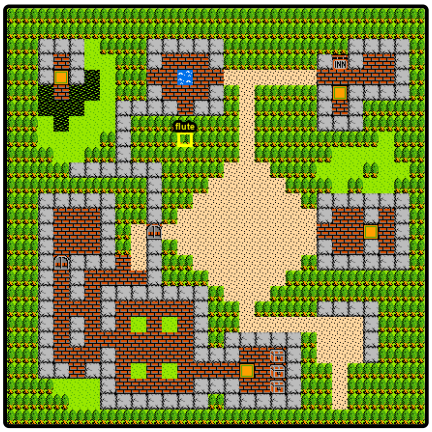
Kol

Kol is in the far north-east, across the water east of Tantegel. Its shop sells Full Plate (3000) and the tool shop sells Wings (70), which fly you back to Tantegel from anywhere outdoors.

The inn costs 20 gold. A man here talks about Erdrick's sword, and another hints that the Golem guarding a town to the south fears the music of a flute.

The Fairy Flute

Kol has a hot spring in the north part of town. Stand on it, walk **four steps south**, and use SEARCH. You find the Fairy Flute. A man in Rimuldar gives you this same hint later, but there's no reason to wait.



Kol. Search four steps south of the bath for the Fairy Flute.

> **Note:** The flute does one thing, but it's important: playing it in battle puts the Golem to sleep. You'll need it in Part 10.

Level 10 comes at 2000 EXP and brings **STOPSPELL**, which keeps enemy casters quiet.

Summary

1. Cross the bridges and grind to level 9 or 10.
2. Buy Chain Mail, a Hand Axe and a Large Shield as gold allows.
3. Walk to Kol and search four steps south of the bath for the Fairy Flute.
4. Buy a set of Wings for emergencies.

PART 5

Rock Mountain Cave

Level: 9 to 11 · **Goal:** Collect the Fighter's Ring and some gold.



Druin

HP	EXP	GOLD	STR	AGI
17-22	7	12-15	20	18

RESISTS STOPSPELL fails **15/16**
dodges **1/32** of hits



Poltergeist

HP	EXP	GOLD	STR	AGI
18-23	8	13-17	18	20

USES HEAL 70% (low HP) | HURT 50%

RESISTS dodges **3/32** of hits



Droll

HP	EXP	GOLD	STR	AGI
19-25	10	18-24	24	24

RESISTS STOPSPELL fails **7/8**
dodges **1/32** of hits



Drakeema

HP	EXP	GOLD	STR	AGI
16-20	11	15-19	22	26

USES HEAL 25% (low HP) | HURT 50%

RESISTS SLEEP fails **1/8** | dodges **3/32** of hits



Warlock

HP	EXP	GOLD	STR	AGI
23-30	13	26-34	28	22

USES SLEEP 25% | HURT 50%

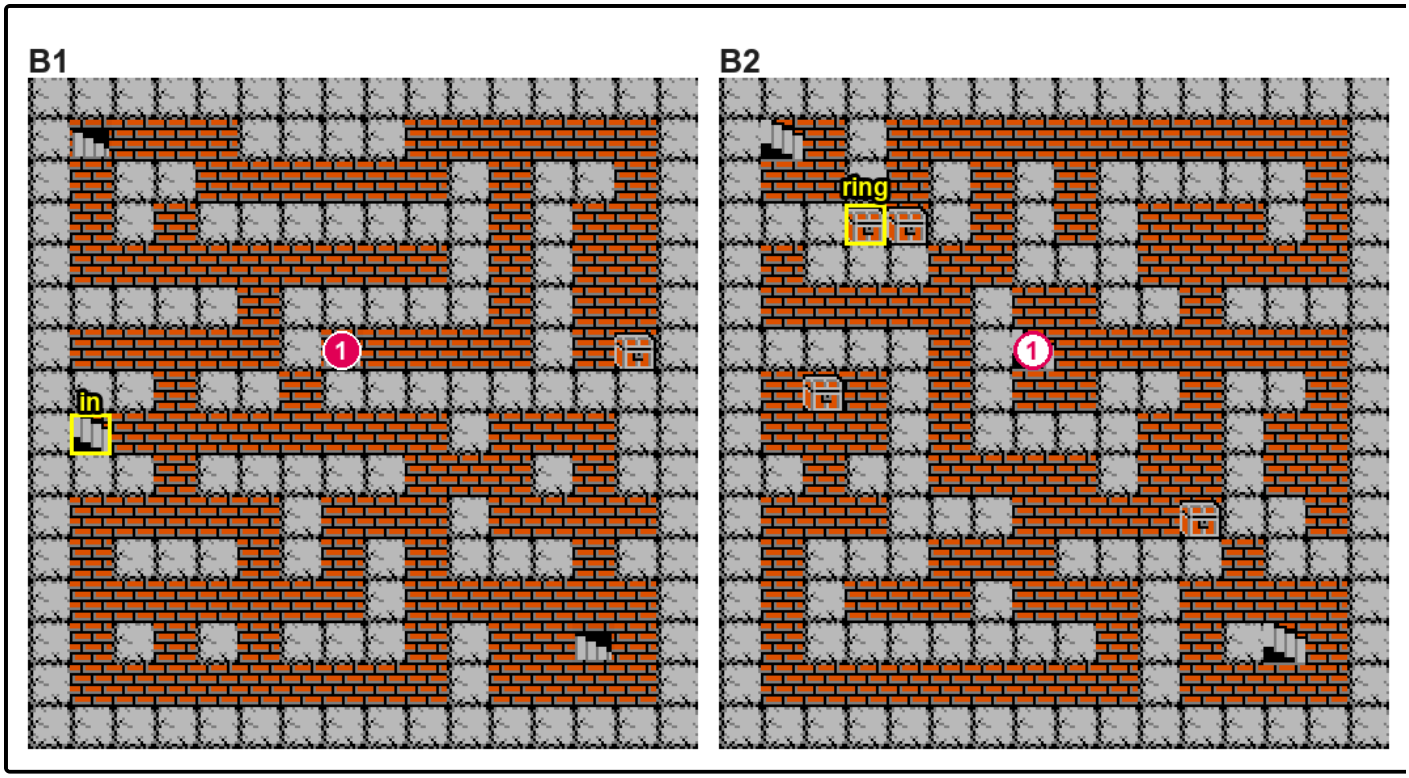
RESISTS SLEEP fails **3/16** | STOPSPELL fails **1/16**
dodges **1/32** of hits

With RADIANT you're ready for the Rock Mountain Cave, south of Tantegel on the west side of the water. Don't wander past it to the south - the monsters beyond the bridge there are much stronger.

The first floor has Druins, Ghosts, Magicians and Scorpions, which is nothing new. The second floor brings Poltergeists, Drolls, Drakeemas and Warlocks. Warlocks cast SLEEP, which can be deadly. STOPSPELL at level 10 shuts them down.

Treasure

- **First floor:** a Herb.
- **Second floor:** the Fighter's Ring, a Torch, and two chests of gold.



Rock Mountain Cave. One staircase links the two floors; the ring is in the north-west of the second floor.

The larger gold chest on the second floor holds 100 to 127 gold - except about one time in thirty-two, when it holds the Death Necklace instead. Don't put it on. It's cursed. You can sell it for 1200 gold, which is a handsome reward given how slow gold comes in. If you do wear it, the old man in Brecconary will take it off.

> **Note:** In the NES game, the Fighter's Ring does nothing at all. A soldier in Rimuldar says "All true warriors wear a ring," and that's the whole joke. Later versions gave it +2 Attack.

Summary

1. Bring Torches or RADIANT.
2. Take the stairs down and open the chests on the second floor.
3. Sell the Death Necklace if you're lucky enough to find it.

PART 6

The Swamp Cave and Rimuldar

Level: 10 to 13 · **Goal:** Walk through the Swamp Cave to Rimuldar, buy keys and better gear.



Wolf

HP	EXP	GOLD	STR	AGI
26-34	16	37-49	40	30

RESISTS SLEEP fails **1/16** | STOPSPELL fails **15/16** dodges **1/32** of hits



Metal Scorpion

HP	EXP	GOLD	STR	AGI
17-22	14	30-39	36	42

RESISTS STOPSPELL fails **15/16** dodges **1/32** of hits

South of Kol is the Swamp Cave. This is where the princess is held, but she's guarded by a Green Dragon, and before level 14 or so that fight is almost certain death. For now, use the cave as a tunnel. It runs straight from the north entrance to the south exit, and the Druins inside give decent experience.

Coming out the south end puts you on the road to Rimuldar. The monsters here are a step up: Wolves are the strongest, and Warlocks still cast SLEEP.

Rimuldar

Rimuldar has two big reasons to visit:

- The weapon shop sells the Broad Sword (1500, +20 Attack) and Magic Armor (7700, +24 Defense). Magic Armor also heals you a little as you walk and cuts the damage from HURT and HURTMORE.
- The cheapest Magic Keys in the game, 53 gold each, from a hidden shop in the north-west corner of town. You can carry six.

There's also a chest of Wings behind two locked doors. The inn costs 55.

Talk to people here. One man, Howard, tells you about the flute in Kol. Another says Erdrick made a rainbow over the western part of this island, and a third mentions a temple where "the sun and rain meet."

Summary

1. Pass through the Swamp Cave from north to south. Don't open the door in the middle yet.
2. Buy Magic Keys in Rimuldar (north-west corner).
3. Save for the Broad Sword, then Magic Armor.
4. Use a key on the Tantegel treasure room if you like.

PART 7

The Dragon of the Swamp

Level: 14 to 16 · **Goal:** Beat the Green Dragon and bring Princess Gwaelin home.



Green Dragon

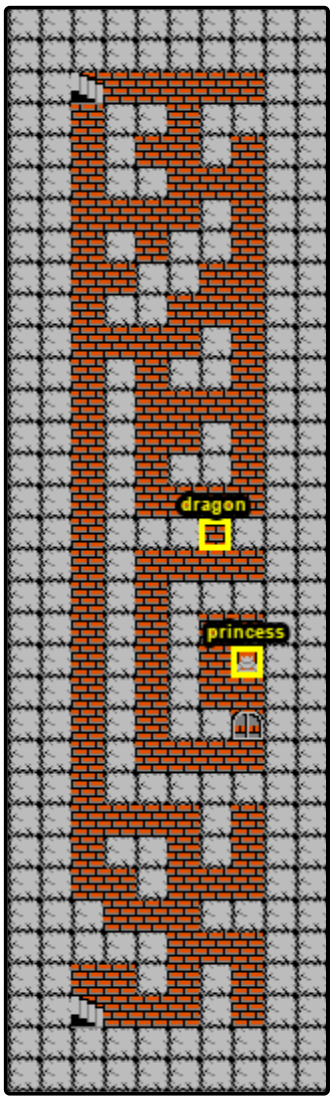
HP	EXP	GOLD	STR	AGI
49-65	45	120-159	88	74

USES Fire breath 25%

RESISTS SLEEP fails **7/16** | STOPSPELL fails **15/16**
HURT fails **1/8** | dodges **1/32** of hits

Go back to the Swamp Cave with keys, a full stock of Herbs, and at least a Broad Sword and Full Plate or Magic Armor. A Large Shield helps a lot.

The princess is behind a locked door on the east side of the cave. A Green Dragon guards the way. It has 65 HP and breathes fire for 16 to 23 damage on top of hard hits. HURT barely scratches it and SLEEP usually fails. Just hit it and heal when you drop below half.



*The **Swamp Cave**. The dragon square and the princess's cell are marked.*

> **Boss:** Green Dragon. You fight it once. If you lose, you can come back stronger - the dragon will be waiting.

Carrying the Princess

Open her door with a key and talk to her. She asks if you'll take her back to the castle. Say yes. (Say no and she'll ask again. "But thou must.")

Now walk - or use RETURN or Wings - back to Tantegel and talk to King Lorik. He thanks you, and Gwaelin gives you Gwaelin's Love. Use it outdoors and she tells you how far

you are from the castle, north or south and east or west, plus how much experience you need for the next level. That compass is the key to finding **Erdrick's Token** in Part 11.

Summary

1. Gear up: **Broad Sword**, **Full Plate** or **Magic Armor**, **Large Shield**, six **Herbs**.
2. Open the door in the **Swamp Cave** and beat the Green Dragon.
3. Carry **Gwaelin** back to **King Lorik**.
4. Keep **Gwaelin's Love**. It's your compass.

PART 8

Garin's Grave and the Silver Harp

Level: 14 to 16 · **Goal:** Get the Silver Harp, then trade it for the Staff of Rain.

Specter



HP	EXP	GOLD	STR	AGI
28-36	18	52-69	40	38

USES SLEEP 50% | HURT 75%

RESISTS SLEEP fails **3/16** | STOPSPELL fails **1/16** dodges **1/16** of hits

Wolflord



HP	EXP	GOLD	STR	AGI
29-38	20	60-79	50	36

USES STOPSPELL 50%

RESISTS SLEEP fails **1/4** | STOPSPELL fails **7/16** dodges **1/32** of hits

Druinlord



HP	EXP	GOLD	STR	AGI
27-35	20	63-84	47	40

USES HEAL 75% (low HP) | HURT 25%

RESISTS SLEEP fails **15/16** | dodges **1/16** of hits

Drollmagi



HP	EXP	GOLD	STR	AGI
29-38	22	67-89	52	50

USES STOPSPELL 50%

RESISTS SLEEP fails **1/8** | STOPSPELL fails **1/8** dodges **1/64** of hits

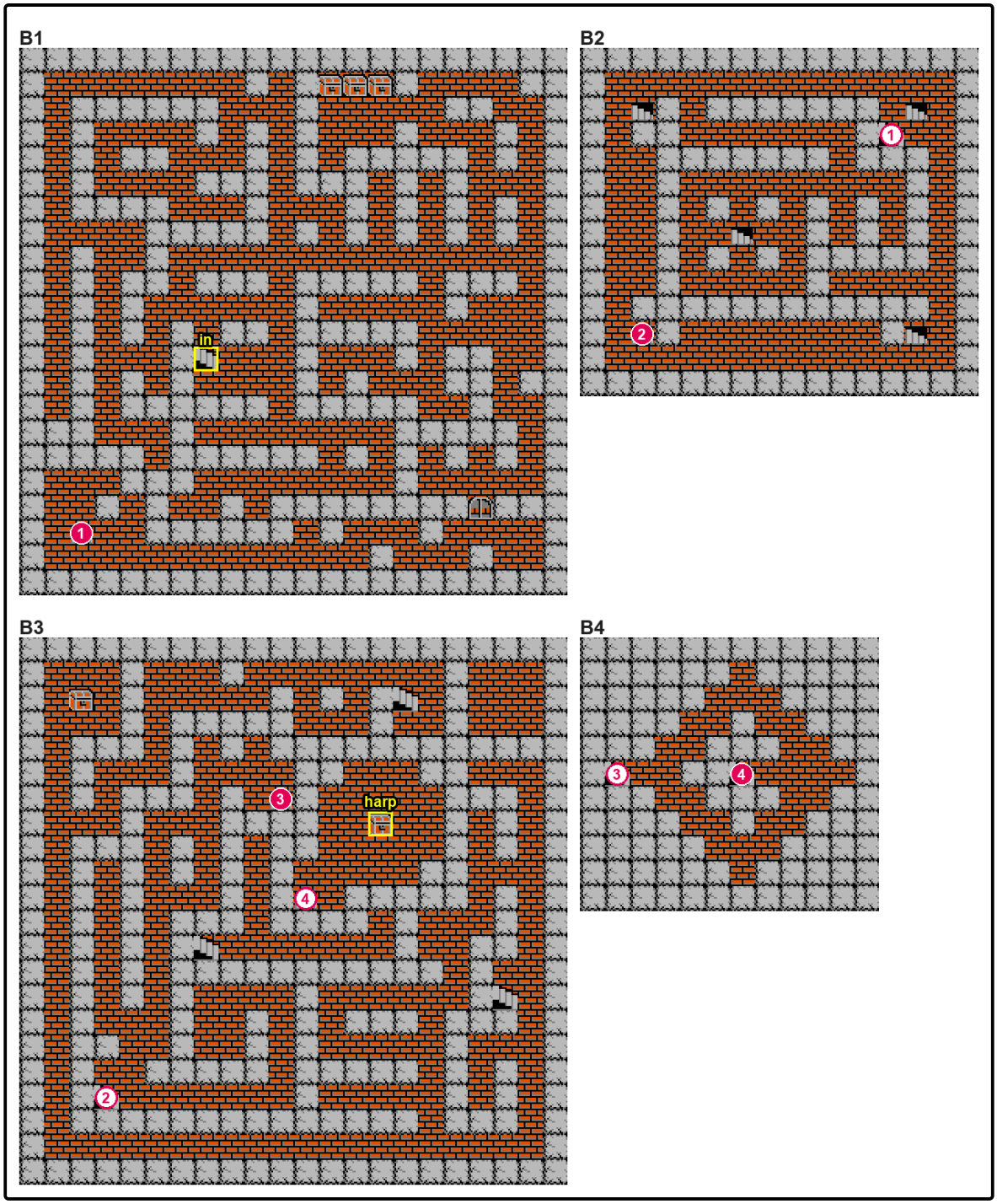
Remember the hint about the "wall of darkness"? In Garinham, open the locked door on the east side of town and walk north into the black wall. It's not a wall - it's a passage. Follow it around to the north edge of town and take the stairs in the north-east corner.

Inside the Grave

Garin's Grave has four floors, and the lower ones hold some of the nastiest monsters outside Charlock. Specters cast SLEEP and HURT, Wolflords and Drollmagi cast STOPSPELL, and Druinlords heal themselves. Bring Torches or plenty of MP for RADIANT.

The first floor has three chests near the top: a Herb and two small piles of gold. The Silver Harp is on the third floor, in a pocket you can only reach by going down to the fourth floor and back up. A Cursed Belt sits in a corner of the third floor. Leave it.

Follow the numbered stairs on the map: take stair 1 down, arrive at the hollow circle 1 on the next floor, then look for stair 2, and so on.



Garin's Grave. Follow the numbered stairs from the entrance to the Silver Harp.

The Northern Shrine

Take the harp to the Northern Shrine, on the north coast west of Kol. The old man there trades you the Staff of Rain for it. That's the first of the three items.

Summary

1. In Garinham, unlock the east door and walk north through the dark wall.
2. Follow stairs 1 to 4 to the Silver Harp. Skip the Cursed Belt.
3. Trade the harp for the Staff of Rain at the Northern Shrine.
4. Pick up the Stones of Sunlight in Tantegel's cellar if you haven't yet.

PART 9

The Desert and the Other Mini-Boss

Level: 17 to 19 · **Goal:** Find Erdrick's Armor in the ruins of Hauksness.

Wraith

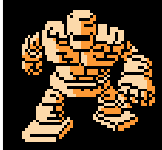


HP	EXP	GOLD	STR	AGI
28-36	17	45-59	44	34

USES HEAL 25% (low HP)

RESISTS SLEEP fails **7/16** | dodges **1/16** of hits

Goldman



HP	EXP	GOLD	STR	AGI
38-50	6	150-199	48	40

RESISTS SLEEP fails **13/16** | STOPSPELL fails **15/16** dodges **1/64** of hits

Wyvern



HP	EXP	GOLD	STR	AGI
32-42	24	75-99	56	48

RESISTS SLEEP fails **1/4** | STOPSPELL fails **15/16** dodges **1/32** of hits

Rogue Scorpion



HP	EXP	GOLD	STR	AGI
27-35	26	82-109	60	90

RESISTS SLEEP fails **7/16** | STOPSPELL fails **15/16** dodges **1/32** of hits

Wraith Knight

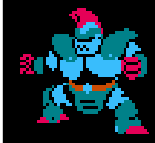


HP	EXP	GOLD	STR	AGI
35-46	28	90-119	68	56

USES HEAL 75% (low HP)

RESISTS SLEEP fails **5/16** | HURT fails **3/16** dodges **1/16** of hits

Knight



HP	EXP	GOLD	STR	AGI
42-55	33	97-129	76	78

USES STOPSPELL 50%

RESISTS SLEEP fails **3/8** | STOPSPELL fails **7/16** dodges **1/64** of hits

Demon Knight



HP	EXP	GOLD	STR	AGI
38-50	37	112-149	79	64

RESISTS SLEEP fails **15/16** | STOPSPELL fails **15/16** HURT fails **15/16** | dodges **15/64** of hits

Magiwyvern



HP	EXP	GOLD	STR	AGI
44-58	34	105-139	78	68

USES SLEEP 50%

RESISTS SLEEP fails **1/8** | dodges **1/32** of hits

Metal Slime



HP	EXP	GOLD	STR	AGI
4	115	4-5	10	255

USES HURT 75%

RESISTS SLEEP fails **15/16** | STOPSPELL fails **15/16** HURT fails **15/16** | dodges **1/64** of hits

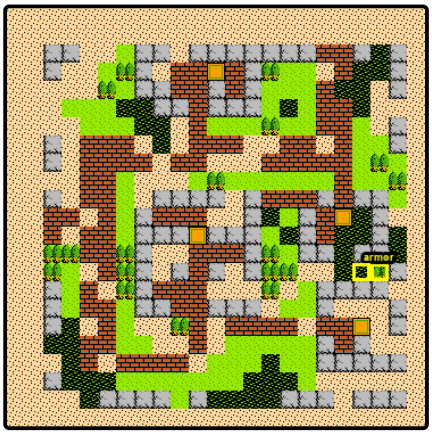
The south-west of Alefgard is desert, and it's tough country. Goldmen are worth up to 199 gold each - a great way to fund the Flame Sword. Metal Slimes are rare and usually run away, but each one is worth 115 EXP. HURT doesn't work on them; just swing and hope.

Hauksness

Hauksness was a town once. Now it's ruins full of Wizards, Werewolves, Starwyverns and Green Dragons. A woman in Garinham wondered whether it still existed. It doesn't.



Erdrick's Armor is buried in the ruins. An Axe Knight stands on the square just west of it. Beat the knight, step onto the armor's square and use SEARCH. A man in Cantlin will tell you where to look, but you don't need to wait for him.



Hauksness. The Axe Knight guards the square next to Erdrick's Armor.

> **Boss:** Axe Knight. It hits hard and casts SLEEP. Unlike the Green Dragon, it comes back every time you step on its square.

Erdrick's Armor is the best in the game: +28 Defense, heals one HP with every step, makes you immune to swamps, barriers and STOPSPELL, and cuts dragon fire to a fraction.

> **Joe says:** At level 18 or 19 you can farm inside Hauksness. Remember you can retrigger the fight against the Axe Knight - 54 EXP every time.

Summary

1. Fund your gear by fighting Goldmen in the south.
2. Walk to Hauksness. Beat the Axe Knight.
3. Search the square east of the knight for Erdrick's Armor.

PART 10

Cantlin and the Golem

Level: 16 to 19 · **Goal:** Get past the Golem into Cantlin and learn where the Token is.



Cantlin sits in the south, walled in, with a Golem standing at the gate. You can't run from it, and it hits harder than anything you've faced. This is what the Fairy Flute is for. Open the battle with ITEM and play the flute. The Golem falls asleep. Hit it while it sleeps, and play again if it wakes up.

> **Boss:** Golem. 70 HP and a huge punch. With the flute it's easy. Without it, it's a wall.

Inside Cantlin

Cantlin has the best shops in the game, spread over a few counters:

- The Flame Sword (9800, +28 Attack) and Silver Shield (14800, +20 Defense).
- Full Plate, Magic Armor, Broad Sword, and the basics.
- Fairy Water (38), Herbs, Torches, Wings, Dragon's Scales.
- Magic Keys for 98, and an inn at 100.

Two hints matter:

- A man tells you that Wynn, who once lived in Hauksness, had Erdrick's Armor - you've already got it.
- Another tells you "From Tantegel Castle travel 70 leagues to the south and 40 to the east." That's where Erdrick's Token is.

Summary

1. Play the Fairy Flute in battle to put the Golem to sleep, then beat it.
2. Buy the Flame Sword and Silver Shield when you can.
3. Note the hint: 70 south and 40 east of Tantegel.

PART 11
Putting Together the Rainbow Drop

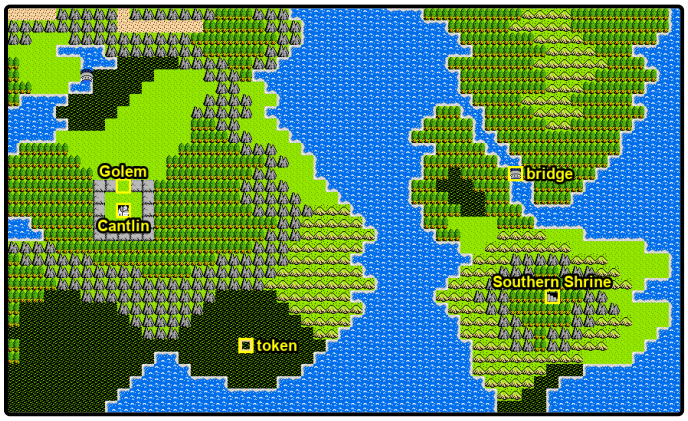
Level: 18 to 20 · **Goal:** Collect the three items and trade them for the Rainbow Drop.

Erdrick's Tablet said three items were needed. You have two of them:

- The Staff of Rain, from the Northern Shrine (Part 8).
- The Stones of Sunlight, from Tantegel's cellar (Part 1).

Erdrick's Token

The third is Erdrick's Token, buried in the swamp south-east of Cantlin: 70 steps south and 40 east of Tantegel. Use Gwaelin's Love as a compass. When she says you're 70 south and 40 east of the castle, stand there and SEARCH. Swamp drains 2 HP per step unless you wear Erdrick's Armor.



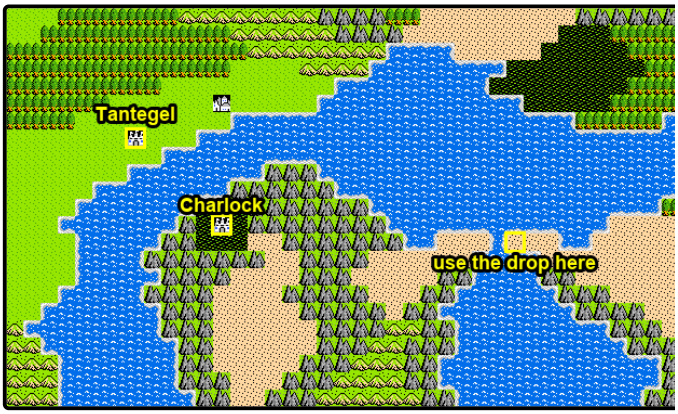
*The south-east: **Cantlin**, the Token in the swamp, and the **Southern Shrine** across the bridge.*

The Southern Shrine

Take all three items to the Southern Shrine, south of Rimuldar across the bridge. The old man there says "Now the sun and rain shall meet," and gives you the Rainbow Drop. Come without all three and he throws you out.

Building the Bridge

Remember the hint from Rimuldar: Erdrick made a rainbow over the western part of the island. Walk to the west tip of the land east of Charlock, face the water toward the castle, and use the Rainbow Drop. A rainbow bridge appears. When the sun and rain meet, a Rainbow Bridge shall appear. It wasn't just a legend.



*Where to use the **Rainbow Drop**: the west tip of the land east of **Charlock**.*

Summary

1. Find Erdrick's Token 70 south and 40 east of Tantegel, using Gwaelin's Love.
2. Bring the Token, Stones and Staff to the Southern Shrine.
3. Use the Rainbow Drop at the west tip of the land facing Charlock.

PART 12

Into Charlock

Level: 19 to 22 · **Goal:** Find the hidden stairs and Erdrick's Sword.

Werewolf



HP	EXP	GOLD	STR	AGI
46-60	40	116-154	86	70

RESISTS SLEEP fails **7/16** | STOPSPELL fails **15/16** dodges **7/64** of hits

Starwyvern



HP	EXP	GOLD	STR	AGI
49-65	43	120-159	86	80

USES HEALMORE 75% (low HP) | Fire breath 25%

RESISTS SLEEP fails **1/2** | HURT fails **1/16** dodges **1/32** of hits

Wizard



HP	EXP	GOLD	STR	AGI
49-65	50	123-164	80	70

USES HURTMORE 50%

RESISTS SLEEP fails **15/16** | STOPSPELL fails **7/16** HURT fails **15/16** | dodges **1/32** of hits

Blue Dragon

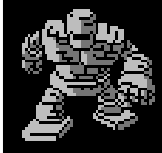


HP	EXP	GOLD	STR	AGI
53-70	60	112-149	98	84

USES Fire breath 25%

RESISTS SLEEP fails **15/16** | STOPSPELL fails **15/16** HURT fails **7/16** | dodges **1/32** of hits

Stoneman



HP	EXP	GOLD	STR	AGI
121-160	65	105-139	100	40

RESISTS SLEEP fails **1/8** | STOPSPELL fails **15/16** HURT fails **7/16** | dodges **1/64** of hits

Armored Knight



HP	EXP	GOLD	STR	AGI
68-90	70	105-139	105	86

USES HEALMORE 75% (low HP) | HURTMORE 25%

RESISTS SLEEP fails **15/16** | STOPSPELL fails **7/16** HURT fails **1/16** | dodges **1/32** of hits

Red Dragon



HP	EXP	GOLD	STR	AGI
76-100	100	105-139	120	90

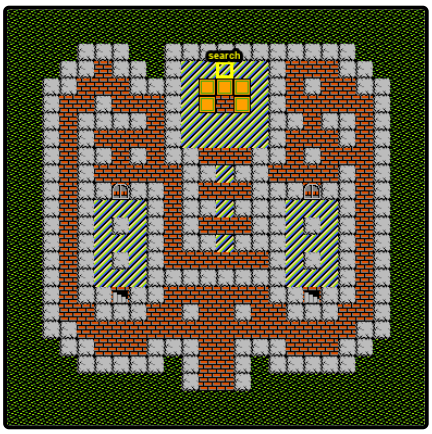
USES SLEEP 25% | Fire breath 25%

RESISTS SLEEP fails **15/16** | STOPSPELL fails **7/16** HURT fails **15/16** | dodges **1/32** of hits

Level 19 brings **HURTMORE** (5 MP, 58 to 65 damage). Level 17 brought **HEALMORE** (10 MP, 85 to 100 HP). With those two, Erdrick's Armor and a Flame Sword, you're ready.

Charlock Castle

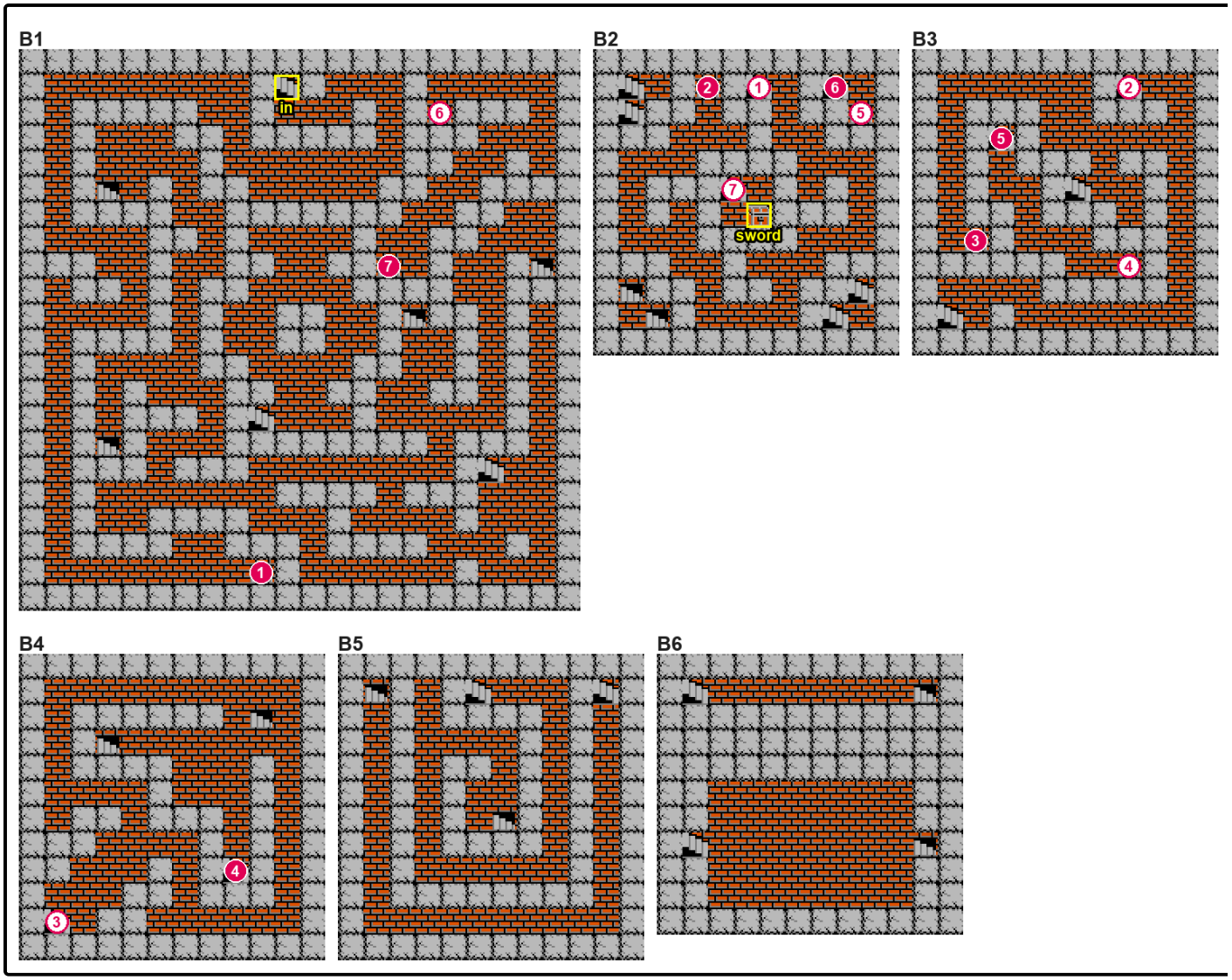
Cross the rainbow bridge. Inside the castle, the floors are lined with barriers that burn 15 HP a step - unless you wear Erdrick's Armor. The Dragonlord's throne is empty. Stand directly behind it and use SEARCH. A hidden staircase appears.



Charlock Castle. Search the square behind the throne.

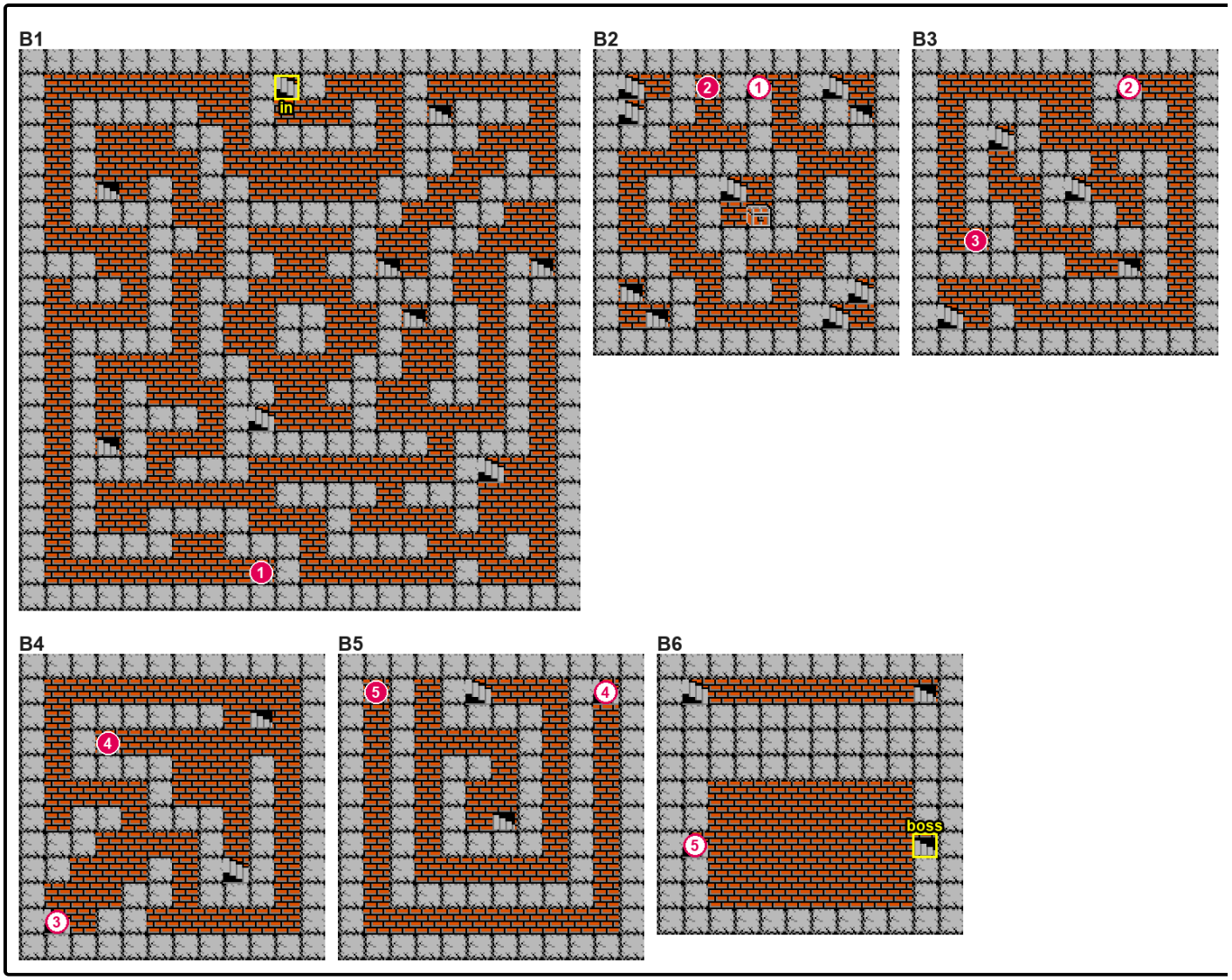
Erdrick's Sword

The dungeon below is a maze of six floors. Erdrick's Sword is on the second floor, in a room you can only reach by a long loop down and back up. Follow stairs 1 through 7:



*The route to **Erdrick's Sword**. Follow the numbers from the entrance.*

Erdrick's Sword gives +40 Attack, the best weapon in the game. Once you have it, the route to the Dragonlord is shorter: stairs 1 to 5.



*The route from the entrance to **the Dragonlord**'s chamber.*

> **Warning:** One staircase on the bottom floor of the maze just drops you back at the start of a corridor. If you find yourself walking the same hallway twice, check the map.

Summary

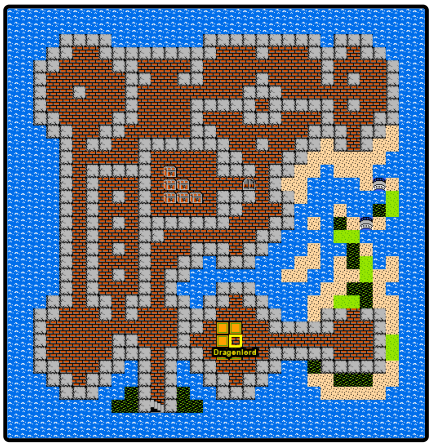
1. Search behind the throne for the hidden stairs.
2. Follow stairs 1 to 7 to Erdrick's Sword.
3. Use RETURN or Wings to rest if you need to, then come back.
4. Follow stairs 1 to 5 to the Dragonlord.

PART 13

The Dragonlord

Level: 20 or higher (23 is comfortable) · **Goal:** Win.

The bottom floor holds a small treasure room behind a locked door: Herbs, Wings, a Magic Key, a Cursed Belt and 500 to 755 gold. The Dragonlord sits on his throne at the end.



The Dragonlord's floor. You arrive at the bottom; the treasure room is behind the door north of the throne.

The Offer

He offers you half the world if you join him. **Say no.** Say yes twice and the game ends, and not the way you want.



Dragonlord form 1

HP	EXP	GOLD	STR	AGI
76-100	-	-	90	75

USES STOPSPELL 25% | HURTMORE 75%

RESISTS SLEEP fails **15/16** | STOPSPELL fails **15/16** | HURT fails **15/16**



Dragonlord form 2

HP	EXP	GOLD	STR	AGI
130	-	-	140	200

USES Strong fire breath 50%

RESISTS SLEEP fails **15/16** | STOPSPELL fails **15/16** | HURT fails **15/16**

First Form

The Dragonlord fights in robes first. He casts STOPSPELL and HURTMORE. Erdrick's Armor blocks STOPSPELL and cuts HURTMORE down. He's immune to your spells, so just attack. 100 HP goes quickly with Erdrick's Sword.

True Form

Then he shows his true shape: a huge dragon with 130 HP, 200 Agility (so your hits do less), and fire breath that does 65 to 72 damage - about 42 to 48 with Erdrick's Armor. Heal with HEALMORE whenever you're below about 80 HP. Attack the rest of the time. Neither form can take an excellent move in the NES version, so it's a slog. Keep going.

> **Boss:** Dragonlord. Level 20 can win with luck. At 23 or higher, with HEALMORE and plenty of MP, it's a fair fight.

To the End

Take the Ball of Light back to King Lorik. He offers you the kingdom. You turn it down to find a land of your own, and Gwaelin asks to come along. ("But thou must.")



The end.

Summary

1. Grab the chests behind the door on the bottom floor.
2. Refuse the Dragonlord's offer.
3. Attack the first form. Heal often against the second.
4. Bring the Ball of Light home.

Appendices

Everything you might want to look up while you play.

APPENDIX A
Level Chart

Stats at the full growth rate. Your name slows two of the four stats by about ten percent (see "What Your Name Does"). Your **Attack** is Strength plus your weapon. Your **Defense** is half your Agility plus your armor and shield.

LEVEL	EXP	HP	MP	STRENGTH	AGILITY	SPELL LEARNED
1	0	15	0	4	4	
2	7	22	0	5	4	
3	23	24	5	7	6	HEAL
4	47	31	16	7	8	HURT
5	110	35	20	12	10	
6	220	38	24	16	10	
7	450	40	26	18	17	SLEEP
8	800	46	29	22	20	
9	1300	50	36	30	22	RADIANT
10	2000	54	40	35	31	STOPSPELL
11	2900	62	50	40	35	
12	4000	63	58	48	40	OUTSIDE
13	5500	70	64	52	48	RETURN
14	7500	78	70	60	55	
15	10000	86	72	68	64	REPEL
16	13000	92	95	72	70	
17	16000	100	100	72	78	HEALMORE
18	19000	115	108	85	84	
19	22000	130	115	87	86	HURTMORE
20	26000	138	128	92	88	
21	30000	149	135	95	90	
22	34000	158	146	97	90	
23	38000	165	153	99	94	
24	42000	170	161	103	98	
25	46000	174	161	113	100	
26	50000	180	168	117	105	
27	54000	189	175	125	107	
28	58000	195	180	130	115	
29	62000	200	190	135	120	
30	65535	210	200	140	130	

APPENDIX B

Spells

SPELL	MP	LEVEL	EFFECT
HEAL	4	3	Restores 10 to 17 HP.
HURT	2	4	5 to 12 damage to one enemy.
SLEEP	2	7	Puts an enemy to sleep. Each turn it has a one-in-three chance to wake.
RADIANT	3	9	Lights up a cave around you for a while. The light shrinks as you walk.
STOPSPELL	2	10	Stops an enemy from casting spells.
OUTSIDE	6	12	Takes you out of a cave or dungeon to its entrance.
RETURN	8	13	Flies you back to Tantegel. Outdoors only.
REPEL	2	15	Keeps weaker monsters away for a while.
HEALMORE	10	17	Restores 85 to 100 HP.
HURTMORE	5	19	58 to 65 damage to one enemy.

Some enemies resist spells. Each card in the bestiary lists the odds that SLEEP, STOPSPELL and HURT fail against that monster - "SLEEP fails 15/16" means it lands only one cast in sixteen. A spell that isn't listed always lands. Cards also show how often a monster dodges your sword.

APPENDIX C

Weapons, Armor and Shields

Weapons

WEAPON	ATTACK	PRICE	WHERE TO BUY
Bamboo Pole	+2	10	Brecconary, Cantlin
Club	+4	60	Brecconary, Garinham, Cantlin
Copper Sword	+10	180	Brecconary, Garinham, Kol, Rimuldar, Cantlin
Hand Axe	+15	560	Garinham, Kol, Rimuldar, Cantlin
Broad Sword	+20	1500	Rimuldar, Cantlin
Flame Sword	+28	9800	Cantlin
Erdrick's Sword	+40	-	Charlock, second basement

Armor

ARMOR	DEFENSE	PRICE	WHERE TO BUY
Clothes	+2	20	Brecconary
Leather Armor	+4	70	Brecconary, Garinham, Cantlin
Chain Mail	+10	300	Garinham, Cantlin
Half Plate	+16	1000	Garinham, Kol, Rimuldar
Full Plate	+24	3000	Kol, Rimuldar, Cantlin
Magic Armor	+24	7700	Rimuldar, Cantlin
Erdrick's Armor	+28	-	Hauksness, buried

Magic Armor heals 1 HP every four steps and reduces damage from HURT and HURTMORE.

Erdrick's Armor heals 1 HP every step, protects you from swamps and barriers, blocks STOPSPELL, and reduces both spell damage and dragon fire.

Shields

SHIELD	DEFENSE	PRICE	WHERE TO BUY
Small Shield	+4	90	Brecconary, Kol
Large Shield	+10	800	Garinham, Cantlin
Silver Shield	+20	14800	Cantlin

Shops buy anything back for half its price.

APPENDIX D

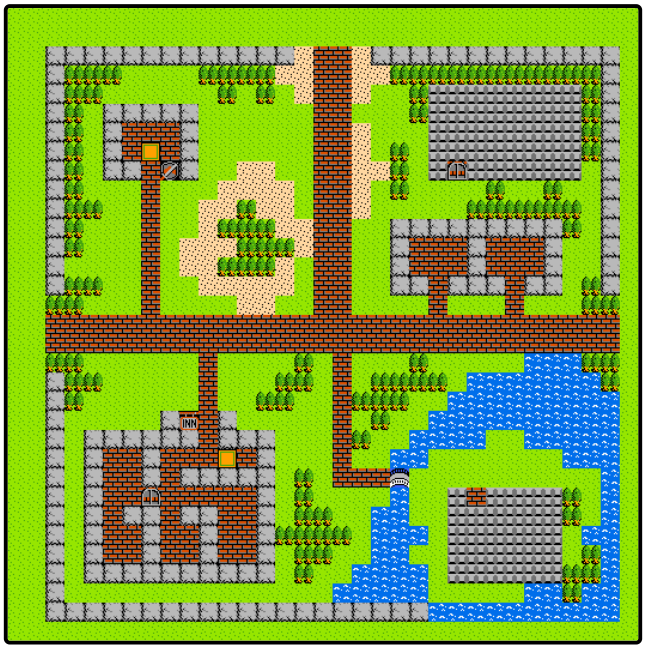
Items

ITEM	PRICE	WHAT IT DOES
Herb	24	Restores 23 to 30 HP. Carry up to six.
Torch	8	Lights a small circle in caves until you leave.
Fairy Water	38	Keeps weaker monsters away for a while.
Wings	70	Fly back to Tantegel. Outdoors only.
Dragon's Scale	20	Wear for +2 Defense.
Magic Key	53 to 98	Opens one locked door. Carry up to six.
Fighter's Ring	-	Rock Mountain Cave. Does nothing in the NES version.
Death Necklace	-	Rock Mountain Cave, rarely. Cursed. Sells for 1200.
Cursed Belt	-	Garin's Grave and Charlock. Cursed.
Erdrick's Tablet	-	Erdrick's Cave. His message to you.
Fairy Flute	-	Kol, four steps south of the bath. Puts the Golem to sleep.
Silver Harp	-	Garin's Grave. Trade it at the Northern Shrine.
Staff of Rain	-	Northern Shrine, for the harp.
Stones of Sunlight	-	Tantegel's cellar.
Erdrick's Token	-	Swamp, 70 south and 40 east of Tantegel.
Rainbow Drop	-	Southern Shrine, for the three items.
Gwaelin's Love	-	From the princess. Tells your distance to Tantegel and EXP to the next level.

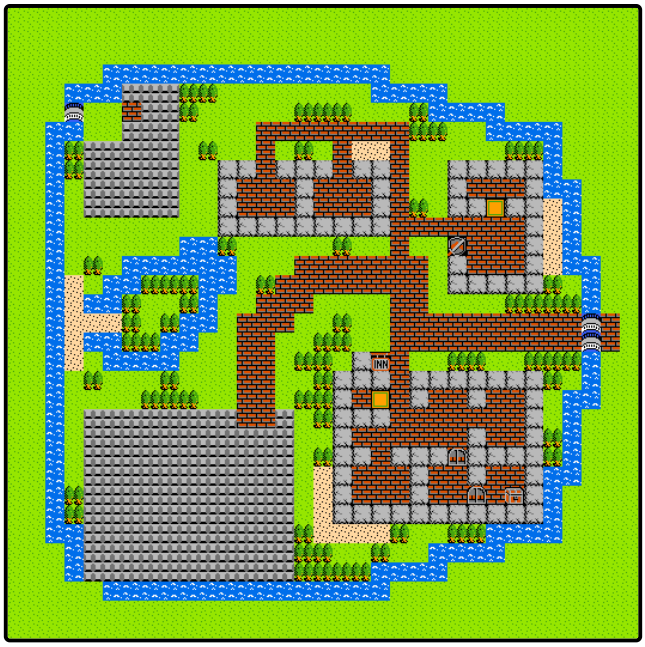
APPENDIX E

Towns and Shops

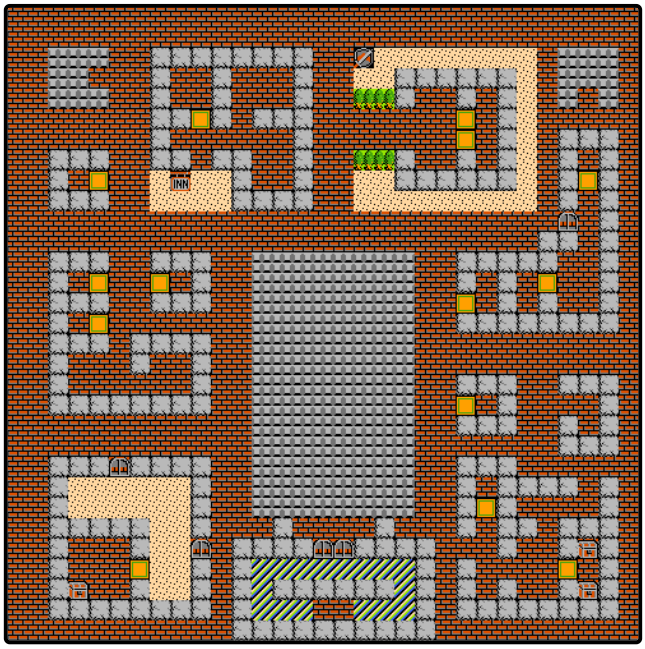
TOWN	INN	WEAPONS AND ARMOR	TOOLS	KEYS
Tantegel	-	-	-	85
Brecconary	6	Bamboo Pole, Club, Copper Sword, Clothes, Leather Armor, Small Shield	Herb, Torch, Dragon's Scale, Fairy Water	-
Garinham	25	Club, Copper Sword, Hand Axe, Leather Armor, Chain Mail, Half Plate, Large Shield	Herb, Torch, Dragon's Scale	-
Kol	20	Copper Sword, Hand Axe, Half Plate, Full Plate, Small Shield	Herb, Torch, Dragon's Scale, Wings	-
Rimuldar	55	Copper Sword, Hand Axe, Broad Sword, Half Plate, Full Plate, Magic Armor	-	53
Cantlin	100	Three counters: Bamboo Pole, Club, Copper Sword, Leather Armor, Chain Mail, Large Shield · Hand Axe, Broad Sword, Full Plate, Magic Armor · Flame Sword, Silver Shield	Herb, Torch, Dragon's Scale, Wings, Fairy Water	98



Brecconary



Rimuldar



Cantlin

APPENDIX F

Every Treasure Chest

WHERE	CONTENTS
Tantegel, throne room	120 Gold, Torch, Magic Key
Tantegel, treasure room (locked)	Four chests of 6 to 13 Gold
Tantegel, cellar	Stones of Sunlight
Garinham, back rooms (locked)	10 to 17 Gold, Torch, Herb
Erdrick's Cave, second floor	Erdrick's Tablet
Rock Mountain Cave, first floor	Herb
Rock Mountain Cave, second floor	Fighter's Ring, Torch, 10 to 17 Gold, 100 to 127 Gold (rarely the Death Necklace)
Rimuldar (locked)	Wings
Garin's Grave, first floor	Herb, 5 to 20 Gold, 6 to 13 Gold
Garin's Grave, third floor	Silver Harp, Cursed Belt
Northern Shrine	Staff of Rain (for the harp)
Southern Shrine	Rainbow Drop (for the three items)
Charlock, second basement	Erdrick's Sword
Charlock, bottom floor (locked)	Herb, Herb, Wings, Magic Key, Cursed Belt, 500 to 755 Gold

Hidden items need SEARCH: the **Fairy Flute** in **Kol**, **Erdrick's Armor** in **Hauksness**, and **Erdrick's Token** in the southern swamp.

APPENDIX G

Bestiary

Every monster in **Alefgard**, from weakest to strongest. HP and gold are the ranges the game rolls from. Resistances show how often a spell fails: "immune" means it never works.



Slime

HP	EXP	GOLD	STR	AGI
3	1	1	5	3

RESISTS STOPSPELL fails **15/16**
dodges **1/64** of hits

Fields around Tantegel and Brecconary



Red Slime

HP	EXP	GOLD	STR	AGI
4	1	2	7	3

RESISTS STOPSPELL fails **15/16**
dodges **1/64** of hits

Fields around Tantegel; north toward Garinham



Drakee

HP	EXP	GOLD	STR	AGI
5-6	2	2	9	6

RESISTS STOPSPELL fails **15/16**
dodges **1/64** of hits

Just past the fields around Tantegel, every direction



Ghost

HP	EXP	GOLD	STR	AGI
6-7	3	3-4	11	8

RESISTS STOPSPELL fails **15/16**
dodges **1/16** of hits

North toward Garinham and east toward Kol; Swamp Cave; Rock Mountain Cave



Magician

HP	EXP	GOLD	STR	AGI
10-13	4	9-11	11	12

USES HURT 50%

RESISTS dodges **1/64** of hits

Around Garinham and Kol; Swamp Cave; Rock Mountain Cave



Magidrakee

HP	EXP	GOLD	STR	AGI
12-15	5	9-11	14	14

USES HURT 50%

RESISTS dodges **1/64** of hits

Around Kol; past the bridges south and west of Tantegel



Scorpion

HP	EXP	GOLD	STR	AGI
16-20	6	12-15	18	16

RESISTS STOPSPELL fails **15/16**
dodges **1/64** of hits

Around Kol; past the southern bridge; Swamp Cave; Rock Mountain Cave



Druin

HP	EXP	GOLD	STR	AGI
17-22	7	12-15	20	18

RESISTS STOPSPELL fails **15/16**
dodges **1/32** of hits

Swamp Cave; Rock Mountain Cave, first floor



Poltergeist

HP	EXP	GOLD	STR	AGI
18-23	8	13-17	18	20

USES HEAL 70% (low HP) | HURT 50%

RESISTS dodges **3/32** of hits

Rock Mountain Cave, second floor; Garin's Grave



Droll

HP	EXP	GOLD	STR	AGI
19-25	10	18-24	24	24

RESISTS STOPSPELL fails **7/8** | dodges **1/32** of hits

Rock Mountain Cave, second floor; Garin's Grave

Drakeema



HP	EXP	GOLD	STR	AGI
16-20	11	15-19	22	26

USES HEAL 25% (low HP) | HURT 50%

RESISTS SLEEP fails **1/8** | dodges **3/32** of hits

Rock Mountain Cave, second floor; Garin's Grave

Metal Slime



HP	EXP	GOLD	STR	AGI
4	115	4-5	10	255

USES HURT 75%

RESISTS SLEEP fails **15/16** | STOPSPELL fails **15/16**
HURT fails **15/16** | dodges **1/64** of hits

The far southwest, past Hauksness (rare)

Skeleton



HP	EXP	GOLD	STR	AGI
23-30	11	22-29	28	22

RESISTS STOPSPELL fails **15/16**
dodges **1/16** of hits

Around Kol and the far west; north of Rimuldar; caves and Garin's Grave

Specter



HP	EXP	GOLD	STR	AGI
28-36	18	52-69	40	38

USES SLEEP 50% | HURT 75%

RESISTS SLEEP fails **3/16** | STOPSPELL fails **1/16**
dodges **1/16** of hits

Garin's Grave, lower floors

Warlock



HP	EXP	GOLD	STR	AGI
23-30	13	26-34	28	22

USES SLEEP 25% | HURT 50%

RESISTS SLEEP fails **3/16** | STOPSPELL fails **1/16**
dodges **1/32** of hits

Around Rimuldar; Rock Mountain Cave; Garin's Grave

Wolflord



HP	EXP	GOLD	STR	AGI
29-38	20	60-79	50	36

USES STOPSPELL 50%

RESISTS SLEEP fails **1/4** | STOPSPELL fails **7/16**
dodges **1/32** of hits

The southern fields; Garin's Grave, lower floors

Metal Scorpion



HP	EXP	GOLD	STR	AGI
17-22	14	30-39	36	42

RESISTS STOPSPELL fails **15/16**
dodges **1/32** of hits

Around Rimuldar; the southern fields; Garin's Grave

Druinlord



HP	EXP	GOLD	STR	AGI
27-35	20	63-84	47	40

USES HEAL 75% (low HP) | HURT 25%

RESISTS SLEEP fails **15/16** | dodges **1/16** of hits

Garin's Grave, lower floors

Wolf



HP	EXP	GOLD	STR	AGI
26-34	16	37-49	40	30

RESISTS SLEEP fails **1/16** | STOPSPELL fails **15/16**
dodges **1/32** of hits

Around Rimuldar; Garin's Grave

Drollmagi



HP	EXP	GOLD	STR	AGI
29-38	22	67-89	52	50

USES STOPSPELL 50%

RESISTS SLEEP fails **1/8** | STOPSPELL fails **1/8**
dodges **1/64** of hits

Garin's Grave, lower floors

Wraith



HP	EXP	GOLD	STR	AGI
28-36	17	45-59	44	34

USES HEAL 25% (low HP)

RESISTS SLEEP fails **7/16** | dodges **1/16** of hits

The southern fields, north of Hauksness and east of Cantlin

Wyvern



HP	EXP	GOLD	STR	AGI
32-42	24	75-99	56	48

RESISTS SLEEP fails **1/4** | STOPSPELL fails **15/16**
dodges **1/32** of hits

Around Hauksness; the southeast toward the Southern Shrine

Rogue Scorpion



HP	EXP	GOLD	STR	AGI
27-35	26	82-109	60	90

RESISTS SLEEP fails **7/16** | STOPSPELL fails **15/16** dodges **1/32** of hits

West and south of Hauksness

Wraith Knight



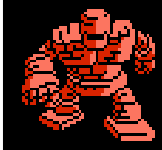
HP	EXP	GOLD	STR	AGI
35-46	28	90-119	68	56

USES HEAL 75% (low HP)

RESISTS SLEEP fails **5/16** | HURT fails **3/16** dodges **1/16** of hits

Around Hauksness and the far southwest

Golem

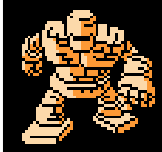


HP	EXP	GOLD	STR	AGI
53-70	5	7-9	120	60

RESISTS SLEEP fails **15/16** | STOPSPELL fails **15/16** HURT fails **15/16**

Guards the gate of Cantlin (one fixed fight)

Goldman

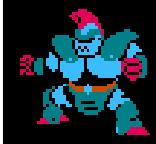


HP	EXP	GOLD	STR	AGI
38-50	6	150-199	48	40

RESISTS SLEEP fails **13/16** | STOPSPELL fails **15/16** dodges **1/64** of hits

The southern fields (worth a pile of gold)

Knight



HP	EXP	GOLD	STR	AGI
42-55	33	97-129	76	78

USES STOPSPELL 50%

RESISTS SLEEP fails **3/8** | STOPSPELL fails **7/16** dodges **1/64** of hits

Around Hauksness; Charlock's island; south of Cantlin

Magiwyvern



HP	EXP	GOLD	STR	AGI
44-58	34	105-139	78	68

USES SLEEP 50%

RESISTS SLEEP fails **1/8** | dodges **1/32** of hits

The far southwest; Charlock's island; south of Cantlin

Demon Knight



HP	EXP	GOLD	STR	AGI
38-50	37	112-149	79	64

RESISTS SLEEP fails **15/16** | STOPSPELL fails **15/16** HURT fails **15/16** | dodges **15/64** of hits

The far southwest; Charlock's island; south of Cantlin

Werewolf



HP	EXP	GOLD	STR	AGI
46-60	40	116-154	86	70

RESISTS SLEEP fails **7/16** | STOPSPELL fails **15/16** dodges **7/64** of hits

Charlock's island; around Cantlin; Hauksness ruins; Charlock Castle

Green Dragon



HP	EXP	GOLD	STR	AGI
49-65	45	120-159	88	74

USES Fire breath 25%

RESISTS SLEEP fails **7/16** | STOPSPELL fails **15/16** HURT fails **1/8** | dodges **1/32** of hits

Guards the princess in the Swamp Cave; around Cantlin; Hauksness ruins; Charlock Castle

Starwyvern



HP	EXP	GOLD	STR	AGI
49-65	43	120-159	86	80

USES HEALMORE 75% (low HP) | Fire breath 25%

RESISTS SLEEP fails **1/2** | HURT fails **1/16** dodges **1/32** of hits

Charlock's island; around Cantlin; Hauksness ruins; Charlock Castle

Wizard



HP	EXP	GOLD	STR	AGI
49-65	50	123-164	80	70

USES HURTMORE 50%

RESISTS SLEEP fails **15/16** | STOPSPELL fails **7/16** HURT fails **15/16** | dodges **1/32** of hits

Around Cantlin; Hauksness ruins; Charlock, every floor

Axe Knight



HP	EXP	GOLD	STR	AGI
53-70	54	123-164	94	82

USES SLEEP 25%

RESISTS SLEEP fails **15/16** | STOPSPELL fails **3/16** HURT fails **1/16** | dodges **1/64** of hits

Guards Erdrick's Armor in Hauksness; Charlock Castle and upper basements



Blue Dragon

HP	EXP	GOLD	STR	AGI
53-70	60	112-149	98	84

USES Fire breath 25%

RESISTS SLEEP fails **15/16** | STOPSPELL fails **15/16**
HURT fails **7/16** | dodges **1/32** of hits

Charlock, upper basements



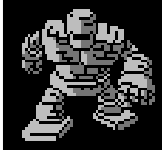
Red Dragon

HP	EXP	GOLD	STR	AGI
76-100	100	105-139	120	90

USES SLEEP 25% | Fire breath 25%

RESISTS SLEEP fails **15/16** | STOPSPELL fails **7/16**
HURT fails **15/16** | dodges **1/32** of hits

Charlock, lowest basements



Stoneman

HP	EXP	GOLD	STR	AGI
121-160	65	105-139	100	40

RESISTS SLEEP fails **1/8** | STOPSPELL fails **15/16**
HURT fails **7/16** | dodges **1/64** of hits

Charlock, every basement



Dragonlord form 1

HP	EXP	GOLD	STR	AGI
76-100	-	-	90	75

USES STOPSPELL 25% | HURTMORE 75%

RESISTS SLEEP fails **15/16** | STOPSPELL fails **15/16**
HURT fails **15/16**

The bottom of Charlock



Armored Knight

HP	EXP	GOLD	STR	AGI
68-90	70	105-139	105	86

USES HEALMORE 75% (low HP) | HURTMORE 25%

RESISTS SLEEP fails **15/16** | STOPSPELL fails **7/16**
HURT fails **1/16** | dodges **1/32** of hits

Charlock, lowest basements



Dragonlord form 2

HP	EXP	GOLD	STR	AGI
130	-	-	140	200

USES Strong fire breath 50%

RESISTS SLEEP fails **15/16** | STOPSPELL fails **15/16**
HURT fails **15/16**

The bottom of Charlock

APPENDIX H

How Combat Works

For anyone who likes to see the math. These are the NES rules, which my rebuild follows.

Your Attacks

Your attack does a random amount between a quarter and a half of (your Attack minus half the enemy's Agility). About one swing in 32 is an **excellent move**, which ignores the enemy's Agility and does between half and all of your Attack.

Enemy Attacks

An enemy's hit does between a quarter and a half of (its Strength minus half your Defense). If your Defense is higher than its Strength, hits do almost nothing. If your Strength is at least twice an enemy's, it will sometimes run from you.

Spell and Breath Damage

SOURCE	DAMAGE
Your HURT / HURTMORE	5 to 12 / 58 to 65
Enemy HURT / HURTMORE	3 to 10 / 30 to 45
Magic or Erdrick's Armor vs HURT / HURTMORE	2 to 6 / 20 to 30
Dragon fire	16 to 23 (10 to 14 in Erdrick's Armor)
Dragonlord's fire	65 to 72 (42 to 48 in Erdrick's Armor)
Swamp / barrier	2 / 15 per step

Sleep

When you're asleep, you always lose your first turn, then have a fifty-fifty chance to wake each turn after. A sleeping enemy has a one-in-three chance to wake each turn.

Credits

Dragon Warrior © 1986, 1989 Enix (now Square Enix). This is an unofficial fan guide. Maps and monster art are drawn from my own rebuild of the game for reference.

Written by Joseph Krall for josephkrall.com, as part of *Games I've Played*.