


# DRAGON WARRIOR ADVENTURE GUIDE

This chart will help you on your quest. It shows you how many experience points you need to advance to the next level, as well as the suggested area you should be visiting.

Level	Experience Max HP/Max MP	Direction of Adventure	Spells And Explanations	Goal	Best Monsters To Fight	Suggested Weapons, Armor and Shield
<b>1</b>	- 16 HP/0 MP	At the start of your adventure, concentrate on talking to everyone and raising your experience levels. Don't forget to talk to the King to save your game.		Breconary	Slime	 <p>Club, Clothes</p> <p>Copper Sword</p> <p>Leather Armor</p> <p>Broad Sword</p> <p>Half Plate Armor</p> <p>Leather Shield</p>
<b>2</b>	7 22 HP/0 MP			Breconary	Red Slime	
<b>3</b>	23 24 HP/5 MP	Journey to Erdrick's Cave and acquire Erdrick's Tablet.	<b>HEAL</b> This spell is used to restore some of your HP.	Erdrick's Cave	Drakee	
<b>4</b>	47 31 HP/16 MP	Information and stronger weapons are available in Garinham.	<b>HURT</b> An offensive spell used to attack an enemy.	Garinham	Magician	
<b>5</b>	110 35 HP/20 MP			Kol	Scorpion	
<b>6</b>	220 38 HP/24 MP			Northern Cave	Droll	
<b>7</b>	450 40 HP/26 MP	The Mountain Cave contains the Fighter's Ring.	<b>SLEEP</b> A spell that may make an enemy fall asleep.	Mountain Cave	Skeleton	
<b>8</b>	800 46 HP/29 MP			Swamp Cave	Warlock	
<b>9</b>	1,300 50 HP/36 MP	Pass through the Swamp Cave on the way to Rimuldar.	<b>RADIANT</b> Illuminates dungeons.	Rimuldar	Wolf	

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<b>10</b>	<b>2,000</b> 54 HP/40 MP	Buy Keys in Rimuladar then visit the Grave in Garinham.	<b>STOP- SPELL</b>	Can be used to block some enemy spells.	Rimuldar	Druinlord
<b>11</b>	<b>2,900</b> 62 HP/50 MP				Grave Of Garinham	Drollmage
<b>12</b>	<b>4,000</b> 63 HP/58 MP		<b>OUT- SIDE</b>	This spell gets you out of any dungeon immediately.	Grave Of Garinham	Goldman
<b>13</b>	<b>5,500</b> 70 HP/64 MP	The Flame Sword and Silver Shield can be purchased in Cantlin.	<b>RETURN</b>	Use of this spell will send you to Tongtegel Castle.	Southern Cave	Wyvern
<b>14</b>	<b>7,500</b> 79 HP/70 MP				Domdora Desert	Shadow Knight
<b>15</b>	<b>10,000</b> 86 HP/72 MP		<b>REPEL</b>	Keeps enemies from attacking for a while.	Cantlin	Green Dragon
<b>16</b>	<b>13,000</b> 92 HP/95 MP				Cantlin	Axe Knight
<b>17</b>	<b>17,000</b> 100 HP/100 MP	Get the Rainbow Drop in the Southern Cave.	<b>HEAL- MORE</b>	Just like HEAL, but more powerful.	Hauksness	Blue Dragon
<b>18</b>	<b>21,000</b> 115 HP/108 MP				Southern Cave	Armored Knight
<b>19</b>	<b>25,000</b> 130 HP/115 MP	Enter Charlock Castle and find the elusive Dragonlord. Good luck!	<b>HURT- MORE</b>	Much more powerful than the HURT spell.	Charlock Castle	Red Dragon
<b>20</b>	<b>29,000</b> 138 HP/128 MP				Charlock Castle	Dragonlord

**Broad Sword**

**Half Plate**

**Iron Shield**

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**Flame Sword**

**Magic Armor**

**Silver Shield**

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**Erdrick's Sword**

**Erdrick's Armor**

**Silver Shield**