

Dragon Quest I WR route

Start

Skip/fast forward all cutscenes.

Tantegel

Settings:

Battle Settings - Battle Speed : Ultra Fast

Audio Settings - Voices : Off (else the princess will make you lose 5min for free)

Text/Running Settings - Running: Toggle, Text Display Speed: Ultra-Fast

Downstairs, get agility seed from barrel SW of 1F, on the right

Get holy water from jar, on the left

Assign keybinds : (keys are my personal preference, put what you want) :

chimera wing (up), medicinal herb (right), holy water (left)

Chimera wing **Outside** Tantegel (hold Y/X/circle, from now i'll write only **Hold** for that)

Tantegel region

Head west, use **Holy water** a few steps before sparkle, then get it :

Sparkle - medicinal herb, stamina seed

Go North, slightly west, to Erdrick Hollow. Enter and exit to flag

Head west (slightly south) to sparkle :

Sparkle - 2 antidotal herb, agility seed.

West around forest to sparkle in trees :

Sparkle - 12 gold, Holy Water x2, Magic Water

Head south to roadside inn

Roadside inn

Get chimera wing from jar (bottom bedroom)

Exit south, head to Nameless ruins, enter from west.

Nameless ruins

Go to north house

Get 247G from jar, go around and get Ruby Wristband

Equip Ruby wristband, exit south.

Head south east to bridge, cross, south west then south east around mountains to Damdara.
Enter from east

Damdara

Get hidden Padfoot scroll

Learn it, allocate (bottom), use it once for now

Exit east, re-enter instantly.

Go west through poison, get mini-medal from jar

Head to shop ruins (optimize steps to avoid encounter, or exit and re-enter from west)

Get mini-medal and Demon Demeaner scroll from jar/barrel.

Holy water + Chimera wing outside Erdrick Hollow (1 down + Hold)

Head to Forgotten ruins.

Padfoot when you cross the bridge

Get sparkle SW of ruins before entering

Sparkle - Wisdom and luck seeds.

Enter ruins from the west.

North house, get seed of strength from jar

South house, get mini-medal from barrel, exit.

Head south east to bridge for cutscenes

Exit east and head to Quagmire cave

Quagmire Cave

Take east path to get mini-medal from barrel

South west to go back to main path, continue south until cutscene

Exit south.

Past the mountains, enter secret spot from north

Get hidden garish grab (behind rocks)

Get agility seed from right barrel

Get hidden edged boomerang (at the foot of left palm tree)

Exit west, go straight to Rimuldar.

(you are supposed to use your last MP for padfoot before entering)

Rimuldar

Cutscenes

Get 288G from bag, leave inn

Item shop :

21 chimera wings

Get mini-medal from drawer in north house

Chimera wing to Erdrick Hollow (1 down)

Erdrick Hollow

Perfect movement = very low chance to get an encounter

Menu (can be delayed if 24MaxMP)

Item bag :

magic water (if under 20mp after use, you will need backup magic water)

Teach Demon Demeaner

Go through the dungeon, straight to B2

In the little room SW corner, get mini-medal from chest

Get backup magic water if needed (left jar)

Continue towards the grave, interact TWICE (2 cutscenes to proc)

Chimera wing **outside** Rimuldar (R + down + **Hold**)

Head south to Dwarf Cave, get sparkle on your way

Sparkle - antidotal herb, medicinal herb, seed of wisdom

Flag cave then head to Sanctum.

Path on west side to get sparkle on your way :

Sparkle - seed of life, medicinal herb

Enter Sanctum

Get hidden mini-medal (north corridor)

Exit

Head south-east to sparkle.

Sparkle - Frazzled feathers, hapless helm, staff of divine wrath.

Chimera wing **outside** Quagmire Cave (2 R + down + **Hold**)

Head west then north to Kol. Sparkle on your way :

Sparkle - Copper sword, wayfarer clothes, musk

Medicinal herb at some point (you will get 1 or 2 encounters before Shrine)

Enter Kol from south

Kol

Get Faerie flute next to the bath

Get mini-medal NW of the village.

Exit, head to Shrine of Rain.

PADFOOT WITH YOUR LAST MPs JUST BEFORE ENTERING (if in backup magic water situation, padfoot after the free heal)

Shrine of rain

Cutscenes (free heal)

Get mini-medal and chimera wing from jars in NW room

Get hidden prayer ring at the middle of the ground in SW room

Chimera wing to Tantegel

Tantegel

Get hidden seed of life in front of grave

Get seed of strength from jar south east of town, almost hidden by a tree

Head to castle, cutscenes.

Chimera wing **outside** Roadside inn (L + down + **Hold**)

Head straight north to sparkle next to mountains

Sparkle - 2 medicinal herbs, seed of strength.

Reach Galenholm

Galenholm

Cutscene past the bridge

Get mini-medal from jar far west of town

Chimera wing to Roadside inn (L + down)

Roadside inn

Approach top bedroom for cutscene

Get mini medal from right drawer

Get 182G from left drawer

Chimera wing **outside** Damdara (2 R + up + **Hold**)

Head south west to sparkle.

Sparkle - Chimera wing, frazzled feathers, agility ring

Continue South to secret spot (forest after desert but before mountains), enter from west

Get hidden 2,455 gold (SW of spot, on the shadow of a tree, border of grass)

Get hidden mini-medal (between middle-left and middle tree)

Get hidden stealth suit (NE of guard next to big tree on the top right)

Head east, south then south west to Citadel of the Monarch of Medals (will be called CMM)

Citadel of the Monarch of Medals

Talk to Merchant :

Sell :

Equipment bag : Garish Grab

Buy :

Magic Shield, equip

EXCHANGE MINI-MEDALS (12)

Chimera wing **outside** Nameless Ruins (L + 2 down + **Hold**)

MENU :

Equipment : Equip staff, Stealth suit into Glombolero and agility ring

Empty Hero

Item bag :

(use backup magic water to have enough MP for wild side)

Sort by Type (2 R)

Use all seeds

Take out faerie flute

Teach Wild Side (DON'T ACCIDENTALLY USE MUSK!!)

Head to Craggy Cave

Craggy Cave

Robbin Hood (176HP/85HP)

Staff Robbin Hood **once**

Wild side (he always defends on this turn)

Spam staff (finish robbin hood first)

Go straight to Sorcerer fight, low chances of getting an encounter if perfect movement

Sorcerer (363HP)

Wild side

Spam Demon Demeaner (Use Staff instead if he used Kabuff)

Get Zombie mail and choker from chests

Get seed of stamina from barrel in the little room on the way back

Get strong medicine from jar on B2 next to beds

If desired, kill the encounter you'll get on the way back

Sufficient xp encounters : skeleton, morphean mushroom x2-3, Legerdeman, Drackyma x2-3

(you will need 48 XP + 4 metal slimes for lvl27 on Armaggedon)

Upstairs, go right after crossing the wooden bridge to [get mini-medal from chest](#)

Go back to Robbin'hood by foot (zoom/evac' looked)

If no reset run/safety strat : Zoom to Galenholm, get whistle in galen grave (B1, N chests)

[Chimera wing outside Rimuldar](#) (1 right 1 down + **Hold**)

Enter from the left

Rimuldar

Enter house, cutscenes

[Get magic water and seed of wisdom from jars](#)

[Chimera wing to cave of the dwarves](#) (1 right 2 down)

Cave of the Dwarves

Take right path, most right stairs

[Get strong medicines from B2 jar](#)

Upstairs

If no whistle, PADFOOT NOW AND DONT REFRESH UNTIL THE END OF METAL GRIND

North to downstairs.

[Get Undead Undoer scroll from chest](#)

North again, downstairs.

Go to top left room

[Get oomph powder and iron lance from drawers](#)

Talk to ill dwarf, cutscenes

Backtrack a little, take path to well

On your way, [get hextract and seed of stamina from jars](#)

[Get wellspring crystal](#)

[Chimera wing outside Nameless ruins](#) (L + 2 down + **Hold**)

Head south east to faerie village (if no whistle, padfoot will run out, DONT REFRESH!)

Faerie village

Cutscenes, go in left house

[Get Faerie foil from top chest](#)

Talk to purple haired fairy to sleep

Cutscenes

[Chimera wing to CMM](#) (R+up + **Hold**)

[Equip Faerie foil into edged boomerang and scholar specs over agility ring](#)

[Take out Hapless Helm](#) (don't equip to avoid curse jingle)

Take out oomph powder

Use musk + stamina & wisdom seeds + teach Undead Undoer

Metal Slime grind

You need to kill a minimum of 2 metal slimes to have Dragon slash for Green Dragon and Gyrfalcon slash for Goregoyle.

Grind while following the next instructions :

Flee if a different monster than metal slime shows up
(Hocus Chimeras can be killed by staff but it's a range)
Otherwise, Wild side then spam atk

First of all, head north to sparkle :

Sparkle - 173G, oomph powder, asbestos earrings.

Head to Fields of Flowers while you are still looking for metals

Enter Fields of Flowers when the grind is done. Refresh Padfoot forever from now

Get wakerobin and glimmergrass

Chimera Wing to Faerie village (R + 2 up)

Knight Errant and dark skeleton x4 (105 HP/92HP)

EQUIP HAPLESS HELM AND STEALTH SUIT, Wild side

IF not Fizzled : Zap.

Else, Use Staff (range on Skeletons)

Focus Skeletons first, finish by Knight Errant

Cutscenes

Chimera wing to cave of the dwarves (1 right 2 down)

Give syrup to the ill dwarf.

Chimera wing to Rimuldar (1 right 1 down)

Cutscenes

Chimera wing **outside** Rimuldar (1 right 1 down + **Hold**)

Enter from the left

Enter house, cutscenes

Chimera wing to Tantegel

Enter locked house, get magic water from barrel

Upstairs, get 3000G from blue chest

Downstairs and talk to magician to remove Hapless helm

Get seed of life from jar

Head to castle, take north door and reach SE basement

On your way, get seed of luck from bottom jar next to the wall

Get seed of strength from jar
Get sunstone by talking to old man
Get mini-medal from right drawer

Chimera wing to Kol (1 up)
Enter well, get Orochi Sword from blue chest

Chimera wing to Faerie Village (R + 2 up)
Go to right house
Get Soul and Water Sigil
Get mini medal and holy water from north east barrels

Chimera wing to cave of the dwarves (1 right 2 down)
Enter top right room
Get tectonic plate and strength ring from chests

Chimera wing to CMM (R+up)
Get from chests : Left Side - Reheal scroll, Pirate King Pendant (will be called PKP from now)
Talk to Monarch for Dragon Shield (15 mini-medals)
Get from chests : Right Side - Sage elixir, Phantom Mask

SHOP :
Buy : Rousing ring x2, don't equip.

Equip Orochi Sword, Dragon shield, Phantom Mask, Glombolero and PKP

Chimera wing to Quagmire cave (1 right)
Go through the cave, downstairs
Get moonbeam dew by taking left path
Get mad cap by taking right path and reaching middle dead end

Upstairs to B1, go right until the dead end, get seed of luck from jar
Menu :

Equipment : Equip mad cap, tectonic plate (quick way to take out),
strength ring and asbestos earrings

Item Bag : Use all seeds and teach Reheal

Go to Green Dragon Fight (Yes then No to princess)

Green Dragon (2240HP)

Faerie Foil
Equip Glombolero, Oomph powder
Wild side
Wild side+Divide (press Y/X/square after wild side refresh to use divide on second action)

Double dragon slash

Repeat if not dead (SAFETY : EQUIP AGILITY RING OVER ASBESTOS EARRINGS)

Allocate Zoom over Chimera wing

Zoom **outside** CMM (R + up + **Hold**)

(Equip PKP over agility ring)

Head to Weirdwood

Weirdwood

Trigger twice loading by going left and right, then take the correct path

Head to Mirage fight

Mirage x3 (226HP)

Wild side

If under 50% HP : SOUPED-UP UNDEAD UNDOER – >> Pearly gates

Else : Staff x2

Cutscenes leading to Faerie village. Talk to the 2 middle faeries, faerie looking at the water and finally faerie making sigil. Go to the left house, talk to the servant of Rubiss.

IF LVL18 (6 metal killed) : Get Faerie Foil and take it out

Zoom to Weirdwood (1 right 2 up)

In the area where you fought mirages, take the right path

Get the undying flame

Backtrack and take middle path

Get focus pocus scroll

Leave north, head to wayfarer inn. Enter and exit to flag

Head to Cantlin. Sparkle on your way :

Sparkle - strong medicine, seed of defence

(Use magic water if under 114MP)

Golem (2070HP)

Almost scripted, things can go wrong if he wakes up too early

Faerie flute

Wild side

Wild side + divide (fight is lost if he wakes up here, as he will always use defending champion)

Pearly gates

Faerie flute
Orochi sword
Wild side
Wild side + divide
(EQUIP AGILITY RING IF HE IS AWAKE) Pearly gates

Cantlin

Cutscenes

Safety : get Moreheal in middle left house, B2 bookshelf
Pickup oomph powder SE house, right entrance and left drawer
Zoom to Cave of Dwarves (1 right 2 down)

Talk to blue dwarf. Cutscenes.
Leave town to trigger cutscene.
Zoom to Damdara (2 R + 2 up)

Menu after one poison tick from the last poison marsh :
Equip Phantom mask, Stealth suit, rousing ring x2
Heal to full, take out dieamend, sage elixir + strong medicines and use all seeds
Teach Focus Pocus

Knight Aberrant (2666HP, 1/64 to dodge)

Very hard fight, you will surely die several times
Need to adapt your actions and equipment
General plan :

Dodgy dance, then Fizzle (he doesn't have a smart AI, so he will keep trying to cast spells)
SWITCH TO PKP + RUBY WRISTBAND WHEN HE IS FIZZLED
Faerie foil, (renew dodgy dance if desired) reheal, Focus Pocus
Equip Glombolero, Wild Side
Equip Mad Cap, Wild Side + Divide
Equip Phantom mask, Quadraslash
Equip stealth suit and repeat the cycles until dead (normally 3 + one extra Quadraslash turn, but misses or high/low rolls can cause a different scenario)
If still in wild side after the Quadraslash combo, use faerie foil first for a double defence boost
You will need to use a Sage elixir at some point

Get Erdrick Armour from chest
Equip ogre shield, mad cap, Erdrick armour, PKP and asbestos earrings
Head to Weeping Isle

Weeping Isle

Get hexextract from chest in first room (little dead end when you take left path)

Head to **stardust**

Then rush to dragonflies

Dragonflies (132HP)

Wild side, need to get under 50% HP

If >50%, Defending champion or defend

Pearly Gates

Cutscenes. Head to graves

More cutscenes

Equip phantom mask and rousing ring x2

MISC -> SETTINGS -> DIFFICULTY -> DISABLE HP/MP REGEN ON LVL UP

Zoom to Faerie village (1 right 3 down)

Dragon Zombies x2 (560HP) (just get lucky)

Reheal

Wild side

Wild side + divide, pray to survive & take enough dmg

EQUIP GLOMBOLERO AND MAD CAP

Quadrashlash (**Demon Demeaner** upgrade)

Cutscenes

Talk to purple haired fairy to **sleep if needed**

Zoom to CMM (R +2 up)

Shop :

Sell :

Hero : Stealth suit, edged boomerang, magic shield, ruby wristband,
scholars specs, rousing rings....

Buy : Dragonsbane

MISC -> SETTINGS -> DIFFICULTY -> ENABLE HP/MP REGEN ON LVL UP

Use both magic waters, heal if very low (NEED TO STAY UNDER 50% HP)

Zoom to Kol (1 up)

Spiketail (1988 HP)

Oomph Powder
Wild Side
Wild Side + Divide
DDS
Equip Tectonic plate and Dragon Shield
Quadraslash to kill the adds, then finish the boss

Cutscenes
Zoom to Galenholm (R + down)
Head to Galen grave.
Holy water once
On B2, take east and south path
Get seed of life and seed of stamina from jars south
Take SW stairs
Rush to the **Lyre of Ire**
Zoom to Faerie village (1 right 3 down)
Get the last sigils then exit for cutscene
Zoom to Shrine of rain (3 down)

Climb to the summit shrine.
On B4, get hidden seed of life at the middle of the floor (right room)
Get seed of strength from barrel before climbing stairs

Goregoyle (2408HP)

Almost scripted, you need to adapt your equipment depending on your HP/his accuracy to get under 50% at the right moment

Wild Side
Faerie foil
Orochi Sword
Faerie foil again if >80%, heal if < 50%, else Cop out
Orochi Sword/Heal
Oomph Powder
Wild Side (need to get under 50% NOW)
Wild Side + Divide
Gyr Falcon slash
Repeat if not dead, Quadraslash instead if attack returned to normal

Cutscenes
Zoom to Shrine of rain (3 down)
More cutscenes

Zoom **outside** Wayfarer inn (1 right 1 up + **Hold**)

Head to Shrine of the Spirit, cutscene then exit.

Head east to sparkle :

Sparkle - hextract, seed of strength, dieamend

Then north to secret spot

Get 8,8k gold from barrel hidden behind the rock

Zoom to Faerie village (1 right 3 down)

Alchimize oomph powders

Zoom to Shrine of the Spirit

Take out oomph powders, equip mad cap and glombolero

Armageddon (2556 HP)

Scripted battle

Regular attack (anything works, you can also heal to full before the boss)

Oomph powder

Unequip glomblero if you dodged a hit, Wild side

Wild side + divide

Gyrfalcon slash

Cutscenes

Zoom to Sanctum (1 left 1 up)

Talk to sage, get rainbow drop

Zoom to Cave of the Dwarves (1 right 2 down)

Head to shop.

Sell : Dragonsbane, staff of divine wrath.. dieamands?

Buy : Blizzard blade, equip

Holy water + Zoom **outside** Rimuldar (1 right 1 down + **Hold**)

Equip Phantom Mask, Edrick Armour and mark of Edrick & PKP

Head to Dragonlord castle

Go to final boss, once you are in his room :

Equip Mad Cap, heal to full

SAY **NO TWICE TO DRAGONLORD**

Dragonlord (3140 HP)

Oomph powder

Wild Side

EQUIP TECTONIC PLATE, STRENGTH RING AND MARK OF ERDRICK

Wild Side + Divide

Double Dragon Slash

Dragonlord True Form (4800 HP)

This battle can look pretty simple when you watch someone doing it, but it is actually kinda complex because of the multiple variations from his spells and the fact that Gwaelin can troll

His pattern (only when HP >50% maxHP) :

Attack + assess the situation

[Moreheal or Kabuff or Oomph or Accelerate] x2

[Powerful bite] x2

Attack + Inferno

Attack + Kasizz

Assess the situation

Kasizz + Inferno

Assess the situation

[War Cry] x2

What to do :

:

EQUIP ASBESTOS EARRINGS AND PKP

- 1) Defending champion
- 2) Faerie foil
- 3) Defending champion, **repeat** if he used Oomph
(if Kabuff, add a turn of Defend for safety if desired, and adjust your equipment)
- 4) IF NO OOMPH, EQUIP DRAGON SHIELD, Oomph Powder
- 5) (equip Ogre Shield if needed) Wild Side
- 6) Wild Side+Divide
- 7) EQUIP STRENGTH RING AND MARK OF ERDRICK, Double Dragon Slash
- 8) If still oomph & wild side, Double Dragon Slash to finish
Else : divide+DDS ? use enhanced Kasizz with Gwaelin if no more Oomph?

SPLIT on "Dragonlord is defeated"