

Ladob's (almost) Sleepless Route (Last Updated: 16. June 2021)

Reference:

<https://docs.google.com/spreadsheets/d/1whommcG5l3LcN4ZSpOuygWqLACu6Gtj6HMj-bM5vGYM/edit#gid=4042169>

Territory Map:

<https://gamefaqs.gamespot.com/snes/564868-dragon-quest-i-and-ii/map/5948-enemy-territory-map>

Gamefaqs Switch Guide:

<https://gamefaqs.gamespot.com/switch/272748-dragon-quest/faqs/78448>

Time starts upon Confirmation of Message Speed and ends once the Trumpets appear during the King's final speech.

SPECIAL THANKS: LadyStarbird for the first version of the guide and for starting the Switch Speedruns at all. :)

For naming character statistics build differences see the **Appendix** at the end.

Divided by the Splits I use (Sunstone / Slime Grind 1 / Slime Grind 2 to Lyre / Path to Dragonlord / Finale)

Sunstone

1. Grab 3 chests in throne room. Open door and go down stairs.
2. Grab left-most pot for *Medicinal Herb*.
3. Go to town. Grab *Chimera Wing* from dress in Inn.
4. Sell Bamboo Spear, Buy 5 *Medicinal Herbs*, 8 *Torches*.
5. MENU:
 - a. Use *Chimera Wing*
6. Goal is to get to Level 3 before Sunstone. Go towards tunnel, hugging the mountains (should have two fights: Slime and She-slime. Run from both). *ALTERNATIVE: If you miss step at the start from castle and meet the Ghost instead of the Slime, that is not a problem. Just throw a torch at it and continue. :)*
7. **Heal** and Quick Save on tile before bridge near swamp. **Hard Reset: i.e. Close the Game and open it again. This is the main Manip Technique, the hard-resetting of the game, either directly from the screen (to load an Autosave) or by using a QS before (and loading that).**
8. 5 Steps gives Scorpion. It takes 3 torches to kill. Level to 2.
9. Use an Herb and then go to tunnel.
10. Take 7 Steps down and use an Herb (this skips the Lunatic fight). Next fight will be Prestidigitator, which takes 2 torches to kill. Now you're level 3. Do NOT heal again.

11. Go through to end of Tunnel. Once outside should only run into Bewarewolf or a Legendermain, both which can be run from.
12. In Rimuldar, walk around outer Northward path first to get Pots with *Seed of Resilience* and Gold. Buy 6 Keys.
 - a. 6 Keys is just enough to finish the game.
13. Leave Town and return. Go to Inn but do not sleep, just pick the Life seed.
14. Go back to the building north of the inn, Get Chimera Wing in dresser.
15. MENU:
 - a. Use Seed of Resilience, Chimera Wing
16. At Castle, **open all chests in treasury**. // *Alternative: I believe the Agility seed is not necessary but that saves but a second...*
17. Go to basement with sunstone. Grab *Seed of Life and Medicinal Herb*.
18. Get Sunstone. SPLIT.

Metal Slime Grind (Loop 1):

1. Leave the castle and CLOSE the game. Load the Autosave, **take one step to the right** and use the two Life Seeds, Magic Seed, and Agility Seed.
2. Go to town. Rest at the Inn.
3. At the bank, Deposit Keys and the Sunstone (4 Items total).
4. At the Item Shop: Max out on Herbs and Torches (should have 9 Torches).
5. On this first trip, flee from all enemies.
6. The area you want to go to is the forests near the water east of the Ruined Town. If you do the shortest way possible you can flee from all battles while taking only little damage.
 - a. Once you reach the point marked on the image, QUICK SAVE, hard reset and load the QS.
 - b. If you have more than 13 HP (which you should) move 5 steps in the direction of the bridge. You will start the **Metal Slime Cooking**.

Slime Grind Strategy

- a. As far as we know you can't kill this little guy (I tried almost all possible routes including Holy Water and various item combinations), so the objective is to flee as fast as possible.
- b. On the first time you meet it, you will be with less than Max Hitpoints (35 for the Str Build with 2 maxxed Seeds at level 3). USE A HERB on your first round and attack on the second round. Later you will be using the Heal spell instead of the Herb for the same effect, or the Snooze spell when you do not need to heal (for the 2nd Grind Loop). **IMPORTANT: DO NOT USE THE LAST 3 MP, you want at least 1 MP Left to Zoom back to town! This gives spaces for just a final Snooze on the first Slime Grind Loop.**
- c. The slime will flee!
- d. For the later rounds you will vary between healing in battle (always coming in with at least 13 HP the first few levels) and using Flee/Flee/Attack. Healing yourself makes it flee faster.

- e. After it flees keep walking left/right in the same region near the bridge until the **2nd Metal Slime** appears.
 - f. When you encounter the 2nd Slime USE A TORCH. After that, just keep attacking. It will die after 4 more rounds and net you 775 XP (enough to take you to level 8 or 7, depending whether you fought the Ghost or fled the Slime at the start of the game).
 - g. If done correctly, you should have 4 HP remaining.
 - h. After each killed Metal Slime, Home Button to Switch Home screen, close and restart the game and load from Auto-Save. Heal with a Herb if below 12 HP, otherwise heal inside the 1st Slime Fight (see above). *Alternately, you can Quick-Save/Reset after every Slime kill. This is safer as if you mess up you can just load the last Quick-Save, because the Auto-Save goes back to last map transition or end of last battle, which if you ran from the first slime and healed, resetting the Auto-Save will cause you to have to fight first slime again.*
7. Keep on Cooking slimes until you run out of torches.
 8. Once this happens you should be at level 13 and have Zoom. Use it if you have enough MP (else you can use a death warp, which is way slower). SPLIT

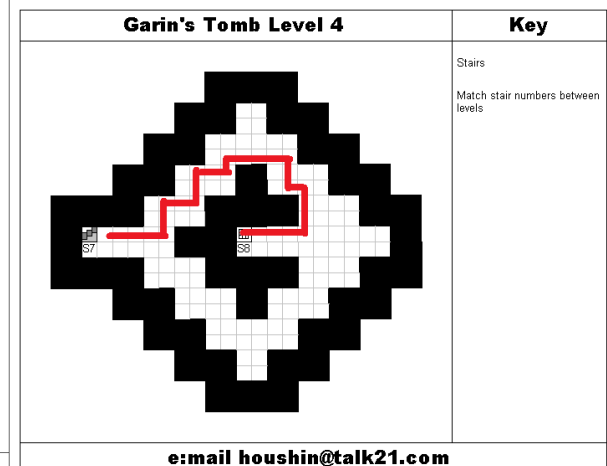
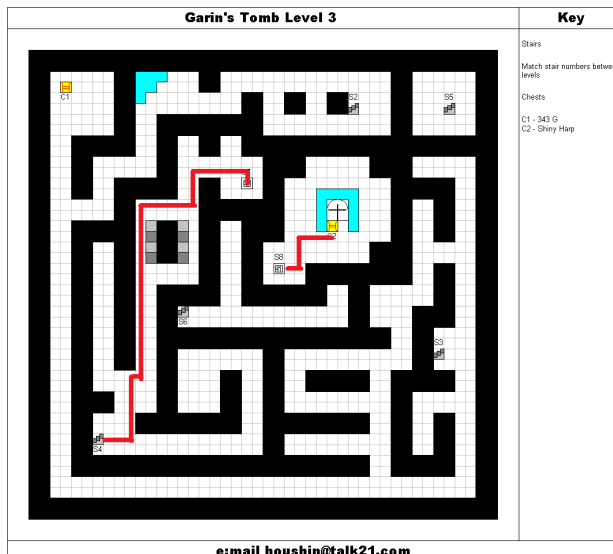
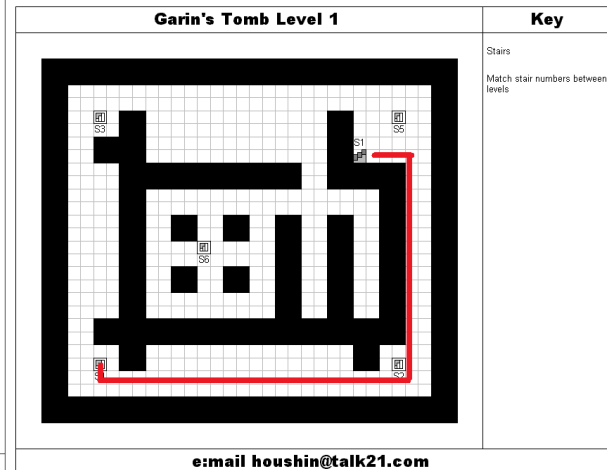
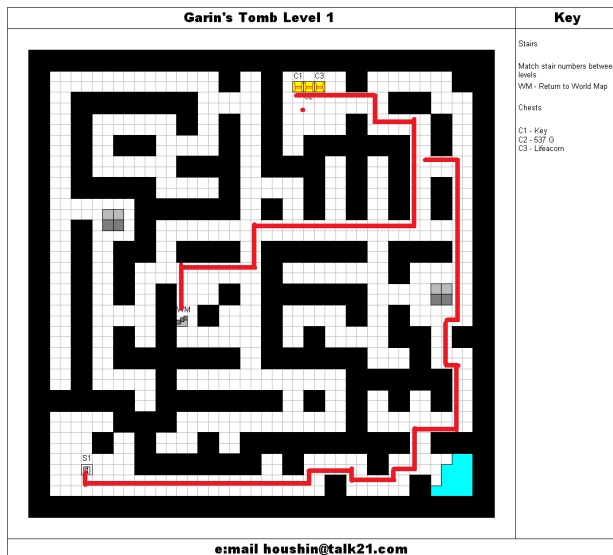
Metal Slime Grind (Loop 2) and Lyre:

1. If you used Zoom, stay at the Inn.
 - a. If you death-warped, walk out of the castle and go to the Item Shop.
2. Go to the Item Shop and load up on Torches (should have 10). All of your healing now can be done through Heal.
3. Go back to the same spot. On your way there ATTACK the two Ghosts you meet, do not flee from them, as they keep you there. Flee from everything else.
4. Repeat the steps in Loop 1, using all 10 torches. Remember to heal inside 1st Slime battles and if not healing use Snooze to speed up fleeing. By the end of it, you should be at level 16.
5. **Zoom back to the castle and stop one step before the town. Use Holy Protection. Enter the town.**
6. In town, **go up and buy a Copper Sword** and equip it right away. Sleep at the inn (for the last time in the game). Go to the Bank and grab your Keys and the Sunstone. Buy 2-3 Herbs and 4 torches and Zoom back to Castle. *// Alternative (I): buy 5 torches and do not fight the Dragons at the very final level of the last dungeon. // Alternative (II): do not buy the Sword, buy only 3(4) torches, depending on whether you combine with alternative I and pick Sword and torch from the vault in Galenholm (risky because of pesky peasant blocking your way...). Time wise it is no real gain.*

Lyre of Ire

1. Make your way to Galenholm. Notice the Holy Protection you cast before sleeping will still be active!
 - a. Re-cast Holy Protection whenever it runs out.

2. Use a Key and go to Galen's Tomb. If doing the Sleepless route do NOT use MP here, not even for a Glow, and also not a torch as you need those. // *Alternative: see above and grab the Copper Sword, and Torch from the chests.*
3. Enter Galen's Tomb.



4. Flee from everything and do NOT go get the Chests there, leave it be, go directly to the Harp.
5. Evac out and go back to Slime Grind area QS at the usual position. DO NOT USE ANY MP from here on.

Erdrick's Armor/Mark of Erdrick:

1. Grind all but one torch sequence, never using MP(!!!). Heal with the herbs (except 1) if necessary. It should not be except for the ast fight. // *Alternative: if not doing the Sleepless route, feel free to use your mp on these guys.*

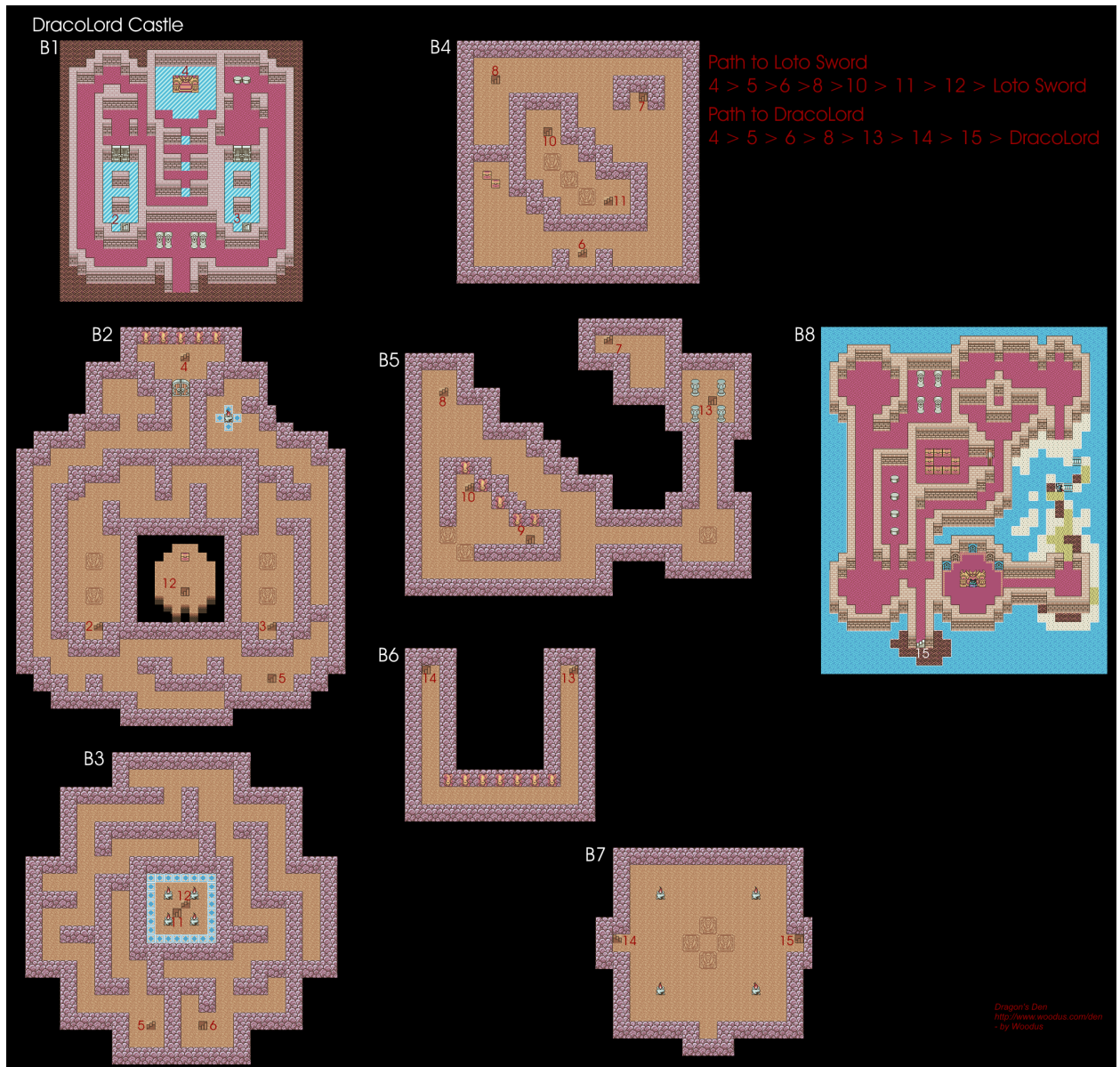
2. After the penultimate torched slime, reload as usual but you want to mee the 2nd slime on one 2 very specific spots: the little clearings right under the river. Fight him there and go to the ruined town. You should have 1 herb with you ad at least 91HP, at best more. If you don't use a Herb or even Heal for that. Here is a video of how to exactly do this part: <https://www.twitch.tv/videos/1062825869>
3. Go to Ruined Town, do not miss a step while going to knight and fight for Erdrick's Armor.
 - a. Attack on the first and second turns.
 - b. Heal with Herb (or Heal spell) on the second one. If the knight uses Snooze just keep attacking, no matter whether you sleep or not or take damage
 - c. If the knight attacks again, you will need one more heal before you can kill him. Notice he takes no more than 5 hits to kill and always attacks second so count your attacks.
4. Grab *Erdrick's Armor*. Equip immediately.
5. Get out of town and go south. If you meet blue Knights Attack, then Flee. All other enemies just flee. That only works if you do not make any QS/AS reloads from now till the very end of the game now.
6. Make your way to the swamp and get the Mark of Erdrick. Do not spend any MP from here still.
7. Go fight the Golem without the flute. Attack twice at the start, then Midheal/Attack as necessary. There is a way to critical hit him regularly, but I will put that on another guide.
8. Zoom back to the castle.

Rainbow Drop:

1. Use Holy Protection and make your way to the shrine northwest of Kol.
2. Trade Lyre for Rain Staff.
3. Go to tunnel. // *Alternative: if not doing the sleepless route, sleep at Rimuldar now. You need 1 Key to finish this game. If you don't have it, buy it now. You must have at least 41 MP by the time you arrive at the final Castle for the route to work.*
4. Go to Shrine south of Rimuldar (use Holy Protection and reapply when it runs out). Trade Staff and Sunstone for Rainbow Drop.

Dragonlord:

1. Go to the spot to use Rainbow Drop and use it. You will need around 2 HPs more from here to the final castle. You MUST have at least 41 MP by the time you reach the final castle.
2. Make your way into the castle.
 - a. Inside the castle, do NOT fight anything. Flee from all.
3. Find the secret stairs and enter. If doing the Sleepless route do NOT use MP here, not even for a Glow. If you happen to have a torch, be my guest. ;)



4. First go get Erdrick's Sword. Do not forget to Equip it.
5. Once you just appeared on the final floor (castle where you see the dragonlord), CLOSE the game and reload.
6. On the final floor, walk until you are at the hallway before Dragonlord. If you are still at level 17 by the time you are at this spot::
 - a. Walk until you get an encounter (Red Dragon). Kill it easily.
 - b. If still at level 17, continue until your next encounter (Red Dragon). Another easy kill.
 - c. Flee from the rest and stop 2 steps away to the right of the Dragonlord.
7. Once are TWO STEPS away from the Dragonlord, check your HP, it must be at least 78 (85 for complete safety), and MP 41. Quick Save/Hard Reset. If doing the sleepless route, you either made it or broke it as you need all 40 MP for the final battle and 1 MP to Zoom back to the castle.

8. Talk to Dragonlord. Say No Twice (or just press the cancel button) to start the fight:
9. Phase 1:
 - a. Attack 3 times
 - b. Midheal
 - c. Attack 3 times.
 - i. ANY deviance from this will cause Dragonlord to heal itself.
10. Phase 2:
 - a. Attack, Midheal
 - b. Attack, Midheal
 - c. Attack (Should be Crit), Attack again (do not panic. ;))
 - d. Midheal, Attack,
 - e. Attack, Midheal
 - f. Attack, Attack, Attack
11. Zoom to castle.
12. Talk to King. GG.

APPENDIX (I): Characters Stats and Name

Since Dragon Warrior I, the name of the character defines how their stats are going to develop during the game.

In some versions you could have up to 16 different combinations of high/low Str, Agi, HP and MP. In the Switch variant there are but two different builds: the Stat Build (high stats, low HP/MP) and the HP/MP build (low overall stats, high HP/MP).

Most of the time players will end up with the Stat Build, which is the best one for the current route. This is especially true given the Knight and Golem fights, where every point of damage counts. It is a worth speculation whether trading the Copper Sword for the Iron Axe would not lead to the HP/MP build being viable (and more secure as far as MP goes for the Sleepless part).

In the next page you can see the respective tables for both builds until level 18 (the one relevanto for a Speedrun). There is also a comparison using the seeds necessary for the run as a grand total in both cases.

Stat Build

	Att		Agi		Res		HP		MP		
1	7		5		2		15		0		
2	2	9	0	5	0	2	6	21	0	0	
3	2	11	2	7	1	3	2	23	4	4	
4	1	12	2	9	1	4	6	29	6	10	Sizz
5	4	16	2	11	1	5	4	33	4	14	
6	4	20	0	11	0	5	4	37	3	17	
7	5	25	7	18	3	8	1	38	2	19	Snooze
8	4	29	3	21	2	10	5	43	3	22	
9	4	33	2	23	1	11	4	47	6	28	Glow
10	5	38	9	32	4	15	3	50	4	32	Fizzle
11	5	43	4	36	2	17	7	57	9	41	
12	8	51	5	41	3	20	1	58	7	48	Evac
13	4	55	8	49	4	24	7	65	5	53	Zoom
14	8	63	7	56	3	27	7	72	6	59	
15	8	71	9	65	5	32	7	79	1	60	Holy P.
16	4	75	6	71	3	35	5	84	21	81	
17	0	75	8	79	4	39	8	92	5	86	Midheal
18	13	88	6	85	3	42	13	105	7	93	
Seeded	88		86		46		117		98		
Difference	9		7		3		-10		-10		

HP/MP Build

	Att		Agi		Res		HP		MP		
1	6		6		3		15		0		
2	2	8	0	6	0	3	7	22	0	0	
3	2	10	2	8	1	4	2	24	4	4	
4	1	11	2	10	1	5	7	31	7	11	Sizz
5	3	14	2	12	1	6	4	35	4	15	
6	4	18	0	12	0	6	3	38	4	19	
7	5	23	6	18	3	9	2	40	2	21	Snooze
8	3	26	3	21	1	10	6	46	3	24	
9	4	30	1	22	1	11	4	50	7	31	Glow
10	4	34	8	30	4	15	4	54	4	35	Fizzle
11	5	39	4	34	2	17	8	62	10	45	
12	7	46	5	39	3	20	1	63	8	53	Evac
13	3	49	7	46	3	23	7	70	6	59	Zoom
14	8	57	6	52	3	26	8	78	6	65	
15	7	64	8	60	4	30	8	86	2	67	Holy P.
16	3	67	6	66	3	33	6	92	23	90	
17	0	67	7	73	3	36	8	100	5	95	Midheal
18	12	79	5	78	3	39	15	115	8	103	
Seeded	79		79		43		127		108		
Difference	-9		-7		-3		10		10		

Seeds

Life	2	12	No need for Lyre Seed!
Str	0	0	
Magic	1	5	
Agility	1	1	
Resilience	1	4	