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The Oaken club is a recurring weapon in the Dragon Quest series. Highly crude, it is not very powerful and is often one of the first weapons found in a game. Characteristics[edit] The oaken club is a primitive weapon that appears to have been carved roughly out of a tree trunk and has cloth wrapped around the handle for ease of use. In the
instruction manuals for the Famicom versions of the original Dragon Quest and Dragon Quest II, the oaken club was depicted as having numerous nails sticking out of it. They appear to be the favored weapons of many monsters, such as Trolls and Cyclopes. Appearances[edit] Dragon Quest II, the oaken club (こんぼう Konbō) Buy Sell Attributes 60 gold
30 gold Attack +4 Can Be Equipped By Equipment Type Can Be Used As Tool In Battle? Hammer NO Shop(s) Tantegel, Galenholm, and Cantlin. Location(s) In-Game Description Mobile A weapon hewn from a stout log. Dragon Quest II: Luminaries of the Legendary Line[edit] The oaken club has an attack bonus of +8. It can be bought for 60 gold in
 Leftwyne. The Hero and The Prince can equip it, and the Prince joins the party with one equipped. Its in-game description is "Not much better than the bamboo stick." GameDescription A weapon hewn from a stout log[1] Dragon Quest III: The Seeds of Salvation[edit] The oaken club has an attack bonus of +7. However, if equipped by a martial artist,
it actually decreases their attack by 3. It can be equipped by The Hero, Warriors, Martial Artists, Priests, Merchants, Gadabouts, and Sages. The King of Aliahan gives the Hero two oaken clubs at the start of their journey, but they can also be dropped by Trolls.
Dragon Quest III HD-2D Remake[edit] Oaken club Description Fairly rudimentary, but it gets the job done Stats Vocations Attack +5 Notes N/A Price Location 60/15 Sold in Aliahan Dragon Quest IV: Chapters of the Chosen[edit] The oaken club has an attack bonus of +7. It is sold at Burland, Zalenagrad, Lakanaba, Laissez Fayre, and Casabranca for
30 gold and can be equipped by Ragnar McRyan, Alena, Kiryl, Torneko Taloon, Meena Mahabala, and The Hero. It can also be dropped by fire beatles, night clubbers, and Pruslas. GameDescription Doesn't appear to have any special effect. [2] Dragon Quest V: Hand of the Heavenly Bride [edit] The oaken club has an attack bonus of +9. It can be
bought for 60 gold. Harry and Sancho can equip it. GameDescription Doesn't appear to have any special effect.[2] Dragon Quest VI: Realms of Revelation[edit] The oaken club has an attack bonus of +9 and a style bonus of +6. The Hero, Carver, Amos, Terry, Lizzie, and Goowain all can equip it. They can be bought for 110 gold in Haggleton and
 Somnia and sold for 82 gold. Dead residents, Undentured servants, and Trolls can drop it. Dragon Quest VII: Fragments of the Forgotten Past[edit] The oaken club has an attack bonus of +8 and a style bonus of +8 and a style
it. They can also be won as prizes from the Lucky Panel at the Casino. Dragon Quest VIII: Journey of the Cursed King[edit] The oaken club has an attack bonus of +7. Yangus begins the game with it equipped. It can also be equipped by Morrie. They can be bought for 110 gold in Farebury and Alexandria and sold for 55 gold. One can be found in
Peregrin Quay. Oaken clubs can be dropped by hammerhood, mischievous mole, and Khalamari kid. Dragon Quest IX: Sentinels of the Starry Skies[edit] The oaken club has an attack bonus of +7. It can be upgraded into an Ace of clubs, and is the first hammer available to the player, appearing well before the option to use hammer-wielding classes
(Gladiator and Paladin) are available for use. They are commonly dropped by Hammerhoods and Trolls. They cannot be bought, but can be sold for 70 coins each. As with any hammer, any class can equip them with the Omnivocational Hammermaster skill. Dragon Quest X[edit] Dragon Quest Monsters: Joker[edit] The oaken club has an attack bonus
of +3. It can be bought for 90 gold in the Infant Isle shop and sold for 45 gold. They are also dropped by Gigantes. Its in game description is "A durable club carved from solid oak." Dragon Quest Builder's attack by +5. It can be whittled out of two broken branches at
a mason's workstation or a carpenter's workstation. Dragon Quest Builders 2[edit] The Oaken Club is one of several weapons that are exclusively used by Malroth, it boosts his attack by +12. It can be crafted from 2 units of wood. Dragon Quest Tact[edit] The oaken club is a D-rank axe that can be acquired as a reward for completing the Axes
Intermediate level. It has an ATK bonus of +6 and has two slots for Alchemy Effects. Notably, it costs no gold to alchemise it. In Other Languages[edit] Language Translation Meaning EspañolGarrote de robleSpanish for "oak club". FrançaisMassue de chêneFrench for "oak club". DeutschEichenholzknüppelGerman for "oak cudgel". Gallery[edit] The
oaken club from Dragon Quest III. The oaken club from Dragon Quest IV. The oaken club from Dragon Quest VII. The oaken club from Dragon Quest VIII. The oaken club from Dragon Quest VIII. The oaken club from Dragon Quest VIII. The oaken club from Dragon Quest VIII.
Remake by now, so it's time to look forward to the next retro re-release in Square Enix's iconic RPG series. And with 27th May marking Dragon Quest 1 & 2 HD-2D Remake will release on 30th October for the PS5, priced at £59.99/$59.99. Pre-orders are open now, with the Trouble-Free Travel Kit
available as a bonus. Said in-game bundle features the following items, all of which can also be unlocked through gameplay: Subscribe to Push Square on YouTube 156kWatch on YouTube One pair of elevating shoes Three seeds of strength Three seeds of defence Three seeds of agility Three seeds of life Three seeds of magic Those of you who have
save data for the previous game will also get a dog suit in Dragon Quest 1 and a cat suit in Dragon Quest 2, so there's incentive for owning all three. Again, though, these can be unlocked through ordinary gameplay as well. As you'd expect of an HD-2D re-release, both games feature a combination of polygonal and pixel art. But Square Enix has also
reworked some aspects of these classic titles, adding new story and even battles against multiple enemies in the original Dragon Quest. A collector's edition will be available exclusively on the Square Enix Store, but frankly it doesn't look all that enticing, featuring acrylic blocks of some of the characters and enemies from the game, as well as a
couple of digital wallpapers. Dragon Quest first launched in Japan in 1986 and was designed by Yuji Horii with artwork by the late great Akira Toriyama, best known for the manga Dragon Warrior was less of a hit, its influence
on the RPG genre cannot be understated. Despite the slightly confusing numbering system, Dragon Quest 1 & 2 take place after the events of Dragon Quest 1 & II HD-2D Remake (PS5) See Also The Best PS5 Games (2025) Items Quest Items Name Purpose Avaiable Ball of
Light Destroys all the monsters in Alefgard. Defeat the Dragonlord. Erdrick's Token Proves you're Erdrick's descendant. Found 70 steps south, 40 steps east of Tantegel Castle (use Gwaelin's Love). Fairy Flute Puts Golem to sleep. Found four steps
south of the bath in Kol. Gwaelin's Love Gwaelin from the Castle. Rescue Gwaelin from the Castle. Bring the Stones of Sunlight, the Staff of Rain, and
Erdrick's Token to a man in a cave south of Rain. Found in Garinham. Staff of Rain The second item needed to create the Rainbow Drop. Give the Silver Harp to the man in a cave west of Kol. Stones of Sunlight The first item needed to create the Rainbow Drop. Give the Silver Harp to the man in a cave west of Kol. Stones of Sunlight The first item needed to create the Rainbow Drop. Give the Silver Harp to the man in a cave west of Kol. Stones of Sunlight The first item needed to create the Rainbow Drop. Give the Silver Harp to the man in a cave west of Kol. Stones of Sunlight The first item needed to create the Rainbow Drop. Give the Silver Harp to the man in a cave west of Kol. Stones of Sunlight The first item needed to create the Rainbow Drop. Give the Silver Harp to the man in a cave west of Kol. Stones of Sunlight The first item needed to create the Rainbow Drop. Give the Silver Harp to the man in a cave west of Kol. Stones of Sunlight The first item needed to create the Rainbow Drop. Give the Silver Harp to the man in a cave west of Kol. Stones of Sunlight The first item needed to create the Rainbow Drop. Give the Silver Harp to the man in a cave west of Kol. Stones of Sunlight The first item needed to create the Rainbow Drop. Give the Silver Harp to the man in a cave west of Kol. Stones of Sunlight The first item needed to create the Rainbow Drop.
the Rainbow Drop Found in the southeast corner of Tantegel Castle. The Bamboo lance is a recurring spear in the Dragon Quest series. It is a simple weapon made from a length of bamboo cut diagonally at the end into a sharp point. Characteristics[edit] This lance is often the weapon of its type and can be purchased from the weapon shops
in many early-game villages. It is long enough to be wielded in both hands and has a simple cloth grip at the base. These lances are the favoured weapons of Bamboo lance Description A simple spear fashioned from fresh bamboo. Rarity Stats Vocations *******
Attack +6 Notes N/a Price Location 85 / 8 Sold in StornwayEquipped by any Priest that joins from Patty's Party Planning Place. Ingredient 3 - - - Dragon Quest X[edit] The Bamboo lance has an Attack bonus of +1, and increases the wielder's Weight by 12. It can be equipped by Priest]s, Martial Artists,
Paladins, and Item Masters, as well as Raguas in the Offline version of the game. In Other Languages[edit] Language Translation Meaning EspañolLanza de bambouFrench for "bamboo lance". ItalianoAsta di bambùItalian for "bamboo rod". [edit]
 Bamboo pole Bamboo spear Golden gar Laundry pole From Dragon Quest Wiki For older entries, see the news archive May 23, 2025 Dragon Quest III HD-2D Remake has been patched to version 1.1.0 for consoles and 1.2.0 for steam, adding several quality of life features and adjusting combat balance April 30, 2025 Yuji Horii has announced that he
is collaborating with mangaka Muneyuki Kaneshiro of Blue Lock fame for a new board-game styled title exclusive to the Nintendo Switch. The project is themed around reincarnation and karma with players encouraged to mess with one another incessantly, and is being developed by the long-standing Dragon Quest developer Arte Piazza for
tentative 2026 release April 26, 2025 Dragon Quest Island celebrates its fourth anniversary with special events held through May 15th April 25, 2025 Dragon Quest Tact has collaborated with Final Fantasy VII Ever Crisis, lasting through May 15th April 25, 2025 Dragon Quest Tact has collaborated with Final Fantasy VII Ever Crisis, lasting through May 15th April 26, 2025 Dragon Quest Tact has collaborated with Final Fantasy VII Ever Crisis, lasting through May 15th April 27, 2025 Dragon Quest Tact has collaborated with Final Fantasy VII Ever Crisis, lasting through May 15th April 28, 2025 Dragon Quest Tact has collaborated with Final Fantasy VII Ever Crisis, lasting through May 15th April 29, 2025 Dragon Quest Tact has collaborated with Final Fantasy VII Ever Crisis, lasting through May 15th April 29, 2025 Dragon Quest Tact has collaborated with Final Fantasy VII Ever Crisis, lasting through May 15th April 29, 2025 Dragon Quest Tact has collaborated with Final Fantasy VII Ever Crisis, lasting through May 15th April 29, 2025 Dragon Quest Tact has collaborated with Final Fantasy VII Ever Crisis, lasting through May 15th April 29, 2025 Dragon Quest Tact has collaborated with Final Fantasy VII Ever Crisis, lasting through May 15th April 29, 2025 Dragon Quest Tact has collaborated with Final Fantasy VII Ever Crisis, lasting through May 15th April 20, 2025 Dragon Quest Tact has collaborated with Final Fantasy VII Ever Crisis, lasting through May 15th April 20, 2025 Dragon Quest Tact has collaborated with Final Fantasy VII Ever Crisis, lasting through May 15th April 20, 2025 Dragon Quest Tact has collaborated with Final Fantasy VII Ever Crisis, lasting through May 15th April 20, 2025 Dragon Quest Tact has collaborated with Final Fantasy VII Ever Crisis, lasting through May 15th April 20, 2025 Dragon Quest Tact has collaborated with Final Fantasy VII Ever Crisis, lasting through May 15th April 20, 2025 Dragon Quest Tact has collaborated with Final Fantasy VII Ever Crisis, lasting through May 15th April 20, 2025 Dragon Que
Gainsborough, and a metallic cactuar amongst others March 27, 2025 The first trailer of Dragon Quest I & II HD-2D Remake is revealed during a Nintendo Direct presentation, showcasing new features such as diagonal-facing movement sprites and the Princess of Cannock joining the Luminaries as the new fourth party member March 13, 2025 The
collaboration between Octopath Traveler: Champions of the Continent and Dragon Quest III HD-2D Remake has entered its second round, with the characters Partitio Yellowil, Signa, and Therese Shermot becoming a Martial Artist, Warrior, and Priestess respectively. Additionally a dracky has been added to the list of Dragon Quest-themed keepers
and several monsters from Dragon Quest II appear, including Hargon's infernal trio of lieutenants March 6, 2025 A collaboration between Dragon Quest Walk and Akira Toriyama's Dragon Ball has been announced on the official Walk youtube channel. The collaboration will feature the younger iterations of Goku, Bulma, Chi-Chi, Yamcha, and Master
Roshi from the earliest chapters of the manga, along with equipment based on the characters' likenesses Febuary 13, 2025 A collaboration event between Octopath Traveler: Champions of the Continent and Dragon Quest III HD-2D Remake has begun, lasting from Febuary 13th through April 10th. The event entails the the Octopath characters Cyrus
Albright, Viola, and Molrusso taking up the Hero, Sage, and Gadabout vocations for a tournament to face off against classic monsters in exchange for exclusive prizes January 20, 2025 A Dragon Quest Carnival has been announced for Tokyo that will take place from February 1st through March 16th. The event will be held in the Nihonbashi district
and is themed around Dragon Quest III, with guests encouraged to collect the six orbs in the form of stamps to receive promotional artwork featuring Ramia, the vocations, Robbin' 'Ood, and Orochi, as well as a plush based on Ramia's likeness. A pop-up shop selling goods featuring Dragon Quest monsters themed around historic Japan will also be
open for the duration of the carnival, and select restaurants in the area will host a menu based on the series December 17, 2024 Yuji Horii is honored with the Cultural Affairs' Commissioner's award for his contributions to Japanese society. He reflected that forty years ago video games were frowned upon, and that today the industry is welcomed by
the nation at large as a part of Japanese culture November 22, 2024 Zoma, the Lord of the Underworld and embodiment of human suffering, has become a vtuber. November 14, 2024 Dragon Quest III HD-2D Remake is released worldwide for the Nintendo Switch, Sony PlayStation 5, and Xbox Series X/S, and Steam. Dragon Quest XI Monsters Rocket
 Slime Mystery Dungeon Itadaki Street Dragon Quest 1 Complete Walkthrough When you gain control of your character for the first time open the chests for a Torch, 120 Gold and a Magic Key. Use the Magic Key to open the door in the south so that we can access the stairs and go down. Search the pot on the left near these stairs for a Medicinal
Herb and then exit the castle to the south or the north. If you're playing one of the new releases you'll already have a weapon, but those of you who are playing on the SNES or NES, you will start with nothing. So, you'll want to visit the town NE of Tantegel Castle and purchase a Bamboo Pole as well as Leather Clothes. These two items will make our
next grind a lot easier. Before you leave town you'll want to visit the item shop too and purchase a Dragon Scale. Go into your inventory and equip this or select Use are choosing the item. With all of that out of the way it's time to exit town and spend about an hour grinding on monsters to level up! Your goal is to reach level 5 before leaving the area
 we're currently in. Feel free to explore the surrounding area as much as you want, if you start seeing monsters other than slimes be cautious. One thing to note about this game is that you will have to play a lot more conservatively because if your main character
dies it's game over. At Level 5 you'll want to travel northwest until you reach the town of Galenholm (pictured below). For this town you'll want to grind until you can purchase the Iron Axe and the Chain Mail. Don't bother with the Iron Shield because it's extremely pricey and we will get a free one later. Galenholm on the World Map Location of the
Fairy Flute in Kol From Galenholm travel far to the east, cross one bridge and continue southeast to cross another. From here head north and look for the Fairy Flute (pictured above). Search the dressers north of where you got the
 flute to get Plain Clothes and also Seed of Strength. Use the Seed of Strength since it gives you a permanent boost to strength and then exit town. Before advancing the game, many guides online recommend you do some grinding now so that you can reach Rimuldar in the south. You'll have to go through the Swamp Cave to get here but you'll be able
to buy new weapons and armor there which will make the game easier for you. Use the map below for more information about where you're going and how to get there. Otherwise, return to Galenholm and travel south to a dungeon called Mountain Cave. I know some of you would prefer a map instead of text directions for this part so I have included
one of the best pictures of a World Map that I could find on google. If you look at the map, directly south of Galenholm you can see a cave. You need to cross one bridge to get there - but make sure you don't cross 2 as that's going too far! Click to enlarge; full credit goes to the original author Note: Many of the translations are wrong on the map
above. Apologies, not much can be done about that since it was probably created in the 1980s/1990s! This cave is apparently called Rocky Mountain Cave, what a name. I strongly recommend you get your character to level 9 before you enter this cave because at level 9 you will unlock a new spell called Glow. This will cause your character to radiate
light and it will remove your need for a Torch. Without Glow you will need to always have a Torch with you when you enter one of these dungeons because it will be dark. Additionally, Glow has a larger radius than a Torch which is why it is so much better. First Floor Treasures: Gold Second Floor Treasures: Gold, Torch, Iron Shield, Warrior's Ring,
Seed of Strength, Seed of Magic All of the treasures on the second floor are found in the middle of the map and along the northern wall. The layout is pretty straight forward once you see it. Once you're done inside of this cave it's time to return to the Kol area. South of Kol you'll find the Swamp Cave/Quagmire Cave which is where we need to go
next. Enter Quagmire Cave and go straight south to find the stairs that lead up. Back on the World Map travel south to reach Rimuldar which is our next town and grinding location. This time you'll mostly be grinding for the gold because we need quite a bit to purchase all of the items and upgrades from Rimuldar. Rimuldar on the World Map In
Rimuldar you'll want to purchase the weapon upgrade and the upgrade for your chest armor. Ultimately it's your choice if you want to do the Magic Armor or the Full Plate Armor, I did the Magic Armor even though you'll replace it in the near future. Normally in these games you always end up with way more gold than you need anyway so. Once
you're done upgrading your armor the important thing you need to purchase in this town is the Magic Keys. Visit the shop in the top left of town (you'll have to walk around the outside portion of the river that surrounds town) and purchase as many Magic Keys as you can hold. Inspect the pots inside of this building too for some gold and a Seed of
 Resilience. Exit Rimuldar and enter it again, see those two doors in the Inn? Use your Magic Keys on both to open them up and get the chest in the back which has a Seed of Life. After you do this make sure you buy 2 more Magic Keys so you're fully stocked with 6 again. We're done inside of Rimuldar for the time being so head north back to the
Swamp Cave and enter. Directly east of where you enter you'll find Princess Gwaelin (pictured below). You'll need to open the locked door with a Magic Key and then talk with the Princess Gwaelin (pictured below). You'll need to open the locked door with a Magic Key and then talk with the Princess Gwaelin (pictured below). You'll need to open the locked door with a Magic Key and then talk with the Princess Gwaelin (pictured below). You'll need to open the locked door with a Magic Key and then talk with the Princess Gwaelin (pictured below). You'll need to open the locked door with a Magic Key and then talk with the Princess Gwaelin (pictured below). You'll need to open the locked door with a Magic Key and then talk with the Princess Gwaelin (pictured below). You'll need to open the locked door with a Magic Key and then talk with the Princess Gwaelin (pictured below). You'll need to open the locked door with a Magic Key and then talk with the Princess Gwaelin (pictured below). You'll need to open the locked door with a Magic Key and then talk with the Princess Gwaelin (pictured below). You'll need to open the locked door with a Magic Key and then talk with the Princess Gwaelin (pictured below). You'll need to open the locked door with a Magic Key and then talk with the Princess Gwaelin (pictured below). You'll need to open the locked door with a Magic Key and 
at the castle you'll need to speak with the King, you'll be given Princess's Pledge as thanks for saving her life. Go back downstairs and use a Magic Key on the door to the treasure room. Inside you'll find 345G, Magic Key, Seed of Magic Key on the door to the treasure room. Inside you'll find 345G, Magic Key on the door to the treasure room.
will sell more Magic Keys but for 24G instead. Oh well, buy as many as you need. When you're done follow the eastern wall of the castle south, when you hit the water go east one more tile and south again until you find stairs. The room these stairs lead to will have two dressers, inside one will be a Medicinal Herb and inside the other will be a Seed of
Life. Last but not least, inside the chest you'll find the Sunstone which is one of the Artifacts that we need. How To Get More Inventory space at this point in the game. What you should do is visit the town of Tantegal which is right next to the castle. Go into the building with the
Inn and the shop right below that (pictured below) is the bank. Here you're able to deposit any items in your inventory for safe keeping. You should deposit the Sunstone that we just got along with the Fairy Flute and Princess's Pledge. The pledge is worthless and the other two items are used for a guest later - right now all they're doing is taking up
precious space. Back To The Story When you're ready to advance the story you'll want to travel northwest of Tantegal to the town of Galenholm. Use a Magic Key to open the door to the big building in town and then collect the three treasure chests to get a Copper Sword, Torch and 630G. If you open the door to the small room with the old lady, you
can speak with the old lady to get another Magic Key. Note: You will need at least 2 Magic Keys for this next dungeon position yourself above the table in the room with the old lady and go north. You'll exit in a new part of the building which will lead you to stairs that go down into
a dungeon. The main thing that you're looking for in this dungeon is the Lyre of Ire (aka the Silver Harp). You'll have to go down a few floors and then back up a few floors to reach this item. When you finally do find the Lyre of Ire it will be surrounded by blue floor tiles, some water and a tombstone looking thing. Grab it and then use Evac to leave the
dungeon. Galen's Grave (B1) Treasures: Seed of Life, ~535G and Magic Key Outside the dungeon you'll want to travel mortheast to Kol. When you arrive at Kol you'll want to travel mortheast to Kol. When you arrive at Kol you'll want to travel mortheast to Kol. When you arrive at Kol you'll want to travel mortheast to Kol. When you arrive at Kol you'll want to travel mortheast to Kol. When you arrive at Kol you'll want to travel mortheast to Kol. When you arrive at Kol you'll want to travel mortheast to Kol. When you arrive at Kol you'll want to travel mortheast to Kol. When you arrive at Kol you'll want to travel mortheast to Kol. When you arrive at Kol you'll want to travel mortheast to Kol. When you arrive at Kol you'll want to travel mortheast to Kol. When you arrive at Kol you'll want to travel mortheast to Kol. When you arrive at Kol you'll want to travel mortheast to Kol. When you arrive at Kol you'll want to travel mortheast to Kol. When you arrive at Kol you'll want to travel mortheast to Kol. When you arrive at Kol you'll want to travel mortheast to Kol. When you arrive at Kol you'll want to travel mortheast to Kol. When you arrive at Kol you'll want to travel mortheast to Kol. When you arrive at Kol you'll want to travel mortheast to Kol. When you arrive at Kol you'll want to travel mortheast to Kol you'll want to 
shrine. Speak with the man inside of this shrine quarding the chest, he'll take your Lyre of Ire (Silver Harp) and let you loot the Staff of Rain from the chest. This is the second artifact that we need, exit this area and Zoom back to Tantegal because we need to deposit this item so that we're not choked for inventory space. Make sure you withdraw your
Fairy Flute if you deposited it because we're going to need it for this next part. From Tantegal you'll want to travel southwest to our next destination - Damdara far to the south of Galenholm on the World Map. It's a small town surrounded by a desert, calling it a town may not be accurate either since it's currently abandoned.
Depending on what level you are - you may or may not be able to handle the Knight Aberrant inside of this town. I was level 16 at this time and he was no problem for me. Either way, if you want to give it a try head over to Damdara and go to the same spot you see me standing in the picture below. When you get close to this location you'll have a
battle with the Knight Aberrant. If you beat him then search the ground where I am standing to find Erdrick's Armor of Roto). Erdrick's Armor of Roto). Erdrick's Armor is the best armor in the game; it heals you with every step, offers the most armor class and it reduces the damage of fire attacks by 25%. If you're too low level to get this item right now that's ok
 we can come back in a little bit when we're done with Cantlin. Directly east of Damdara you'll find another town, this one is called Cantlin. This is our next stop; when you try to enter Cantlin for the first time you'll have to fight a Golem. If you use the Fairy Flute to put the Golem to sleep the fight will be a total piece of cake. Failing to use the flute
will make this one of the hardest fights in the entire game. Once you're inside of Cantlin you'll want to search the drawer for a Seed of Resilience. Search the drawer in the southeastern part
of town and you'll find a Seed of Magic. If you can't afford the upgrades in Cantlin you have enough gold. Before you leave this area you will want to go south of Cantlin and grab the Mark of Edrick (Token of Roto) from the poison swamp. Check out my picture below for the exact location of where you can find
this Mark. Luckily, if you're playing on the Nintendo Switch you will see an exclamation point above your head when you're standing overtop of this area. Those of you playing on the SNES or NES won't see any! which means you'll have to search around the old fashion way! My advice is to line up your character with the passage to the west and the
line of mountains to the north. It shouldn't be too hard! Note: If you don't have Erdrick's Armor from Damdara yet scroll up to my picture above and get it. You'll want to get that before you navigate this swamp otherwise you'll take way too much damage. Mark of Erdrick (aka Token of Roto) Location What I recommend is you get to level 19 before
you leave the Cantlin area and return to Castle Tantegel. Ultimately the choice is yours and it will depend on when you get bored typically, but you'll need to do the grinding at some point. To stand a good chance against the end boss of this game you'll want to be at least level 20 and that's for players who know what they're doing. If you want more
 items. Check my walkthrough above for the full details on where each is found. Sunstone: Found in Castle Tantegal; use a Magic Key to open the door. Staff of Rain: North of Kol you will be able to loot the Staff of Rain. Mark of Erdrick (Token of Roto):
This is found in a poison swamp on the World Map; use the picture above to figure out the exact location. Once you have all 3 of these items you'll find an old man protecting a chest, give him the Sunstone and Staff of Rain and he will grant you access
to the chest. If you don't have Mark of Erdrick he'll refuse you access as well - so make sure all 3 items are in your inventory! There will be a short scene after which you'll be able to pick up the Rainbow Drop item from the altar. You can use this to make a bridge that connects the mainland to the Dragonlord's Castle. Head back to Rimuldar and go
northwest to find the location I am talking about. If you're having issue finding it use the picture below. Use the Rainbow Drop where I am standing to make a bridge and enter the Dragonlord's Castle. Right now we're only going to do some of the dungeon, basically we're going in for Erdrick's Sword and the chests at the end - then
 we're leaving. We'll rest up, save the game and then return for round 2. Doing this first part of the dungeon twice will help us memorize the route too which will allow us to conserve more MP the second time around. On the first floor of this dungeon you'll want to use a Magic Key on the western door and follow the path to get behind the throne.
 Search the area behind the throne to find a hidden staircase, this is the real staircase that lets us advance through the dungeon, the other two are fake. The only chests you'll find on your way to Erdrick's Sword are on B3, here you'll find a Medicinal Herb and a chest with ~500G. When you reach the room with the zig zag walls and the torches
(pictured below) you'll know that you're close to the sword. Inside this little enclosure you'll find a set of stairs that go down are ones that endlessly loop through the same hallway over and over. If you take the stairs that go down are ones that endlessly loop through the same hallway over and over. If you take the stairs that go down are ones that endlessly loop through the same hallway over and over. If you take the stairs that go down are ones that endlessly loop through the same hallway over and over. If you take the stairs that go down are ones that endlessly loop through the same hallway over and over. If you take the stairs that go down are ones that endlessly loop through the same hallway over and over. If you take the stairs that go down are ones that endlessly loop through the same hallway over and over. If you take the stairs that go down are ones that endlessly loop through the same hallway over and over. If you take the stairs that go down are ones that endlessly loop through the same hallway over and over. If you take the stairs that go down are ones that endlessly loop through the same hallway over and over. If you take the stairs that go down are ones that endlessly loop through the same hallway over and over. If you take the stairs that go down are ones that end over a same hall a sam
 up on B4 to reach Erdrick's Sword (the best weapon in the game) Now that you have the sword return to the room pictured above. This time you'll want to travel east to another staircase, this will lead you through a few linear rooms until you eventually reach the boss room. Inside the boss room you'll want to go north to find the treasure room. You'll
 find a Wasteband (Cursed), Seed of Magic, Medicinal Herb, 424G and a Magic Key. Really the only item that's worth getting is the Seed of Magic. At this point in time you have to make a decision too. Do you want to rush to the end boss and try to beat him? Or do you want to evac out of the dungeon and then Zoom over to Tantegel? Another choice is
to grind a little bit then Evac out and do all that jazz. Honestly, you may need to leave now anyway depending on how much MP you have left. If your choice is to return to this dungeon and give the final boss a visit (pictured below). This boss fight has two
 phases, the first is against a very weak Dragonlord. I was able to take him out without having to heal a single time - mostly because I was very overleveled. Once you beat Phase 2 begins. For the second phase you'll be fighting Dragon King and this fight is a bit harder. Every time your health drops down to
 half you'll want to use Midheal; other than that this fight is a back and forth. You attack, he attacks, you heal, he attacks, you heal, he attacks, you heal, he attacks, use the credits
to roll. Please disable your ad blocker to support our website. Items - Dragon Quest 1 This page provides a comprehensive list of Items in the game together with their effects. If you're interested in exploring Equipment or Spells, you can easily access their dedicated pages through
 the provided links below for more information and details. Dragon Quest 1 Lists - Equipment - Items - Spells Medical Herb: Recover 15 HP. Dragon's Scale: Defense +2. Wing Of Chimera: Teleports you to Radatome Castle. Holy Water: Prevents weak monsters from spawning. Magic Key: Used to Open Doors. Torch: To light up Dark Dungeons or
Caves. Warrior's Ring: Raises Strength and Speed. Enemies Run Nut Of Life: Increases MAX MP by 1-6. Agility Seed: Increases Strength by 1-6. Agility Seed: Increases MAX MP by 1-6. Princess Love: Use to know how much EXP left to Lv Up. Fairy Flute: Used to make
Golems fall asleep. Rainbow Drop: Used to make the Rainbow Drop. Stones Of Sunlight: Used to create Rainbow Drop. Stones Of Sunlight: U
 Increases Defense by 2 when equipped. 20 Tantegel town (Brecconary) (sold at item shop) Wasteband (Cursed belt) Places a curse on you when equipped. Found in a chest in The Dragonlord's Castle (Charlock Castle). Originally a second one could be found in
Galen's Grave (Garin's Tomb). Choker (Cursed Necklace) Places a curse on you when equipped. 1200 Small chance (1/16) of finding it in a respawning chest in the Craggy Cave (Mountain Cave). Warrior's ring (Fighter's ring) Does nothing exept slighty change the dialogue of a warrior in Rimuldar once equipped. Found in a chest in the Craggy
Cave (Mountain Cave). Faerie flute (Fairy Flute) Cast an MP-free Snooze. Necessary to put Cantlin's Golem to sleep during battle. Found on the ground in Kol Lyre of Ire (Silver Harp) Can be played to trigger an enemy encounter. Necessary to prove to the guardian of the Staff of Rain the Hero's whortiness. Found inside Galen's Grave (Garin's Tomb)
Princess's Pledge (Gwaelin's Love) Can tell how far from Tantegel Castle the Hero is. It also notify how much experience is necessary for the next level up. Rewarded for rescuing Princess Gwaelin from the Quagmire Cave (Swamp Cave) and returning her to Tantegel Castle. Mark of Erdrick's token) Necessary to prove the Hero's heritage to
the guardian of the Sanctum. Found in a poisonous swamp exactly 70 tiles east of Tantegel Castle. The Princess's Pledge can be used to track it down more effeciently. Staff of Rain Combined with the Sunstone it creates the Rainbow Drop. Exchanged for the Lyre of Ire in the Rain Shrine located west of Kol. Sunstone Combined
 with the Staff of Rain it creates the Rainbow Drop. Gifted by his guardian inside Tantegel Castle's vault. A Magic key is required to access the staircase. Rainbow Drop Necessary to create a bridge in order to reach The Dragonlord's Castle Once proven the Hero's heritage with the Mark of Erdrick, the guardian of the Sanctum will combine the Staff of
rain with the Sunstone. Holy water (Fairy Water) Keeps enemies away when used outised of battle. Damages enemies if used during a battle. 38 Tantegel town (Brecconary) (sold at item shop) Medicinal Herb (Herb) Restores 15 HP. 24 Cantlin (sold at item shop) Tantegel town (Brecconary) (sold at item shop) Medicinal Herb (Herb) Restores 15 HP. 24 Cantlin (sold at item shop) Tantegel town (Brecconary) (sold at item shop) Medicinal Herb (Herb) Restores 15 HP. 24 Cantlin (sold at item shop) Tantegel town (Brecconary) (sold at item shop) Medicinal Herb (Herb) Restores 15 HP. 24 Cantlin (sold at item shop) Tantegel town (Brecconary) (sold at item shop) Medicinal Herb (Herb) Restores 15 HP. 24 Cantlin (sold at item shop) Tantegel town (Brecconary) (sold at item shop) Medicinal Herb (Herb) Restores 15 HP. 24 Cantlin (sold at item shop) Tantegel town (Brecconary) (sold at item shop) Medicinal Herb (Herb) Restores 15 HP. 24 Cantlin (sold at item shop) Tantegel town (Brecconary) (sold at item shop) Medicinal Herb (Herb) Restores 15 HP. 25 Cantlin (sold at item shop) Medicinal Herb (Herb) Restores 15 HP. 26 Cantlin (sold at item shop) Medicinal Herb (Herb) Restores 15 HP. 26 Cantlin (sold at item shop) Medicinal Herb (Herb) Restores 15 HP. 26 Cantlin (sold at item shop) Medicinal Herb (Herb) Restores 15 HP. 26 Cantlin (sold at item shop) Medicinal Herb (Herb) Restores 15 HP. 27 Cantlin (sold at item shop) Medicinal Herb (Herb) Restores 15 HP. 27 Cantlin (sold at item shop) Medicinal Herb (Herb) Restores 15 HP. 27 Cantlin (sold at item shop) Medicinal Herb (Herb) Restores 15 HP. 27 Cantlin (sold at item shop) Medicinal Herb (Herb) Restores 15 HP. 27 Cantlin (sold at item shop) Medicinal Herb (Herb) Restores 15 HP. 27 Cantlin (sold at item shop) Medicinal Herb (Herb) Restores 15 HP. 27 Cantlin (sold at item shop) Medicinal Herb (sold at item shop) Medicina
(Garinham) (sold at item shop)Kol (sold at item shop) Magic Key (Key) Single-use key used to a locked door before it breaks. 538598 RimuldarTantegelCantlin Torch Temporarily illuminates caves. Its radius is lower compared to the Glow spell. Can be chucked to enemies to inflict fire damage. 8 Tantegel town (Brecconary) (sold at item
 shop)Galenholm (Garinham) (sold at item shop)Kol (sold at item shop)Cantlin (sold at item shop) The iron axe is a recurring Axe weapon in the Dragon Quest series. Introduced in the original game, it is a mid-level weapon typically restricted to
more physically-oriented characters. Characteristics[edit] The iron axe is the first Axe in the series to be used as a weapon. It is a simple tool for woodcutting, but can be a deadly weapon in the right hands. The axe consists of a sharpened iron head attached to the top of a wooden handle. The handle has a length of cloth wrapped around it. Although
it is described as being heavy and difficult to wield, it has no actual bearing on gameplay. It was originally depicted as a small hand axe, but after Dragon Quest VIII, the iron axe now has a long enough handle to be wielded with two hands. The axe head has
two grooves in it and the handle has a dark blue grip. Appearances[edit] Dragon Quest[edit] GameDescription Can fell feebler foes with a single swing.[1] In the original NES version, it was known as the Hand Axe. Due to text restrictions in the Game Boy Color remake of Dragon Quest, the iron axe was simply known as Iron with a symbol of an axe
next to it. Iron axe (てつのおの Tetsu no ono) Buy Sell Attributes 560 gold coins 280 gold coins 280 gold coins Attack +15 Can Be Equipped By Equipment Type Can Be Used As Tool In Battle? Axe NO Shop(s) Galenholm, Kol, Rimuldar, and Cantlin Location(s) In-Game Description Mobile Can fell feebler foes with a single swing. Dragon Quest III: The Seeds of
 Salvation[edit] The iron axe has an Attack bonus of +38 (+40 in the NES version). However, when it is equipped by Martial Artists, it actually decreases their attack by 20. It can also be equipped by the Hero, Warriors, Merchants, and Gadabouts. The axe can be purchased at Asham, Isis, and Portoga for 2,500 gold coins and sold for 1,875 gold coins
Dragon Quest III HD-2D Remake[edit] Iron axe Description A sturdy axe forged from iron Stats Vocations Attack +37 Notes -18 attack for Martial Artists Price Location 2900/750 Sold in:IbisPortoga Dragon Quest VII: Fragments of the Forgotten Past[edit] The iron axe has an Attack bonus of +38 and a Style bonus of +6. It can be equipped by the
 Hero, Kiefer, Ruff, and Aishe. It is one of the few weapons that does not decrease Ruff's Attack when equipped. The Iron axe can be purchased at Alltrades Abbey for 2,500 gold coins and sold for 1,250 gold coins. Iron axe can be purchased at Alltrades Abbey for 2,500 gold coins. Iron axes can be purchased at Alltrades Abbey for 2,500 gold coins. Iron axes can be purchased at Alltrades Abbey for 2,500 gold coins. Iron axes can be purchased at Alltrades Abbey for 2,500 gold coins. Iron axes can be purchased at Alltrades Abbey for 2,500 gold coins. Iron axes can be purchased at Alltrades Abbey for 2,500 gold coins and sold for 1,250 gold coins. Iron axes can be purchased at Alltrades Abbey for 2,500 gold coins and sold for 1,250 gold coins. Iron axes can be purchased at Alltrades Abbey for 2,500 gold coins are can be purchased at Alltrades Abbey for 2,500 gold coins are can be purchased at Alltrades Abbey for 2,500 gold coins are can be purchased at Alltrades Abbey for 2,500 gold coins are can be purchased at Alltrades Abbey for 2,500 gold coins are can be purchased at Alltrades Abbey for 2,500 gold coins are can be purchased at Alltrades Abbey for 2,500 gold coins are can be purchased at Alltrades Abbey for 2,500 gold coins are can be purchased at Alltrades Abbey for 2,500 gold coins are can be purchased at Alltrades Abbey for 2,500 gold coins are can be purchased at Alltrades Abbey for 2,500 gold coins are can be purchased at Alltrades Abbey for 2,500 gold coins are can be purchased at Alltrades Abbey for 2,500 gold coins are can be purchased at Alltrades Abbey for 2,500 gold coins are can be purchased at Alltrades Abbey for 2,500 gold coins are can be purchased at Alltrades Abbey for 2,500 gold coins are can be purchased at Alltrades Abbey for 2,500 gold coins are can be purchased at Alltrades Abbey for 2,500 gold coins are can be purchased at Alltrades Abbey for 2,500 gold coins are can be purchased at Alltrades Abbey for 2,500 gold coins are can be purchased at Alltrades Abbey for 2,500 gold coins are can be 
game if dropped by an automaton. Dragon Quest VIII: Journey of the Cursed King[edit] GameDescription A thick and sturdy axe with a cast iron head.[2] The iron axe has an attack bonus of +38. It can only be equipped by Yangus. The iron axe has an attack bonus of +38. It can only be equipped by Yangus.
 is seen with an iron axe in the flashback that takes place before the game begins, but appears to have dropped it in the river by Trodain. The axe can be purchased at Pickham for 2,600 gold coins and sold for 1,300 gold coins. Recipe: farmer's scythe + farmer's scythe Dragon Quest IX: Sentinels of the Starry Skies[edit] Iron axe Description A meaty
metal axe. Rarity Stats Vocations ** ** * * Attack +30 Notes Upgrades into Golden axe or Steel axe. Price Location 1,800 gold coins/900 gold 
 equipped by Warriors, Rangers, Monster Masters, Death Masters, and Pirates. The axe can be crafted with weaponsmithing. Recipe: iron ore x3 + copper ore x2 Dragon Quest Monsters: Joker[edit] GameDescription A useful axe made of iron.[3] Iron axes can be purchased from the shop on Domus Isle for 990 gold coins and sold for 445 gold coins. It
has an Attack bonus of +23. Dragon Quest Builders [edit] GameDescription A heavy metal hatchet with a wooden handle.[4] The iron axe increases the Builder's Attack by 30, and is created by mixing a handful of rusty nuggets with a piece of wood. It is described as being good at breaking very hard blocks. Dragon Quest Builders 2[edit] The iron axe
is one of several weapons that are exclusively used by Malroth, it boosts his Attack by +56. It can be crafted from 3 iron ingots and 1 unit of wood at an anvil. The recipe is learned at level 16. Dragon Quest Tact[edit] The iron axe is a C-rank axe that can be acquired as a reward from completing the Axes: Intermediate level. It has an ATK bonus of +8
and two slots for Alchemy Effects. Other Languages[edit] Languages[edit] Language Translation Meaning EspañolHacha de hierroSpanish for "iron axe". FrançaisHache de ferFrench for "iron axe". DeutschEisenaxtGerman for "iron axe". EspañolHacha de hierroSpanish for "iron axe". Uranguages[edit] Please disable your ad blocker to support our website.
Spells - Dragon Quest 1 This page provides a comprehensive list of Spells in the game Dragon Quest 1. It covers the spells of the said game along with their effects. If you're interested in exploring Equipment or Items, you can easily access their dedicated pages through the provided links below for more information and details. Dragon Quest 1 Lists
 Equipment - Items - Spells Heal: Heals about 25. HP Fireball: Deals about 15-20 damage to an enemy. Sleep: Puts enemy to Sleep. Radiant: Use it dark caves to light up the place. Stop Spell: Stops an enemy from casting spells. Outside: Teleports you out of dungeons. Return: Teleports you to Radatome Castle. Repel: Prevents weak monsters spawns.
 Healmore: Heals about 90 HP. Fireball: Deals about 60 damage to an enemy. Return to Dragon Quest 1 & 2 One killer in the Dales tries to come clean in Emmerdale next week, while another Corrie favourite could make a huge move to Thailand. Get the lowdown on all the drama ahead. A legendary actor had an 'unforgettable night' at a much-loved
Glasgow restaurant. Princess Charlene of Monaco's striking red outfit at the F1 Monaco Grand Prix on Sunday is her most daring yet. Kate Middleton, the Princess of Wales, famously wore a Gucci mini dress in 2017 that was cut above the knee. Prince William's wife shows that the trending 2025 mini skirt can be done timelessly. It's funny when it
 happens to anyone but you. Scottish star Midge Ure has made a huge admission regarding his big hit, Do They Know It's Christmas? Actress Michelle Keegan has stunned in a chic grey mini dress for the L'Oreal Lights on Women's Worth ceremony during Cannes. The singer sported eight total outfits during the two-hour showCarol Vorderman joined
another famous Welsh star on holidayZeta-Jones shared a snap of herself and Douglas kissing their 22-year-old daughter to mark her graduation on Sunday, May 25The Irish actor has been ridiculed for his vocal performance as gangster boss Conrad HarriganLorraine's morning talk show has been ridiculed for his vocal performance as gangster boss Conrad HarriganLorraine's morning talk show has been ridiculed for his vocal performance as gangster boss Conrad HarriganLorraine's morning talk show has been ridiculed for his vocal performance as gangster boss Conrad HarriganLorraine's morning talk show has been ridiculed for his vocal performance as gangster boss Conrad HarriganLorraine's morning talk show has been ridiculed for his vocal performance as gangster boss Conrad HarriganLorraine's morning talk show has been ridiculed for his vocal performance as gangster boss Conrad HarriganLorraine's morning talk show has been ridiculed for his vocal performance as gangster boss Conrad HarriganLorraine's morning talk show has been ridiculed for his vocal performance as gangster boss Conrad HarriganLorraine's morning talk show has been ridiculed for his vocal performance as gangster boss Conrad HarriganLorraine's morning talk show has been ridiculed for his vocal performance as gangster boss Conrad HarriganLorraine's morning talk show has been ridiculed for his vocal performance as gangster boss Conrad HarriganLorraine's morning talk show has been ridiculed for his vocal performance as gangster boss Conrad HarriganLorraine's morning talk show has been ridiculed for his vocal performance as gangster boss Conrad HarriganLorraine's morning talk show has been ridiculed for his vocal performance as gangster boss Conrad HarriganLorraine's morning talk show has been ridiculed for his vocal performance as gangster boss Conrad HarriganLorraine's morning talk show has been ridiculed for his vocal performance as gangster boss Conrad HarriganLorraine's morning talk show has been ridiculed for his vocal performance as gangster boss Conrad 
announced last weekHBO's "Harry Potter" TV series has officially found its Harry, Ron and Hermione Granger and Alastair Stout is Ron Weasley. More than 30,000 actors auditioned for the lead roles since HBO launched an open casting call last fall. Filming is
 expected to begin this summer. "After ... Yorkshire Shepherdess, Amanda Owen, was inundated with support when she opened up to her fans about "personal hurdles" she faces. The TV star is currently undergoing huge changes at her Ravenseat Farm where she lives with her nine children and her ex-husband, Clive Owen... Kelly was speaking at the
2025 Hay Festival of Literature and ArtsLopez is the fourth musical artist to solo-host the annual awards show twiceA popular Emmerdale character will be taken to hospital after a dog attack, ITV soap bosses have revealed. The lawyer and wife of George Clooney wore a dazzling gold summer number, and you might have missed it - see photosThe
Dark Knight Rises star Tom Hardy discussed his "tough" wife, Peaky Blinders star Charlotte Riley. The couple made their debut at a dinner celebrating the opening of the Orizzonti/Rosso exhibition at Palazzo Barberini in Rome on May 24 Items in the original Dragon Quest. All items (6) Everquest Guides This page is my index page for every single
 Everquest Guide I have written. Below you'll find my guides broken into two different formats; the first of which is all of my EQ guides sorted by expansion and the expansion that's relevant to you below. If you play on live servers, select the most
 recent expansion for guides. If you're playing on a TLP server then select the expansion that you're currently on (or the closest expansion to yours). Every expansion to yours). Every expansion to yours that expansion. Quick list of my most used/important
guides: Everquest Boxing Guides Everquest Boxing Guides Everquest Leveling Guides **New 2024; Currently Under Construction** EQ Class Guides (Classic-Prophecy of Ro) Complete List of All Everquest Boxing Guides (Table of Contents) Pick the expansion that your server is currently on for all of the guides I have. For example, TLP players should pick PoP if they're on Corinav or
 a server that has progressed to Planes of Power, Gates of Discord, Lost Dungeons of Norrath or even Legacy of Ykesha. Easy enough, right? Players on Live servers should always pick the most recent expansion for the most relevant Guides Luclin
Everquest Guides Planes of Power Everquest Guides Call of the Forsaken Everquest Guides Call of the Forsaken Everquest Guides The Serpent's Spine Everquest Guides Call of the Forsaken Everquest Guides The Serpent's Spine Everquest Guides Call of the Forsaken Everquest Guides The Serpent's Spine Everquest Guides Call of the Forsaken Everquest Guides The Serpent's Spine Everquest Guides Call of the Forsaken Eve
Darkened Sea Everquest Guides Ring of Scale Everquest Guides Ring of Scale Everquest Guide for that I have on that zone, this will be a great way for anyone to
find information quick on my website. Everquest Classic Guides Antonica Continent Befallen Blackburrow Cazic-Thule Clan Runnyeye Commonlands East Karana Erud's Crossing Everfrost Peaks Gorge of King Xorbb High Keep Highpass Hold Innothule Swamp Jaggedpine Forest (Luclin Zone) Kithicor Forest Lair of the Splitpaw Lake Rathetear
Lavastorm Mountains Lower Guk (Post Mercenary Guide) Magafen's Lair (SolB) (Post Mercenary Guide) Permafrost Keep Qeynos Catacombs Qeynos Hills Solusek's Eye (SolA)
 South Karana South Ro The Feerrott Upper Guk West Karana Odus Continent Paineel Ruins of Old Paineel (The Hole) Stonebrunt Mountains (Launches during Velious) Toxxulia Forest Faydwer Continent Butcherblock Mountains (Launches during Velious) The Warrens (Launches during Velious) Toxxulia Forest Faydwer Continent Butcherblock Mountains (Launches during Velious) Toxxulia Forest Faydwer Continent Butcherblock Mountains (Launches during Velious) Toxxulia Forest Faydwer Continent Butcherblock Mountains (Launches during Velious) Toxxulia Forest Faydwer Continent Butcherblock Mountains (Launches during Velious) Toxxulia Forest Faydwer Continent Butcherblock Mountains (Launches during Velious) Toxxulia Forest Faydwer Continent Butcherblock Mountains (Launches during Velious) Toxxulia Forest Faydwer Continent Butcherblock Mountains (Launches during Velious) Toxxulia Forest Faydwer Continent Butcherblock Mountains (Launches during Velious) Toxxulia Forest Faydwer Continent Butcherblock Mountains (Launches during Velious) Toxxulia Forest Faydwer Continent Butcherblock Mountains (Launches during Velious) Toxxulia Forest Faydwer Continent Butcherblock Mountains (Launches during Velious) Toxxulia Forest Faydwer Continent Butcherblock Mountains (Launches during Velious) Toxxulia Forest Faydwer Continent Butcherblock Mountains (Launches during Velious) Toxxulia Forest Faydwer Continent Butcherblock Mountains (Launches during Velious) Toxxulia Forest Faydwer Continent Butcherblock Mountains (Launches during Velious) Toxxulia Forest Faydwer Continent F
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Guide) Crypt of Dalnir Dreadlands Emerald Jungle Field of Bone Firiona Vie Frontier Mountains Halls of Betrayal (Chardok B) - (Added during LoY) Howling Stones Charasis Howling Stones Charasis (Post Mercenary Guide) Skyfire
Mountains Swamp of No Hope Temple of Droga The Overthere Timorous Deep Trakanon's Teeth Veeshan's Peak Veksar (Added during LoY) Veksar (Post Mercenary Guide) Eastern Wastes Great Divide Iceclad Ocean
 Icewell Keep Kael Drakkel Kerafyrm's Lair (Sleeper's Tomb) Plane of Growth Plane of Mischief Siren's Grotto (Post Mercenary Guide) Skyshrine Temple of Veeshan Thurgadin Tower of Frozen Shadow Velketor's Labyrinth Wakening Lands Western Wastes Everquest Luclin Guides Acrylia Caverns Acrylia Caverns (Post Mercenary Guide)
 Akheva Ruins Cazic Thule Revamp Dawnshroud Peaks Echo Caverns Fungus Grove Grieg's End (Post Mercenary Guide) Grimling Forest Hollowshade Moor Katta Castellum Maiden's Eye Marus Seru Scarlet Desert Shadeweaver's Thicket
Shadow Haven Shar Vahl Ssraeshza Temple Tenebrous Mountains The Bazaar The Deep The Nexus Twilight Sea Umbral Plains Vex Thal Everquest Planes of Fire) Doomfire, the Burning Lands (Plane of Fire) Do
(Plane of Air) Halls of Honor Lair of Terris Thule Plane of Time B Plane of Time B Plane of Time B Plane of Time B Plane of Torment Plane of Time B Plane of T
 Decay) Ruins of Lxanvom (Post Mercenary Guide) Solusek Ro's Tower Temple of Marr (Halls of Honor B) Torden, Bastion of Thunder Vegarlson, the Earthen Badlands (Plane of Earth) Everquest Legacy of Ykesha (LoY) Guides Crypt of Nadox Dulak's Harbor Dulak's Harbor (Post Mercenary Guide) Gulf of Gunthak Hate's Fury: The Scorned Maiden
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Might Ikkinz: Trial of Tri-fates Ikkinz: Trial of Tri-fates Ikkinz: Trial of Twin Struggles Inku`Ta, the Unmasked Chapel Kod`Taz, Broken Trial Grounds Natimbi, the Broken Shores Qinimi, Court of Nihilia, Pool of Sludge Sewers of Nihilia, Purifying Plant Sewers
of Nihilia, the Crematory Tacvi, Seat of the Slaver Tipt, Treacherous Crags Txevu, Lair of the Elite Uqua, the Ocean God Chantry Vxed, the Crumbling Caverns Yxtta, Pulpit of Exiles Everquest Omens of Dranik B Catacombs of Dranik C Catacombs of Dranik: Redemption
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 Dreadspire Keep Ruins of Illsalin Stoneroot Falls The Hive Undershore Everquest Prophecy of Ro (PoR) Guides Arcstone, Isle of Spirits Deathknell, Tower of Dissonance Elddar Forest Relic, the Artifact City Ruins of Takish-Hiz Sverag, Stronghold of Rage The Devastation Theater of Blood Everquest The Serpent's Spine (TSS) Guides Ashengate,
 Springs The Steppes Valdeholm Vergalid Mines Everquest The Buried Sea (TBS) Guides Barren Coast Jewel of Atiiki Katta Castrum Silyssar, New Chelsith Solteris, the Throne of Ro Thalassius, the Coral Keep The Buried Sea (TBS) Guides Barren Coast Jewel of Atiiki Katta Castrum Silyssar, New Chelsith Solteris, the Throne of Ro Thalassius, the Coral Keep The Buried Sea (TBS) Guides Barren Coast Jewel of Atiiki Katta Castrum Silyssar, New Chelsith Solteris, the Throne of Ro Thalassius, the Coral Keep The Buried Sea (TBS) Guides Barren Coast Jewel of Atiiki Katta Castrum Silyssar, New Chelsith Solteris, the Throne of Ro Thalassius, the Coral Keep The Buried Sea (TBS) Guides Barren Coast Jewel of Atiiki Katta Castrum Silyssar, New Chelsith Solteris, the Throne of Ro Thalassius, the Coral Keep The Buried Sea (TBS) Guides Barren Coast Jewel of Atiiki Katta Castrum Silyssar, New Chelsith Solteris, the Throne of Ro Thalassius, the Coral Keep The Buried Sea (TBS) Guides Barren Coast Jewel of Atiiki Katta Castrum Silyssar, New Chelsith Solteris, the Throne of Ro Thalassius, the Coral Keep Throne One (TBS) Guides Barren Coast Jewel of Atiiki Katta Castrum Silyssar, New Chelsith Solteris, the Throne One (TBS) Guides Barren Coast Jewel One (TBS) Guides
 Dragonscale Hills Fortress Mechanotus Gyrospire Beza Gyrospire Zeka Hills of Shade Loping Plains Mechamatic Guardian Meldrath's Majestic Mansion S.H.I.P Workshop Steam Factory Everguest Seeds of Destruction (SoD) Guides Bloody Kithicor City of Dranik Field of Scale Kaesora Hatchery Kaesora Library Korafax, Home of the Riders Korascian
 Pellucid Grotto The Foundation The Underquarry Volska's Husk Everquest House of Thule, Lower Floors Miragul's Nightmare Erudin Burning Fear Itself Feerrott, the Dream House of Thule, Lower Floors Miragul's Nightmare Erudin Burning Fear Itself Feerrott, the Dream House of Thule, Lower Floors Miragul's Nightmare Erudin Burning Fear Itself Feerrott, the Dream House of Thule, Lower Floors Miragul's Nightmare Erudin Burning Fear Itself Feerrott, the Dream House of Thule, Lower Floors Miragul's Nightmare Erudin Burning Fear Itself Feerrott, the Dream House of Thule, Lower Floors Miragul's Nightmare Erudin Burning Fear Itself Feerrott, the Dream House of Thule, Lower Floors Miragul's Nightmare Erudin Burning Fear Itself Feerrott, the Dream House of Thule, Lower Floors Miragul's Nightmare Erudin Burning Fear Itself Feerrott, the Dream House of Thule, Lower Floors Miragul's Nightmare Erudin Burning Fear Itself Feerrott, the Dream House of Thule, Lower Floors Miragul's Nightmare Erudin Burning Fear Itself Feerrott, the Dream House of Thule, Lower Floors Miragul's Nightmare Erudin Burning Fear Itself Feerrott, the Dream House of Thule, Lower Floors Miragul's Nightmare Erudin Burning Fear Itself Feerrott, the Dream House of Thule, Lower Floors Miragul's Nightmare Erudin Burning Fear Itself Feerrott, the Dream House of Thule, Lower Floors Miragul's Nightmare Erudin Burning Fear Itself Feerrott, the Dream House of Thule, Lower Floors Miragul's Nightmare Erudin Burning Fear Itself Feerrott, the Dream House of Thule, Lower Floors Miragul's Nightmare Erudin Burning Fear Itself Feerrott, the Dream House of Thule, Lower Floors Miragul's Nightmare Erudin Burning Fear Itself Feerrott, the Dream House of Thule, Lower Floors Miragul's Nightmare Erudin Burning Fear Itself Feerrott, the Dream House of Thule, Lower Floors Miragul's Nightmare Erudin Burning Fear Itself Feerrott, the Dream House of Thule, Lower Floors Miragul Burning Fear Itself Feerrott, and Dream House Floors Miragul Burning Fear Itself Feerrott, and Dream House Floors 
(VoA) Guides Argath, Bastion of Illdaera Beasts' Domain Erillon, City of Bronze Pillars of Alra Resplendent Temple Sarith, City of Tides Sepulcher Grounds Chapterhouse of the Fallen Chelsith Reborn Corrupted Temple of
 Veeshan Crystal Caverns, Fragment of Fear East Wastes, Zeixshi-Kar's Awakening Evantil, the Vile Oak Grelleth's Palace: Chateau of Filth Heart of Fear: The Epicenter Heart of Fear: The Rebirth Heart of Fear: The Threshold Kael Drakkel, The King's Madness Plane of Shadow Shard's Landing Valley of King Xorbb Everquest Call of the Forsaken
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Mirror (TBM) Guides Crypt of Sul Plane of Fear (Revisited) Plane of Heath Ruins of Lxanvom (TBM) (Upper Floors Guide) Ruins of Lxanvom (TBM) (Upper Floors Guide) Plane of Heath Ruins of Lxanvom (TBM) (Upper Floors Guide) Ruins of Lxanvom (TBM) (Upper Floors Guide) Plane of Heath Ruins of Lxanvom (TBM) (Upper Floors Guide) Ruins of Lxanvom (TBM) (Upper Floors Guide) Ruins of Lxanvom (TBM) (Upper Floors Guide) Plane of Heath Ruins of Lxanvom (TBM) (Upper Floors Guide) Ruins of Lxanvom (TBM) (Upper Floor
Camp - Guardian Jenat Camp - Vizier Albert Camp Everquest Empires of Kunark (EoK) Guides Chardok Frontier Mountains Gates of Kor-Sha Laboratory Lceanium Scorched Woods Temple of Droga Everquest Ring of Scale (RoS) Guides Gorowyn Howling Stones Sathir's Tomb Skyfire Mountains The Overthere Veeshan's Peak Everquest The
Burning Lands Guides Gnome Memorial Mountain (20th Anniversary Zone) Stratos: Zephyr's Flight The Plane of Smoke Esianti: Palace of Winds Empyr: Realms of Ash Aalishai: Palace of Winds Empyr: Realms of Ash Aalisha
Caverns The Great Divide The Tower of Frozen Shadow Kael Drakkel Velketor's Labyrinth Claws of Veeshan Guides Cobalt Scar The Western Wastes Dragon Necropolis Skyshrine The Temple of Veeshan The Sleeper's Tomb Other Everquest Guides Everquest Achievement Guides Kissassist INI Files Anniversary Quest Walkthroughs Tips, Tricks and
Guides for Boxing Focus Effects & How important they are Heroic Stats - which ones are worth getting and what do they do? Spell Damage & why it's not worth focusing on Quests that are worth collecting Older/Outdated Everguest Guides This section is for my Everguest Guides which were
written when Almar's Guides was first started back in 2008. These explain many of the guides are very old and not as useful as the rest of the guides on this page, which is why they're at the bottom! Dying Spells Mercenaries AAs The Game World Grouping The Bazaar Picking A
Class Returning Player "What You've Missed" Guide Useful Links AA Placement Defiant Gear Hotzone Aug List The Game World The Guild Hall and Lobby Maps Chat and Macros Grouping Fabled Events Plane of Knowledge The Bazaar
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