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View guide indexDragon Quest XI: Echoes of an Elusive Age Walkthrough - Dragon Quest XI is a J-RPG developed and edited by Square-Enix on PC, PS4, Switch and 3DS. The story features a young boy about to perform his village's rite of passage into adulthood. After this ceremony, the young man will learn that he was actually adopted and that he could be the reincarnation of a hero who saved the world. This new opus of Dragon Quest XI will put exploration at the heart of its gameplay. Unlike its predecessors, you will have the opportunity to jump, cross rivers, climb mountains, and more. Aside from this new aspect, all the ingredients of the former Dragon Quest are preserved: turn-by-turn combat, progression system, resurrection at the cathedral and, of course, Slimes. In this Dragon Quest 11: Echoes of an Elusive Age Walkthrough, you will be able to discover the complete gameplay of all the major and secondary missions of the game. This Dragon Quest XI Guide will also help you get your hands on all collectibles in the game. Last updated: 2 months ago A completion focused walkthrough to help you through the game. Last post: a dizzy then Discuss Dragon Quest XI: Echoes of an Elusive Age with other members of the community. Last updated: 2 years ago Read our full impressions and points distribution for this game in our detailed review. FlagView HistorySet out for adventure in Dragon Quest XI, the eleventh mainline game in the venerable Japanese RPG saga. IGN's Dragon Quest XI wiki will cover most of what the game has to offer including a full start to Walkthrough, all quest, as well as there are many Collectibles, Mini-Games and many more. Dragon Quest XI: Echoes of an Elusive Age was released on July 29, 2017 and is available on Nintendo Switch, PlayStation 4, Nintendo 3DS and PC. This wiki has a complete walkthrough that aims to provide the most effective possible playthrough with minimal backtracking. It also includes boss strategies to help you bypass the most awkward enemy encounters. These side quests tend to be the source of the most lucrative rewards and are an important part of the game even though they are completely optional. This wiki has a guide for each available page assignment so you don't miss anything. If you want a break from the main story, Dragon Quest XI has some great and sometimes addictive mini-games you can spend time on. These include horse racing races at the Racecourse of Gallopolis or the poker tables and slot machines in Puerto Valor's casino. Dragon Quest XI has plenty of stuff in this category for you to find. And this wiki has the slots for most of them: Mini Medals you can collect in an album and trade for prizes. Attribute Seeds for your characters to consume and increase their stats. Recipes Books the main character can use for build equipment in its very own portable forge. We encourage you to our updated PRIVACY POLICY and COOKIE POLICY. Square Enix Dragon Quest 11: Echoes of an Elusive Age is a turn-based Japanese role-playing game through and through, and that means it has a lot of conventions and mechanics common to the genre. It's a mix of large scales and micromanagement (in a good way) that's just a lot to juggle at once. As our first tip below says, Dragon Quest 11 is a slow burn, so you will have a lot (a lot) of time to get comfortable with their concepts. With such a long game, however, it can be a struggle to remember everything that happens and everything you can do. This guide is here to help you. Our 11 tips will help you find your way through the sprawling world of erdrea and through the various mechanics of Dragon Quest 11. It's a slow burn the events of Dragon Quest 11 develop slowly. When you add in exploration and a few too many monster fights, you play for hours before you even add your first party member (and close to 10 before adding a third member). You don't have to play like us, jump every monster you see and try to find all the nooks and crannies available, but even trying the mainline story is still a long process. Don't fight it and don't rush the experience too much. Sit down and enjoy the game at its own pace. Exploration is rewarded because the game is a slow burn, there is no rush, so you can poke around each of the Erdrea areas that you get to explore. You'll almost always find sparkly spots in each place (more on these below), but there's usually more to discover. You will often find coffins in hard-to-reach or out of the way places. Square Enix Most areas are, to simplify it, a hall – you're there to get from point A to point B. But there are divert roads and dead ends. These will usually lead you to a treasure chest with a valuable goodie inside. Similarly, look behind things. There is usually a treasure chest behind the main building in an area - this may be the only building in the wilderness or the local leader's house in a city. It's a lot of work to explore every twist and turn, but the things you pick up will help you on your journey. Grind, but don't fight every monster monster in Dragon Quest 11 respawn endlessly, and that means you'll never get on evil to grind for XP and single items. There's a time and a place for it, though. Monsters to fight or avoid in the world. Square Enix The monsters that populate each area are suitable for your level when you get there. It won't take much work to surpass this difficulty, however, and that means fighting every monster you encounter quickly becomes unworthy of your time. You can see the monsters as you cross the world and you can always outrun them, so you are in control of going into fights. Since you can them if you want, you Choose when and what monsters to fight. If you've already leveled everyone up in this area (or even got most of the way to their next level), you can probably start jumping fights. It will keep you moving forward through history, rather than exhausting yourself on each area. Fight your way through Dragon Quest 11 is a turn-based role-playing game. This means that whenever a match starts – either as a result of a cutscene in the main story or by simply encountering a monster in the world – gameplay switches to a small arena. Once there, your team of heroes and the evils you fight to swing against each other take turns until one side is victorious. When you manage four team members, the turn-based combat mechanic means that even the easiest fight can be a long (or time-consuming) quest. Navigating menus to select punch over and over again probably isn't the best use of your time (or all that entertaining). Fortunately, the game lets you handle each party member's tactics. Setting up tactics for the party. Square Enix Tactics allows you to decide how your party as a whole or each individual party member behaves during a fight. You can choose to determine each action each member takes, or you can set them all to fight automatically (with options to fine-tune which actions they prioritize). This allows you to fight the way that works for you. To select each action each party member takes, you can. If you want to set it to fight completely hands-off, it's also an option. If you just want to check your heavy hitters and set someone else to automatically cast just healing spells, that works too. Fight wise tactics are a great way to start playing. This is hands-off strategy. Your party will tackle its enemies with a balanced mix of magic, abilities and attacks. In fact, we used Fight Wisely for almost the entire game – including boss battles – and it worked as well (and usually better than) when we took control of our party's actions. Check your map constantly Your map does a few things to help you out. There is a helpful text box in the top right that gives you some quick guidance on where to go next as you continue on your quest to save the world. And you can see the adjacent areas as you figure out where you're going. Your map can guide you with tips and locations for crafting materials. Square Enix You can also turn the camera while looking at the map. It's easy to get turned in the world of Dragon Quest 11. The arrow you're here on the map shows you which way you're pointing, so by looking at the map and spinning the camera, you can make sure you're impaled – and stay pointed – in the right direction. But most importantly, you can pull up every glittery spot in the area. These places are crafting delivery locations where pick up the things that go into your Fun-Size Forge (more on this below). There's lots of information in the menus between the 400 monsters, 200 weapons, 100 materials, 44 side quests and the dozens of locations and pep powers, there's only a ton to keep track of when playing Dragon Quest 11. For the most part, you won't care about or even have to think about all these things, though — until you need a specific point or need to make a specific move. A list of Pep Powers available and who you need to work with to pull it off. Square Enix Your menu will give you a lot of the answers you are looking for (or the answers you have forgotten in your many hours of playing). In the menu, Attributes will let you see each party member's current stats. If you choose them, you can then cycle through all their spells, abilities, skills and – most importantly for the few side missions – their Pep Powers and the requirements to activate them. The Miscellaneous option in your menu is where you will find the rest of the useful information. Traveller's Tips allows you to review the basics of the game's controls and mechanics. You can also find the Quest catalogue here to help you keep track of the issues you have picked up during your travels. Under Info you will find some general behind the scenes information about your game like The Story So Far or a list of the monsters you have fought and defeated, along with an Item List. You can figure out where to find crafting materials and what enemies drop them into your menu. Square Enix Each option in the Item List lets you filter what you want to watch — such as weapons, armor, and materials. When you dig into that information, you will be able to find statistics and general information in the universe about that object. More useful, however, are the found and dropped by lists. This will let you track down any specific item you are looking for without having to wander all over Erdrea. Let the game point you to your next step as we said in our Dragon Quest 11 review, the game is really good about leading you in the hand (or nose, if you're more cynical). However, there are some pauses in this guidance. You may need to find out where to go next, but no one in your party immediately offers up any suggestions. At these times it is best to just let the game develop. Finish what you're doing and leave the area. Most of the time, someone's going to come up with a plan as soon as you leave. Loot everything Presented without comment. Square Enix Houses is where you'll find some of the game's best loot. Almost every house (which you can enter) in every city will have a coffin or closets or bookshelves or any

combination thereof. You can get occasional comment from nearby NPCs about taking other people's stuff, but there are no negative consequences. And means that anything that is not nailed down is yours to take. It takes a lot of time to poke through every house in every city you visit, but just like sparkly spots, your efforts will be rewarded. Don't forget the bookshelves Reading books teach you the history and recipes. Square Enix Bookshelves you can interact with – those with a bright red book right in the middle – will have one of two things. Some will have a book of lore that fills in something about the Dragon Quest 11 world or history, while the others - probably more importantly - are recipe books. These will teach you how to make new things on your Fun-Size Forge. A lot of the time, you'll find a recipe book for gear around or just above the best gear you can currently buy – meaning that recipe books translate into gear upgrades (especially early in-game). Use your Fun-Size Forge constantly When you rest at a campfire in the world, you will be able to use your Fun-Size Forge – the game's crafting mechanic. You use the recipes you've learned from bookshelves to mash the manufacturing materials you've picked up from glittery stains and houses in gear. It's a bit of a mini-game involved, but the game aspect only involves the quality — vanilla +1, +2, +3 — of the object, not its creation. Use Fun-Size Forge at a campfire. Square Enix You will use Forge a lot. The most obvious use is to make better gear for your party. As we said on bookshelves above, Forge is going to give you access to better gear than you can buy early in the game. But even after that, there's reason to keep throwing out low-level items. Every item you forge well – you're looking for things that will be brilliant or really good when you're valued in the Forge's menu – will give you Pearl Perfections. These Gems can be used at the forge to effectively play the mini-game and (hopefully) improve the quality of an item. This works for things you've done yourself as well as for things you buy in stores (which are always of vanilla, +0 quality). Later in the game, when what you buy in stores matches or surpasses what you know how to do, Forge is still useful. Beyond getting you Perfection Pearls to improve the things you already have (or that you've bought), you can sell the things you do – so you can afford to buy the shiny new stuff. Things.

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