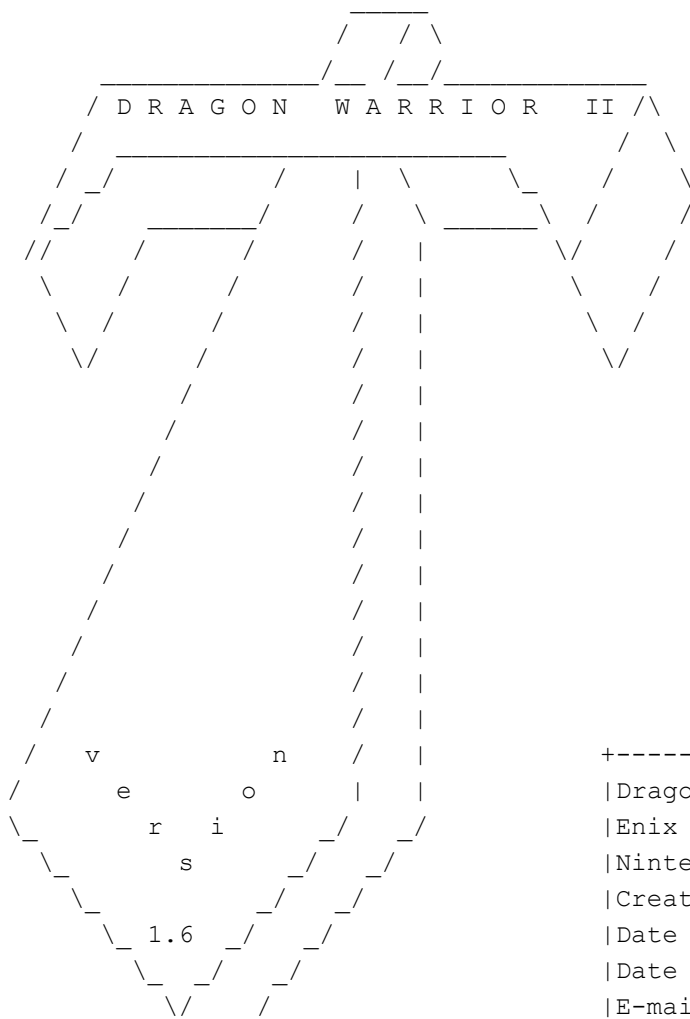


# Dragon Warrior II FAQ/Walkthrough

by Shdwwrym

Updated to v1.6 on Aug 11, 2014



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|Dragon Warrior II          |
|Enix America (c) 1990    |
|Nintendo Entertainment System |
|Created by: Ramina        |
|Date Started: 10.09.13    |
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 | I.  R E C E N T   U P D A T E S   |
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\_\_\_\_\_  
 10.09.13 \ Having recently found a copy of DWII for the NES, I figured  
 \_\_\_\_\_/ now's as good a time as any to finally construct a guide for  
 this classic game. After editing and completely updating my  
 DW3 guide, I felt compelled to try one for DW2.

\_\_\_\_\_  
 10.10.13 \ Using my DW3 guide as a template, I've worked my way up to  
 \_\_\_\_\_/ the walkthrough itself. All the basic game info has been  
 complete.

\_\_\_\_\_  
 10.11.13 - 12.05.13 \ Walkthrough and all the lists have been completed.

07.31.14 \ It was brought to my attention that I had left out some  
/ navigational details in section 4A. Should be cleared up now!

08.03.14 \ A couple of minor (but important) things I left out are now  
/ squared away. I'm sure more updates will come once I can  
get some time to fill in the selling values for some of the  
lists.

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/ \  
| II. C O P Y R I G H T & P L A G I A R I S M |  
| |  
/ \

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- <https://www.neoseeker.com>

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| III. T H E S T O R Y |  
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~\*~\*~\*~

"Long ago, Erdrick the Great defeated the Dragonlord and recovered the mystical ball of light in Alefgard. This valiant warrior then took Princess Gwaelin's hand in marriage, and together they founded the country of Torland.

Their union was blessed and Gwaelin brought forth two sons and a daughter. Under the rule of the children and their descendants there was prosperity throughout the land for generations. One day, however, this peace was shattered by the wicked Sorcerer Hargon.

Now it is time for you to claim your birthright as the Prince of Midenhall, for Erdrick's blood also flows through your veins. By seeking out companions from your lineage, you must restore order to the land. With the Prince of Cannock and the Princess of Moonbrooke at your side, you are about to embark on a most adventurous journey. Use your strength and cunning for you are about to enter the world of Dragon Warrior II."

~\*~\*~\*~



----- anyone else in the game. Stand in front of someone and select this option to engage in conversation (or hear what they have to say, rather).

STATUS: This selection will lead to a new menu that displays each characters' current statistics and experience points. If you press the 'A' button again you'll see that character's equipment as well as your total gold pieces. You'll also notice a space for 'Crests' which will be relevant later on in the game.

SEARCH: Use the Search option to check the ground beneath your feet or to open treasure chests. Stand on top of a chest and use this option to obtain the item inside.

SPELL: The Spell selection will bring up a smaller window showing each of your characters. Choose which character you want to cast the spell and then a list of field spells will appear in another window for that particular character. Keep in mind that the Prince of Midenhall doesn't learn any magic spells.

ITEM: Brings up each characters' inventory. This allows you to use items, like Medical Herbs, Antidotes, keys, etc. on the field or world map. When you select an item or piece of equipment, another menu will pop up that looks like this:

```
|-----|
| >USE   |
|  TRADE |
|  THROW |
|-----|
```

USE: This option will simply use the item. If it's an item that can be used on another character, you'll get a menu to select which character you want.

TRADE: Trade allows you to give an item or piece of equipment to another party member.

THROW: Using this option will let you throw away an item that you don't want. Be careful, though. Once you throw an item away you can't get it back (however, with some items the game won't allow you to discard them).

EQUIP: The Equip selection will bring up a smaller window listing your characters. Select which character you wish to equip and it'll allow you to customize which equipment you want that person to wear. It'll go through Weapon, Armor, Shield, and Helmet (in that order).

```
|-----|
|STATUS MENU \
|-----|
```

This menu will appear at the bottom of your screen when you press the A Button on the field (along with the Command Menu). Also, if you stand and wait a few seconds the Status Menu will appear by itself. Here, you'll see all of your characters listed with their corresponding HP and MP conditions. You can also check a character's level via the number next to their name under 'LV'. Sometimes you'll see a two-letter abbreviation covering the character's level. This means that character has a status ailment that you have not yet cured. We'll get into that soon, but there's one more menu to become

familiar with.

```
_____  
|BATTLE MENU \  
|_____/
```

Anytime you're roaming around on the world map or in caves or towers, it's very likely you'll be engaged in a random battle. This will trigger another screen to appear consisting of 3 initial windows and the monsters in the center of the screen. Your screen will look very similar to this:

```
_____  
|-NAME---LV---HP---MP---|  
| POM    xx   xxx  xxx  |  
| PoC    xx   xxx  xxx  |  
| PMb    xx   xxx  xxx  |  
|_____|
```

```
_____  
|==PoM====|| Enemy A (X)  |  
| >FIGHT  || Enemy B (X)  |  
| RUN     || Enemy C (X)  |  
| PARRY   || _____ |  
| ITEM    |  
|_____|
```

The top window you should already be familiar with; this is the status menu that you see when you press the A Button on the field (or if you stand still for a few seconds). The bottom two windows are the battle windows.

Let's start with the bottom left window. First of all, you'll see which character you're controlling by looking at the name at the very top. In this case, the Prince of Midenhall is the first character to have a command selected. Now, let's look at the other four options you have:

FIGHT: This option is the one you'll use the most in battle; hands down. It  
----- simply allows that character to attack physically against whichever  
enemy you choose.

SPELL: The Spell option will bring up another window where you can select  
----- which spell you want to use against the enemy. The Prince of  
Midenhall doesn't have this option since he never learns any spells.

RUN: Using Run will give you the opportunity to flee from the battle. This  
---- option doesn't always work, though. Occasionally, if the monsters  
are much stronger than you are, they will block your escape path and  
you are forced to continue battle for at least one more round. You can  
continue choosing Run each round in hopes of being able to escape, but  
sometimes it takes several rounds before you can flee. The Run option  
is only available to whomever the first character in the line-up is.

ITEM: This selection will bring up a new window containing that character's  
----- inventory. It will allow you to use healing/support items on allies  
or use offensive items on enemies. Particularly weapons that have  
battle effects like the Wizard's Wand.

PARRY: Parry will simply put the character in a state of defense where they

----- will not attack, but simply half the damage they would normally receive were they not to Parry. This option becomes very useful when the character's HP is in critical condition and they're waiting for another character to heal them. Note that Parrying has no effect on magic damage; only physical attacks.

The window to the right of the battle selection window will show, in text, the enemies you're fighting and the quantity. It will have their names along with a number to the right stating how many there are. When you have more than one of the same enemy in a battle, these are what we call monster groups. A lot of the offensive spells that the PoC and PMb learn target groups during battle in addition to single targets and all targets. After selecting a battle command for a character (Fight and Spell in particular), a cursor will appear next to the monster you want to attack. Simply select which enemy you want to attack and you'll move onto the next character.

Once you have defeated all of the monsters in the battle, a victory message will appear and another window will show up displaying the total experience points each character has along with your current total gold pieces.

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 / \
| VI. S T A T S   &   S T A T U S   A I L M E N T S |
| \ /
```

Your characters' stats are what determine how strong they are in battle. There are nine basic stats each character has that determine their strengths and weaknesses:

- Strength
- Agility
- Hit Points
- Maximum HP
- Magic Power
- Maximum MP
- Attack Power
- Defence Power
- Experience Points

STRENGTH: This is the base stat for determining how strong a character's  
----- physical attack is. The higher the strength, the higher a character will be able to hit on an enemy; that simple.

AGILITY: Agility is the stat that determines how soon a character will attack  
----- in battle. If you have a character with 50 Agility and another with 30, the person with 50 Agility will obviously attack first. This works the same way when comparing yourself to enemies. Also, Agility can be the factor that determines how often you can dodge attacks. Obviously, having high Agility can only work in your favor.

HIT POINTS: This displays the current Hit Points of that particular  
----- character. When this number gets low, it's time to Heal!

MAXIMUM HP: Pretty self-explanatory; the total Hitpoints or "life" each  
----- character possesses. When a character's Maximum HP is depleted  
in battle, the character is knocked out and is longer useable  
until you revive him or her.

MAGIC POWER: Much like the Hit Points, this number represents how much  
----- current Magic Points that character has. When this number gets  
down to zero, you can no longer cast any magic. Replenish your  
characters' MP by resting at an Inn.

MAXIMUM MP: Another self-explanatory stat; the total Magic points a  
----- player has in order to cast spells. Each time you cast a spell  
in battle or on the field, a portion of your MP is drained.  
When a character's MP is at 0 they can no longer cast anymore  
spells until it is replenished.

ATTACK POWER: This stat goes hand-in-hand with Strength, but there's a  
----- notable difference. Any time a character equips a weapon, the  
amount of power attached to the weapon is added to your  
Strength to give you the total Attack Power. For example, if  
the PoM has 50 Strength and he or she equips the Broad Sword  
(which has +33 Attack Power), your PoM's Attack Power stat  
would be 83 (50 + 33 = 83). If that character doesn't have any  
kind of weapon equipped, their Strength and Attack Power will  
be identical.

DEFENCE POWER: Defence Power works the same way as Attack Power. When a  
----- player equips certain pieces of armor along with shields and  
helmets, it will add to the Defence Power stat. Each piece  
of equipment has its own Defence Power that will add to your  
character when equipped.

EXPERIENCE POINTS: This last one really isn't a stat so to speak, but it's a  
----- number that determines what level your character has. The  
higher your Experience Points, the higher the level of  
your character. After each battle, your party is awarded  
Experience Points along with Gold coins. When a  
particular character has enough Experience points to  
reach the next level, a message will appear and it will  
show you which stats are being raised and by how much.

Status ailments are conditions that your characters can sometimes be  
put under during battle. Many enemies that you'll encounter in the game can  
inflict harmful statuses such as poison, confusion, sleep, etc. on your  
party and can only be healed with special items that you can purchase in  
shops. Below is a chart that lists all of the possible status ailments in the  
game along with their negative effects, menu abbreviations, and remedies:

AILMENT	ABBREVIATION	EFFECTS	CURED WITH
Poison	PO	Lose HP as you walk	Antidote Herb, Antidote spell, House of Healing
Confuse	CF	Attack your allies in battle	Win the battle, Kill off the afflicted, put afflicted to sleep



Sleep	SL	Character cannot attack or defend	Cures itself after a few rounds, kill off afflicted, win the battle
Curse	(None)	Character will be permanently confused in battle.	House of Healing
KO'd	DE	Character cannot participate in battle until brought back to life	Revive spell, House of Healing

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| VII. MEET YOUR COMPANIONS |
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_____|
| PRINCE OF MIDENHALL \
| (PoM) |
|_____|/

```

MAX LVL: 50

HP: Very High  
MP: None  
Strength: High  
Agility: Low  
Attack Power: Very High  
Defence Power: High

This character would be YOU! Although he doesn't gain MP and doesn't learn any magic, he's a superb physical attacker. For most of the game the Prince of Midenhall will attack last in your group but probably hit the hardest since he can equip an array of weapons and armor. Try to keep his equipment as updated as possible throughout your quest.

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_____|
| PRINCE OF CANNOCK \
| (PoC) |
|_____|/

```

MAX LVL: 45

HP: High  
MP: Mediocre  
Strength: Mediocre  
Agility: High  
Attack Power: Mediocre  
Defence Power: Mediocre

SPELLS	LVL
Heal	1
Firebal	3
Antidote	6
StopSpell	8
Return	10
Outside	12
Healmore	14
Stepguard	17
Firebane	18
Increase	20
Defeat	23
Revive	25
Sacrifice	28

The Prince of Cannock is the second member you'll come across on your journey. He's a prime example of a well-balanced fighter. He'll learn some useful support and offensive spells early on when his strength and defense aren't so great, but as you get further in the game he becomes more and more useful. He can equip a decent selection of weapons and armor, but not as much as the Prince of Midenhall.

```

| PRINCESS OF MOONBROOKE \
|           (Pmb)         |
|_____ /

```

MAX LVL: 30

HP: Low  
MP: Very High  
Strength: Low  
Agility: High  
Attack Power: Low  
Defence Power: Mediocre

SPELLS	LVL
Healmore	1
Sleep	2
Infernos	4
Surround	6
Repel	8

Defence	10
Antidote	12
Healall	15
Outside	17
Explodet	19
Stepguard	21
Open	23
Chance	25

This is the wizard/priest of your group. Although early on in the game she's difficult to keep alive with her low HP and defense, she'll learn an abundance of useful spells as she gets stronger. Her equipment selection is rather limited, so you won't be spending a whole lot of money on her, but all she really needs is her strong magic. The Princess is an important person to keep alive in battle since she becomes the main healer later in the game.

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/
| VIII.  Q U I C K  T I P S  &  A D V I C E  |
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- SAVE OFTEN! I know you've heard this 1,000,001 times but I can't stress it enough. You never know what's right around the corner or what may happen to your game while you're playing. You can save your game any time at a King in places like Midenhall Castle, Cannock Castle, etc.
- Talk to anyone and everyone you come across. Most of what people have to say has something to do with the story or gives some sort of hint as to what you need to do next. It may seem tedious at times but that's why the NPC's are there.
- Get rid of pesky status ailments as soon as you can. It's not fun getting inflicted with poison right when you enter a cave or dungeon and you don't have the right spell or item to cure it. Keep a decent amount of Antidote Herbs and Medical Herbs with you until you're able to cast spells that serve the same purpose.
- Try not to run away from a random battle unless you have to. If your party is on the brink of annihilation and there doesn't look like there's any hope of survival, then RUN! Otherwise, killing off any enemies in your way will only help you level up and get stronger. You'll need the experience for much stronger enemies late in the game. However, you'll notice that as you level up and get stronger, it'll be easier to Run from weaker enemies.
- I use the term PoM, PoC, and PMb quite a bit throughout this guide. Just



Copper Sword before leaving Midenhall Castle.

Explore the castle and speak to the residents to learn more about the Prince of Cannock and Princess of Moonbrooke. You'll also hear of a town nearby called Leftwyne. You don't need to bother stepping on the blue portal in the SW corner of the castle; it only leads to a dead end out in the middle of the ocean near some mystery town.

Once you've talked to everyone, leave Midenhall and battle the monsters near the castle for some EXP. Once you've reached about LV 3, rest at the Inn and save your game at the King. Leave Midenhall and walk NW along the coastline and continue going west. Head through the desert area and watch your step on the poisonous swamp sections when you reach them. You should find the town of Leftwyne on the other side of the mountains.

\_\_\_\_\_  
| 1B. LEFTWYNE | \  
| \_\_\_\_\_ | /  
Recommended LVL: 3

ITEMS:		MONSTERS	
-----		_____	
N/A		Drakee	
		Big Slug	
INN:		Iron Ant	
----		_____	
6G (per person)			

TOOL SHOP:  
-----  
Medical Herb           15G  
Antidote Herb           8G  
Wing of the Wyvern   80G

WEAPONS/ARMOR SHOP:  
-----  
Club                    60G  
Copper Sword           100G  
Magic Knife            200G  
Chain Sickle           390G  
Chain Mail             480G  
Leather Shield         90G

Speak with the townspeople to learn about the location of Cannock, a passage to Moonbrooke, and other tid-bits of info. Now might be a good time to purchase a Leather Shield for the PoM to add a few extra Defence points. Just don't forget to equip it before you go out to fight enemies.

Rest at the Inn, then take some time to fight the enemies outside of Leftwyne. Our next destination is Cannock Castle to the north, but you may want to wait until LV 4 so you can earn some money to purchase some better equipment soon. Just don't wander off too far from Leftwyne while you're training; without any means of healing (unless you have some Medical Herbs), you won't last long before you need some R&R.

When you're ready to continue, leave Leftwyne and travel directly west until you hit the shoreline. Now go straight north a ways and you should find Cannock Castle just north of a desert area.

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| 1C.  CANNOCK CASTLE  \
| _____/
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Recommended LVL: 4

ITEMS:	MONSTERS
-----	-----
N/A	Wild Mouse
	Big Slug
INN:	Iron Ant
----	Drakee
8G (per person)	Babble
	Ghost Mouse
TOOL SHOP:	-----
-----	
Medical Herb           15G	
Antidote Herb           8G	
Wing of the Wyvern   80G	
Fairy Water            40G	

WEAPONS/ARMOR SHOP:

-----  
N/A

You can speak with one the prisoners in the cell who will tell you about a Silver Key that we'll be looking for soon. You can also find the PoC's sister in a bedroom in the NE corner of the castle. She'll give you a hint as to where you might find the Prince.

Speak with the King in his throne room to save your game. He'll also tell you to seek out his son, the Prince of Cannock. The only clues we have right now are that he's at the Spring of Bravery, far to the NE of Cannock. Before going straight there, fight some enemies and earn some gold coins. You'll want to bring along at least a few Medical Herbs and Antidote Herbs as well. The Babble enemies can easily poison you before you even reach the cave, so be prepared.

Once you've reached LV 6 or so and have purchased anything you need, leave Cannock and travel east (make sure you're on the northern side of the mountain range next to Cannock). You'll cross through a large desert area and eventually come to a bridge. After crossing the bridge, go NE through the forest to find the Spring of Bravery at the NE tip of the continent.

```
| 1D.  SPRING OF BRAVERY  \
| _____/
```

Recommended LVL: 6

ITEMS:	MONSTERS
-----	-----
Medical Herb (x2) [_][_]	Big Slug
28G                    [_]	Iron Ant
	Wild Mouse
	Big Cobra
	Drakee
	-----

Follow the path north and ignore the first opening on the left that you see. Take the linear path east and go NE around the pond. If you go south into the dark opening you'll find a room with a treasure chest in the corner. Open it for a MEDICAL HERB then return to the main path.

Continue following it east and then all the way south. At the end of this path you'll find a room with another chest containing 28G pieces. Back-track to the pond and take the northern path this time. Ignore the room on the right and continue the linear path north.

When you finally reach the spring, take another MEDICAL HERB from the chest in the corner then speak to the old man. Tell him that you're looking for the Prince of Cannock and he'll tell you to return to Midenhall. Speak to him again and reply with 'No' and he will heal you with the water from the spring. You can do this as many times as you want. Nice!

That's all there is to this cave. Leave and return to Midenhall Castle to far to the south.

```
| 1E. THE PRINCE OF CANNOCK | \
| _____ | /
```

Recommended LVL: 6

ITEMS:	MONSTERS
-----	_____
N/A	Slime
	Big Slug
	Iron Ant
	Wild Mouse
	Babble
	Ghost Mouse
	Drakee
	Big Cobra
	Big Rat
	Magician
	Army Ant
	Healer
	_____

Once you're back in Midenhall Castle, make your way to the throne room and talk to the King. He basically says you just missed him, as he has just left Midenhall in search of you. Well he couldn't have gone too far.

Save your game and rest at the Inn if necessary, then head back to Leftwyne. You'll find the Prince of Cannock at the Inn. Talk to him and he'll willingly join your quest! Now it's time to get him set up.

By now you should have enough money to purchase a Chain Sickle for the PoM. After doing so, give your Copper Sword to the PoC to begin with and sell his Club. You may also want to buy a Leather Shield for the PoC as well. Earn some EXP and gold by fighting the enemies around Cannock or at the Spring of Bravery since you can heal for free at the spring. Once the PoC has learned Antidote, you're ready to move on.

There's a shrine far southeast of Midenhall Castle where you'll find an old man who will tell you about the different keys. Right now the Silver Key is what we're looking for in a cave far west of Cannock in the middle of a lake.

Travel west of Cannock and you'll eventually come to a bridge. Cross it and follow the narrow mountain range SW and then directly west when you can. Soon you'll spot a cave in the middle of a small lake. If logic prevails that would mean this is Lake Cave.

| 1F. LAKE CAVE & THE SILVER KEY |

Recommended LVL: 7

ITEMS:		MONSTERS	
-----			
Medical Herb	[_]	Big Cobra	
18G	[_]	Ghost Mouse	
Antidote Herb	[_]	Big Rat	
Wing of the Wyvern	[_]	Magic Ant	
46G	[_]	Magician	
Silver Key	[_]	Army Ant	

Walk south and into the dark opening to a small room. Head west to find a MEDICAL HERB in a treasure chest. Return to the previous path and continue moving west. Ignore both openings to the north and go south passed the water. Continue south and turn east when you can. Follow this path south to a treasure chest containing 18G pieces. Head back to the main path and take the path directly west of the pond of water. Follow this longer path west and then south to a staircase in the SW corner.

On B2, follow the path south and enter the 3rd opening on the left to find a tiny room with a chest. Open it up for an ANTIDOTE HERB, then turn back and continue south. Go west at the bottom and follow the linear path to two treasure chests in the corner. You'll obtain a WING OF THE WYVERN and 46G.

Go back the way you came and go all the way east this time. Follow the linear path all the way south to a lonely chest containing the SILVER KEY. Now that we have what we came for, backtrack and exit the cave. Use your Wing of the Wyvern to return to Cannock Castle. Heal up and save at the King. Now it's time to put our new key to use.

If you head back to Leftwyne, you can unlock the silver door inside the Weapons/Armor Shop to find the Lottery. Come back once you've accumulated several Lottery Tickets for chances to win different prizes. You can sometimes get Lottery Tickets when purchasing items at a Tool Shop. You can also receive them from certain enemies if they drop them at the end of a battle. Here are the possible prizes at the Lottery:

- 1st PRIZE: Golden Card (match 3 Sun symbols)
- 2nd PRIZE: Wizard's Ring (match 3 Star symbols)
- 3rd PRIZE: Wizard's Wand (match 3 Moon symbols)
- 4th PRIZE: Dragon's Bane (match 3 Water symbols)
- 5th PRIZE: Medical Herb (match 3 Heart symbols)

There are some doors you can unlock in Midenhall Castle, but they don't lead to any items or super important information.

Our next task is to seek out the Princess of Moonbrooke, so it's time we left the Midenhall and Cannock region for now. You might want to fight some more enemies around the area until the PoM reaches LV 9. The enemies in the next region are quite tough. Don't spend too much money on equipment, though. The next town has some great, but pricey, equipment we'll want.



| 2. THE SEARCH FOR THE PRINCESS

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//

| 2A. THE ROAD TO HAMLIN \

| \_\_\_\_\_/  
Recommended LVL: 8 or 9

ITEMS:	MONSTERS
-----	_____
N/A	Big Cobra
	Big Rat
	Magician
	Ghost Mouse
	_____

When you're ready to continue, rest and save then head directly west of Cannock Castle. After about 10-15 paces turn south and you should soon notice a shrine along the water. Enter and take the staircase down. Walk directly south all the way down (the dark opening on the left leads do a dead end). Follow the linear path to a staircase at the end.

We're back outside and on a separate continent from Midenhall's. Simply travel all the way south and past the river. Now follow the mountain range SW to find Hamlin at the bottom near a river.

| 2B. HAMLIN \

| \_\_\_\_\_/  
Recommended LVL: 9

ITEMS:	MONSTERS
-----	_____
N/A	Centipod
	Lizard Fly
INN:	Magidrakee
----	Magician
12G (per person)	Big Cobra
	Big Rat
TOOL SHOP:	Army Ant
-----	Baboon
Medical Herb 15G	Zombie
Antidote Herb 8G	Smoke
Wing of the Wyvern 80G	_____
Fairy Water 40G	

WEAPONS/ARMOR SHOP:

-----

Chain Sickle	390G
Iron Spear	770G
Broad Sword	1500G
Chain Mail	480G
Full Plate Armor	1000G
Steel Shield	2000G

Enter and do the usual routine: speak with the villagers, check out the shops, etc. Both shops are located in the SE corner of Hamlin. First I would buy an Iron Spear for the PoC since his attack isn't doing much right now. You'll eventually want to work up to the Broad Sword and Full Plate Armor for the PoM as well as a Chain Mail for the PoC. That Steel Shield is

too far out of our price range at the moment.

You can save your game via the old man in blue robes on the north end of town next to the temple. If you speak with the dog nearby, you'll notice it will start to follow you all over town... weird.

There's another Lottery desk just north of the Weapons/Armor Shop. If you have any tickets this would be the best place to play since you can save your game in Hamlin, play the Lottery, and if you lose simply reset and try again. Like I said, it's much better to wait until you have quite a few so you can use them all at once.

Level-up around Hamlin and build up your money pouch. Try to get that Iron Spear and Chain Mail for the PoC and the Broad Sword for the PoM. It shouldn't take too long since the enemies around Hamlin drop some decent coin-age. Just don't wander off too far; the Baboons, Lizard Flies, and Centipods can cause some major damage when they gang up on you.

```
| 2C. MOONBROOKE CASTLE | \
| _____ | /
Recommended LVL: 10 or 11
```

ITEMS:	MONSTERS
-----	
N/A	Big Cobra
	Smoke
	Zombie
	Centipod
	Lizard Fly
	Metal Slime

When it's time to move on, leave Hamlin and go south over the bridge. Now begin traveling SW until you reach a lake. From the west side of the lake, walk directly west until you reach a small mountain range and you'll find Moonbrooke Castle just south of that amongst a poisonous swamp.

Head north and into the castle itself. You can speak with the flames (spirits, I guess) inside the castle to get info on what exactly happened here. Speak with the King's spirit in the NE room (you have to walk into a small dark opening) and he'll tell you about his daughter and how she got turned into a dog. Hmmm...

Make your way to the NW corner and you'll notice some treasure chests behind a silver door. Don't bother, they're all empty... talk to the spirit here instead and he'll give you a hint on where to find the Mirror of Ra we'll need soon. Now, if you're feeling brave and want the extra EXP, you can actually exit the castle via the very NW corner (near the empty chests) and walk directly south along the western wall. WATCH YOUR HP! The poisonous swamp will drain it quick. If you don't have enough MP to Heal several times along the way, I'd leave and come back once you've healed up. Basically, you can re-enter the castle at the SW corner and go down the stairs that we saw during the intro of the game.

Down here you'll find a soldier who will just give you more info on the Mirror of Ra... what a bummer; no items. This place is technically optional since you don't receive anything important; it's just good for the extra EXP since the enemies inside Moonbrooke are quite tough. If you're lucky enough you'll run into a few Metal Slimes who dish out some decent EXP,

but not much more than they did in the first Dragon Warrior. Now that we know where we can find the Mirror of Ra, let's go ahead and take care of that.

```
| 2D. THE MIRROR OF RA | \
| _____ | /
```

Recommended LVL: 11

ITEMS:	MONSTERS
-----	-----
Mirror of Ra [_]	Smoke
	Magic Ant
	Babble
	Magidrakee
	Big Rat
	Centipod
	Big Cobra
	Zombie
	Army Ant
	Baboon
	Magician
	Ghost Mouse
	-----

After resting and saving in Hamlin, make your way like you're going back to Moonbrooke. When you reach the lake to the SW, go around and travel east along the south side of the lake. Follow the river east and you'll soon reach a forest area. Near two bridges you'll find a 2x2 square of poisonous swamp land. If you stand on the top-right corner of this spot and search the ground you'll find the hidden MIRROR OF RA!

Hopefully by now your PoC has learned the Return spell. If so, use it and you'll be warped back to Hamlin instantly. Remember that dog that follows you around if you try talking to it? Make your way over there and stand in front of the dog. Use your Mirror of Ra to reflect back the Princess of Moonbrooke's true form. She'll join your party and you now have acquired the final member of your team.

First of all, let's update her equipment a bit. Make your way back to Leftwyne and purchase a Magic Knife for her; it's a little better than the Bamboo Stick. Take the time to get her to LV 6; by then she'll at least have a few useful spells, but nonemore useful than Healmore. You'll also want to buy that Steel Shield for the PoM if you haven't already as well as the Full Plate Armor.

A little interesting piece of info: If you have the PMb with you and return to Moonbrooke Castle, you can speak with the King's spirit in the NE corner and the King will exchange a few words with the Princess once she recognizes him.

```
| 2E. TOWER OF WIND | \
| _____ | /
```

Recommended LVL: 13

ITEMS:	MONSTERS
-----	-----
Medical Herb [_]	Zombie
53G [_]	Smoke
Cloak of Wind [_]	Ghost Rat

Magidrakee	
Big Cobra	
Lizard Fly	
Megapede	
Magician	
Big Rat	
_____	

When you're set and ready to continue, leave Hamlin and travel east until you see a bridge. Instead of crossing, turn north and follow the river all the way up until you spot a second bridge. Cross here and follow the coastline SE between a mountain range. Continue all the way south until you reach a forest. Walk SW along the river and cross either of the two bridges you see here.

Continue traveling south as far as you can, crossing several bridges along the way until you reach another desert spot. Follow the river here all the way west and you'll eventually find the lonely Tower of Wind.

From the entrance, walk south and pass the staircase on the right. Soon you'll spot a chest in a smaller room on the right. Open it up for the MEDICAL HERB, then walk back towards the staircase you passed a minute ago. Instead of taking them up, walk east past them and then turn north once you have reached the outside wall. Continue north to find a staircase in the NE corner of the 1st floor. Take these up and follow the linear path to another set of stairs. On the 3rd floor, walk south and take the 53G pieces from the treasure chest along the way.

On the 4th floor, walk east and take the first staircase you come across. Now just simply follow the linear path and down the stairs at the end. Continue going down each staircase until you reach a small room with a treasure chest containing the item we came here for: the CLOAK OF WIND.

There is still one un-opened treasure chest remaining in the tower, but it's completely empty so don't bother. Hopefully by now, the PoC has learned the Outside spell. If so, use it (or back-track out if not) and cast Return to get back to Hamlin!

2F. DRAGON'S HORN TOWERS	\
_____	/

Recommended LVL: 14

ITEMS:

-----

N/A

MONSTERS	
_____	
Ghost Rat	
Carnivog	
Metal Slime	
Megapede	
Baboon	
Healer	
Medusa Ball	
Enchanter	
Zombie	
Demighost	
_____	

Now that we have the Cloak of Wind, go ahead and give it to the PoM and "use" it in order to equip it; rather strange, but oh well. We'll need to have the cloak equipped in order to reach the next area. Once you've rested,

saved, and finished any last-minute shopping, leave Hamlin and cross the bridge to the south. Make your way towards Moonbrooke Castle.

Once you reach Moonbrooke, pass it and continue west until you reach some mountains. Turn south and cross the bridge, then go west to find a pair of shrines. Enter and take the stairs on the other side to find yourself on the opposite side of the river. When you're back out on the world map, make your way NW and you'll reach a large desert (you can sometimes run into Metal Slimes in the desert). Continue west until you reach a small oasis in the center, then go north.

Eventually the desert will end and you'll cross a bunch of hills going NW. Continue north on this narrow strip of land until you finally reach the Dragon's Horn Towers on opposite ends of a canal. Enter the southern tower.

Once inside, take the staircase nearby to the 2nd floor. Now simply follow the linear path all the way up the tower by walking along the outside edge. Take care not to fall down or, you guessed it, you start over. Once you reach the 5th floor, make sure that the Cloak of Wind is equipped on the Prince of Midenhall and walk off the north edge of the tower. If you walk off to the west, you'll be back outside and have to climb the tower again.

When you fall down from the southern tower, you'll end up on the other side of the canal. From here, travel NE and follow the coastline as it goes east and you'll find the town of Lianport.

| 2G. LIANPORT | \

| \_\_\_\_\_ | /

Recommended LVL: 14 or 15

ITEMS:		MONSTERS	
-----		_____	
N/A		Gremlin	
		Mud Man	
INN:		Carnivog	
----		Zombie	
20G (per person)		Enchanter	
		Megapede	
TOOL SHOP:		Magic Baboon	
-----		Demighost	
Medical Herb	15G	Magic Ant	
Antidote Herb	8G	_____	
Wing of the Wyvern	80G		
Fairy Water	40G	MONSTERS (SEA)	
Dragon's Bane	640G	_____	
		Sea Slug	
WEAPONS/ARMOR SHOP:		Man O' War	
-----		Medusa Ball	
Magic Knife	200G	Ghost Mouse	
Broad Sword	1500G	_____	
Wizard's Wand	2500G		
Full Plate Armor	1000G		
Clothes Hiding	1250G		
Steel Shield	2000G		

Enter and talk to everybody; it's a rather small port town. Check out both of the shops (you can also find the Lottery here as well) and be sure to purchase some Clothes Hiding for the Princess since her current Clothes are trash. The Dragon's Bane item in the Tool Shop is a unique accessory that

gives the wearer a better defense against magic spells in battle. It'd be nice if you could purchase one for all three members, but it's a bit pricey. If anything, buy one for the Princess since her Defense isn't very high to begin with. The Wizard's Wand in the Weapons Shop is a nice weapon for the Princess as well. It'll cast Fireball in battle when used as an item and it adds a little more power than her Magic Knife.

When you've made any purchases you can, head to the NW corner of town to witness a scene between a woman and two monsters. You'll be forced to do battle with both, so make sure you rest at the Inn before fighting them.

```

+-----+-----+
| ! BOSS BATTLE ! |                               Gremlin (x2) |
+-----+-----+
| HP: 60 (each)   |                               |
|-----+-----+      Okay, so maybe this shouldn't qualify as a "boss" |
| battle, but oh well. Just have the PoM attack, the PoC attack or use Heal, |
| and the PMb can have a go with Infernos or you can try Sleep as well (it |
| sometimes works). Regardless, they only have ~60 HP each so they should |
| fall in 3-4 turns. Just take caution and keep everyone alive.           |
|                                                                           |
| You'll receive 115 EXP and 43G for defeating the two Gremlins.           |
|                                                                           |
+-----+-----+

```

After you beat them, follow the girl to the right and talk to her again. Her grandfather will allow you to use the ship! Hop on and let's first take the southern route down to a small room locked with a silver door. Use your Silver Key and speak to the man inside. He mentions he'll pay you handsomely if you return a piece of sunken treasure out in the nearby ocean... interesting.

Exit Lianport via the NE exit using your new ship and you'll take your first steps into the vast ocean of DWII. If you sail directly east of Lianport you can land on a new (yet very familiar) continent. If the music doesn't give it away, then I will; you're back in Alefgard (where the first Dragon Warrior game took place)! After landing your ship on the west coast of Alefgard, walk north several paces then go east over the mountain range. A few paces east you'll find Tantegele Castle in the exact same location as the first game. Enter.

```

|_____//
| 3. RETURN TO ALEFGARD _____//
|_____//

```

```

| 3A. TANTEGEL CASTLE \
|_____ /

```

Recommended LVL: 16

ITEMS:		MONSTERS (ALEFGARD)	
-----		_____	
N/A		Mud Man	
		Gremlin	
INN:		Slime	
----		Magic Baboon	
2G (per person)		Magidrakee	
		Big Cobra	
TOOL SHOP:		Poison Lily	

-----		Demighost	
Medical Herb	15G	Magic Ant	
Antidote Herb	8G	Smoke	
Wing of the Wyvern	80G	_____	
Fairy Water	40G		
Dragon's Bane	640G		

WEAPONS/ARMOR SHOP:

-----	
Broad Sword	1500G
Giant Hammer	4000G
Wizard's Wand	2500G
Clothes Hiding	1250G
Steel Shield	2000G
Iron Helmet	3150G

You'll notice soon (if you played the first Dragon Warrior) that Breconaly and Tantegele Castle have now combined into one castle/town. You can still replenish your MP for free if you speak to the priest behind the counter in the SE corner of the castle near the entrance. There's also a man just north of him who will lift any curses from your characters. The House of Healing is just north of him as well.

Speak to the other citizens around and you'll notice that the King is missing. In actuality he's nearby, but we can't reach him just yet. You can check out the shops if you want, although there's nothing we need to purchase just yet. Forget about that Giant Hammer; we'll soon find a better weapon for the PoM. If the Princess doesn't already have a Wizard's Wand and some Clothes Hiding, be sure to pick some up before moving on. Don't forget a Dragon's Bane for each of your characters as well.

After resting and saving, leave Tantegele Castle and make your way back to your ship. Our next destination is none other than the infamous Charlock Castle just SE of Tantegele. However, you may want to take some time to explore Alefgard and gain some levels before moving on. The enemies in Charlock Castle are pretty tough, so come prepared. As you explore Alefgard, you'll notice that the cave between Kol and Rimuldar is still there. There's nothing of interest inside, though. You may also notice a monolith in the SE corner of Alefgard where the shrine was in the first Dragon Warrior where you received the Rainbow Drop. In DW2, this monolith acts as a traveler's gate to the Fire Monolith in the far SE corner of the world, however the Golden Key is needed to travel freely so we'll deal with that later.

When you think you're ready get on your ship and start from the west coast of the continent. Sail south and around the bottom of Alefgard and continue east across the bottom until you can turn north towards the center of the continent. Continue north until you reach the smaller island where Charlock Castle resides. Step over the poisonous swamp and enter.

\_\_\_\_\_  
| 3B. CHARLOCK CASTLE | \  
| \_\_\_\_\_ | /

Recommended LVL: 18

ITEMS:	_____	
-----	MONSTERS	
Sword of Erdrick [_]	Gorgon	
	Mummy Man	
	Saber Tiger	
	Dragon Fly	

Basilisk	
Gremlin	
_____	

TIP: The enemies inside Charlock may seem like a little too much. Beware of the Gorgon and Dragon Fly enemies. The best way I've found to handle Gorgons is by simply casting Sleep on them before they can hit you with Surround, Decrease, and Increase. Sleep should give you enough time for the PoM to take them out. The Dragon Flies, on the other hand, are little bastards since they always seem to hit your entire party with scorching flames that deal about 9-12 damage. If you run into a group of 3+ of them, good luck. The best thing to do is either Run or make sure you have Healmore ready. Sleep doesn't seem to work on them, but Infernos can hit them for some good damage.

Follow the linear path from the start to a staircase at the end. On the next floor, do the same and you'll reach another set of stairs. On B3, walk east and then north and you'll spot a staircase in the NE corner. Ignore these stairs and continue west along the path. At the end you'll find another staircase which you should take.

Walk east and then north and take the staircase on the left that leads up. From here, take the linear path and all of the stairs up to reach the famous SWORD OF ERDRICK in a treasure chest. Equip this on the PoM.

Now, you can either cast Outside and get out of here since we've obtained the only treasure available in Charlock Castle right now, or you can continue on to reach the Dragonlord's Grandson on the bottom floor. In order to reach him from the chest containing the sword, make your way back to the floor where a staircase leading down is immediately in view to your left. Take these stairs and follow the linear path afterwards until you reach the bottom floor of the castle where the Dragonlord's Grandson can be found. You don't have to worry about enemy encounters on this floor, so take your time and make your way to the throne.

When you speak to him, tell him that you're after Hargon and he'll explain that in order to defeat him you must first seek out the spirit Rubiss, but in order to do so we'll have to collect the five Crests first. Now that we have our next goal, you're free to cast Outside and Return to Tantegel Castle to heal and save. We'll be coming back to Charlock Castle a little later in order to open a certain door to collect a few treasures on the bottom floor.

3C. THE SUNKEN TREASURE	\
_____	/

Recommended LVL: 17 or 18

ITEMS:

-----

Treasures [\_]

Echoing Flute [\_]

MONSTERS (SEA)	
_____	
Sea Slug	
Man O' War	
Medusa Ball	
Ghost Mouse	
_____	

Hop back on your ship and begin sailing directly north along the west coast of Alefgard between Lianport and Tantegel Castle. Continue sailing all the way north until you're in open ocean and you'll spot a light-blue spot in the water NW of the Alefgard continent. Search the water here to uncover the



sunken TREASURES that the man in Lianport wanted.

Return to Lianport and make your way to the north end of town where you received the ship. In the small room south of the water speak to the man inside to trade the Treasures for the ECHOING FLUTE.

This item is supposed to help you track down the five crests that we need to find by playing a tune when you're close to one, however with this guide you shouldn't really need to use the flute at all. It honestly just takes up space, but for the sake of completion go ahead and get it. Now that we have our new goal set before us, it's time to get prepared for some tough enemies in our future.

```
|
| 4. THE GOLDEN KEY & THE QUEST FOR THE FIVE CRESTS //
| //
```

```
| 4A. THE LIGHTHOUSE \
| /
```

Recommended LVL: 19

ITEMS:	MONSTERS
-----	
53G           [_]	Mummy Man
Chain Sickle [_]	Enchanter
120G          [_]	Gorgon
Fairy Water  [_]	Demighost
Stars Crest  [_]	Saber Tiger
	Magic Ant
	Undead
	Gremlin
	Dragon Fly

TIP: A lot of the enemies in the Lighthouse are the same ones we found in Charlock Castle with a few extra, so take caution. If the Prince of Midenhall is level 19+ then you should be able to Run from a majority of the enemies in the Lighthouse. Repel works well if you're trying to conserve MP by fighting less battles. There's no shame in collecting the treasures, leaving to heal/save, then coming back to claim the Stars Crest to make life a little easier.

Let's go ahead and start snagging some of those crests. From Lianport, get back on your ship and sail directly south along the coastline until you reach the large desert area (it's a ways down). Once you reach the coastline of the desert, sail directly east until you reach an island in which the Lighthouse stands. Looks like we've got some floors to climb.

Begin by following the long path west and keep going all the way around the outside path of the Lighthouse until you can turn left into a covered passage. When you find a staircase, you can take the path north of it to reach a chest containing approximately 53G. Return to the staircase and walk south of it this time into another covered section to find more stairs. Head up these stairs and simply follow the linear path up multiple floors until you reach a dead end with another treasure chest containing a CHAIN SICKLE.

Backtrack to the first floor again and walk left into the neighboring covered area and take these stairs up in the SW corner. Follow the linear

path on the 2nd floor to another staircase at the end. On 3F, walk left and then a few steps north to find yet another set of stairs which you should take. Take the passage to the south and then walk east into a room containing about 120G in a treasure chest. Leave this room and take the staircase in sight in the SW corner.

Walk east and into the passage across from you to the stairs at the end. From this point, follow the linear path to reach a dead end with a chest containing some FAIRY WATER. Head back to 4F again (the same floor that had the chest containing ~120 gold coins) but this time head to the NW corner of this floor and take the stairs leading up to 5F. Follow the linear path to another staircase here, then use your Silver Key to open the large door in your way.

Walk to the NW corner and take the stairs you see here, then make your way east on 7F until you spot a purple monster. Follow it quickly into the room below and speak with the old man inside. You'll have to follow him down several sets of stairs until you reach the 2nd floor (take care not to fall off the ledges on your way down; there's no rush seeing as how the old man waits for you on each floor).

The old man will ask you to take the contents of the chest. Before doing so, make sure everyone is healed to the max then attempt to open the chest. Yup, you guessed it: a trap. This time you'll have to handle four Gremlins at once.

```
+-----+-----+-----+-----+-----+-----+-----+-----+
| ! BOSS BATTLE ! |                               Gremlin (x4)                               |
+-----+-----+-----+-----+-----+-----+-----+-----+
| HP: 60 (each)   |                               |                               |
|-----+-----+-----+-----+-----+-----+-----+-----+
| Use the same tactics as you did in Lianport when you |
| faced two Gremlins. The only difference here is that you may need to heal |
| more often. The Princess' Infernos spell works occasionally, as well as |
| the Prince's Firebal. The Defence spell is also a good choice to allow the |
| PoM to dish out great physical damage.                               |
|                               |                               |
| You'll receive 230 EXP and 86G for defeating all four Gremlins.       |
|                               |                               |
+-----+-----+-----+-----+-----+-----+-----+-----+
```

After you thrash the Gremlins you'll be awarded with the STARS CREST. Now that we have our first of five crests, it's time to find the rest. In case you're wondering, each crest appears in the STATUS menu at the end of the stat sheet (keep tapping 'A' button til you see it) and not in a character's inventory).

```
| 4B. BERAN & THE SUN CREST \
| _____ /
Recommended LVL: 20
```

ITEMS:		MONSTERS	
-----		-----	
Sun Crest	[_]	Dragon Fly	
Leaf of the World Tree	[_]	Orc	
		Titan Tree	
INN:		Basilisk	
----		Goopi	
30G (per person)		Gold Orc	
		Smoke	

TOOL SHOP:		
-----		
Medical Herb	15G	MONSTERS (SEA)
Antidote Herb	8G	
Wing of the Wyvern	80G	Sea Slug
Fairy Water	40G	Man O' War
		Medusa Ball
WEAPONS/ARMOR SHOP:		
-----		
Giant Hammer	4000G	Ghost Mouse
Wizard's Wand	2500G	Magidrakee
Dragon Killer	8000G	Gargoyle
Steel Shield	2000G	
Shield of Strength	21500G	
Iron Helmet	3150G	

Return to Tantegel to heal up and save. Our next destination is located in the far SW corner of the map. From Tantegel, get on the ship and sail south and out into the central ocean. Sail west and make your way towards the Dragon's Horn Towers. We need to sail through the river that splits the two towers in order to reach the outer ocean region on the western side of the map.

After crossing between the towers, turn south and sail along the western coast of the continent. Sail directly south for quite a ways and eventually you'll reach a small continent in the SW area of the map. Land your ship on the west coast of this continent and you'll spot a town in the center. Make your way inside the town of Beran.

Speak with everyone inside and be sure to rest if needed at the Inn. The Weapons/Armor Shop has some nice equipment but a lot of it we already have or don't really need. The only thing of interest is that Shield of Strength. You probably don't have the money now, but you'll want to work to get that shield soon for the PoC. When used as an item in battle it can heal you!

You'll find the house of healing towards the center of town in a covered section. You can also save your game via the old man in the far NW corner of town. After speaking to the locals, you'll learn about a Fire Monolith where the Sun Crest is said to be found. Time for us to head out and snag it.

Leave Beran and walk east several paces. Cross the bridge leading NE and then make your way north and around the mountain range below you. Turn and go west a ways through the forest, then make your way to the northern tip of the continent to find a shrine. Enter and you'll find three traveling portals. Step onto the center portal to be taken to the Fire Monolith in the SE corner of the world.

It doesn't look like anything special, but if you walk directly east and take a step just outside of the walls, you can take a few steps north on the grass. Search the grass in the NE corner of the Monolith on the outside of the wall to find the hidden SUN CREST. Nice; no boss or tedious dungeon to have to deal with! That's two down, three to go!

There's one more crest that we can obtain before hunting for the Golden Key, but first we can pick up a rather rare and extremely useful item. Sail directly east of the continent housing Beran until you reach the coast of the large central continent. Follow the coastline SE until you reach the tip. You'll notice several tiny islands along the southeast tip of the continent,

but the one we want is a circular desert island with a single forest spot in the center. Land on this island and stand on the trees. Search the ground here to find a LEAF OF THE WORLD TREE. This item will revive a single character to full HP in battle, so it's best to save it for when you absolutely need it. You can only carry one at a time, so after you use it you can always come back here and find another.

Now it's time to pick up our third crest. Return to Beran to heal and save, then sail back to where we found the Leaf of the World Tree. Once you reach this little island, sail directly north from it. Eventually you'll reach another small continent in the eastern ocean with a castle in the center. Sail east into the river and you can land the ship just a few paces from Osterfair Castle.

```
| 4C. OSTERFAIR CASTLE | \
| _____ | /
```

Recommended LVL: 21

ITEMS:	MONSTERS
-----	-----
Moon Crest [_]	Hork
	Hawk Man
INN:	Evil Tree
----	Gas
25G (per person)	Sorcerer
	Metal Slime
TOOL SHOP:	-----
-----	-----
N/A	MONSTERS (SEA)
	-----
WEAPONS/ARMOR SHOP:	Sea Slug
-----	Man O' War
Broad Sword 1500G	Medusa Ball
Giant Hammer 4000G	Ghost Mouse
Dragon Killer 8000G	Magidrakee
Clothes Hiding 1250G	Smoke
Magic Armor 4300G	Vampirus
Iron Helmet 3150G	Gargoyle
	-----

Follow the passage north and turn left to reach the castle-town. You can find the King on the throne to the north, but before speaking with him make sure you rest at the Inn to heal up. Speak with the other citizens of Osterfair and check out the shop. If you haven't purchased a Magic Armor for the PoC then do so now.

Speak with the King and he'll ask that you "entertain" him and he'll give you a nice reward. Agree and you'll have to face a Saber Lion to earn the reward.

```
+-----+-----+
| ! BOSS BATTLE ! |           Saber Lion           |
+-----+-----+
| HP: 80          | |
|-----+-----+ A very simple fight; the PoM and PoC can just attack |
| while the PMb can heal or defend. Seeing as how the Prince of Midenhall |
| can take the Saber Lion out in 2 or 3 attacks, I hardly call this a    |
| challenge at all. |
| |
```

| 81 EXP and 55G is awarded to you for the victory. |

|

-----+  
Talk to the King after defeating the beast and he'll hand over the  
MOON CREST! We only have a couple more to go and we'll soon be able to open  
doors that we can't just yet.

| 4D. ZAHAN \  
| \_\_\_\_\_/

Recommended LVL: 21

ITEMS:	MONSTERS
-----	-----
Golden Key [_]	Hork
	Hawk Man
INN:	Evil Tree
----	Gas
30G (per person)	Sorcerer
	-----
TOOL SHOP:	MONSTERS (SEA)
-----	-----
Medical Herb 15G	Sea Slug
Wing of the Wyvern 80G	Man O' War
Fairy Water 40G	Medusa Ball
Dragon's Bane 640G	Gargoyle
WEAPONS/ARMOR SHOP:	Magidrakee
-----	Ghost Mouse
N/A	Smoke
	Vampirus
	-----

From Osterfair Castle, get back on your ship and out into the ocean. Sail south a long ways (making your way back to Beran) until you reach that island that has the Leaf of the World Tree. From this island, sail south until it's out of sight, then sail directly east a ways. After a while you'll reach two tiny islands; one with a town, and other with a monolith.

Enter the town of Zahan and speak to the locals. The main reason we're here is to grab a new key, but we'll have to come back later for another main item later. On the east side of town you'll find a dog who will walk away when you approach. If you search the ground next to the dog by the tree you'll uncover the hidden GOLDEN KEY. This key will allow us to open those gold doors that we've been ignoring up to this point.

Since there's no Weapons/Armor Shop, our equipment will have to hold for now. Rest at the Inn if necessary, then leave Zahan and get back on your ship. There are a few more keys we need to grab before we continue on our quest. Our next destination is the town of Wellgarth. From Zahan, sail NW until you reach the SE tip of the large central continent (you'll be near the island with the Leaf of the World Tree). From here, sail NW along the coastline a ways until you find a town on land near the coast. Wellgarth is also directly east of Beran if you're having trouble finding it.

| 4E. WELLGARTH \  
| \_\_\_\_\_/

Recommended LVL: 21

ITEMS:	MONSTERS
-----	-----
Jailor's Key [_]	Gas
Watergate Key [_]	Evil Tree
	Magic Ant
INN:	Sorcerer
----	Orc
40G (per person)	Healer
	Hibabango
TOOL SHOP 1:	Grabooopi
-----	Gold Orc
Medical Herb 15G	
Antidote Herb 8G	
Fairy Water 40G	
Dragon's Bane 640G	

TOOL SHOP 2:	
-----	
Medical Herb	15G
Antidote Herb	8G
[Jailor's Key]	2000G
Wing of the Wyvern	80G

WEAPONS/ARMOR SHOP:	
-----	
Giant Hammer	4000G
Dragon Killer	8000G
Light Sword	16000G
Mink Coat	65000G
Shield of Strength	21500G
Iron Helmet	3150G

When you enter the town, walk over and open the door with your new Golden Key. Head down the stairs to find the town itself, and a rather large one at that. First order of business is, of course, to talk to everyone and check out the shops. You'll notice some of the new equipment is extremely pricey, but don't worry. Soon enough we'll have more money than God with a neat little trick that we can exploit to buy all that stuff.

If you have money, however, the Shield of Strength should be bought for the PoC if you haven't purchased one already. The Light Sword is also a good choice for the PoM as it's a little stronger than the Sword of Erdrick. The Mink Coat is a piece of armor best suited for the PoC or the PMb, but 65000G is out of our price range right now.

Check out the Tool Shop on the west side of town and view the wares. You'll notice a blank spot on the list between the Antidote Herb and the Wing of the Wyvern. If you select this spot, you'll have uncovered the JAILOR'S KEY. You can purchase it for 2000G (should be pocket change at this point in the game) so be sure to do so because we won't be able to continue without it.

Now that you have the Jailor's Key, all those barred jail doors can be opened. This means we can now open all doors in the game; woo! There's one more order of business to take care of in Wellgarth. Enter the building in the NE corner of town and walk north to the back. Open the door on the right with your Jailor's Key and enter the tiny room. Walk directly to the right of the center and into the dark wall on the right. You will step through to a secret passage where you'll find a man by himself. Speak with him and he'll give up the WATERGATE KEY. This key will open the dam near the



gold. You can use this trick as many times as you like, but once you're done make sure you keep a Staff of Thunder for your Princess; it's the best weapon available for her in the game.

Leave Midenhall and travel NW to Cannock Castle. You can unlock the door to the single chest in the center room for the SHIELD OF ERDRICK. This is the best shield in the game for the PoM, so equip it now! Make your way back to the Alefgard continent (or utilize the portal system via monoliths throughout the world) and enter the Holy Monolith in the SE corner of the continent. Speak with the old man inside and he'll recognize your Token of Erdrick and swap it for the HELMET OF ERDRICK. Equip this on the PoM right away since it's his best headgear for the game.

We can also return to Charlock Castle to that room on the bottom floor where the Dragonlord's Grandson resides. Abuse the Repel spell and make your way back through the castle. When you get to the final floor, walk north and use your Golden Key to open the room to the treasure. Open the chests to obtain a MEDICAL HERB, a WING OF THE WYVERN, 129G, and a LOTTERY TICKET.

Our next stop is Osterfair Castle. Once you're there walk around the hallway along the outside of town until you reach a portal at what looks like a dead end. Use your key to open the door on the right of the portal and you'll have access to the Weapons/Armor Shop's chests. Open them both to find the ARMOR OF GAIA and a MAGIC KNIFE. The Armor of Gaia is a good piece of equipment for the PoM at this point.

There's another crest we need to grab before we move on as well. Make your way back to the town of Hamlin and we can use our Jailor's Key to unlock the building in the center of town. Make sure your party is at full health then open the door and head down the stairs. Use your Jailor's Key again to open the cell with the monsters. Speak to one of them and you'll engage in battle.

```
+-----+-----+
| ! BOSS BATTLE ! |                               Ozwarg (x2)                               |
+-----+-----+
| HP: 69 (each)   |                               |
|-----+          Have the PoM and PoC continuously attack as the PMb |
| keep everyone's HP up. Don't forget your Shield of Strength will heal its |
| user in battle. After 3 or 4 rounds they should be toast.                 |
|                                                                                   |
| You'll receive 139 EXP and 105G for the victory.                             |
|                                                                                   |
+-----+-----+
```

After defeating the Ozwargs, search the ground in the NE corner of the cell to find the hidden WATER CREST. There's only one more crest to find, but it'll be a while before we can get it.

```
| 4G. TUHN & DON MAHONE \
| _____ /
```

Recommended LVL: 21 or 22

ITEMS:		MONSTERS	
-----		-----	
Dew's Yarn	[_]	Hork	
Magic Loom	[_]	Hibabango	
Water Flying Cloth	[_]	Hunter	
		Mummy Man	



INN:		Gold Orc	
----		Magidrakee	
40G (per person)		Sorcerer	
		Graboopi	
TOOL SHOP:		_____	
-----			
Wing of the Wyvern	80G	MONSTERS (SEA)	
Fairy Water	40G	_____	
Dragon's Bane	640G	Sea Slug	
		Man O' War	
WEAPONS/ARMOR SHOP:		Medusa Ball	
-----		Ghost Mouse	
Wizard's Wand	2500G	Magidrakee	
Falcon Sword	25000G	Smoke	
Dragon Killer	8000G	Vampirus	
Magic Armor	4300G	Gargoyle	
Shield of Strength	21500G	_____	
Iron Helmet	3150G		

Make your way back to Beran (either by ship or Return if you saved your game there last) and sail north along the coast. Once you reach the monolith north of Beran, sail directly east until you hit the large center continent. You'll see a river flowing NE through the continent that you should sail through. Follow it north, passing a bridge on your right until the river reaches a dead end. Hop off the ship here and begin walking east. Turn north when you reach the small poisonous area and follow the linear path east along the river. Eventually you'll spot a town to the east that you'll have to go north and around in order to reach.

Tuhn is a small village but an important one in our quest. Speak with everyone in town and check out the shops. Grab a Shield of Strength if you don't have one yet and keep an eye on that Falcon Sword. Whenever you get the cash to purchase one, grab one for the Prince of Cannock.

In the center of town you'll find a small building locked with a gold door. Use your Golden Key and step inside to find Don Mahone. Speak with him and he'll ask for two items necessary to make a Water Flying Cloth (the best armor for the Princess). We'll have to do some traveling to find them, but they aren't difficult to locate.

The first item we'll need for this little sidequest is located in the north tower of the Dragon's Horn Towers SW of Lianport. Get on your ship and make your way over there. After entering the north tower, take the stairs to the 3rd floor and take 5 steps north and use the 'Search' option to find the hidden DEW'S YARN. If you're having trouble finding it, just search the area in the NW corner of the 3rd floor and you should find it.

Leave the Dragon's Horn Towers and make your way back to Zahan in the far SE corner of the world. Once you're there, enter the large building on the north end of the village and cast Stepguard to cross the damaging blue tiles. Walk north and then west to find a small locked room containing a treasure chest. Using your Jailor's Key, open the door and search the chest to find the MAGIC LOOM. We now have the items needed for Don Mahone, so cast Return to get back to Beran and make your way to Tuhn from there (don't neglect the Repel spell if the random encounters are annoying you).

Go back to Don Mahone in the center of town and you'll automatically hand over the items when you speak with him. He'll tell you that it's going to take some time, so you'll have to come back later. However, if you're impatient you can always save your game (choosing not to continue), reset,

load your game and speak to Don Mahone. Doing so will result in getting the WATER FLYING CLOTH immediately. Either way, you can always come back later and he'll hold onto the Water Flying Cloth until you pick it up. Equip this armor on the Princess; doing so will cut fire damage down significantly.

The next order of business is necessary to move the story along. Walk towards the Item Shop in Tuhn (NE corner of town) and take a step north onto through the trees just east of the shop. You'll notice that you can walk north and behind the building through the trees. Walk all the way west and then north to find a small locked building requiring the Jailor's Key. Open the door and head down the stairs to reach the floodgates of the dam. Use your Watergate Key while facing south against the blue gate and you'll release the water. Doing so allows access to the Tower of the Moon directly south of Tuhn, where another important item resides. Heal up, save your game, and leave Tuhn.

```
| 4H. TOWER OF THE MOON | \
| _____ | /
```

Recommended LVL: 22

ITEMS:	MONSTERS
-----	-----
129G            [_]	Hunter
Medical Herb   [_]	Magidrakee
253G            [_]	Ghoul
Bamboo Stick   [_]	Evil Eye
Moon Fragment  [_]	Mummy
	Graboopi
	Evil Clown
	Vampirus
	Gold Orc
	Puppet Man
	Hork
	Metal Babble
	Gargoyle
	-----

Once inside, walk directly south until you reach a staircase on the south end of the first floor. Head up these stairs and walk west on the 2nd floor. You'll spot another staircase leading up a few paces away. Take these stairs to reach a small room on the 3rd floor with a treasure chest. Pry it open for 129G pieces.

Return to the previous floor and make your way to the very SE corner of the 2nd floor. You'll find a staircase that leads back down to the first floor where you can grab a MEDICAL HERB in an isolated chest. Go back up to the 2nd floor and this time take the stairs near the center of the floor that lead up.

On the 3rd floor, you'll see a staircase close by to the NE. Head up these stairs to reach the 4th floor where you can find two treasure chests side-by-side if you walk a few paces south. Open them up to find 253G and a BAMBOO STICK (yes, the treasures suck in the Tower of the Moon). You'll want to take the staircase in the NE corner of this floor (just east of the stairs you came from).

Use your Golden Key to open the large door below you and take the stairs down to the floor below. From here, you simply have to follow the linear path as you make your way down several stairs to the first floor where

you'll find a single treasure chest in a room with an old sage. Walk left and open it up to find what we came for: the MOON FRAGMENT.

There is still one un-opened treasure chest in the tower, however it's pointless to seek it out because it's always empty. If you want, you can try fighting the Metal Babbles on the higher floors of the tower. If you manage to defeat one of these guys it'll yield you over 1,000 EXP points in battle (making upcoming level-grinding a little more tolerable).

When you're ready to move on, leave the Tower of the Moon using the Outside spell and return to a town to heal up and save. Our next destination has some tough monsters around, so be sure to pick up a Leaf of the World Tree if you don't already have one. We'll need to use our Moon Fragment to gain access to a cave in the middle of the eastern ocean. The Sea Cave is located south and just a tad west of Osterfair Castle in the middle of the sea. The easiest way to get there without missing it is to just sail directly north of the island where you can pick up the Leaf of the World Tree. Eventually you'll spot a cave surrounded by mountains and blocked by trashing waves on all sides. Sail up to the outside ring of waves and use your Moon Fragment from your inventory. Doing so will allow the waves to disappear and you can now explore Sea Cave.

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| 5. THE PATH TO RHONE //

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| 5A. SEA CAVE \

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Recommended LVL: 24

ITEMS:		MONSTERS	
-----			
138G	[_]	Grabooopi	
Medical Herb	[_]	Evil Eye	
73G	[_]	Gas	
102G	[_]	Evil Tree	
Dragon's Bane	[_]	Gold Orc	
Eye of Malroth	[_]	Puppet Man	
		Mummy	
		Saber Lion	
		Metal Hunter	
		Evil Clown	
		Dragon Fly	
		Mega Knight	

NOTE: You can walk over the lava in this cave, however you'll suffer damage with each step. Unless your PoC has the StepGuard spell, keep an eye on your HP as you cross the lava. Also, be aware that some of the treasure chests in the Sea Cave are traps that will damage you; these chests are being ignored in this walkthrough.

From the entrance, walk left over the lava and follow the linear path around to a treasure chest at the end containing 138G. Return to the stairs and walk south and follow the safe passage west. Continue west and enter the last room to the north to find a treasure chest isolated in the corner of a room. Open this one up for a free MEDICAL HERB, then go back and take the path south to a set of stairs at the end.



In Beran, open the jail door in the House of Healing in the center of town. Cross the damaging floor and step onto the blue portal.

You'll arrive inside of a monolith NW of Wellgarth. Speak with the old man in here then take the stairs up to the surface. Once outside, travel west and you'll reach a poisonous swamp area. Walk into the swamp and face the mountain range to the north. Go into your inventory and select the Eye of Malroth to use.

When the passage way opens, enter the Cave to Rhone. First and foremost, follow the path north a bit and take the first staircase you come across down to the basement floor. In the SE corner of the basement you'll find the LIFE CREST inside a treasure chest. Good thing we didn't have to travel far for it, because the monsters in this cave are relentlessly brutal.

Cast Outside and then Return to get back to Beran. Rest up and save again as there's one more errand we can do before making the dreadful journey through Rhone.

```
| 5C. THE CHARM OF RUBISS | \
| _____ | /
```

Recommended LVL: 24

ITEMS:		MONSTERS	
-----		_____	
Charm of Rubiss [_]		N/A	
		_____	

The whole point of collecting those crests is to trade them in for a very important and must-have item in order to finish the game. From Beran, leave town and get on your ship. Cast Repel since we'll be doing a lot of sailing and make your way towards Wellgarth on the southern tip of the large central continent. Pass Wellgarth traveling east along the southern coast and when you reach the island that contains the Leaf of the World Tree (pick one up now if you don't already have one since we're passing it) sail roughly six paces east of this island and turn north. Sail ALLLLLLL the way north, passing the Sea Cave and Osterfair Castle until you spot a monolith in the middle of the ocean. Use the World Map from the link provided at the beginning of this guide if you're having trouble spotting it.

In the Monolith of Rubiss, simply climb all the stairs until you reach the bottom floor. If you have collected all five crests (which you should have by now) Rubiss will take them and hand over the CHARM OF RUBISS. This special item will dispel Hargon's illusions when we need it.

Now that all of our business is finished, the next task is to get through the Cave to Rhone. Before we do, though, I highly suggest spending time in either the Tower of the Moon or the Sea Cave to level up your team. I personally chose the Tower of the Moon on the top floors where you can encounter Metal Babbles and the other monsters aren't too difficult. Not to mention you're very close to Tuhn where you can rest at the Inn. The Sea Cave may give better experience per battle, but you'll likely be going in and out too often to gain good EXP because your MP will drain quickly from all the healing you'll have to do.

Where ever you choose to level grind, do so until your main character is at level 26 or so. Make sure you have a Leaf of the World Tree then rest and save in Beran. When you think you're ready, take the portal behind the house of healing back to the shrine near Rhone. Exit and walk west into the

swamp and use the Eye of Malroth again to open the passage.

```
| 5D. CAVE TO RHONE | \
| _____ | /
```

Recommended LVL: 26 or 27

ITEMS:		MONSTERS	
-----			
164G	[_]	Saber Lion	
Lottery Ticket	[_]	Evil Clown	
Armor of Erdrick	[_]	Metal Babble	
128G	[_]	Mega Knight	
116G	[_]	Metal Slime	
Thunder Sword	[_]	Dark Eye	
		Ozwarg	
		Gargoyle	
		Orc King	
		Berserker	
		Magic Vampirus	
		Silver Batboon	
		Hork	
		Healer	
		Green Dragon	
		Hargon's Knight	
		Flame	
		Attackbot	

NOTE: Don't forget about that 'Run' option in battle. I've found that even using Repel, you'll still run into a plethora of battles in this confusing cave. Also, if you're having trouble understanding any of my navigational details, consult the following map of the Cave to Rhone. The map also shows the pitfalls towards the end of the cave (they're difficult to see, but look closely):

<http://www.realmofdarkness.net/dq/img/nes/dw2/maps/cave-rhone-2.png>

It's better to first explore the cave and obtain the important treasures, leave to save/heal in Beran, then come back and pass through. Trying to grab all the treasures AND make it through the cave will be nearly impossible if you're around level 26 or 27. You'll most likely run out of MP before reaching the end, and that can be extremely dangerous.

From the entrance, follow the path north and ignore the first set of stairs you see leading down. Walk NE of these stairs and you'll find a staircase leading up in a small corner. Take these steps to 2F and walk directly east through the dark passage. Continue all the way east ignoring the first two paths going north and take the third. You'll find a room with another staircase which you should take up to 3F.

This floor is one of the largest in the whole cave. From the stairs follow the main path SE ignoring any other passages you come across. After the short zig-zag spot in the path, walk east into the dark and then take the path north to find a small room with a treasure chest. Open it up for a free LOTTERY TICKET. Head back down and then walk directly east until you reach a staircase leading up. These stairs eventually lead to a small room with a chest containing the ARMOR OF ERDRICK. Equip this on the PoM immediately!

Return to 3F and retrace your steps going NW until you reach the

staircase you initially took from the 2F. Walk directly west of these stairs until you reach a dead end with a staircase. Take these stairs to eventually find a room with another treasure chest. Pry it open for 128G and head back to 3F again. When you get back to that main center staircase, take the north passage this time. On the right is another dark room with a chest containing 164G. Walk back to the main path and continue all the way north. When you reach a split in the path, take the western passage all the way to another dead end with a staircase. Follow these stairs up to 5F where you can find two treasure chests at a dead end. The one in the upper-left corner is a trap, so avoid this chest. Instead, open the other for 116G.

Make your way back to 3F again and walk all the way east to return to the fork in the path. Go east this time and you'll find more stairs at a dead end. Take the next set up as well and you'll arrive on 5F. Be careful, this floor is riddled with pitfalls. However, first we want to intentionally fall down one, so just walk around this floor until you fall.

When you land, simply walk to the SW corner of this large open room. One square from the west wall and one square from the south wall in the SW corner is another pitfall. Jump down here and you'll land near a treasure chest. Open this baby up to find the PoM's best weapon in the game: the THUNDER SWORD. Equip this right away, then walk to the SE corner of this small room to fall down yet another pitfall. On the following floor, walk all the way north to fall down another hole. This will put you back at the very beginning of the cave on 1F.

Now would be a time to cast Outside and Return to get back to Beran. Heal up, save, grab a Leaf of the World Tree if necessary, then make your way back to the Cave to Rhone (via the portal in Beran).

Simply retrace the directions provided earlier to get back to 5F (the room with all the pitfalls). Remember, on 3F just make your way to the very NE corner of this floor (no need to get all the useless treasure again). Once you're back on 5F and you're standing on the staircase itself walk 2 steps south, 2 steps west, all the way south until you hit the wall, then all the way east to reach the staircase. If you fall down a pitfall, simply take the staircase back up in the NE corner of the large open room to get back to the previous floor.

We're almost out! You'll now be on 6F and have 3 different directions you can go. We want to take the eastern passage and then follow it north and then back west as it curves. At the next split, take the eastern passage as well and you'll reach a bigger room. Take care not to step into the corner of the center wall shaped like a '7' as there is a pitfall. Instead, walk around it to the south and take the SE passage into the darkness.

At this fork in the path, go north and follow this passage to yet another fork. Take the path on the left this time and continue north. Continue all the way north (ignoring the path you see on the right) and you will reach a 'T' intersection. Go east and simply follow the linear path to the exit. Whew!

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| \_\_\_\_\_//  
| 6. AN EVIL SORCERER'S DEMISE \_\_\_\_\_//  
| \_\_\_\_\_//

---

| 6A. FINAL PREPARATIONS \  
| \_\_\_\_\_/

Recommended LVL: 28

ITEMS:	MONSTERS
-----	
N/A	Cyclops
	Blizzard
	Silver Batboon
	Gold Batboon
	Giant
	Bullwong
	Attackbot

It looks like we're not out of the woods (or snow in this case) just yet. You're likely battered and beaten from the venture through the Cave to Rhone, so take this time to have the Princess heal everyone to the max. The enemies in the Rhone area are the toughest in the game and can easily wipe you out in 3 or 4 turns if you're not careful.

From the exit of the cave, simply follow the road east and then all the way north. Eventually you'll find a monolith in the middle of a lake. If you can manage to make it there without getting annihilated, pat yourself on the back. You've just managed to get through one of the most difficult dungeons in any Dragon Warrior game (considering you aren't over-leveled).

In this monolith, speak to the sage and not only will he fully replenish everyone's HP and MP, but he'll also save your game on the imperial scrolls! Now whenever you cast Return you'll end up here instead of Beran. This area is one of the best places in the game to level up your characters. Seeing as how simply making it to Hargon's Castle is tough enough, take the time to level grind around the monolith. You'll most likely be pretty beat up after only a few battles around here, so abuse the sage's healing services and save often. Take note that the PoC's Defeat spell is very useful against the pesky Blizzard enemies. If you're lucky, you may even receive some cursed equipment from the monsters in Rhone.

You'll likely be leveling for hours, but once your main character reaches 30-32 you're probably ready to take on Hargon's Castle. Make sure to have a Leaf of the World Tree in someone's inventory just in case, then heal and save at the monolith in Rhone. Time to go for the home stretch!

| 6B. HARGON'S CASTLE | \

Recommended LVL: 30-32

ITEMS:	MONSTERS
-----	
N/A	Bullwong
	Gold Batboon
	Cyclops
	Green Dragon
	Flame
	Giant
	Mace Master
	Metal Babble
	Attackbot

Similar to the Cave to Rhone, the first trip inside Hargon's Castle



will be to defeat the 3 sub-bosses before reaching Hargon himself. At this point, it's best to leave and return to the monolith to heal and save, then come back for Hargon. At level 30 it will be nearly impossible to make it to the Castle itself, then beat all 3 sub-bosses plus the final boss himself without needing to replenish HP and MP. You don't want to be caught at the final boss with the Princess and the PoC having low MP. Also, make sure you have both the Eye of Malroth and the Charm of Rubiss in your inventory; we'll need them both soon.

From the monolith in Rhone, travel west over the bridges and then north into the forest. Walk north until you reach the mountain range and turn west. Follow the path through the trees as it curves south and then turn east and walk into the hills. Follow this narrow path through the mountain range as it goes south. Ignore the path that splits from it to the left and continue all the way south. As the path turns, walk north over the hills and through the mountains to find Hargon's Castle isolated in a small desert area.

When you enter, you'll find yourself in... Midenhall Castle? What the hell? Well, it turns out this is one of Hargon's illusions that Rubiss warned you about. There's nothing to find here, but you can talk to the fake citizens if you want for some interesting dialogue. To get rid of the illusion and continue, use the Charm of Rubiss from your inventory. Rubiss will dispel the illusion and you'll truly be inside Hargon's Castle now. There aren't any treasures to obtain here and you'll only fight random monster encounters on 2F and 3F, so in that respect you can conserve as much MP as possible by running from any battles you come across.

Walk north from the starting point and pass the flames. You can either ignore the two purple demons at the throne or talk to them to battle 2 Gold Batboons; honestly, it's not even worth it. Instead, cast Stepguard and step onto the line of blue tiles behind the throne. Walk as far left as you can and face the back wall in the corner. Use your Jailor's Key to unlock a hidden door (pretty sneaky; I remember it took me ages to figure that out before the pleasure of simply looking at a map or FAQ) and step into the back room.

Cast Stepguard again before stepping on the damaging yellow tiles and walk to the right and open another door with the Golden Key. Step into this room and, again, cast Stepguard to reach the very center of the room. Stand on the gray square in the middle and use the Eye of Malroth from your inventory. Doing so will warp you up to the next floor. You're now in random encounter territory, so take caution and watch your HP and MP.

From the stairs, walk north several paces and then east into the covered room. Take the stairs in the back up to 3F. Here, simply follow the linear path as it snakes around the floor until you reach a staircase at the end. On 4F, the random monster encounters stop as you're about to face the first of three sub-bosses. Follow the linear path on this floor and just when the staircase at the end comes into view, STOP AND HEAL! If you get too close to the stairs you'll trigger the battle unexpectedly. When you're all set, proceed forward to fight...

```
+-----+-----+-----+-----+-----+-----+-----+-----+-----+
| ! BOSS BATTLE ! |                                     Atlas                                     |
+-----+-----+-----+-----+-----+-----+-----+-----+-----+
| HP: 250          |                                     |                                     |
|-----+-----+-----+-----+-----+-----+-----+-----+-----+
| This beast may be a little slow, but he hits HARD. |                                     |
| Have the PoM do what he does best, the PoC should abuse the Increase spell |
| and use his Shield of Strength to heal himself when needed. The Princess' |
```



LV: 32	LV: 30	LV: 28
Thunder Sword	Falcon Sword	Staff of Thunder
Armor of Erdrick	Mink Coat	Water Flying Cloth
Helmet of Erdrick	Shield of Strength	Dragon's Bane
Shield of Erdrick	Dragon's Bane	
Dragon's Bane		

The only headgear available for the PoC and the PMb is the Mysterious Hat, which can only be obtained from a Magic Vampirus inside the Cave to Rhone as a random drop. It's definitely a rare item, but it only adds +8 in defense points so it isn't absolutely necessary to have. If you can somehow get 2 of them, you're one lucky player; give them both to each character.

When you're all ready to go, return to Hargon's Castle and take the same steps to get to the top as you did before (only this time the sub-bosses are gone). When you reach the top floor, immediately cast Stepguard and cross the damaging blue tiles going west. Walk north into the center to find Hargon himself. Before speaking with him, double check your stats and make sure everyone's healed and ready. Let's do this!

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| 6C. THE FINAL BATTLE | \
| _____ | /
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Recommended LVL: 32-35

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+-----+-----+
| ! BOSS BATTLE ! | Hargon |
+-----+-----+
| HP: 230 | |
|-----+ Make sure the PoC uses StopSpell until it works in |
| this fight. Hargon's spells include Explodet as well as Healall, so you |
| don't want him using that over and over again. After his spells are sealed |
| continue attacking with the PoM and have the PoC and PMb heal with spells |
| or the Shield of Strength. With Hargon's spells no longer a problem, he |
| can only attack you physically one character at a time. This should be |
| your time to attack and take him down. He's actually an easy boss until... |
| |
+-----+-----+
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Hargon has been defeated, but it looks like he has something else up his sleeve. Try to escape and you'll be surrounded by fire. It's time to meet the most difficult boss in the game by far:

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+-----+-----+
| ! BOSS BATTLE ! | Malroth |
+-----+-----+
| HP: 250 | |
|-----+ This guy is just brutal. He'll attack twice each |
| round and since all his attacks deal major damage, Healall should be used |
| just about every round in conjunction with the Shields of Strength. To top |
| it off he can use Healall on himself, so you may want to give StopSpell a |
| few tries. Don't waste too much time trying to seal his magic if it's just |
| not working. By then, he'll probably lay waste to your entire crew. Make |
| sure the Princess continues to use her Defence spell until it no longer |
| has effect. Malroth's defence is very high, so if you can keep draining it |
| the PoM can deal almost 100 damage per round. If anyone dies, don't forget |
| to use that Leaf of the World Tree. At level 32, I made it out of this |
| battle but the PoC got KO'd at the very end due to a critical hit from |
| Malroth (that bastard). If you can defeat Malroth without anyone fainting |
| then congratulations! |
+-----+-----+
```

After the battle, you'll hear from Rubiss and you'll be completely healed. You'll have to leave Hargon's Castle yourself and cast Return to get back to the monolith in Rhone. Use the portal to arrive at the monolith outside of the Cave to Rhone, then step back onto the same portal again to get back to Beran.

From Beran you have to make your way back to Midenhall Castle, however speaking with the townsfolk and other citizens of the world in different locations yields interesting dialogue. Everyone just basically congratulates you and thanks you, but it's fun to explore the world after all the evil has been defeated. You'll also notice that there are no longer any random monster encounters.

When you return to Midenhall Castle, simply walk north and speak with the King to enjoy the ending of Dragon Warrior II!

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 | X. I T E M / E Q U I P M E N T / M O N S T E R   L I S T S
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 | X-1. Item List
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The chart below includes all of the common and key items in the game; by "key" items, I mean items that are either important to the storyline some how or you can only obtain ONE of that particular item in the game. I have them listed in alphabetical order.

\* = Key Item

NAME	BUY	SELL	FOUND	PURPOSE
Antidote Herb	8G	6G	Tool Shops	Heals poison status
Charm of Rubiss *	N/A	N/A	Rubiss Monolith	Dispels illusions inside Hargon's Castle
Cloak of Wind *	N/A	53G	Tower of Wind	Carries you across the Dragon's Horn Towers
Dew's Yarn *	N/A	N/A	Dragon's Horn Towers (north)	1 of 2 items needed to make the Water Flying Cloth
Dragon's Potion	N/A	7500G	Dropped by Metal Babbles	Allows you to save your game anywhere!

Dragon's Bane	640G	480G	Tool Shops	Provides mild protection from some enemy spells
Echoing Flute *	N/A	300G	Lianport	Plays an echo when you're near a crest
Eye of Malroth *	N/A	N/A	Sea Cave	Reveals the Cave to Rhone
Fairy Water	40G	30G	Tool Shops	Same function as the Repel spell
Golden Card *	N/A	N/A	Lottery Game (1st prize)	Gives you a 25% discount at all shops
Golden Key *	N/A	N/A	Zahan	Opens all gold doors
Gremlin's Tail	N/A	1250G	Dropped by Hawk Man, Ozwarg	Cursed item; sell for gold
Jailor's Key *	2000G	N/A	Wellgarth	Opens all jail doors in the game
Leaf of the World Tree	N/A	5G	Island SE of Wellgarth	Revives a single party member
Life Crest *	N/A	N/A	Cave to Rhone	1 of 5 crests needed for the Charm of Rubiss
Lottery Ticket	N/A		Tool Shops (as a gift), Monster drop	Used to play the Lottery Game
Magic Loom *	N/A	N/A	Zahan	1 of 2 items needed for the Water Flying Cloth
Medical Herb	15G	12G	Tool Shops	Same function as the Heal spell
Mirror of Ra *	N/A	N/A	Swamp SE of Hamlin	Used to turn the Princess into a human
Moon Crest *	N/A	N/A	Osterfair	1 of 5 crests needed for the Charm of Rubiss
Moon Fragment *	N/A	225G	Tower of the Moon	Needed to reach Sea Cave
Silver Key *	N/A	2G	Lake Cave	Opens all silver doors in the game
Stars Crest *	N/A	N/A	Lighthouse	1 of 5 crests needed for the Charm of Rubiss

Sun Crest *	N/A	N/A	Fire Monolith	1 of 5 crests needed for the Charm of Rubiss
Token of Erdrick *	N/A	N/A	Midenhall Castle	Trade for the Helmet of Erdrick at the Holy Monolith
Treasures *	N/A	N/A	Sea north of Lianport	Trade for the Echoing Flute in Lianport
Water Crest *	N/A	N/A	Hamlin	1 of 5 crests needed for the Charm of Rubiss
Watergate Key *	N/A	N/A	Wellgarth	Opens the floodgates in Tuhn
Wing of the Wyvern	80G	60G	Tool Shops	Same function as the Return spell
Wizard's Ring	N/A	1950G	Dropped by Goopi	Restores 15-20 MP to the user

X-2. Weapon List //

The following chart includes all of the weapons in the game in alphabetical order. I have also listed their price (if purchasable), how much they sell for, where to find them, their attack power, and which characters can equip them. I have abbreviated the names of each character under the EQUIP column. This applies to all the charts that follow. Here's what they mean:

PoM - Prince of Midenhall  
PoC - Prince of Cannock  
PMb - Princess of Moonbrooke

\* = Cursed

NAME	BUY	SELL	FOUND	POWER	EQUIP
Bamboo Stick	N/A	15G	Tower of the Moon	+2	All char.
Broad Sword	1500G	1125G	Hamlin	+30	PoM
Chain Sickle	390G	293G	Leftwyne	+15	PoM, PoC
Club	60G	45G	Leftwyne	+8	PoM, PoC
Copper Sword	100G	75G	Leftwyne	+10	PoM, PoC
Dragon Killer	8000G	6000G	Beran, Tuhn	+50	PoM
Falcon Sword	25000G	18750G	Tuhn	+5	PoM, PoC

Giant Hammer	4000G	3000G	Beran	+35	PoM
Iron Spear	770G	578G	Hamlin	+20	PoM, PoC
Light Sword	16000G	12000G	Wellgarth	+65	PoM
Magic Knife	200G	150G	Leftwyne	+12	All char.
Staff of Thunder	N/A	19500G	Midenhall	+15	All char.
Sword of Destruction*	N/A	11250G	dropped by Giant	+93	PoM
Sword of Erdrick	N/A	2G	Charlock Castle	+40	PoM
Thunder Sword	N/A	N/A	Cave to Rhone	+80	PoM
Wizard's Wand	2500G	1875G	Lianport	+8	All char.

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 X-3. Armor List      \_\_\_\_\_//  
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\* = Cursed

NAME	BUY	SELL	FOUND	POWER	EQUIP
Armor of Erdrick	N/A	N/A	Cave to Rhone	+40	PoM
Armor of Gaia	N/A	38G	Osterfair	+35	PoM
Chain Mail	480G	360G	Leftwyne	+12	PoM, PoC
Clothes	N/A	15G	Monster drop	+2	All char.
Clothes Hiding	1250G	938G	Lianport	+20	All char.
Full Plate Armor	1000G	750G	Hamlin	+25	PoM
Gremlin's Armor*	N/A	12500G	Dropped by Gold Batboon	+50	PoM, PoC
Leather Armor	N/A	120G	Monster drop	+6	PoM, PoC
Magic Armor	4300G	3225G	Osterfair	+25	PoM, PoC
Mink Coat	65000G	48750G	Wellgarth	+30	PoC, PMb
Water Flying Cloth	N/A	N/A	Tuhn	+35	All char.

| X-4. Shield List \_\_\_\_\_//  
 | \_\_\_\_\_//  
 | \_\_\_\_\_//

\* = Cursed

NAME	BUY	SELL	FOUND	POWER	EQUIP
Evil Shield*	N/A	6600G	Dropped by Mega Knight	+30	PoM
Leather Shield	90G	68G	Leftwyne	+4	PoM, PoC
Shield of Erdrick	N/A	N/A	Cannock	+20	PoM
Shield of Strength	21500G	16125G	Beran	+18	PoM, PoC
Steel Shield	2000G	1500G	Hamlin	+10	PoM

| X-5. Helmet List \_\_\_\_\_//  
 | \_\_\_\_\_//  
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NAME	BUY	SELL	FOUND	POWER	EQUIP
Helmet of Erdrick	N/A	N/A	Alefgard Monolith	+20	PoM
Iron Helmet	3150G	2363G	Tantegel	+6	PoM
Mysterious Hat	N/A	15000G	Dropped by Magic Vampirus	+8	All char.

| X-6. Monster List \_\_\_\_\_//  
 | \_\_\_\_\_//  
 | \_\_\_\_\_//

The following chart lists all of the monsters in the game (including bosses). I have listed their name, maximum HP, experience, gold pieces, the treasure that they drop (sometimes you'll just get money from a treasure chest at the end of a battle), and in what region that monster can be found. The list is alphabetized.

NAME	MAX HP	EXPR	GOLD	ITEM	LOCATION
Army Ant	12	4	2	Medical Herb	Cannock area
Atlas	250	1100	250	Sword of Destruction	Hargon's Castle
Attack Bot	120	723	120	Steel Shield	Cave to Rhone



Babble	13	8	4	Copper Sword	Cannock area
Baboon	40	20	45	Club	Hamlin area
Basilisk	38	41	58	Medical Herb	Beran area
Bazuzu	250	1530	240	Mysterious Hat	Hargon's Castle
Berserker	88	117	123	Giant Hammer	Cave to Rhone
Big Cobra	14	9	9	Antidote Herb	Lake Cave
Big Rat	16	7	5	Medical Herb	Lake Cave
Big Slug	8	2	3	Medical Herb	Midenhall area
Blizzard	90	453	113	Wizard's Wand	Rhone area
Bullwong	210	872	110	Wizard's Ring	Rhone area
Carnivog	32	29	16	Lottery Ticket	Lianport area
Centipod	21	14	40	Leather Armor	Hamlin area
Cyclops	115	327	99	Dragon's Bane	Rhone area
Dark Eye	67	93	81	Evil Shield	Cave to Rhone
Demighost	48	44	50	Chain Sickle	Alefgard area
Dragon Fly	40	59	43	Dragon's Bane	Beran area
Drakee	9	3	3	Club	Midenhall area
Enchanter	40	37	30	Dragon's Bane	Lianport area
Evil Clown	67	84	48	Wizard's Wand	Tower of the Moon
Evil Eye	50	92	25	Full Plate Armor	Tower of the Moon
Evil Tree	63	67	45	Fairy Water	Osterfair area
Flame	55	245	101	Magic Armor	Cave to Rhone
Gargoyle	60	71	95	Iron Helmet	Tower of the Moon
Gas	55	39	30	Clothes Hiding	Osterfair area
Ghost Mouse	12	6	6	Clothes	Lake Cave, Sea
Ghost Rat	25	23	15	Medical Herb	Tower of Wind
Ghoul	80	61	100	Chain Sickle	Tower of the

					Moon
Giant	155	515	95	Sword of Destruction	Rhone area
Gold Batboon	112	396	100	Gremlin's Armor	Rhone area
Gold Orc	100	63	255	Dragon's Bane	Tuhn area
Goopi	50	25	28	Wizard's Ring	Beran area
Gorgon	26	50	30	Fairy Water	Lighthouse
Grabooopi	60	38	30	Copper Sword	Tower of the Moon
Green Dragon	95	350	147	Sword of Destruction	Cave to Rhone
Gremlin	68	58	22	Wing of the Wyvern	Charlock Castle
Hargon	230	N/A	N/A	N/A	Hargon's Castle
Hargon's Knight	80	201	135	Thunder Sword	Cave to Rhone
Hawk Man	60	64	45	Gremlin's Tail	Osterfair area
Healer	25	15	5	Lottery Ticket	Cannock area
Hibabango	60	81	83	Chain Mail	Tuhn area
Hork	95	61	51	Wizard's Ring	Osterfair area
Hunter	65	67	45	Iron Spear	Tuhn area
Iron Ant	5	2	4	Medical Herb	Midenhall area
Lizard Fly	15	27	12	Lottery Ticket	Hamlin area
Mace Master	158	617	100	Staff of Thunder	Hargon's Castle
Magic Ant	14	18	8	Lottery Ticket	Lake Cave
Magic Baboon	45	40	45	Medical Herb	Lianport area
Magic Vampirus	65	182	103	Mysterious Hat	Cave to Rhone
Magician	15	10	10	Bamboo Stick	Hamlin area
Magidrakee	12	12	10	Club	Hamlin area
Malroth	250	N/A	N/A	N/A	Hargon's Castle

Man O' War	20	25	50	Wing of the Wyvern	Sea
Medusa Ball	42	36	29	Antidote Herb	Sea
Mega Knight	72	89	80	Evil Shield	Sea Cave
Megapede	20	33	25	Leather Shield	Tower of Wind
Metal Babble	35	1050	255	Dragon's Potion	Tower of the Moon, Hargon's Castle
Metal Hunter	70	82	150	Broad Sword	Sea Cave
Metal Slime	6	135	90	Iron Helmet	Moonbrooke area
Mud Man	28	32	35	Fairy Water	Lianport area
Mummy	75	62	60	Clothes	Sea Cave
Mummy Man	46	44	40	Clothes	Charlock Castle
Orc	60	61	50	Iron Spear	Beran area
Orc King	110	154	135	Lottery Ticket	Cave to Rhone
Ozwarg	69	139	105	Gremlin's Tail	Cave to Rhone
Poison Lily	46	31	25	Antidote Herb	Alefgard area
Puppet Man	60	52	100	Wizard's Ring	Sea Cave
Saber Lion	80	81	55	Iron Spear	Sea Cave
Saber Tiger	25	40	55	Copper Sword	Charlock Castle
Sea Slug	32	34	80	Copper Sword	Sea
Silver Batboon	89	271	96	Dragon Killer	Rhone area
Slime	5	1	2	Medical Herb	Midenhall area
Smoke	15	16	40	Clothes	Moonbrooke
Sorcerer	55	72	40	Clothes Hiding	Osterfair area
Titan Tree	51	50	80	Wizard's Wand	Beran area
Undead	65	45	40	Lottery Ticket	Lighthouse
Vampirus	57	85	49	Wing of the Wyvern	Tower of the Moon

Wild Mouse	10	5	5	Medical Herb	Cannock area
Zarlox	250	2200	255	Staff of Thunder	Hargon's Castle
Zombie	60	40	25	Leather Armor	Moonbrooke Castle

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| XI. C R E D I T S   &   A C K N O W L E D G M E N T S |
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First and foremost I'd like to credit Enix for making such an amazing game! Dragon Warrior II is definitely a must-have for all you 8-bit RPG fanatics out there.

I owe a HUGE amount of credit to Woodus' Dragon's Den for supplying a lot of the list information. Be sure to check out his site when you get the chance. That's [www.woodus.com/den](http://www.woodus.com/den) - Thanks Woodus!

I also want to acknowledge Realm of Darkness helping me with writing my navigational details for a lot of the caves, dungeons, towers, etc.

Thanks to Joseph Andrade for bringing a few mistakes to my attention, which otherwise I wouldn't have noticed. Joseph also helped find out some of the selling values for the items I wasn't sure about.

And last, but certainly not least, I want to thank GameFAQs for hosting this document on the web.

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