

# Dragon Warrior II Lists

by Apathetic Aardvark

Updated to v1.0 on Mar 11, 2004

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## Dragon Warrior II Lists

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Email: Jason@lelando.net  
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### ii) Version History

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3/11/2004 v1.0 - created lists and quick descriptions. Also put in a mini-faq mostly with questions I asked myself when I was eight <\_<

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### iii) Enemy List

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Enemies have a very wide range of Gold and Exp they can give. I tried to pick numbers which fall about in the middle of the range. They generally drop about the same amount until the latter parts of the game. There is also a slight variation in HP range, for this one I tended to choose the maximum value, they

can go as low as about 3/4's of the number. The list is in alphabetical order.

---

Name: Army Ant

HP: 12

Gold: 2

Exp: 4

Class: Ant

Notes: Can call in reinforcements.

---

Name: Atlas [Boss]

HP: 250

Gold: 250

Exp: 1200

Class: Ogre

Notes: Double attack. High Defense and Magical Defense.

---

Name: Attackbot

HP: 120

Gold: 150

Exp: 825

Class: Fighter

Notes:

---

Name: Babble

HP: 13

Gold: 4

Exp: 8

Class: Spew

Notes: Sometimes inflict poison when they attack.

---

Name: Baboon

HP: 40

Gold: 45

Exp: 20

Class: Baboon

Notes: Very strong

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Name: Basilisk

HP: 40

Gold: 60

Exp: 40

Class: Snake

Notes: Often inflicts poison with attacks

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Name: Bazuzu [Boss]

HP: 250

Gold: 240  
Exp: 1500  
Class: Batboon  
Notes: Uses loads of spells such as healall and Explodet

---

Name: Berserker  
HP: 90  
Gold: 125  
Exp: 125  
Class: Hunter  
Notes:

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Name: Big Cobra  
HP: 14  
Gold: 9  
Exp: 9  
Class: Snake  
Notes: Often inflicts poison with attacks.

---

Name: Big Rat  
HP: 16  
Gold: 5  
Exp: 7  
Class: Rat  
Notes:

---

Name: Big Slug  
HP: 8  
Gold: 3  
Exp: 2  
Class: Slug  
Notes: They frequently miss with their attacks.

---

Name: Blizzard  
HP: 90  
Gold: 115  
Exp: 450  
Class: Elemental Man  
Notes: Can cast Defeat, drop Wizard Wands

---

Name: Bullwong  
HP: 210  
Gold: 130  
Exp: 875  
Class: Devil  
Notes: Can cast explodet, drop Sword of Destruction

---

Name: Carnivog  
HP: 32  
Gold: 16  
Exp: 30  
Class: Plant  
Notes:

---

Name: Centipod  
HP: 21  
Gold: 30  
Exp: 15  
Class: Pede  
Notes: Often inflicts poison with attacks.

---

Name: Cyclops  
HP: 115  
Gold: 100  
Exp: 350  
Class: Ogre  
Notes:

---

Name: Dark Eye  
HP: 70  
Gold: 80  
Exp: 90  
Class: Eyes  
Notes:

---

Name: Demighost  
HP: 48  
Gold: 50  
Exp: 45  
Class: Flying Mouse  
Notes:

---

Name: Dragon Fly  
HP: 40  
Gold: 45  
Exp: 60  
Class: Flying Insect  
Notes:

---

Name: Drakee  
HP: 9  
Gold: 3  
Exp: 3  
Class: Starman

Notes: Drops Club

---

Name: Enchanter

HP: 40

Gold: 30

Exp: 40

Class: Caster

Notes: Casts Infernos

---

Name: Evil Clown

HP: 67

Gold: 50

Exp: 85

Class: Dual Dueler

Notes: Drops the Staff of Thunder which can be sold for a LOT of money.

---

Name: Evil Eye

HP: 50

Gold: 25

Exp: 90

Class: Eye

Notes:

---

Name: Evil Tree

HP: 65

Gold: 45

Exp: 70

Class: Tree

Notes:

---

Name: Flame

HP: 55

Gold: 100

Exp: 250

Class: Elemental Man

Notes:

---

Name: Gargoyle

HP: 60

Gold: 100

Exp: 75

Class: Hawkman

Notes:

---

Name: Gas

HP: 50

Gold: 30  
Exp: 40  
Class: Mist  
Notes:

---

Name: Ghost Mouse  
HP: 12  
Gold: 6  
Exp: 6  
Class: Flying Mouse  
Notes: Drops Clothes

---

Name: Ghost Rat  
HP: 25  
Gold: 15  
Exp: 25  
Class: Rat  
Notes: Can call in reinforcements.

---

Name: Ghoul  
HP: 80  
Gold: 100  
Exp: 60  
Class: Hork  
Notes:

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Name: Giant  
HP: 155  
Gold: 90  
Exp: 500  
Class: Ogre  
Notes:

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Name: Gold Batboon  
HP: 115  
Gold: 100  
Exp: 400  
Class: Batboon  
Notes: Can cast Sacrifice, that is bad... Drops Gremlin's Armor

---

Name: Gold Orc  
HP: 100  
Gold: 300  
Exp: 70  
Class: Orc  
Notes:

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Name: Goopi  
HP: 50  
Gold: 28  
Exp: 25  
Class: Drippy  
Notes:

---

Name: Gorgon  
HP: 30  
Gold: 30  
Exp: 50  
Class: Medusa  
Notes: Drops Fairy Water

---

Name: Graboopi  
HP: 60  
Gold: 30  
Exp: 40  
Class: Drippy  
Notes: Drops Copper Sword

---

Name: Green Dragon  
HP: 95  
Gold: 150  
Exp: 350  
Class: Dragon  
Notes:

---

Name: Gremlin  
HP: 60  
Gold: 23  
Exp: 52  
Class: Imp  
Notes:

---

Name: Hargon [Boss]  
HP: 230  
Gold: 0  
Exp: 0  
Class: Caster  
Notes: Casts Healall, Explodet. Sleep breath.

---

Name: Hargon's Knight  
HP: 80  
Gold: 150  
Exp: 300  
Class: Undead Fighter

Notes:

---

Name: Hawk Man

HP: 60

Gold: 45

Exp: 65

Class: Hawkman

Notes:

---

Name: Healer

HP: 25

Gold: 5

Exp: 15

Class: Floating Manowar

Notes: Casts heal virtually every turn making it very difficult to kill if you don't do a lot of damage.

---

Name: Hibabango

HP: 60

Gold: 85

Exp: 80

Class: Baboon

Notes:

---

Name: Hork

HP: 95

Gold: 50

Exp: 70

Class: Hork

Notes:

---

Name: Hunter

HP: 65

Gold: 45

Exp: 65

Class: Hunter

Notes:

---

Name: Iron Ant

HP: 5

Gold: 4

Exp: 2

Class: Ant

Notes:

---

Name: Lizard Fly



HP: 15  
Gold: 12  
Exp: 27  
Class: Flying Insect  
Notes:

---

Name: Mace Master  
HP: 160  
Gold: 100  
Exp: 600  
Class: Dual Dueler  
Notes:

---

Name: Magic Baboon  
HP: 45  
Gold: 45  
Exp: 40  
Class: Baboon  
Notes:

---

Name: Magician  
HP: 15  
Gold: 10  
Exp: 10  
Class: Caster  
Notes: Casts Fireball, Drops Bamboo Stick

---

Name: Magic Vampirus  
HP: 65  
Gold: 110  
Exp: 190  
Class: Bat  
Notes: Drops Mysterious Hat

---

Name: Magidrakee  
HP: 12  
Gold: 10  
Exp: 10  
Class: Starman  
Notes:

---

Name: Malroth  
HP: 250  
Gold: 0  
Exp: 0  
Class: Bat/Devil  
Notes: Has virtually every deadly spell in the game. Do NOT use the chance spell on him, if you get the sirens call he comes right back at full power.

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Name: Man O War  
HP: 25  
Gold: 50  
Exp: 25  
Class: Floating Manowar  
Notes: Fought at sea

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Name: Medusa Ball  
HP: 40  
Gold: 30  
Exp: 40  
Class: Medusa  
Notes:

---

Name: Mega Knight  
HP: 75  
Gold: 85  
Exp: 200  
Class: Undead Fighter  
Notes:

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Name: Megapede  
HP: 20  
Gold: 25  
Exp: 33  
Class: Pede  
Notes: Very resistant to attacks

---

Name: Metal Babble  
HP: 35  
Gold: 255  
Exp: 1000  
Class: Spew  
Notes: Very hard to hit, almost always run away on first turn. Powerful magic but they do occasionally drop Dragons Potion.

---

Name: Metal Hunter  
HP: 70  
Gold: 150  
Exp: 82  
Class: Fighter  
Notes:

---

Name: Metal Slime  
HP: 6

Gold: 90

Exp: 1200

Class: Spew

Notes: They take little damage from attacks, spells never seem to hit. They often run away or cast fireball at you. Frequently appear in groups of eight.

---

Name: Mud Man

HP: 28

Gold: 35

Exp: 32

Class: Mudman

Notes: Does a jig which can take MP away.

---

Name: Mummy

HP: 75

Gold: 60

Exp: 60

Class: Undead

Notes:

---

Name: Mummy Man

HP: 45

Gold: 40

Exp: 45

Class: Undead

Notes:

---

Name: Orc

HP: 60

Gold: 50

Exp: 60

Class: Orc

Notes:

---

Name: Orc King

HP: 110

Gold: 140

Exp: 160

Class: Orc

Notes:

---

Name: Ozwarg

HP: 70

Gold: 120

Exp: 140

Class: Imp

Notes:

---

Name: Poison Lily  
HP: 45  
Gold: 25  
Exp: 30  
Class: Plant  
Notes: As the name may suggest, it can poison you.

---

Name: Puppet Man  
HP: 60  
Gold: 100  
Exp: 50  
Class: Mudman  
Notes: Does a jig which can take MP away.

---

Name: Saber Lion  
HP: 80  
Gold: 55  
Exp: 80  
Class: Wild Cat  
Notes:

---

Name: Saber Tiger  
HP: 25  
Gold: 55  
Exp: 40  
Class: Wild Cat  
Notes:

---

Name: Sea Slug  
HP: 32  
Gold: 80  
Exp: 34  
Class: Slug  
Notes:

---

Name: Silver Batboon  
HP: 90  
Gold: 100  
Exp: 300  
Class: Batboon  
Notes: Can cast Defeat

---

Name: Slime  
HP: 5  
Gold: 2  
Exp: 1

Class: Spew

Notes: Often appear in groups

---

Name: Smoke

HP: 15

Gold: 40

Exp: 20

Class: Mist

Notes:

---

Name: Sorceror

HP: 55

Gold: 40

Exp: 75

Class: Caster

Notes: Casts Increase, Defense, Stopspell, Sleep and Fireball

---

Name: Titan Tree

HP: 50

Gold: 80

Exp: 50

Class: Tree

Notes:

---

Name: Undead

HP: 65

Gold: 40

Exp: 100

Class: Undead Fighter

Notes:

---

Name: Vampirus

HP: 60

Gold: 50

Exp: 85

Class: Bat

Notes:

---

Name: Wild Mouse

HP: 10

Gold: 5

Exp: 5

Class: Rat

Notes:

---

Name: Zarlox

HP: 250  
 Gold: 250  
 Exp: 2500  
 Class: Devil  
 Notes: Can cast Explodet, Increase. He gets double attack.

-----  
 Name: Zombie  
 HP: 60  
 Gold: 25  
 Exp: 40  
 Class: Hork  
 Notes: Drops Leather Armor  
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\*\*\*\*\*  
 iv) Item List  
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This is an item listing, items not found in stores will have a brief mention of where they are found/won at the end of this section.

PM = Prince of Midenhall  
 PC = Prince of Cannock  
 PsM = Princess of Moonbrooke

Name	Who	Buy	Sell	+stat	Comments
-----					
Weapons					
-----					
Bamboo Stick	All	No	2	2 strength	Dropped by Magicians
Falcon Sword	PM PC	25000	18750	5 strength	Two attacks per turn
Club	PM PC	60	45	8 strength	PC comes with this item
Copper Sword	PM PC	100	75	10 strength	PM comes with this item
Wizard's Wand	All	2500	1875	10 strength	Fireball as item
Magic Knife	All	200	150	12 Strength	Good weapon for PsM
Chain Sickel	PM PC	390	293	15 strength	
Staff of Thunder	All	No	19500	15 strength	Fireball as item
Iron Spear	PM PC	770	578	20 strength	Best PC weapon early on
Broad Sword	PM	1500	1125	30 strength	Great early PM weapon
Giant Hammer	PM	4000	3000	35 strength	Misses often
Sword of Erdirck	PM	No	2	40 strength	
Dragon Killer	PM	8000	6000	50 strength	Good vs Green Dragon
Light Sword	PM	16000	12000	65 strength	Surround spell as item
Thunder Sword	PM	No	375	80 strength	Infernos as item
Sword of Destruction	PM	No	11250	93 strength	Cursed

-----  
 Body Armor

-----					
Clothes	All	No	23	2 defense	PsM start with
Leather Armor	PM PC	No	113	6 defense	PM & PC start with
Chain Mail	PM PC	480	360	12 defense	
Clothes Hiding	All	1250	938	20 defense	
Full Plate Armor	PM	1000	750	25 defense	
Magic Armor	PM PC	4300	3225	25 defense	
Mink Coat	All	65000	48750	30 defense	talk about price...
Armor of Gaia	PM	No	35	35 defense	
Water Flying Cloth	All	No	?????	35 defense	reduces fire damage

Armor of Erdrick	PM	No	3	40	defense	
Gremlin's Armor	PM PC	No	4800	50	defense	cursed

-----  
Shields  
-----

Leather Shield	PM PC	90	68	4	defense	
Steel Shield	PM	2000	1500	10	defense	
Evil Shield	PM	No	6600	10	defense	cursed
Shield of Strength	PM PC	21500	16125	18	defense	Healmore as item
Shield of Erdrick	PM	No	15	20	defense	

-----  
Helmets  
-----

Iron Helmet	PM	3150	2363	6	defense	
Helmet of Erdrick	PM	No	53	20	defense	

Name	Buy	Sell	Comments
------	-----	------	----------

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Items  
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Medical Herb	15	12	Restores a small amount of HP
Antidote Herb	8	6	Cures Poison
Fairy Water	40	30	Fends of weak monsters from attacking party
Wing of the Wyvern	80	60	Return to where you last saved, out of battle
Dragon's Bane	640	480	Most status spells have no effect when on
Silvery Key	No	2	Opens Silver Doors
Golden Key	No	2	Opens Gold Doors
Jailor Key	200	1500	Opens Barred Doors
Watergate Key	No	No	Opens the watergate in Tuhn
Lottery Ticket	No	53	Allows playing in the lottery
Golden Card	No	375	25% discount in all stores
Wizard's Ring	No	1750	MP recovery when used as item
Mirror of Ra	No	No	Transforms the PsM from a dog
Cloak of Wind	No	53	Fall a few steps ahead when jumping
Treasures	No	No	Trade for Echoing Flute
Echoing Flute	No	300	Echoes when played near crests
Leaf of the World Tree	No	5	Revives one ally, limit one at a time
Magic Loom	No	23	Half of water flying cloth
Dew's Yarn	No	30	Half of water flying cloth
Token of Erdrick	No	8	Trade for Helmet of Erdrick
Moon Fragment	No	225	Fills the Sea Cave with water
Five Crests	No	No	Trade all five for Charm of Rubiss
Eye of Malroth	No	No	Opens cave to Rhone and Hargon Castle floor 2
Charm of Rubiss	No	No	Shows the true site of Hargon Castle
Gremlin's Tail	No	1125	Curses you!
Mysterious Hat	No	15000	Increases defense when equipped
Dragon's Potion	No	7500	Save your game anywhere!

Sword of Erdrick - The sword of Erdrick is found in Basement two of Charlock Castle.

Staff of Thunder - Won from Evil Clown. You may fight him in Midenhall Prison when you get the Jailor's key. You can only have one staff at a time, when you sell it, you'll be able to fight him again.

Thunder Sword - In a secret room in the Cave to Rhone on the third floor. You will need to fall from the only pitfall on the fourth floor to reach it.

Sword of Destruction - Sometimes dropped by Atlas, Giant or Green Dragon.

Armor of Gaia - In one of the chests in the Osterfair weapon shop, you'll need a Gold Key to reach it.

Water Flying Cloth - Don Mahone of Tuhn can make this from Dew's yarn and the Magic Loom. Once you have him make it, save your game and restart, he will NEVER finish it if you don't save.

Armor of Erdrick - In a hidden room on the 5th floor in the Cave to Rhone. You will need to use the correct stair cases starting on the second floor.

Gremlin's Armor - Sometimes dropped by Gold Batboon's.

Evil Shield - Sometimes dropped by Mega Knights.

Shield of Erdrick - In Cannock Castle behind a Golden door. One of many chests inside this room.

Helmet of Erdrick - Exchange the Token of Erdrick for this at the Monolith of Alefgard.

Silver Key - In basement two of the Lake Monolith near Cannock.

Gold Key - In Zahan, talk to the dog. It will run a few steps away. Walk up to it and examine the ground just in front of it.

Watergate Key - Roge Fasterfinger has this. Enter his cell and try to walk around near the walls. You'll find a secret passage he dug to 'escape' from prison. Talk to him and he'll give it to you.

Lottery Ticket - Sometimes given for buying goods from item shops. It is also dropped by a few enemies around the world. With this you can play in the lottery and win many great items.

Golden Card - Get three sun symbols in the lottery and you'll get this item.

Wizard's Ring - Get three star symbols in the lottery and you'll get this item.

Mirror of Ra - Search the poison pond south west of Hamlin and east of Moonbrooke Castle. Use this on the dog in Hamlin to reveal another ally!

Cloak of Wind - Found on the top floor of the Tower of the Wind.

Treasures - Dive in the discolored water north of Lianport.

Leaf of the World Tree - In the southeast area of the map, there is an island with a tree in the middle circled by desert and mountain terrain. Search this piece of land for this item.

Magic Loom - Hidden in Zahan Castle.

Dew's Yarn - On the third floor of the NORTH Dragon's Horn tower.

Token of Erdrick - Given to you in Midenhall castle once you can open the Golden door.

Moon Fragment - In a treasure chest in the Tower of the Moon.

Star Crest - Won after beating four Gremlins in the lighthouse



Moon Crest - Entertain the King of Osterfair by fighting in the throne room and he will give you this.

Sun Crest - Found in the fire monolith.

Water Crest - Defeat the two Ozwarg's behind the Golden and Prison doors in Hamlin for this.

Life Crest - In the Cave to Rhone.

Eye of Malroth - Inside of the Sea Cave

Charm of Rubiss - Trade all five crests for this item at the monolith of holy.

Gremlin's Tail - Sometimes dropped by Hawk Man and Ozwarg

Mysterious Hat - Sometimes dropped by Bazuzu and Magic Vampirus

Dragon's Potion - Perhaps the best item in the game. You can save anywhere with this item. Sadly, you need to win it from a metal babble. They are rare, hard to beat, dangerous, and often run away.

\*\*\*\*\*  
v) Spell List  
\*\*\*\*\*

In Dragon Warrior II, both the Prince of Cannock and Princess of Moonbrooke may cast spells. The Princess is supposed to be the pure caster, but the Prince has some great spells which she does not. Listed below are the spells, sorted alphabetically. Learned refers to what level the caster will start being able to use the spell. There will be additional notes on some spells after the list.

PC = Prince of Cannock  
PsM = Princess of Moonbrooke

Spell	Who	Learned	MP Cost	Effect
Antidote	Both	6/12	3	Removes poison from an ally.
Chance	PsM	25	15	Many effects, totally random.
Defeat	PC	23	4	Attempts to kill an enemy group.
Defence	PsM	10	2	Lowers all enemies defense.
Explodet	PsM	19	8	Hits all enemies for about 50 damage.
Fireball	PC	3	2	Hits a single target for about 18 damage.
Firebane	PC	18	4	Hits all enemies for about 40 damage.
Heal	PC	1	3	Restores about 20 HP to one ally.
Healmore	Both	14/1	5	Restores about 45 HP to one ally.
Healall	PsM	15	8	Fully heals all HP to one ally
Increase	PC	20	2	Raises defense of all allies.
Infernos	PsM	4	4	Hits a group of enemies for 20 damage or so.
Open	PsM	23	2	Open doors without Gold/silver/Jailor key.
Outside	Both	12/17	6	Places you outside of a cave/tower.
Repel	PsM	8	2	Weaker enemies will not attack.
Return	PC	10	6	Takes you to the town you last saved in.
Revive	PC	25	15	Restores life to one ally.
Sacrifice	PC	28	1	Kills all enemies, caster dies.
Sleep	PsM	2	2	Tries to put a group of enemies to sleep.
Stepguard	Both	17/21	4	Prevents floor damage for a while .
Stopspell	PC	8	3	Tries to prevent spell casting from enemies.

Chance - costs less at sea for some reason. It may reproduce many other spells or do nothing. Sometimes it will call the Sirens, you will instantly win any battle EXCEPT against Malroth. If used on him, he will come back fully restored.

Defeat - Does not work on stronger enemies.

Open - Will not work on the watergate in Tuhn.

Repel - Identical to Fairy Water. Party will not be attacked if the current HP of the lowest party member is higher than any enemy trying to attack.

Revive - This spell is pricy, but there aren't too many ways to revive in this game.

Sacrifice - You will win almost any battle, save for again Malroth. Do not use this spell recklessly, the Prince of Cannock is the only party member with the revive spell.

Stepguard - This will prevent you from taking two damage from poison floors and twenty from magic floors. It wears off after a while.

Stopspell - frequently misses, but it will eventually work on almost anything in the game. In some battles it is worth the wait.

Note: Most damage dealing spells do less damage against some enemies, such as Atlas and Zarlox.

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vi) Shopping List

\*\*\*\*\*

Here is a listing of which stores sell which items around the world. Stores never change what they stock in this game. Prices of items are the same all throughout the world [what a lame economy] except for Inns, which range from two gold to about eighty gold per person.

Midenhall Castle - Tool Shop

Item	Cost
Medical Herb	15
Antidote Herb	8

Leftwyne - Tool Shop

Item	Cost
Medical Herb	15
Antidote	8
Wing of Wyvern	80

Leftwyne - Weapon Shop

Item	Cost
Club	60

Copper Sword	100
Magic Knife	200
Chain Sickle	390
Chain Mail	480
Leather Shield	90

Cannock Castle - Tool Shop

Item	Cost
-----	
Medical Herb	15
Antidote Herb	8
Wing of Wyvern	80
Fairy Water	40

Hamlin - Tool Shop

Item	Cost
-----	
Medical Herb	15
Antidote Herb	8
Wing of Wyvern	80
Fairy Water	40

Hamlin - Weapon Shop

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

Lianport - Tool Shop

Item	Cost
-----	
Medical Herb	15
Antidote Herb	8
Wing of Wyvern	80
Fairy Water	40
Dragon's Bane	640

Lianport - Weapon Shop

Item	Cost
-----	
Magic Knife	200
Broad Sword	1500
Wizard's Wand	2500
Full Plate Armor	1000
Clothes Hiding	1250
Steel Shield	2000

Zahan - Tool Shop

Item	Cost
------	------

-----	
Medical Herb	15
Antidote Herb	8
Wing of Wyvern	80
Fairy Water	40
Dragon's Bane	640

Tantegal - Tool Shop

Item	Cost
-----	
Medical Herb	15
Antidote Herb	8
Wing of Wyvern	80
Fairy Water	40
Dragon's Bane	640

Tantegal - Weapon Shop

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

Osterfair - Weapon Shop

Item	Cost
-----	
Broad Sword	1500
Giant Hammer	4000
Dragon Killer	8000
Clothes Hiding	1250
Magic Armor	4300
Iron Helmet	3150

Beran - Tool Shop

Item	Cost
-----	
Medical Herb	15
Antidote Herb	8
Wing of Wyvern	80
Fairy Water	40

Beran - Weapon Shop

Item	Cost
-----	
Giant Hammer	4000
Wizard's Wand	2500
Dragon Killer	8000
Steel Shield	2000
Shield of Str.	21500
Iron Helmet	3150

Wellgarth - Tool Shop

Item	Cost
-----	-----
Medical Herb	15
Antidote Herb	8
Fairy Water	40
Dragon's Bane	640

Wellgarth - Another Tool Shop

Item	Cost
-----	-----
Medical Herb	15
Antidote Herb	8
	2000 [The blank item is the Jailor's Key]
Wing of Wyvern	80

Wellgarth - Weapon Shop

Item	Cost
-----	-----
Giant Hammer	4000
Dragon Killer	8000
Light Sword	16000
Mink Coat	65000
Shield of Str.	21500
Iron Helmet	3150

Tuhn - Tool Shop

Item	Cost
-----	-----
Wing of Wyvern	80
Fairy Water	40
Dragon's Bane	640

Tuhn - Weapon Shop

Item	Cost
-----	-----
Wizard's Wand	2500
Falcon Sword	25000
Dragon Killer	8000
Magic Armor	4300
Shield of Str.	21500
Iron Helmet	3150

\*\*\*\*\*  
vii) Frequently Asked Questions  
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1) Why won't that damn weaver weave my damn clothes already?

You can keep bugging him all day, but until you save and restart he'll never finish. Pain in the ass if you don't have a Dragon's Potion as there are no people to save with nearby.

2) How much exp can you get?

The game stops counting at 1,000,000 exp for each character.

3) What's happening, I have more HP than enemies attacking me with Fairy Water/Repel?

Enemy HPs are slightly random, so if the number is close, it may in fact be a weird Baboon with 45 hp for example, instead of 40. Also, make sure you are fully healed before repeling away, it seems to go by current HP, not max.

4) I can't afford a Mink Coat, what should I do?

If you want to be able to buy it, sell things like staff of thunders or swords of destruction. They fetch decent prices. If you just don't want to buy one, put the Armor of Erdrick on Midenhall, Water Flying Cloth on Moonbrooke and Magic Armor on Cannock, almost as good.

5) I can't make it from one Dragon Horn tower to the other! help!

1. Make sure you have you the cloak of wind equipped. 2. Make sure you jump from the tower facing the direction you intend to fall. If you leave the west end of a tower you will fall west.

6) For some strange reason all the crests were in my inventory when the game started, why?

It happens from time to time. I have no idea why, but it is quite a time saver!

7) Where's the guy with the watergate key who broke out of jail?

He hasn't actually escaped from his cell, he dug a little secret room against the right wall, he's still in there.

8) Getting gold from monsters takes forever!

Yup... It does. So does leveling up while collecting that gold.

9) Is there anyway to prevent death when sacrifice is cast on you?

Not that I know of, it is REALLY annoying, I'll say that much.

10) So what, the falcon sword gives two attacks, the power is still really crappy.

True, but weapon attack power is not the entire factor for deciding damage, you'll still do a considerable amount of damage with it, far greater than you did at level six with your copper sword.

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viii) Credits  
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CJayC - for creating GameFAQs.com, the best site on the Internet!

Enix - For making a good solid RPG which I grew up on.

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Apathetic Aardvark - 2004 |  
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