

Dragon Quest I & II (Import) FAQ/Walkthrough

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Dragon Quest 1 & Dragon Quest 2 - Gods of Evil Spirits

Version 1.00

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INTRODUCTION: (INTR)

This walkthrough is for Dragon Quest I & II for the SNES. This guide is based upon the patch released by RPGOne. There is a major glitch in the patch that mildly effects the storyline. I have explained what would happen in case this glitch ever gets fixed in a future update.

VERSION HISTORY: (VERS)

If you've read any of my other walkthroughs, you probably know that I am not very detailed with version histories. I started working on this guide on February 21, 2006. I will probably not update this guide as it is pretty much covers all there is for these two games.

*Updated on August 18, 2007 due to a mistake in the equipment for Dragon Quest. I had Erdricks Armor replenishment of HP mixed up with Leather Armor.

Reformatted the guide to include tags (control F) to make navigation easier.

LEGAL: (LGAL)

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MAIN CHARACTER: (CHAR)

You only take control of one character throughout Dragon Quest. You are the descendant of the legendary here, Erdrick. Your quest is to save the world and rescue the princess. Here are all the spells the hero will learn naturally:

- Level 3 - Heal
- Level 4 - Firebal
- Level 7 - Sleep
- Level 9 - Radiant
- Level 10 - Stopspell
- Level 12 - Outside
- Level 13 - Return
- Level 15 - Repel
- Level 17 - Healmore
- Level 19 - Firebane

DRAGON QUEST

WALKTHROUGH (WKO0)

INTRODUCTION (WKO1)

Items: None

The game will begin with a King, speaking to you. He explains that you are the descendant of the Legendary Warrior, Erdrick. He continues about how long ago, Erdrick was given the Ball of Light by God and had defeated the demons that covered the world. Since that time, an evil character known as Dragonlord has appeared. Dragonlord has stolen the Ball of Light and sealed it in darkness. Your quest is to defeat the Dragonlord and return the Ball of Light by any means possible. You are then told to open the near by chests so that you may begin your journey.

=====

Items: 120G
Torch
Magic Key
Medical Herb

Open the three chests to receive 120G, Torch and Magic Key. Speak to the man near by and he will ask you if you know about the Princess Gwaelin. Say no to learn that she is the Kings only daughter and that six months ago, she was kidnapped by monsters. You are then asked to save the Princess. Speak to the guards to learn about the Magic Key, as well as learn that there is a town near by. Open the door and take the stairs to get to the main level of the castle. Speak to the guards to learn how to save the game (by speaking to the King). Speak to the folks in the castle to learn some information and check the first of the three pots to find a Medical Herb. Just south of these pots in an old man who blesses you when you speak to him. When he does this, he fills your MP to max. Take advantage of this later when you learn healing spells so you don't waste money on inns. Leave the castle and head north east to enter the near by town.

=====

(WKO3)

Items: Wing of Wyvern

Speak to the man near by to learn the towns name. Head north to the weapon shop and try to make best use of the 120G that was provided. I suggest buying a Club and Clothes. Speak to all the townsfolk to learn that stronger monsters appear when you cross bridges, that there is a Legendary Harp buried in "Garin's" grave, the town of Garinham lies to the north west, the Dragonlord's Castle lies to the south, you will lose HP when walking in swamps and there is a town somewhere that sells Magic Keys. The old man at the east side of town has the ability to break curses. You won't be able to access some areas due to the magic doors. The inn will contain a vault where you can store items, as well as gold in increments of a thousand. The benefit of this is when you die, you lose half of your gold. Any gold that is stored in the vault is not affected. Go to the item shop and purchase a Dragon's Scale. The young woman near the inn will follow you around if you speak to her. Search the dresser at the inn to find a Wing of Wyvern. This item will allow you to warp to Tantegel Castle from anywhere on the world map. When you are ready, leave town. You may want to wander around for a while and gain some levels. You can also upgrade your equipment with the extra gold you will be making. When you feel ready, head north and enter the near by cave.

=====

(WKO4)

Items: None

Upon entering the cave, you will notice that it is pitch black. Use a torch to illuminate the way. Note that torches due go out after a certain length of time so due be careful. Make your way all the way east, south, east and then south again to take the stairs. From here follow the path until you reach a tombstone. Read it to learn that three items are needed to reach the island where the Dragonlord's Castle resides. These three items have been entrusted to three wise men. You will have to collect these items in order to defeat the Dragonlord. Exit the cave and return to Tantegel Castle to heal up/save and

whatnot. Remember to not waste money at inns if you have the heal spell. Make use of the old man at the castle who replenishes your MP. When you are ready, head north west, past Erdrick's Cave and enter the town.

=====
GARINHAM

(WKO5)

Items: None

This is the town of Garinham, named after a fellow named Garin. This town is incredibly small and there isn't much of note to do. You probably don't have enough money to upgrade your weapons and armor. You will learn from the man at the item shop that the Princess was kidnapped and taken east. Now that you have a clue as to where the Princess might be, head east.

Cross the bridge on the world map and make sure not to step in the swamp to the south. Each step will cost you one HP. Continue on and cross the next bridge. You will now be in front of a poisonous swamp that leads to a cave. Head north though and be careful of new stronger monsters like MagiDrakee, Magician and Scorpion. Eventually you will find a town, enter it.

=====
KOL

(WKO6)

Items: Clothes
Strength Seed

This is the forest town of Kol. You will learn that Rimuldar to the south is the name of the town that sells Magic Keys. The old man to the north west of town will tell you that Erdrick left behind a sword, and to seek it out. You will also learn that a Golems weakness is the sound of a flute. Apparently a beautiful woman was spotted in the southern cave.... could it be the Princess? A girl will be offering "Puff-Puffs" for 20G at the bath. Take one if you want a laugh and to waste money. Search the dressers above the bath for Clothes and a Strength Seed. Take some time to level up a bit. The near by mountains contain Skeletons. Be careful as they are strong, but give off good Gold and Experience. When you feel comfortable, head west from Kol. You will eventually make your way to a shrine, enter it.

=====
SHRINE WEST OF KOL

(WKO7)

Items: None

The old man inside will test your strength so that you can prove you can handle the Dragonlord. Speak to him again to learn your test. You are to find, and bring him the Silver Harp. You will be rewarded with one of the three items you need to defeat the Dragonlord if you do so, the Staff of Rain.

Now before heading south to the Swamp Cave, there is something else you can do to build levels and gold. South west of Tantegele Castle is a cave. Make your way to this cave by going south from Garinham, crossing the bridge and going east past the swamp.

=====
MOUNTAIN CAVE

(WKO8)

Items: 330-350G
670-680G
Torch
Magic Acorn
Strength Seed
Fighter's Ring
Large Shield

Enter the cave and go east at the fork. Follow the path and continue east through the next fork. The next fork will have the option of going south to some stairs, or west. The stairs lead to a dead end so go west. Go past the water to find a chest containing a random amount of gold (330-350). Head south from the water and take the path. The fork will lead north or south. Going south leads to a dead end so go north. You will then have the option of going east, west and then south, or west. Go east and then west to take the stairs. The second basement floor will have even harder monsters. Go south and then east. The second room that branches north will have a chest. Open it to claim 670-680G. Continue east and the next northern room will have a Torch inside the chest. Continue on and follow the path as it leads south. Follow the western path and you will eventually make your way to some chests. They will contain a Magic Acorn and Strength Seed. Head north from these chests to find two rooms containing chests. The first one will have a Fighter's Ring while the second one will have a Large Shield.

Note that sometimes the chest with the 300+G will contain a rare Cursed Necklace

Now make your way outside of the cave and return to Tantegel to heal up. When you are ready, head to the swamp area south of Kol and enter the cave.

=====
SWAMP CAVE

(WK09)

Items: None

Feel free to explore the cave. You should notice the locked up Princess as well as the Dragon guarding her. There will be a magic door in the way, however. Exit the cave by taking the stairs at the southern end and you will exit onto another continent.

Head south to find a town surrounded by mountains and enter it.

=====
RIMULDAR

(WK10)

Items: 120-130G
Defense Seed
Acorn of Life
Wing of Wyvern

You will finally be in the town that sells Magic Keys. Speak to the townsfolk to learn that Erdrick went to the western tip of this continent and made a rainbow bridge. He also found a hidden passage in an evil King's room. You will also learn of a Holy Monolith to the south. The shop that sells keys is at the north west corner of town. To get there you must walk the perimeter of town. In doing so, depending on which way you went, you will notice a man or a

woman. They are to meet for a date but are at opposite ends of town. Speak to both of them and Rock, the male, will tell you to search four paces south of the bath in Kol. Enter the key shop and purchase some. They cost 16G each and you can hold up to six at a time. Search the pot near by to find 120-130G and a Defense Seed. Open the dresser in the room with the woman who is changing to find a Wing of Wyvern. Open the doors at the inn to learn that when rain and sun meet, a rainbow bridge will form according to legend. You will also be told that one of the three items, the Stones of Sunlight, are in Tantegel Castle. The chest at the inn contains an Acorn of Life. You probably have some extra money from the Mountain Cave so upgrade your equipment. Now before you go slay a Dragon and save the Princess, try out your new equipment on some monsters and head south to the Holy Monolith. Goldmen populate the area and are a good source for keeping your gold high.

=====
HOLY MONOLITH

(WK11)

Items: None

Speak to the man and he will say that if you are really the descendant of Erdrick, you should have proof. He then teleports you outside.

=====
SAVING THE PRINCESS

(WK12)

Items: Fairy Flute
330-350G
Magic Key
Magic Acorn
Agility Seed
Stones of Sunlight
Medical Herb
Acorn of Life
Gwaelin's Love

Head back to Rimuldar and heal up. Then go to the Swamp Cave and head for the magic door. There is a Dragon to be slayed.

Boss Battle - Green Dragon

The Green Dragon can spew fireballs that do pretty good damage as well as normal attacks. Always keep your HP above 25 and cast Heal often. This special dragon yields 950 Experience Points and 250 pieces of Gold.

Speak to the Princess who will introduce herself as Gwaelin of Tantegel. She tells you that she was set to become the Dragonlord's bride. She then asks you to take her back to the castle. Say yes to avoid the endless loop and Princess Gwaelin will give you a kiss as you pick her up. Exit the cave and head to Kol first. Search four steps below the bath by the Puff-Puff girl to find the Fairy Flute. Remember that a Golems weakness is the sound of a flute? Return to Tantegel.

Don't see the King right away though, there are other things you can do in the castle first. Open the door and raid the four chests on the western end of the castle to claim 330-350G, Magic Key, Magic Acorn and Agility Seed. Head to the eastern end of the castle now. There is a key shop that sells keys for 24G. The old man at the church will completely heal you. Be careful of the blue tiles as each step will drain 14HP. The man on the other side will tell you to

go to the town of Garinham and "push against the wall of darkness". You will also learn of an underground chamber near by from a knight. Head to the key vendor and walk south along the outside perimeter of the castle. You will eventually come upon a set of stairs. Speak to the man in the room below and he will let you open the chest. It will contain the Stones of Sunlight, one of the three items you are after. After the old man lays down, search his dresser for a Medical Herb and Acorns of Life. Now go to the Kings room and speak with him. He will thank you from the bottom of his heart and you will receive a token called "Gwaelin's Love". She will then give you another kiss. If you use Gwaelin's Love as an item, you will be told how much experience you need to level up from anywhere in the world. You will also receive your coordinates if you are on the world map which will be helpful later on. Since you have magic keys, head to Breconary. The building at the north east of town sells Holy Water for 12G. Holy Water prevents random encounters from weak monsters. The man at the inn will confirm that Fairies know how to put a Golem to sleep. I would advise putting the Stones of Sunlight and Fairy Flute in the vault since you won't be needing them any time soon.

=====

GRAVE OF GARINHAM

(WK13)

Items: Magic Key x 2
Torch
Copper Sword
630G
530-540G
Acorns of Life
330-350G
Silver Harp
Staff of Rain

Return to Garinham now and enter the big building. Open the chests to receive a Torch, Copper Sword and 630G. The old lady in the locked room will give you a key for opening the door... Head to the top left hand section of the room and go up from the third tile to the right to find a secret path. Speak to the old man and take the stairs to enter the grave. From the stairs, go north a bit, right, north and then right. Skip the first few paths that head north and take the fourth one. This will lead you to three chests. A Magic Key, 530-540G and an Acorn of Life will be inside. From here go all the way east and then south until you reach a door. Enter it and follow the path to reach the stairs. You should see some stairs directly north east of you, ignore them and travel west. Take the stairs and follow the path until it branches north and south. Go north to find a chest containing 330-350G. Now go back to the stairs you just came from and take them. Now go south to take the next set of stairs. From here, make your way north to the next set of stairs. Take the stairs in this room to get to the grave. Grab the Silver Harp and exit the cave.

Now that you have the Silver Harp, return to the Shrine West of Kol. Feel free to use the harp as an item while on the world map. Doing so will cause a random battle. Speak to the old man and you will give him the harp. Open the chest to receive the Staff of Rain. Now you have two of the three items needed. You now need to find proof that you are Erdrick's descendant... You haven't yet explored the south western part of the continent, below the Mountain Cave. Head there next. Make sure to bring along your Fairy Flute if it is stored in the vault.

As you progress you should come upon a town in the desert. Don't bother entering it as it has been destroyed by enemies, and the monsters are

incredibly difficult. Head south of this town into the mountainous area. In this area you can stumble upon Metal Slimes. Defeating them will gain you 775 experience points. Metal Slimes will often run away though. After leveling up for a bit, cross the southern most bridge to the east and continue on, while ignoring the first bridge to the east. When you get to the top, cross the bridge into the swamp and heal yourself up as you should see a town directly to the south. Try to enter it and you will be attacked by a Golem.

Boss Battle - Golem

Use the Fairy Flute or else you will be surely killed. The flute will put him to sleep. If/when he wakes up, use the flute again. Winning will net you 2500 experience points and 10 pieces of gold. You may now enter the town.

=====
CANTLIN

(WK14)

Items: Defense Seed
 Magic Key
 Magic Acorn
 Token of Erdrick

This is the fortress city of Cantlin. This town will have a lot of shops, but most of them are garbage. The only shop that matters is the weapon shop at the east end of town. You need to open a door to access it. It sells the Flame Sword and Silver Shield, both very pricey. Speak to the townsfolk to learn about a man named Yukinoff who was last to have Erdrick's Armor in his possession. Yukinoff owned a shop in Hauksness and apparently buried the armor under a tree at the east end of town... Enter the big building in the middle of town and the man there will tell you to speak with the old man living at the temple to the south to learn about the "token". Go south and across the damage tiles to speak to this man. He will tell you to search the place where Tantegele Castle is 140 paces to the north and 80 paces to the west. Search the dresser at the inn to find a Defense Seed. The dresser in the south west area of town for a Magic Key, and the dresser in the south east of town for a Magic Acorn. Leave town and when you are on the world map, use Gwaelin's Love as an item. She will tell you how much experience you need to level up, as well as your coordinates. Anyways, cross the bridge and go south. This time, when you see the next bridge that leads east, cross it and wade through the swamp. Use Gwaelin's Love to track your coordinates and when Tantegele is 140 paces north, and 80 paces west, search to find the Token of Erdrick. This should be the proof you need. Now make your way back to Tantegele but don't use the return spell or a Wing of Wyvern. We must explore that town in the desert we passed by earlier.

=====
HAWKSNESS

(WK15)

Items: Erdrick's Armor

Enter the town and head for the weapon shop at the east end of town. Step into the swamp, and as you approach the tree, you will be attacked.

Battle - Axe Knight

He will be just a random battle pretty soon. Trade blows with him and be sure to heal as he hits for heavy damage.

After the battle, search the green area to find Erdrick's Armor. This armor allows you to walk freely over damage tiles without taking any damage. Also you will gain one HP for each step you take.

Return to Tantegegel to heal up, save and make sure to grab the Staff of Rain and Stones of Sunlight from the vault in Breconary. Now that you have proof you are Erdrick's descendant, return to the Holy Monolith south of Rimuldar.

=====

HOLY MONOLITH

(WK16)

Items: Rainbow Drop

Speak to the old man and he will tell you when rain and sun join, a rainbow bridge will be formed. He will then combine the Staff of Rain and Stones of Sunlight into a Rainbow Drop. Take the Rainbow Drop and exit the monolith.

Make your way to the north western most tip of the continent. Use the Rainbow Drop as an item and a bridge will form, allowing you access to the other continent and the Dragonlord's Castle. Enter the castle when you are ready.

=====

DRAGONLORD'S CASTLE

(WK17)

Items: Medical Herb x 2
500G x 2
Sword of Erdrick
Cursed Belt
Magic Acorn
420-430G
Magic Key
Wing of Wyvern
Ball of Light

When you enter the castle, you will see two staircases that lead down. You will be ignoring them as they both lead to dead ends. Take the western path and make your way to the throne room. Remember what that person in Rimuldar said about a hidden passage? Search behind the throne to find a hidden staircase. Descend them and travel south, through the door and follow the linear path to reach the next set of stairs. From here, make your way west and follow the path all the way around to reach the next set of stairs. From here go west to find two chests. A Medical Herb and around 500G will be inside. Go east and then north and you will find a set of stairs. Ignore them and go west to reach, and take, another set of stairs. From here go all the way south and enter the little area with the torches and take the stairs. Take the next couple of stairways to reach a chest. The Sword of Erdrick will be inside. Return back to the stairs by the torches and this time, make your way east and follow the path to reach the stairs. Follow the next few linear paths until you reach the Dragonlord's chambers. The chests in the middle room will contain a Cursed Belt (Don't equip), Magic Acorn, Medical Herb, 420-430G, a Magic Key, around 500G, and a Wing of Wyvern. Two of the chests will be empty. If you happen to equip the Cursed Belt, you won't be allowed inside Tantegegel Castle. See the old man in Breconary to remove the curse. Make your way to the Dragonlord and speak to him after healing up. He will ask you to become his ally. Say no twice and he will attack you.

Boss Battle - Dragonlord

He will try to put you to sleep. Cast Healmore often and always keep your HP high.

After beating him, his true form will be revealed and you will be attacked again. He will breath fireballs that do little damage. He will also spew violent flames that do around 50HP of damage. Be alert as he can get the last attack in one round, then the first attack in the next round for essentially two attacks in a row.

After defeating him you will take the Ball of Light from his hand. You will be warped outside of the castle and there will be no more random battles as peace has been restored to the world. Go to any town to receive praises. When you are ready for the ending, return to Tantegel.

=====
ENDING

(WK18)

Items: None

Approach the King and he will praise you for being a true hero. He will offer you his throne but you will reject the offer as you wish to rule a land that you find yourself. Princess Gwaelin will appear and state that she wishes to accompany you on your journey. You must accept to avoid the endless loop. You and the princess will then depart for your journey as the credits start to roll.

EXPERIENCE CHART

(EXP1)

In Dragon Quest, the hero has a level cap at level 30. That means that level 30 is the highest level you can achieve, and any experience points you gain after that means nothing.

Level Experience Points

1.....	0
2.....	7
3.....	23
4.....	47
5.....	110
6.....	220
7.....	450
8.....	800
9.....	1300
10.....	2000
11.....	2900
12.....	4000
13.....	5500
14.....	7500
15.....	10000
16.....	13000
17.....	17000
18.....	21000
19.....	25000
20.....	29000
21.....	33000

22.....37000
 23.....41000
 24.....45000
 25.....49000
 26.....53000
 27.....57000
 28.....61000
 29.....65000
 30.....69000

 ITEMS (ITM1)

Acorn of Life - Increases Max HP 1-6
 Agility Seed - Increases Agility 1-6
 Ball of Light - Item to restore peace
 Cursed Belt - Cursed item, sell
 Cursed Necklace - Rare Cursed item, sell
 Defense Seed - Increases Defense 1-6
 Dragon's Scale - Slightly increases defense
 Fairy Flute - Used to put Golem to sleep
 Fairy Water - Same as Repel Spell, no random attacks from weak monsters
 Fighter's Ring - Raises strength and speed, as well as have weaker enemies run
 Gwaelin's Love - Used to find out experience levels as well as coordinates
 Magic Acorn - Increases Max MP 1-6
 Magic Key - Used to open magic doors
 Medical Herb - Replenishes about 25HP
 Rainbow Drop - Used to create Rainbow Bridge to reach Dragonlord's Castle
 Silver Harp - Use to have sudden encounters on world map. Trade for item below
 Staff of Rain - Used to create Rainbow Drop
 Stones of Sunlight - Used to create Rainbow Drop
 Strength Seed - Increase strength 1-6
 Token of Erdrick - Proof you're Erdrick's blood. Show to man at Holy Monolith
 Torch - Used to illuminate dark caves
 Wing of Wyvern - Use to warp back to Tantegel Castle, same as Return spell

 EQUIPMENT (EQP1)

Weapons:

ATK = attack power
 Special = attribute and action when used as item in battle

	ATK Special
Bamboo Stick.....	2
Broadsword.....	20
Club.....	4
Copper Sword.....	10
Erdrick's Sword.....	40
Flame Sword.....	28 Use as item in battle to cast Firebal
Hand Axe.....	15

Armor:

DEF = defensive power

Special = attribute gained by equipping

	DEF Special
Chain Mail.....	10
Clothes.....	2
Erdrick's Armor.....	28 Replenishes 1HP for every step & no tile damage
Full Plate.....	24
Half Plate.....	16
Leather Armor.....	4
Magic Armor.....	24 Replenishes 1HP for every 4 steps

Shields:

DEF = defensive power

Special = attribute gained by equipping

	DEF Special
Small Shield.....	4
Large Shield.....	10
Silver Shield.....	20

SPELLS (SPL1)

Here are all of the spells that can be learned in Dragon Quest.

MP = Magic points needed to cast spell

EFFECTS = Effect spell has

	MP EFFECTS
Firebal.....	2 Does around 20HP of damage
Firebane.....	5 Does around 50-90HP of damage
Heal.....	3 Replenishes around 30HP
Healmore.....	8 Replenishes around 80HP
Outside.....	6 Warps you outside of a cave or dungeon
Radiant.....	2 Illuminates dark caves/dungeons for a while
Repel.....	2 Avoids random encounters with weaker monsters
Return.....	6 Warps you back to Tantegel Castle
Sleep.....	2 Attempts to put enemy to sleep
Stopspell.....	2 Attempts to prevent enemies from using magic

MONSTERS (MON1)

EXP = Experience gained

GOLD = Gold

=====
A
=====

	EXP	GOLD
Armored Knight.....	172	152
Axe Knight.....	130	165

=====
B
=====

	EXP	GOLD
Blue Dragon.....	180	150

=====
D
=====

	EXP	GOLD
Demon Knight.....	90	148
Drakee.....	3	6
Drakeema.....	20	25
Droll.....	18	30
Drollmagi.....	58	110
Druin.....	14	21
Druinlord.....	56	95

=====
G
=====

	EXP	GOLD
Ghost.....	4	8
Goldman.....	6	650
Golem.....	2500	10
Green Dragon.....	135	160
Green Dragon (boss).....	950	250

=====
K
=====

	EXP	GOLD
Knight.....	78	150

=====
M
=====

	EXP	GOLD
Magician.....	8	16
Magidrakee.....	12	20
Magiwyvern.....	83	135
Metal Scorpion.....	31	48
Metal Slime.....	775	6

=====

P

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=====
                                |EXP |GOLD|
Poltergeist.....| 15| 19|

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R

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=====
                                |EXP |GOLD|
Red Dragon.....| 350| 143|
Red Slime.....| 2| 4|
Rogue Scorpion.....| 70| 110|

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S

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=====
                                |EXP |GOLD|
Scorpion.....| 16| 25|
Skeleton.....| 25| 42|
Slime.....| 1| 2|
Specter.....| 47| 72|
Starwyvern.....| 105| 169|
Stoneman.....| 155| 148|

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W

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=====
                                |EXP |GOLD|
Warlock.....| 25| 50|
Werewolf.....| 95| 155|
Wizard.....| 120| 185|
Wolf.....| 40| 60|
Wolflord.....| 52| 80|
Wraith.....| 42| 62|
Wraith Knight.....| 72| 120|
Wyvern.....| 64| 105|

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*****
SECRETS/MISCELLANEOUS (MSC1)
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There are not many secrets at all in this game considering it was originally made in the 80's. One notable secret is the small chance you have of obtaining the Cursed Necklace in the Mountain cave instead of Gold. In not sure the exact chance you have of receiving this item though in regards to percentage.

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CHARACTERS: (CHRS)

You will control up to three characters throughout Dragon Quest II. Note that the names of the Prince of Cannock, and the Princess of Moonbrooke will be varied depending on what you named the main hero.

The Hero:

The Hero is the main character and the prince of Midenhall Castle. The Hero is strictly a physical fighter as he will learn no spells.

=====
Prince of Cannock:

The Prince of Cannock is the second character you will find along your journey. He will learn these spells naturally:

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

=====
Princess of Moonbrooke:

The Princess of Moonbrooke is not a very strong physical fighter and will be used more for her healing spells and attack magic. She will learn these spells naturally:

- Level 1 - Healmore
- Level 2 - Sleep
- Level 4 - Infernos
- Level 6 - Surround
- Level 8 - Repel
- Level 10 - Defense
- Level 12 - Antidote
- Level 15 - Healall
- Level 17 - Outside
- Level 19 - Explodet
- Level 22 - Revive
- Level 25 - Chance
- Level 29 - Open

INTRODUCTION

(WK20)

Items: None

The game will begin with scrolling text that summarizes the events from Dragon Quest 1. After the battle against the Dragonlord, the hero and Princess Gwaelin left on a journey to build new countries. These countries were ruled by their children. 100 years have passed since then and the game will start at Moonbrooke Castle, to the south west of Midenhall. The narrative will continue with the King of Moonbrooke and his Princess having a normal conversation in the courtyard. Suddenly the castle will begin to shake and a knight will come bearing a message that the castle is under attack by the forces of the evil priest, Hargon. The King will then order the knight to summon the rest of the soldiers and as the soldier leaves the room, he will get killed by a demon. The King will then tell the Princess to hide before telling her he is leaving to inform the King of Midenhall of the attack. The King will then fight off a demon but more will come to swarm him. A demon will blindside the King, killing him in front of his daughter. The castle will then be engulfed in flames as more demons kill the remaining soldiers. One soldier however, manages to escape. With the last of his energy, he reaches Midenhall Castle and collapses at the entrance from exhaustion. The guards tend to the weary knight and bring him to the king. He relays his message and passes away shortly after. The king then tells you that you are a descendent of Erdrick, and that the time has come to test your strength. When you are prepared for your journey, come see him. He then goes downstairs after telling the guards to give the brave knight a proper burial. You will now have control of the character.

=====
MIDENHALL CASTLE

(WK21)

Items: 50G

Copper Sword

Go downstairs and the king will be waiting with a treasure chest. Open it to receive 50G and the Copper Sword. Speak to the king to learn that there should be two others that are also descendents of Erdrick in Cannock, and Moonbrooke. Seek them out to defeat Hargon. Speak to the man near by to learn the town of Leftwynn lies to the west. That is also the direction of Cannock. There isn't much of note in the castle. Most of the doors are locked. Do note the old man at the portal. If you step on the portal, you will be warped to a far away island near a town. There will be many of these travel gates to assist you on your journey. The man in green will tell you that a young Prince is in Cannock and a Princess in Moonbrooke. Purchase a Herb or two from the item shop before leaving the castle. You may want to level up a bit before heading west to Leftwynn.

=====
LEFTWYNN

(WK22)

Items: Lottery Ticket

There is a vault right beside the item shop, just west of the town entrance. You can store items here, as well as gold in increments of a thousand. Each time your party dies, you lose half your gold. Any gold stored in the vault is

not effected. The old man in town tells you that Cannock Castle is to the north. A small boy will tell you a Monolith lies to the west and that you can get to Moonbrooke from there. Note the church in town where you can remove poison, lift a curse and even revive a fallen ally. Search the dresser on the second floor of the weapon shop to find a Lottery Ticket. You probably don't have enough money to upgrade your equipment so lets make more money. Leave town and head north west and enter the Monolith the boy spoke of. The old man will tell you about a Monolith south of Midenhall Castle. Return to Midenhall and go south to find the Monolith. The old man inside will tell you that there are two types of keys. A Golden Key and a Silver Key that opens a door that corresponds with their color. He also tells you about a rumor that the Silver Key is hidden inside the Lake Cave which is west of Cannock. He warns you to bring a friend thought, and not to risk searching alone. You should have collected some gold from this minor detour. Enter Cannock Castle which is north of Leftwynn when you are ready.

=====
CANNOCK CASTLE (WK23)

Items: None

Enter the castle and note the wandering villager in green is actually a weapons dealer. The old man at the inn will note the prince is great with magic, but isn't very physically strong. The man in prison will tell you that the Silver Key can open silver edged doors. Make your way to the king's chambers and speak to the guards to learn of a Spring of Bravery, north of Midenhall Castle. Speak to the king to learn that the prince should be at the Spring of Bravery. He requests that you find him so that you may become allies. Note that you can save your progress at any king in the land. Now leave the castle and head north east to find the Spring of Bravery.

=====
SPRING OF BRAVERY (WK24)

Items: Medical Herb
85G
Antidote Herb

From the entrance, follow the path until you reach the chest. A Medical Herb will be inside. From there, take the path branching south to find a chest containing around 85G. Go back and head north a bit and take the east path to find some stairs. A man will be in the room below and will tell you that the Spring of Bravery will purify your body. Go back to the path and head north to reach the next section. Follow the path to reach the old man, but make sure you grab the Antidote Herb from the chest along the way. Speak to the old man and he will give you a blessing which will restore your HP. He will then ask if you are looking for the prince of Cannock. Answer yes to learn he inquired about you and is off to Midenhall Castle.

Return to Midenhall Castle and speak to the king to learn that the prince of Cannock was just there recently but left. Return to Leftwynn and speak to the man at the inn. Finally, this will be the Prince of Cannock. He has been searching for you and then joins your party. He starts off with the Heal spell. Upgrade some of his equipment if you can. When you are ready, head west of Cannock Castle to reach the Lake Cave. There is a key that needs to be found.

Items: Agility Seed
Lottery Ticket x 2
Acorn of Life
Antidote Herb
240G

From the entrance, go south to reach the chest containing an Agility Seed. Follow the path west, and ignore when it branches west. Take the east branch to find a Lottery Ticket in a chest. Now take the western path to reach the stairs. From here go west and take the eastern branch to reach a chest. After claiming the Acorn of Life, go south to find another chest. An Antidote Herb will be inside. From here go south and then west to reach a room with two chests. Loot them to receive around 240G and a Wing of Wyvern. Now go all the way east and you will eventually find the Silver Key. Now backtrack and exit the cave.

Now that you have the Silver Key, return to Leftwynn and open the door at the weapon shop. Speak to the man at the counter to play the lottery!

Basically you have to match three symbols in a row to win prizes. Prizes are as follows:

First place: Three Sun symbols - Golden Card
Second place: Three Star symbols - Wizards Ring
Third place: Three Moon symbols - Wizards Wand
Fourth place: Three Tear symbols - Dragon's Bane
Fifth place: Three Heart symbols - Medical Herb

If you get two of the same symbols in a spin, you will get a free Lottery Ticket.

Return to Midenhall Castle and you can now open doors to speak to the people in the rooms. The man in green will tell you that a Dragon's Bane will protect you from magic, though you do assume the risk of being put to sleep. Search the dresser in the other room for a Lottery Ticket. You can now open the door to access the stairs that lead to the prison. A prisoner will ask you to find the Jailor's Key. When you are ready, head for the Monolith north of Leftwynn to continue your journey.

Speak to the guard who will let you pass, as well as tell you that Hamlin is to the south. After taking the stairs, do not go west as that leads to stairs that take you to a lone island on the world map. Go south to reach the stairs. Now that you are back on the world map. Travel south past some mountains to reach the town of Hamlin.

Items: None

This town will have some stronger equipment to purchase. Speak to the townsfolk to learn that a cloak that lets you float through the sky is in a tower. Moonbrooke Castle lies to the south west. You can access the vault by speaking to the lady by the church. You can save by speaking to the old man by the church. Notice the dog will whimper if you speak to it... When you are finished here, leave town and head south west for Moonbrooke. Enter the castle

which will now be surrounded by a poisonous swamp.

=====

MOONBROOKE CASTLE

(WK27)

Items: Mirror of Ra

When you enter the castle, you should notice it is totally in ruins. You should also notice wandering flames. These flames are spirits of the past residents. You will also be randomly attacked while wandering through the ruined castle. Speak to the spirit of the King in the throne room to learn that his daughter has been cursed and turned into a dog. Hmm... Note that the treasure chests will be empty. One spirit will speak of a swamp to the east which is near four bridges. Hidden in this swamp is the Mirror of Ra. To reach the stairs in the middle of the castle, first head to the north west section and walk the outside perimeter of the castle through the swamp. A man will tell you to use the Mirror of Ra on the cursed princess to lift the curse. The princess is in a town near by. Now that we have collected all of that information, exit the castle and head east.

You should eventually come to a series of four bridges with a very small swamp just north of a Tower that you can't access due to the mountains. Enter the swamp and search the north eastern most tile to find the Mirror of Ra. Now return to Hamlin.

Make your way to the small dog and use the Mirror of Ra on it. The mirror will reflect back the form of a beautiful princess. The curse on the princess will now be broken as the mirror will shatter. The princess will explain what you already know before joining you. The princess will start with the Healmore spell which is much stronger than the prince's Heal spell. Now that you have viewed the tower to the south, let's check it out next. To get to the tower, head north east from Hamlin and skip the first bridge leading east, while taking the second one. After crossing a series of bridges, you will come upon the Tower of Wind. Enter it.

=====

TOWER OF WIND

(WK28)

Items: Medical Herb
340G
Wizards Ring
Cloak of Wind

From the entrance, ignore the stairs and head south to find a chest containing a Medical Herb. Don't bother taking the stairs to the west, or by the entrance as they will lead you up the tower to a bunch of dead ends. Instead, go east and take the stairs at the north east corner of the room. Speak to the fellow near the steps and he will warn you not to fall off the ledge of the tower. If you do, you will have to reenter and start over. Take the stairs and grab the chest to receive about 340G before taking the next set of stairs. From here go east and you will come upon two sets of stairs. Take the eastern most stairs and continue taking the stairs until you reach a chest with a Wizard's Ring inside. Go back now and take the other stairs you passed by. Be careful not to fall off the edge of the tower as you make your way to the next set of steps. Continue on down and you will eventually come to an area with a gold looking cape. Inspect it to receive the Cloak of Wind. Equip it on someone and fall off the edge of the tower. When you appear on the world map, you will be three spaces from the tower in the direction you fell. Make your way back

to Hamlin and rest up.

To continue your journey, head west, past Moonbrooke castle and you will find another shrine. Enter and exit it via the stairs to reach the next area on the world map. Head west for a while and then north until you reach a tower. There will be a tower on the other side of the river as well. These towers are known as Dragon's Horn. Make your way to the top of the tower while making sure not to fall in the hole which will take you back to the bottom. When you get to the top, make sure you have the Cloak of Wind equipped and fall off the north ledge. Doing so will make you land on the other side of the river, next to the second tower. Ignore that tower for now and go north and you will reach a Monolith. Inside a man will tell you that only a golden key can open the door leading to the portal, and that a man on an island somewhere has the key. Leave the Monolith and head east to reach the town of Lianport.

=====
LIANPORT

(WK29)

Items: None

Speak to the people in town to learn that Alefgard (the Dragon Quest 1 world) is to the east and the King has disappeared. A lady in town will offer you a Puff Puff. Say no for some funny dialogue. An old man will be by the port but wont allow you to use his ship to explore the other lands. Purchase some Clothes of Hiding from the weapon shop and notice the monsters surrounding the young woman to the west. Approach her and she will beg you to save her. The monsters will then ask you to hand over the girl. Either answer will cause you to get attacked.

Battle - Gremlin x 2

These guys are easy but beware of their fireball attack which hits the whole party for around 15 points of damage each.

After defeating them, the girl offers to take you to her grandfather, the old man by the port. To show his gratitude, he will then loan you the ship! Hop on the ship, but before heading out to sea, go south through the door and speak with the fellow in the room. He will tell you about a ship that sunk while carrying treasures. He says that if you bring him the treasures, you will be rewarded. Now guide your boat into the open sea. The game will become extremely non linear from this point on as there are many places that you can now travel to. If you head east from Lianport, you will find the country of Alefgard (where Dragon Quest 1 took place). Go east and then north and follow along the outline of the continent. Follow it all the way around and past the swamp cave. Dock just below Tantegeal Castle and enter it.

=====
TANTEGEL CASTLE

(WK30)

Items: Fairy Water
Ship's Treasure
Echoing Flute

First thing you will notice if you have played Dragon Quest 1 is that the castle looks a little different. It has merged with Breconary over the years and is now a castle town. The old man in the south east corner will still replenish your MP if you speak to him. Definitely speak to the man just west of the entrance. He will ask you if you know about the sunken treasures. Say

no to learn that a ship containing treasures sunk just north of Lianport, and is identified by a sparkling mark in the ocean. This is what the man in Lianport was speaking of. Most of the castle folk will speak of their missing King, as well as the events of Dragon Quest 1. The old man near the pot has the ability to break curses. If you even equip a cursed item, he can help you. Search the pot to find Fairy Water. Upgrade your equipment at the weapon shop and exit Tantegel. Make your way back to Lianport as it's time to find that treasure.

From Lianport, head north. After a few moments you should spot a sparkle on the water. Search the sparkle to find the Ship's Treasure. Return to Lianport and speak to the fellow to give him back his treasure. You will be rewarded with the Echoing Flute. Return to the spot where the treasure was and sail west. You should eventually come upon some small islands. When you reach the second island, sail due north and you will find two small islands. One will have a shrine which has a portal which leads you to Midenhall Castle that you probably explored at the beginning of the game. The second island has a town. Enter it.

=====

ZAHAN

(WK31)

Items: Golden Key

This is a small fishing village and mainly inhabited by females as the men go out to see to fish. You will learn that some of the men were attacked by monsters and won't be returning. Don't bother stepping on any of the blue tiles at the north end of town as you will be damaged. Seven points will be deducted for each small step you take. A lady in town will tell you about a cave surrounded by coral in which you need the Moon Fragment to enter. There is a man hidden at the north west area of town. Speak to him to learn that he is from the town of Tuhn. He is searching for a man named Rouge Fastfinger, who is a famous thief. He is currently in a jail somewhere. Speak to the dog in town and he will be excited as he moves to another spot. Go to the area in front of him and search. You will find the Golden Key. You can now open all of the golden doors you have come across. Now its time for some...

=====

SIDE STUFF

(WK32)

Items: Medical Herb
Acorn of Life
1200G
Strength Seed
Token of Erdrick
Magic Acorn
Shield of Erdrick

Exit the town and take the near by portal in the shrine to Midenhall Castle. Open the golden door with your key to have access to the six treasure chests. Open them to receive a Medical Herb, Acorn of Life, around 1200G, Strength Seed, Token of Erdrick and Magic Acorn.

Head to Cannock Castle and open the door to speak to the old man. Open the chest to receive the Shield of Erdrick.

Head to Hamlin now and open the gold door. Take the stairs and there will be two monsters behind a cell, remember this place for later. Speak to the old

man by the fire to learn that there is a Monolith of a spirit somewhere in the ocean, and if you have the five crests, you can call the spirit.

Make your way back to Midenhall Castle and head south to reach the Monolith. Open the door and take the portal to end up in a new place.

=====

OSTERFAIR

(WK33)

Items: Armor of Gaia
Magic Knife
Moon Crest

This is the castle of Osterfair and the first thing you are going to do is rob someone ;). Go down once and right, facing the black wall and press the action button. Doing so will open a hidden door. Enter it and you will be inside the weapon shop. Open the chests to steal an Armor of Gaia, and Magic Knife. Exit and make your way around the long path and into the castle. Speak to some people to learn that the king loves watching fights between his Sabrecat and soldiers. Don't speak to the king just yet, speak to man at the church and he will tell you about the Echoing Flute. If you play the flute, and there is a crest in the area, an echo will be heard. The five places to play the flute are:

Castle
Town
Cave
Tower
Monolith

Since this is a castle, play the flute and you should hear an echo. Interesting... Purchase a Dragon Killer at the weapon shop and the hero should be very well equipped and strong at the moment. There is a fortune teller in town as well as a man locked in a cell. He will tell you about the Golden Key that you already have. Heal up and speak to the king. He will ask you to entertain him. Do so and walk south a bit and you will be attacked by a Sabre Lion.

Battle - Sabre Lion

Very simple battle that you should have no problem with. The Lion can hit hard though.

Afterwards, speak to the king and he will reward you with the Moon Crest. Note that the crests don't show up in your inventory like normal items do. Check the status of any character and at the bottom will be the images of any crests you have found.

=====

ALEFGARD

(WK34)

Items: Helmet of Erdrick
150G
World Map
Full Plate Armor
Strength Seed
Sword of Erdrick
500G

Chain Sickle
730G
Acorn of Life
Star Crest

Let's now explore Alefgard a little more. From Lianport, sail east and then south, following the perimeter of Alefgard. You will eventually come upon an opening that allows you to sail north to Tantegel and Charlock castle. Ignore this and enter the Holy Monolith to the east. Speak to the man inside and make sure you have Erdrick's Token. He will then move, to allow you access to the Helmet of Erdrick.

Now head to Tantegel castle. Open the golden door in the courtyard. A lady will ask you if you want the Dew's Yarn. Say yes and she will tell you she has run out. She mentions that you can find some on the third floor of the northern Dragon's Horn Tower. Take the stairs at the weapon shop if you wish to find the cowardly king.

Now head to Charlock castle, which lies just south of Tantegel. Notice that unlike in Dragon Quest, the castle will be in ruins. Make your way north to the stairs and follow the path to reach the next set of stairs. You will see a treasure chest in the middle of this room that you can't reach. Take the linear path to reach the stairs. From here, follow the path and there will be two stairwells to take. One in the north east corner, and one to the west. Take the western path and then the stairs leading down in the middle of the next room. Follow the linear paths and you will reach the Dragonlord's chamber from Dragon Quest. The chests above the damage tiles will contain around 150G, World Map, Full Plate Armor and a Strength Seed. Make your way to the throne room and speak to the Dragonlord's great grandson. He will speak of Hargon and mentions that if you defeat him, you can take his place. Say yes to learn that you must collect the five crests to receive the protection of the spirit. He will then tell you about a small island south from where Cantlin would be if it still existed (west of the Holy Monolith) and to go there. With that information, make your way back to the room that led to the linear paths to the Dragonlord's chambers and take the stairs that lead up in the middle of the room. Follow these linear paths to reach the Sword of Erdrick. Now exit the castle. Try using the World Map as an item to get an idea of what the world looks like.

Now lets head to that tower the Dragonlord's descendant mentioned. Head south from the Holy Monolith and a bit west to find the tower on a small island. Enter it.

A man near by will ask if you have come to search for the crest if you speak to him. Enter the tower and follow the path to the east. Ignore the first path branching west and continue all along the outside of the perimeter until you reach the south west portion of the area. From here, make your way east to the middle portion of the area and enter it. You will notice some stairs as well as paths leading in all directions. Ignore the stairs for now and head north to find a chest containing around 500G. Go back, and if you take the other paths, you will find three other staircases. The room you first entered will be the north eastern staircase. Take the south eastern staircase and follow the linear path and stairs to receive a Chain Sickle in the chest. Go back and ignore the north east and north west set of stairs as they lead to dead ends. Take the south western stairs. From here make your way to the next set of stairs. From here, ignore the stairs near the ledge and take the path north. Open the door and take the series of stairs to reach the top of the tower. Speak to the soldier at the top and he will tell you that Hargon's temple lies in the middle of the world in the land of Rhone. Go back and take the stairs near the ledge. From here go south to find stairs, and a chest containing

around 730G. Take the stairs and go east and continue to take the next few set of stairs to find an Acorn of Life in a chest. Go back now and make your way to the north end of the room. You should notice stairs to the east, ignore them as they lead to a dead end and take the stairs to the west. Take the next set of stairs and open the door to continue. Take the north west stairs, and as you proceed, you will spot a demon who will take off. Follow him and you will find an old man in the next room. Speak to him and he will tell you to follow him. Do so and take the southern stairs to continue. Keep on his trail and you will eventually come upon a chest. Open it and it will be empty... The old man will then transform into four demons and you are attacked.

Battle - Gremlin x 4

Just attack them as they shouldn't pose too much trouble. They can put you to sleep.

After the battle you will receive the Star Crest. Now fall off the tower to exit.

=====
BERAN (WK35)

Items: Sun Crest
Leaf of the World Tree

Now would be a good time to explore the town of Beran. From Lianport sail all the way north until you hit an island. You should see the town surrounded by water. Enter it.

!!!!!!!!!!!!!!!!!!!!!!
DO NOT REST AT THE INN
!!!!!!!!!!!!!!!!!!!!!!

There is a major glitch with the patch if you rest at the inn. Normally, if you rest at the inn, the prince will come down with an illness that can only be cured by a Leaf of the World Tree. The leaf can be found by searching a lone tree on a small island west of Zahan. When you bring it back and use it on the prince as an item, you would cure the prince and he would thank you and you would continue on your quest. The glitch occurs after you cure him and he thanks you. The text continually loops and there is no way to bypass it. If you happen to do this I hope you have a recent save state. If you saved the game or have a save state AFTER staying at the inn you do have options. Simply unpatch the game and continue playing the sequence until you get the prince back. Repatch afterwards and you should be fine. Hopefully this gets fixed in a future update.

Anyways, speak to the townsfolk and one lady in town will let you know that the Magic Loom and Dew's Yarn is needed to make Water Flying Clothes. Remember a hint from someone a while back mentioning the Dew's Yarn being in northern Dragon's Horn? If you speak to a man at the inn, he will tell you that the Sun Crest is in the Fire Monolith.

Now that we have picked up a few more clues, exit town and look at your World Map. The Monolith that lies on the small island south of Osterfair is the Fire Monolith. Enter it and use your Flute, you should hear the echo. Now all you need to do is search. Search to the right of the tree on the outside perimeter of the Fire Monolith to find the well hidden Sun Crest.

Now that you have that, sail west a bit and you should notice a small island

surrounded by mountains with a lone tree. This is the World Tree mentioned earlier and if you search the spot where the tree lies, you will find a Leaf of the World Tree. If you ever run out, come back and there will be another. You can only stock one of these at a time from this tree though. Continue sailing west and you will find the town of Wellgarth, enter it.

=====

WELLGARTH

(WK36)

Items: Jailor's Key
Watergate Key

You need to use the Gold Key to enter this place. This town is south of the mountain of Rhone. The old man at the north west area of town speaks about a man named Don Mahone from the town of Tuhn who makes Water Flying Clothes. The man near the item shop tells you the Jailor's Key is sold in this town. You also learn that Hargon can create illusions, but the earth spirit, Rubiss, can break them. Speak to the man running the other item shop and when you choose to purchase, there will be a blank item. Chose this and you will pay 2000G. Check your inventory afterwards and you will own the Jailor's Key. Enter the north east area of town to learn that Fastfinger thief you heard about previously was thrown in this jail, but has seemed to have disappeared. The old man in the cell tells you that Hargon lives deep inside Rhone. You will need the Eye of Malroth to enter Rhone. Go in the empty cell and push against the eastern wall to find a passage. Speak to the man to find Rouge Fastfinger. He will then give you the Watergate Key.

=====

ODDS AND ENDS

(WK37)

Items: Staff of Thunder
Water Crest
Magic Loom
Wizard's Ring
Dew's Yarn

Now that you have the Jailor's Key, there are a few things to do.

Return to Midenhall and enter the basement. You will be able to open the doors and speak with the prisoners. Speak to the bald man and he will tell you that the Life Crest is in the cave that leads to Rhone. Open the south cell and hopefully the prince has learned Stepguard. If not, be careful and heal up after crossing the damage tiles. Speak to the man and you will be attacked.

Battle - Mace Master

Mace Master can increase his defense and cast Explodet which can hurt everyone for over 50 damage. Kill him fast and afterwards, he will drop a Staff of Thunder.

Enter Hamlin and open the golden door near the church. After taking the stairs, you will be in a room with two demons that are behind bars. Open the cell door and speak to them to be attacked.

Battle - Ozwarg x 2

Focus on taking them out one at a time. They shouldn't be too hard.

Use your flute and you should hear an echo. Search the north east corner to find the Water Crest. That's four of the five.

Enter Zahan and use Stepguard on the damage tiles. The door on the left contains a chest with a Magic Loom inside. A Wizard's Ring will lie inside the chest behind the eastern door.

Return to Beran and speak to the man in jail. He will tell you that the travel gate in town leads to Rhone. Don't go there yet though as there are still things to do.

Remember the lady who mentioned that a Dew's Yarn could be found on the third floor of the northern tower of Dragon's Horn? Head there now and when you reach the third floor, search two steps west and one step north of the stairs you came from to find the Dew's Yarn.

Head back towards Beran and check the World Map. You should probably notice the land of Rhone, surrounded by thick mountains to the east of Beran. Just west of Rhone is an area you haven't explored yet. Sail just north of the island that Beran is on and follow the river leading north east. Get off your ship when the river branches left towards a poisonous marsh. Follow the path all the way around and enter the town that appears.

=====

TUHN

(WK38)

Items: Water Flying Clothes

You will learn that Don Mahone, who makes Water Flying Clothes lives in this village. You will also learn that the Moon Fragment lies in the Tower of the Moon to the south. Open the golden door to the small house and Don Mahone will be downstairs. If you have the Dew's Yarn and Magic Loom he will start work on the Water Flying Clothes. He will tell you to come back another day when he is finished. Now go around the inn and head north west to find a hidden part of town. Open the cell and you will descend into a small room with a golden key hole. Use the Watergate Key as an item and you will let the water out. If you exit town you will see a new river trail where desert land used to be. This path will lead to the Tower of the Moon. Now, in order to receive your Water Flying Clothes, you will need to do an in game save as well as turn off the system. Since you are probably playing on an emulator, save somewhere and choose not to continue your journey. Close the emulator down and reopen it. Continue your journey and return to Tuhn. Speak to Don Mahone and he will give you the Water Flying Clothes. Equip it on the princess for a great boost in defense. In order to reach the Tower of the Moon below, you need to take a river path just east of the one you originally took to reach Tuhn. You can now access both the town, and the tower from this river path due to the prior desert now being covered with water. When you are ready, enter the tower.

=====

TOWER OF THE MOON

(WK39)

Items: Strength Seed
Magic Acorn
Defense Seed x 2
1200G
275G
Wizard's Ring
Moon Fragment

The monsters in this tower will pack quite the punch. From the entrance, go south a bit, and then right to enter a hidden room. You will see a mysterious figure, guarding a chest that you can't reach from here. Open the chest which is located near the western stairs to find a Strength Seed. Take the stairs and make your way past the set of stairs to reach a chest containing a Magic Acorn. Go south, ignoring the two stairwells for now and continue east and then south to take the stairs. After claiming the Defense Seed from the chest, return to the two stairwells and take the western one to reach a chest containing around 1200G. Return and take the eastern set of stairs to reach the next floor. Go south if you wish to fall off the castle, otherwise take the stairs to the north. From here, travel south to reach the two treasure chests. Loot them to receive around 275G and another Defense Seed. Go east to reach the stairs. From here there will be two stairs that you can take. One which leads up, and one which leads down. Take the stairs leading up and follow the linear paths to find a chest near the ledge on the top floor. Be careful not to fall off and claim the Wizard's Ring. Return, and this time take the stairs that lead down. Follow the linear paths until you reach the bottom floor with the mysterious man standing beside the chests. Speak to the man and he will mention the ocean which is a clue for the item in the chest. The last line looks to be off due to a translation error. Anyways, open up the chest to receive the Moon Fragment. Exit the tower.

In order to reach the land of Rhone, you will need an item located deep within the Sea Cave. Check your world map and you should notice a little grey speck in the sea, west of Osterfair, and east of Rhone. Head there next.

=====

SEA CAVE

(WK40)

Items: 1200G

Wizard's Ring
Strength Seed
Magic Armor
Eye of Malroth

When you reach the Sea Cave, you will notice that it is completely surrounded by mountains and that you are unable to enter. Use the Moon Fragment on the mountains and they will disappear, making you able to enter the cave. Once you enter the cave, you should notice that you are surrounded by hot lava. Each step on this hot lava will reduce your HP by one point. If the princess is equipped with the Water Flying Clothes, she won't receive any damage. Head west from the entrance to find a chest containing around 1200G. Return to the entrance and make your way south, west and south to reach the stairs. From here, head south if you wish to open a chest containing a trap. Opening the chest will cause one of your members to get poisoned. Head west and you will find a man by some stairs. He will educate you by explaining that the cave is a leftover of a volcanic eruption. Take the stairs and go south. Take the stairwell to the west to reach a chest containing a Wizard's Ring. Go south, and then west, passing a guy who will warn you of the temple of fire that lies deep within the cave. Continue all the way north and you will be in familiar territory. Continue north, through the lava and take the stairs. Open the door and head west. Ignore the two sets of stairs and the first chest as it contains another trap. The second chest will contain a Strength Seed. Head all the way south and you will enter an area which will have a lot of different sets of stairs. The chest in the north west area of the room will contain Magic Armor. Most of the stairs near by lead to the same area or dead ends. From the chest, take the stairs to the south east. From here go east across the lava, and a little north to reach the next set of stairs. Follow the

linear path and you will come upon two Evil Clowns who will attack you. After disposing them, go north to find the Eye of Malroth. Exit the cave and return to Beran.

RHONE CAVE PART ONE

(WK41)

Items: Life Crest
Charm of Rubiss

Now that you are in Beran, put the Moon Fragment and any other items that may be bogging down your inventory into the vault. Make your way into the middle of the town and open the door to the north of the priest. Cast Steguard and enter the portal. You will be warped to a dark room with stairs to the north west. An old man will be on the upper floor to warn of the dangers of the Rhone Cave. Walk directly south of the original stairs to enter the hidden exit. A demon will be near by who will tell you about the Water Crest in Hamlin.

Exit the shrine and head all the way west. You will eventually come upon a swamp near the mountains which seems to be a dead end. Enter the swamp and face the northern mountains. Use the Eye of Malroth as an item and the cave entrance will appear in the mountains. Enter the Rhone Cave.

Just a warning about this cave... it can be very hard. This visit will be simple. Find the final crest and get the hell out. Don't worry about finding the exit. Keep that in mind.

Upon entering the cave, you should notice a set of stairs leading down to your east, around a corner. Take the steps and head east to find a chest containing the Life Crest. Excellent, that was easy enough. Check the tombstones for fun before casting Outside and Return.

Check your world map and you should notice a small speck of land just north of Osterfair, a little south west of Midenhall, and directly west of the Monolith south of Midenhall. This is your next destination.

Upon entering this lone shrine, follow the multiple stairways deeper until you reach the room with the white squares between the four crosses. When you step on this square while in possession of the five crests, they will start to shimmer. You will now hear a beautiful voice from the spirit of the land, Rubiss. After realizing that you are descendants of Erdrick, you will be told about a promise that Rubiss made to Erdrick. You will be granted protection and told that when you are tricked by evil illusions, to use an item and Rubiss will help you. Check your inventory to find the Charm of Rubiss. Exit the shrine, rest up, save, and return to the Rhone Cave as it is time to tackle this difficult cavern.

RHONE CAVE PART TWO

(WK42)

Items: Mysterious Hat
Lottery Ticket
Armor of Erdrick
Evil Shield
570G
Thunder Sword

Enter the cave and the main floor will have three staircases that lead up. One is located north, one is north east and one is east. Take the eastern stairs while being careful not to fall in any hidden tiles which will lead you to the floor below where you found the Life Crest. After taking the stairs, head west and you will be on a continuous looping trail. Take the third path that leads north and take the stairs. Where you stand right now I will refer to as the "original stairs". From here go all the way west and take the stairs. Take the next set of stairs to reach a chest containing a Mysterious Hat. Equip it on the princess and return to the original stairs. This time head all the way east and grab the useless Lottery Ticket from the chest, before continuing east and taking the stairs. Follow the path to reach another chest which will contain the Armor of Erdrick. Return to the original stairs and this time make your way north, claiming the 1400G or so from the chest. When you reach the far north end of the room, the paths will branch west and east. Head west and take the stairs. Be careful as some monsters will be very hard in this next section. Follow the linear path to reach two chests. The north chest will contain the cursed Evil Shield, while the bottom chest will contain around 570G. Go back now and take the eastern branch to reach the stairs. After taking the next set of stairs you will be in a rather large room that will contain multiple hidden tiles which are scattered all over the room. You actually do want to fall to the floor below so simply walk one step south, then one step west to fall down below. From here go to the south western corner of the room and step on the tile one step north and east from the corner to fall down to another room. Now you will be in front of a sword. Examine it to receive the Thunder Sword. Head east to fall down to another floor and then all the way north to fall down to the first level of the Rhone Cave. Now you can exit the cave and heal up if you want, otherwise return to the huge room that had all those false tiles.

Once you appear in this large room, don't move. Be very careful as you step south two steps, west twice, south four times, east three times and south to take the stairs. Now you will be in a room with branches in all directions. You must take the correct paths or else you will have to start here, at the beginning as many of the paths loop. From the steps, go east and then take the north west branch. Now take the north eastern branch and take the eastern branch while being careful not to fall into the hidden pit in the corner of the middle stone structure. In this room, there will be two paths that lead east. Take the northern one and continue on until you reach the two paths that branch north. Take the western one and then go north. Finally, take the eastern path to reach the stairs. You will now be outside of the Rhone Cave, and are now in the heart of Rhone.

Be very cautious as you will meet new enemies that will be quite difficult. You also won't be able to check your world map to find your exact location. Make your way north, and after crossing a few bridges, you will come upon a small shrine. Enter it.

This shrine will be your home base of sorts here in Rhone. If you speak to the priest, not only can you save, but you will be fully healed. Take advantage of this. If you ever need to return to the other cities, take the portal by the nun. Note that if you haven't saved here yet and you do this, you will have to do the Rhone Cave all over again. Make sure to save so that way you can simply cast Return to come back should you decide to leave.

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HARGON'S CASTLE

(WK43)

Items: Gremlin's Tail
Gremlin's Armor

Hargon's Castle will lie west of the shrine, around a moat. You will probably notice that the monsters will be extremely difficult, as some have instant death spells. You will probably want to spend a bit of time leveling your characters. You can also feel free to keep taking stabs at Hargon's Castle since losing half your gold if you die shouldn't be of any concern to you anymore. After heading west and walking around the moat, enter the castle.

Once you enter Hargon's Castle it will look identical to Midenhall Castle. Speak to the folks in the castle and they will all praise Hargon... something is not right. Remember what Rubiss said about illusions? Use the Charm of Rubiss as an item and Rubiss will speak to you. After being told not to be deceived by illusions, the illusion will be broken and you will be at the entrance of the real castle.

Some of the flames wandering around will be the castle resident illusions. Some will also attack you if you speak to them. Ignore the paths to the east and west and cast Stepguard before venturing onto the damage tiles behind the throne. Head to the western part of the damage tiles and face the wall two steps to the right and open the hidden door. Go forward and cast Stepguard again. Head left to find a Gremlin's Tail in a chest, and right to find a Gremlin's Armor inside a chest. Both of these items are cursed. Head to the center room and stand on the middle white tile on the cross. Use the Eye of Malroth as an item and you will be warped to the second floor. Take the stairs in the middle of the room and make your way around the next room to reach a set of stairs. From here, make your way to the next set of stairs but heal up before you reach the white tiles. As you come close to those tiles, you will be attacked.

Battle - Atlas

Atlas can attack twice per round with strong physical strikes. Lower his defense while increasing yours. Keep everyone's HP above 70 and you should be fine.

After taking the stairs, you will be in a large room with many smaller sections that you can enter. Be careful not to fall off the ledge and make your way to the north western room. Heal up before you enter as you will be attacked.

Battle - Bazuzu

Bazuzu knows Explodet but has very little HP. If you lower his defense you can take him out in two rounds.

Take the stairs and head east, making sure not to fall off the ledge. As you approach the stairs, you will be attacked by the third, and final guardian.

Battle - Zarlox

Zarlox can attack twice per round and is much more physically stronger than Atlas. Zarlox can attack first in the round and has a breath attack which does moderate damage, as well as Explodet. This battle can prove to be quite difficult but cast Increase and Defense to increase your chances of survival. Have the princess cast Healall on anyone Zarlox physically attacks. You may have to revive some fallen characters before this battle is over.

After the battle, take the stairs. Cast Stepguard and make your way to the middle of the room. Heal your whole party and replenish any MP with any Wizard's Rings that you are carrying. Speak to Hargon and you will be attacked.

Boss Battle - Hargon

Hargon attacks twice per round and sometimes is the first to act. Stick to physical attacks and increase your defense.

After the battle, Hargon will state that you must meet your end just like he has. Hargon will then sacrifice himself to call forth the God of Destruction, Malroth. You know, the dude who's eye you have.

You will now have control of your party, heal up once more and replenish any MP from Wizard's Rings. As you try to leave the castle, you will be blocked by flames and then attacked.

Boss Battle - Malroth

Malroth has this breath attack which can hit everyone for over 70 damage. He can attack twice per round with physical attacks as well. Fight this battle conservatively as you should be healing after every round. Stick to physical attacks and the usual Increase/Defense tactics.

After the battle, you will hear the voice of Rubiss. She will praise your efforts before warping you outside of the castle as it crumbles to the ground.

You will now regain control of the party and there will be no more random encounters. Make your way back to the shrine and warp to Beran. Speak to people if you'd like from this town, as well as any other towns. If you happen to visit the Dragonlord's descendant, you will learn that his name is Ryu. Once you are ready for the ending, head to Midenhall Castle.

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ENDING (WK44)

Items: None

Enter the throne room of Midenhall Castle and there will be a huge gathering for you. Speak to the King to receive praise, as well as an offer of the throne. You will be forced to accept this offer to avoid the endless loop. Celebration and fireworks will take place as Midenhall welcomes it's new King. The credits will then begin to roll.

EXPERIENCE CHART (EXP2)

In Dragon Quest 2, the hero has a level cap at level 50. The prince has a level cap at level 45 and the princess caps her level at 35.

Level	Experience Points		
	Hero:	Prince:	Princess:
1.....	0	0	0
2.....	12	24	100
3.....	32	60	300
4.....	72	110	600
5.....	130	200	1200
6.....	280	380	2400
7.....	560	700	4200

8.....	1000	1300	6400
9.....	1800	2400	9000
10.....	2800	4000	12000
11.....	3910	6000	16000
12.....	5300	8200	20000
13.....	7600	11000	25000
14.....	10000	15000	31000
15.....	13000	19000	39000
16.....	17000	24000	50000
17.....	21000	30000	65000
18.....	26000	37000	83000
19.....	32000	46000	103000
20.....	40000	57000	125000
21.....	50000	70000	150000
22.....	62000	85000	180000
23.....	75000	100000	220000
24.....	90000	116000	270000
25.....	107000	134000	300000
26.....	127000	155000	330000
27.....	150000	182000	360000
28.....	175000	210000	400000
29.....	200000	240000	450000
30.....	230000	280000	540000
31.....	260000	310000	630000
32.....	290000	340000	730000
33.....	320000	380000	820000
34.....	350000	430000	910000
35.....	380000	480000	999999
36.....	410000	520000	
37.....	440000	580000	
38.....	470000	640000	
39.....	500000	700000	
40.....	530000	760000	
41.....	570000	820000	
42.....	620000	840000	
43.....	670000	900000	
44.....	720000	960000	
45.....	770000	999999	
47.....	870000		
48.....	920000		
49.....	970000		
50.....	999999		

ITEMS (ITM2)

Acorn of Life - Increases Max HP 1-6
Antidote Herb - Removes poison
Agility Seed - Increases Agility 1-6
Charm of Rubiss - Used to break Hargon's illusion
Cloak of the Wind - Used to float after falling from high places
Defense Seed - Increases Defense 1-6
Dew's Yarn - Needed to create Water Flying Clothes
Dragon's Bane - Reduces spell damage by foes
Dragon's Potion - Rare Metal Babble drop, used to save anywhere
Echoing Flute - Use to find location of five crests
Eye of Malroth - Used to open Rhone Cave and Hargon Castle's second floor

Fairy Water - Same as Repel Spell, no random attacks from weak monsters
Golden Card - 25% discount from stores. You must have original price in gold
Golden Key - Use to open golden doors
Gremlin's Tail - Cursed item, weak vs. enemy spells
Jailor's Key - Use to open jail cells
Leaf of the World Tree - Use to revive fallen ally
Life Crest - One of the five crests needed for Charm of Rubiss
Lottery Ticket - Use to play lottery
Magic Acorn - Increases Max MP 1-6
Magic Loom - Needed to create Water Flying Clothes
Medical Herb - Replenishes about 25HP
Mirror of Ra - Use to uncurse the princess
Moon Crest - One of the five crests needed for Charm of Rubiss
Moon Fragment - Use to access entry to the Sea Cave
Ships Treasure - Trade for Echoing Flute
Silver Key - Use to open silver doors
Star Crest - One of the five crests needed for Charm of Rubiss
Strength Seed - Increases strength 1-6
Sun Crest - One of the five crests needed for Charm of Rubiss
Token of Erdrick - Use to receive Erdrick's Helm
Water Crest - One of the five crests needed for Charm of Rubiss
Watergate Key - Use to open Watergate in Tuhn
Wing of Wyvern - Use to warp back to last save point, same as Return spell
Wizard's Ring - Use to replenish MP, can break after a few uses.
World Map - Use to view the world map

EQUIPMENT (EQP2)

Weapons:

ATK = attack power

User = who can equip weapon (H = Hero, P = Prince, Pr = Princess)

Special = attribute and action when used as item in battle

	ATK	User	Special
Bamboo Stick.....	2	All	
Broad Sword.....	30	H	
Chain Sickle.....	15	H,P	
Club.....	8	H,P	
Copper Sword.....	10	H,P	
Dragon Killer.....	55	H	
Falcon Sword.....	7	H,P	Attacks twice per round when equipped
Giant Hammer.....	40	H	
Iron Spear.....	20	H,P	
Light Sword.....	70	H,P	Use as item in battle to cast Surround
Magic Knife.....	12	All	
Staff of Thunder.....	45	All	
Sword of Destruction.....	105	H,P	Cursed, paralyzes user
Sword of Erdrick.....	40	H,P	
Thunder Sword.....	95	H	Use as item in battle to cast Firebane
Wizard's Wand.....	27	All	Use as item in battle to cast Firebal

Armor:

DEF = defensive power

User = who can equip weapon (H = Hero, P = Prince, Pr = Princess)

Special = attribute gained by equipping

	DEF	User	Special
Armor of Gaia.....	70	H	
Armor of Erdrick.....	75	H	No damage from damage tiles
Chain Mail.....	12	H,P	
Clothes.....	2	All	
Clothes Hiding.....	35	All	
Full Plate Armor.....	25	H	
Gremlin's Armor.....	87	H,P	Cursed, paralyzes user
Leather Armor.....	6	H,P	
Magic Armor.....	35	H,P	Reduces magic damage
Mink Coat.....	60	All	Reduces magic damage
Water Flying Cloth.....	65	All	Reduces magic damage, no damage tile damage

Shields:

DEF = defensive power

User = who can equip weapon (H = Hero, P = Prince, Pr = Princess)

Special = attribute gained by equipping

	DEF	User	Special
Evil Shield.....	40	H	Cursed, paralyzes user
Leather Shield.....	4	H,P	
Shield of Erdrick.....	30	H	
Shield of Strength.....	18	H,P	Use as item in battle to cast Healmore
Steel Shield.....	10	H	

Helmets:

DEF = defensive power

User = who can equip weapon (H = Hero, P = Prince, Pr = Princess)

Special = attribute gained by equipping

	DEF	User	Special
Helmet of Erdrick.....	20	H	
Iron Helmet.....	6	H	
Mysterious Hat.....	8	All	

 SPELLS (SPL2)

Here are all of the spells that can be learned in Dragon Quest II.

MP = Magic points needed to cast spell

AFFECTS = Determines if spell effects user, party, enemy, enemy group, all.

EFFECTS = Effect spell has

	MP	AFFECTS	EFFECTS
Antidote.....	3	ally	Removes poison
Chance.....	15	random	Random effect, both good or bad

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Defeat.....| 4| group|Attempts to instantly kill foe
Defense.....| 2| all|Reduces enemies defense
Explodet.....| 8| all|Does around 50-75HP of damage
Firebal.....| 2| enemy|Does around 10-25HP of damage
Firebane.....| 4| group|Does around 25-50HP of damage
Heal.....| 3| ally|Replenishes around 30HP
Healall.....| 8| ally|Replenishes all HP
Healmore.....| 5| ally|Replenishes around 60HP
Increase.....| 2| party|Increases defense
Infernos.....| 4| group|Does around 15-30HP of damage
Open.....| 2| door|Opens any door without having a key
Outside.....| 6| party|Warps you outside of a cave or dungeon
Repel.....| 2| party|Avoids random encounters with weak foes
Return.....| 6| party|Warps party back to last place saved
Revive.....|15| ally|Revives fallen ally with full HP
Sacrifice.....| 1| user|User destroys self to defeat all enemies
Sleep.....| 2| group|Attempts to put enemy to sleep
Stepguard.....| 4| party|Prevents damage from damage tiles
Stopspell.....| 3| group|Attempts to prevent enemy spells
Surround.....| 2| group|Lowers hit rate success of enemies

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*****
MONSTERS (MON2)
*****

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EXP = Experience gained
GOLD = Gold

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A
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	EXP	GOLD
Army Ant.....	4	2
Atlas.....	2500	250
Attackbot.....	554	114

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=====
B
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	EXP	GOLD
Babble.....	8	4
Baboon.....	33	45
Basilisk.....	41	58
Bazuzu.....	3350	240
Berserker.....	147	126
Big Cobra.....	9	9
Big Rat.....	7	5
Big Slug.....	2	3
Blizzard.....	412	113
Bullwog.....	1475	235

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C
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	EXP	GOLD
Carnivog.....	29	50
Centipede.....	21	33
Cyclops.....	257	99

=====
D
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	EXP	GOLD
Dark Eye.....	118	81
Demighost.....	44	50
Dragon Fly.....	59	43
Drakee.....	3	3

=====
E
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	EXP	GOLD
Enchanter.....	37	30
Evil Clown.....	107	132
Evil Clown.....	734	170 Midenhall
Evil Eye.....	92	88
Evil Tree.....	67	95

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F
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	EXP	GOLD
Flame.....	315	101

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G
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	EXP	GOLD
Gargoyle.....	107	95
Gas.....	42	62
Ghost Mouse.....	6	6
Ghost Rat.....	23	25
Ghoul.....	91	100
Giant.....	580	85
Gold Batboon.....	542	100
Gold Orc.....	85	255
Goopi.....	29	42
Gorgon.....	50	62
Grabooopi.....	48	30
Green Dragon.....	480	147
Gremlin.....	52	47

=====
H
=====

	EXP	GOLD
Hargon.....	0	0
Hargon's Knight.....	115	80
Hawk Man.....	64	45

Healer.....		15	5
Hipabango.....		81	83
Hork.....		61	51
Hunter.....		76	97

=====
I
=====

		EXP	GOLD
Iron Ant.....		2	4

=====
L
=====

		EXP	GOLD
Lizard Fly.....		27	20

=====
M
=====

		EXP	GOLD
Mace Master.....		734	170
Magic Ant.....		4	2
Magic Baboon.....		40	45
Magic Vampirus.....		182	106
Magician.....		9	9
Magidrakee.....		12	10
Malroth.....		0	0
Man O War.....		24	50
Medusa Ball.....		36	29
Mega Knight.....		115	80
Megapede.....		33	24
Metal Babble.....		10150	255
Metal Hunter.....		125	115
Metal Slime.....		1015	90
Mud Man.....		32	35
Mummy.....		62	60
Mummy Man.....		44	40

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O
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		EXP	GOLD
Orc.....		61	50
Orc King.....		204	175
Ozwarg.....		159	121

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P
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		EXP	GOLD
Poison Lilly.....		26	25
Puppet Man.....		75	100

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S

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                |EXP  |GOLD|
Saber Lion.....| 128| 55|
Saber Tiger.....|  45| 55|
Sea Slug.....   |  34| 80|
Silver Batboon..| 321| 96|
Slime.....      |   1|  2|
Smoke.....      |  18| 14|
Sorceror.....   |  72|110|
Spook.....      |   6|  6|
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T

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                |EXP  |GOLD|
Titan Tree.....|  50| 80|
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U

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                |EXP  |GOLD|
Undead.....    |  45| 82|
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V

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=====
                |EXP  |GOLD|
Vampirus.....  |  95| 83|
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W

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                |EXP  |GOLD|
Wild Mouse.....|   5|  5|
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Z

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                |EXP  |GOLD|
Zarlox.....    |4750|255|
Zombie.....    |  40| 25|
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*****
PORTALS (PTLS)
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This section is a summary of all the warp portals in Dragon Quest II, and where they lead.

- Midenhall Castle <-----> Monolith of Zahan
- Monolith south of Midenhall <-----> Osterfair Castle
- Monolith north of Lianport <-----> Fire Monolith (west portal)

Holy Monolith <-----> Fire Monolith (east portal)
Fire Monolith (center portal) <-----> Monolith north of Beran (center)
Monolith north of Beran (west portal) <-----> Monolith north of Hamlin
Monolith north of Beran (east portal) <-----> Monolith west of Moonbrooke
Beran Monolith <-----> Monolith south of Rhone
Monolith of Rhone <-----> Monolith south of Rhone

Note that the portal leading from the Monolith of Rhone, to the Monolith south of Rhone is a one way only portal.

CREST LOCATIONS (CRST)

The locations of the five crests are as follows:

Life Crest.....Rhone Cave
Moon Crest.....Osterfair Castle
Star Crest.....Tower south west of the Holy Monolith
Sun Crest.....Hidden in Fire Monolith
Water Crest.....Hamlin

SECRETS/MISCELLANEOUS (MSC2)

Much like the original Dragon Quest, there aren't many secrets at all in this game. One secret is the ability to rename both the Prince of Cannock, and the Princess of Moonbrooke. In order to change the names, you must be at the "continue an adventure" screen.

To change the Prince's name, hold down left on the control pad as well as the start button and press the A button. You will then be prompted to enter the new name.

To change the name of the Princess, hold down right on the control pad as well as the start button and press the A button. You will then be prompted to enter the new name.

You must have both party members in your party for this to work. You cannot name them ahead of time.

CONTACT AND ACKNOWLEDGEMENTS (CONT)

This is the third walkthrough that I have written and I'm sure this will be the one that no one reads since this game is pretty rare and most people play the gameboy color version anyways.

If you have any questions about this game that are not answered in this FAQ, feel free to email me at corystahlbaum@yahoo.com (remove quotes) and put "Dragon Quest I&II" in the subject line. Please note that I check my email very infrequently so it may be a while before I get back to you if at all. If your

question is in this guide it will probably be ignored. Feel free to contact me if you see any errors or wish to make any contributions to this FAQ. Credit will be given of course. I don't view emails that have any attachments and whatnot so send text only. In regards to updating this guide, it is fairly complete so I don't see a need for any significant updates except for any errors and so on.

I've played through Dragon Warrior probably over 20 times and Dragon Warrior 2 four times. I have played through this version of the game only once and all factual information I have collected with the exception of a few monster stats that I cross referenced with Darkniciad's Dragon Quest II guide.

I must give thanks to Enix for developing and publishing this game, as well as the folks from RPGOne for translating this game to english.

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