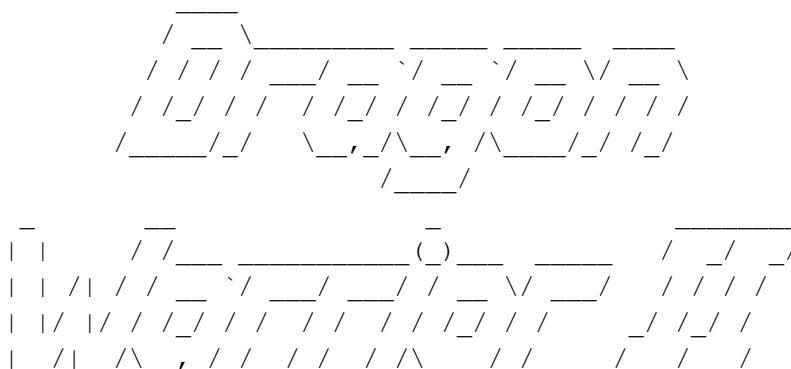


Dragon Warrior II Walkthrough Final

by Dzabroski

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Welcome to Dragon Warrior II for NES

Complete Walkthrough

Author: David Zabroski

Locke1978@hotmail.com

Check out my Dragon Warrior/Quest Website at:

[Http://www.DragonWarriorReturns.com](http://www.DragonWarriorReturns.com)

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I. Introduction

a. Story

After the Decendent off Erdrick defeated the Great Dragon Lord again, Princess Gwaelin and the love the hero journey far to find a new kingdom to rule. They create the kingdom of Midenhall, to the east of the continent of Alefgard. Gwaelin beared three children. The older prince is given Midenhall, the younger prince is given Cannock, and the middle prince is given Moonbrooke. Times changed and the land grew. They each married and beared thier own children. The youngest of the family are Prince of Midenhall, Prince of Cancock, and the Princess of Moonbrooke.

Then something happened that no one expected. A evil Wizard Hargon rose and attacked Moonebrooke. Word of this spread quickly. The castle's destructions was seen across the world. It is time for our Hero's to reunite and stop the new threat. He was even feared by the Dragon Lord's decendents.

II Join your Allies

II Join your Allies

a. Midenhall

- i. After the Hargon scene the lone Soldier arrives at Midenhall Castle near death. Your Father

hears his story and sends you out on your Quest. Take the Chests and equip your Weapons & Armor

b. Leftwyne

- i. Here you can talk to villagers about your cousin. He is the Price of Cancock. Rest up and head north.
 1. Buy any new equipment you can afford, and buy some Herbs for your travels
 2. Here you can play the lottery. You can get one from Item Shop Keepers, monsters, or chests. In the beginning they are worth 60+ GP so it might be a good idea to sell them.
 3. If you decide to keep it or play later here is how to play.
 - a. A ticket is given and you have to get three matching symbols to win a prize. If you get 2 of the same kind in there you get a free game.
 - i. If you get 3 hearts you get a Medical Herb
 - ii. 3 Stars Wizard Ring
 - iii. 3 Moons Wizard Wand
 - iv. 3 Sun Golden Card
 - v. 3 Water Dragon Bane
 4. The Golden Sun Card is a good item to get it gets you a 25% Discount on the stores and shops!

c. Cancock Castle

- i. You find that your Cousin went to the Spring of Bravery to prepare for his journey against Hargon.
- ii. Rest up, save and buy any equipment you need

d. Spring of Bravery

- i. You should be around level 6-7
- ii. Walk North to the shore from Cancock and follow the seacoast over the mountains. At the very end is a cave, enter it
- iii. Follow the main path stopping to collect items.
- iv. Talk to the old man at the spring and get anointed. Then ask him for information about your cousin. He said he went home

e. Leftwyne II

- i. Head back to Leftwyne and stay at the inn
 - ii. When you wake up your cousin will be in the room. Talk to him and he will join your party.
 - iii. Stock up on equipment and herbs, you are going to need it
- f. Lake Cave
- i. Head west past the mountains and arrive at the Lake cave
 - 1. Enter the cave and keep going to the bottom floor to find the Silver Key
- g. South of Cancock
- i. Head south to the cave
 - 1. Follow it through to the bottom and exit.
- h. Hamlin
- i. After you exit the cave head south to the town of Hamlin.
 - ii. Princess Bow-Wow
 - 1. Your second Cousin is in the town. When you go to the man who saves your game you might see a dog. Talk to her and she will follow you like she is a member of your party.
- i. Castle Moonbrook, optional
- i. You can visit the castle if you want. It is south of Hamlin. Make sure you level up first.
 - ii. Inside you will find flames walking around. Talk to them and you find that they were once people.
 - iii. Head to the Throne room and find the King. He will tell you his daughter was turned into a Dog.
 - iv. You can follow the out edge of the castle and enter the stairs the princess tried to go. Inside is a Solider. He will tell you that the Mirror of Ra is in between 4 bridges.
- j. Mirror of Ra
- i. Head East from the Castle and find a swamp. Search the area and find the mirror.
- k. Hamlin II
- i. Now that you have the mirror you can save the princess. Use the mirror on her and she will turn back into a human.
 - 1. Once she joins your party you must take time to heal and gain levels. She is very weak, but can gain some powerful spells.
 - a. Equip her with a Magic Knife and Wayfarer's Clothes

III. Getting a Ship

- a. Locating the Tower of Wind

- i. Now that you are a full party and the Princess is a little more powerful from gaining EXP, you can now get the Cloak of Wind. It is in a cave on the other shore of the continent.
 1. Go east past the bridge and then go north.
 2. Keep going north until you reach the other shore. You know you are in the right spot if you have a very narrow path between the shore and the mountains
 3. Follow it south and you should arrive at your destination the tower
- b. Tower of Wind
 - i. This is a great spot to gain EXP, at the top you will find the Cloak of Wind. There are several courses you can take, but only one leads to the cloak. The others may have some useful items and armor
- c. Locating the Dragon's Horns
 - i. It is located above Moonbrook Castle. You should see what looks like a grave (it's called a Monolith, that will help you later, trust me)
 1. Follow through and go to the other side. You are now in a desert.
 2. Follow the desert north past the oasis, nothing there, and arrive at a tower, Dragon's Horns
- d. Dragon's Horns
 - i. It is simple towers just follow the outside edge and walk up the stairs. When you arrive at the top, make sure your Cloak of Wind is equipped and jump off the North Side
 1. There are some Metal Slimes in the tower, great for EXP
- e. Dew Yarn, Optional
 - i. Now that your over the other side of the continent. You can jump ahead of the game and receive an items used towards the end of the game. Dew's Yarn
 1. Just climb the North Dragon's Horn tower and go to the 3rd floor.
 - a. Search the left area alcove and soon you will find Dew's Yarn
- f. Lainport
 - i. You arrived at Lainport, a Harbor Town Rest up and get new equipment. Don't bother getting the Wizard's Wand at the shop

1. Go to the North West part of Town and you will see a girl being attacked by gremlins
 - a. She will ask for your help
 - b. Kill the gremlins in an easy battle.
2. She will take you to her Grandfather who will give you a ship

IV. Tantegel Castle

- a. Tantegel is located East of Lainport
 - i. It has some new weapons for you and armor for you
 - ii. If you talk to the town's people they find the King is in hiding because of fear of Hargon.
 1. The King is located in the inn
 2. Pick up some Dragon's Bane on the way
- b. Charlock Castle
 - i. Step into Charlock Castle and make your way through the dungeons. Grab the Sword of Edrick and go to see the Dragon Lord.
 1. He is mad that Hargon is doing what he could not
 2. He will surprisingly help you on your quest. He will tell you about Rubiss the Wizard in the Sea. You must now collect 5 crests to summon her.

V. Quest for the Crests

- a. Echoing Flute
 - i. Lost Treasure
 1. Now that you have a ship a whole new world opens to you. If you talked to the man in the house that talks about a lost treasure you may want to look for the ship.
 2. To find it just you must go to Tantegel Town and find the man who knows some information about the Treasure. After you find him go back to Lainport
 3. At Lainport head due north. Until you see a square barrier reef, search that area and you come up with the treasure.
 4. Bring it back to that man and you will get the Echoing Flute. It will let you know if a Crest is in the area
 - a. There are 5 crests located throughout the world. If you find them you can find call upon the Wizard of the Sea.
 - b. Sun Crest

- b. Fire Monolith
 - i. Go north of Lainport until you reach a new continent with a town. If you go into the town you will find a Golden key locks the door.
 - ii. Head back to the boat and follow the coast around to the island with a single tree. Search the tree and find the Leaf of the World Tree, it will revive a ally
 - iii. Keep heading East until you find the Fire Monolith
 - 1. Walk around the edge and search the top and find the Sun Crest

VI. Quest for the Keys

- a. Golden Key
 - i. Now that you are here you can get the Golden Key
 - 1. Go a little bit south of the Shrine and then go east.
 - a. You should see a small town. It may look familiar if you took the traveler's gate in Midenhall.
 - 2. Once in the town of Zahan you can get the Golden Key. Walk to the far east side of the town and talk to the dog. He will run to a spot in the ground. Search that area and you will find the Golden Key.
 - a. (For money opportunities see Osterfair for a glitch in the game)

- b. Jailor's Key
 - i. Now that you have the Gold key you can open the town of Wellgarth that you had to pass earlier
 - ii. Go to the item shop on the left side of town. When he shows you his wares click on the empty space to get the Jailor's key. It costs over 2,000GP.

- c. Watergate Key
 - i. Go to the far right building and visit the Jail. If you talk to the Guard he will say that Rouge Fastfinger escaped from prison again.
 - ii. Check the top right cell and search the walls. You will find a passage leading to an alcove in the cell. Talk to Rouge Fastfinger and get the Watergate key.

VII. Quest for the Crests II

- a. Moon Crest
 - i. Osterfair
 - 1. Now that you have all

they keys you can
continue onto the next
crest.

2. Osterfair is south of Midenhall.
3. To get there quick you can take the ship to the peninsula south of Midenhall and use the Golden key to open the transport gate. You will end up in Osterfair back door to the armor shop.
 1. If you open the door to the shop you can get the Armor of Gia and a magic knife. You can do a get rich quick scam on the Armor shop.
 - i. If you take the Magic Knife and return to the Travelers' Gate the return the shop again the knife will be there again. Keep doing this until your pockets are full of knives then sell them at Midenhall Item shop and return to do it again.
 - ii. Talk to the King and accept his request for entertainment.
 1. Fight the panther and you will be rewarded with the Moon Crest.

b. Water Crest

- i. Return to Hamlin and save your game.
- ii. Enter the little building to the left.
- iii. Open the cage doors and talk to the gremlins to begin a fight.
- iv. After you defeat them search the right hand corner of the cage where one of the gremlins was sitting. You will find the Water Crest.

VIII. Extras

a. Cancock

- i. Return to Cancock and get Edrick's Shield from the locked door with the Golden Key.

b. Midenhall

- i. Edrick's Token
 1. It is in Midenhall treasure room just before the Jail.
 - a. Take the Token to the Monolith of Holy, South of Tentegel to get Edrick's Helmet.
- ii. Staff of Thunder
 1. If you feel brave head to the Jail and go to the cell on the bottom. Walk across the barrier and then heal up. Talk to the prisoner and he thanks

you for letting him escape. He then fights you.

2. Defeat the Evil Clown and get the Staff of Thunder.
 - a. (Optional) Fools Gold
 - i. Sell the Staff of Thunder and save your game.
 - ii. Hit reset and return to the saved game then go back to the cell.
 1. You can fight the Evil Clown again. He will drop another Staff of Thunder and Keep selling them and getting new ones until you are filthy rich!!!

IX. Quest for the Crests III

- a. Lighthouse
 - i. Make sure you are fully equipped and bought you're the best armor. If you did the money glitch you should be all set.
 - ii. Enter the tower and work your way up to the top.
 - iii. Once there you should see a gremlin run off into the shaded roof of your view
 1. Follow him and you will see an old man standing there. He asks if you are looking for the Star Crest. He says he will lead you to it.
 - iv. Follow the man he is very fast in his old age and will not wait for you. He will wait at stairs for 2 seconds and then move on.
 1. He will not move unless you are on the same floor. So if you get lost just try to find the stairs he went down, and you should see him walk off again.
 - v. Once you arrive at his destination you will discover that he is in fact Hargon, and you must fight a group of

monsters to survive.

1. Once they are dead Hargon will be long gone. Search the area and you will find the Star Crest.
2. Cast outside and rest up

X. Extras II

a. Zahan

- i. Head back to Zahan to collect another extra item
- ii. Go to the top of the village where there is a small shrine covered by a stripped barrier, go to the top left door and open the door to get the Magic Loom.

XI. Reach Hargon

a. Platue

- i. Hargon is not too far away now, but you have to get the items necessary to reach him. His lair is upon a high platou, in accessible to a normal man.

b. Tuhn

- i. Now it is time to head to Tuhn. This can be a little tricky. You have to enter a river system at a certain spot. Follow these directions:

1. From the Light House go around the coast through the channel between the Dragon's Horns. On the other side follow the coast south past the Desert. Keep going until you see a series of rivers. Ride the boat in until you can see a spot where the land makes a path through the rocks around the rest of the river system. You have to go far north and walk around until you see the village Tuhn.
2. First step is to open the flood gates. Go to the northern tip of town to arrive in a huge open field. In the upper left corner of the field is a locked door with the Jailors key. Open it and enter. Go to the floodgates and use the Watergate key.
3. Now that you released the water, the sand bar was overflowed and you can now use the ship to enter the town as well as the Tower of the Moon.
4. Water Flying Cloth.
 - a. Once you get to town open the house next to the lake in the middle of the town. Talk to the man and he will be happy you brought

back his loom and dew yarn.
He will make you a Water
Flying Cloth for the Princess.
Save your game and press Rest.
The Cloth should be done.

- c. Tower of the Moon
 - i. There are a lot of hard enemies in the tower, but it is considerably easy. Once you find the Moonstone just leave.

- d. Sea Cave
 - i. The Sea Cave is located south west of Osterfair. Once you see the cave covered by barrier reefs go to the lower middle part and use the stone. The reef will open up allowing you to enter the cave.
 - 1. The cave is actually simple. Just bring a lot of herbs and use heal a lot. The floor is a mostly red barrier, like swamps.
 - 2. Once you find the 2 Evil Clowns and defeat them you can get the Eye of Malroth.
 - a. The Eye of Malroth will open the Road to Rhone, the lair of Hargon.

- e. Beran
 - i. To get to Beran you can just go East of Wellgarth. It is a small town that looks like Rimuldar.
 - ii. You can save your game inside and restock on supplies and weapons.
 - iii. Talk to the man near the weapons shop he will tell you about a legendary sword called the Sword of Thunder.
Hmmm.
 - iv. When you are ready you can go to Rhone. The travel gate behind the Healing Shrine is the Traveler's Gate to the entrance to Rhone.

XII. Quest for the Crests IV

- a. Cave to Rhone
 - i. The Life/Heart Crest is located in the Cave to Rhone.
 - ii. Fall down on the first floor and end up in the basement. There are a ton of Zombies roaming around this floor. The chest in the corner contains the Life Crest

XIII Meet the Wizard

- a. Now head to Midenhall. Go directly south of the castle and you will see a small monolith surrounded by the ocean.
- b. Keep heading down the stairs until you reach the basement.
 - i. Walk into the middle of the room and 4 torches will light up. Rubiss will

give you Rubiss' Charm.

- ii. Return to Beran and return to the Cave of Rhone.

XIV. Cave of Rhone II

- a. Edrick's Armor
 - i. The armor is located on the 3rd floor. To the far right. It is in a little alcove surrounded by the wall.
- b. Sword of Thunder
 - i. It is located on the 3rd Floor. The only problem is that you cannot reach the chest using stairs; you have to fall down a pit to reach it.
 - 1. Go to the 5th floor and fall down a pit to the 4th floor. In the lower right hand corner is another pit. Fall down and you can now have the Sword of Thunder.
- c. You fall down another pit and are returned to the 2nd floor. Start over again and go to the 5th Floor.
- d. There are tons of pits here follow these directions exactly. Press the control pad the same was. L=Left, R=Right, D=Down, ect.
 - i. D, D, L, L, D, D, D, D, R, R, R, D.
 - 1. There is a longer route, but this is the easiest.
- e. Your not out of the woods Floor 6 has a return maze if you go in the wrong path you get returned. Here is the path you should take
 - i. Right, past the upsieddown L, to the upper fork, Upper Left fork, Right.
 - ii. Congradulations you are at Rhone.

XV. Rhone

- a. You now have to make the journey to the Sancutary. Head north. You should soon see a monolith enter it and save. If you would like to go back and get some items take the traveler's gate. Make sure you save with the Priest first, and not save in the outside world. If you mess up you have to repeat the cave again.
- b. Once you are ready and around all your guys are around level 30.
 - i. Go to the North along the Edge and walk into the castle.

XVI. Master Equipment

- a. To beat the game you must have the Best equipment possible.
 - i. Prince of Midenhall (HERO)
 - 1. Sword of Thunder
 - 2. Edrick's Shield
 - 3. Edrick's Armor
 - 4. Edrick's Helmet
 - ii. Prince of Cancock
 - 1. Falcon Sword
 - 2. Magic Armor
 - 3. Shield of Strenth
 - iii. Princess of Moonbrooke

1. Staff of Thunder
2. Water Flying Cloth
3. Shield of Strength as an item

XVII. Hargon's Castle

- a. Home Again?...
 - i. When you walk in the castle you are back at Midenhall Castle. You can rest at the inn, but when you exit or use the Charm you will return to your actual HP/MP, same at the item shop.
 1. Use the Charm of Rubiss to erase this false world and now you are in Hargon's True Castle.
 - b. Fight your way to the center of the Barrier in the middle of the Castle.
 - i. Use the Eye of Malroth to take you to the tower where Hargon is resting.
 - ii. In order to get to Hargon you have to fight three battles
 1. Atlas
 2. Bazuzu
 3. Zarlox
 - a. If you fight Atlas or any of them and defeat them, but die on another one, return to the Castle without saving and the ones you did defeat will not be there anymore.
 - iii. Defeat them and Heal up with your fight with Hargon.
 1. The best way to beat him is to have the Price of Cancock use the Shield of Strength and have the Princess do the same or cast Sleep on him.
 2. Hargon's Master
 - a. You soon discover that there is a Mask of Truth in the quest. Hargon is not the master, Malroth is!

XVIII. Malroth

- a. He is one tough @\$%\$. He can only attack once, but his attacks are brutal
 - i. Fire Breath 40-70 to all
 - ii. Hits are 40-70
 - iii. Has Healall Spell
- b. Just do the same, cast defence, increase, and use the Shield of Strength. With the blood line of Edrick and his weapons you do stand a chance!

XIX. Victory

- a. Now that you have beaten Hargon & Malroth the game is over. Walk back to the Shrine and take the Travler's Gate back. Then watch the scenes roll by!!

Congradulation! Job Well Done!

This walkthrough was made by David Zabroski.
Any attempt to Plagerize my work will be delt with.
If you would like to post this walkthrough, or any
other walkthrough made by me, must be appoved by
me at DragonMaster@dragonwarrior2000.every1.net

Check out my Dragon Warrior/Quest Website at:
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