

Dragon Warrior II FAQ/Walkthrough

by honestgamer

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Dragon Warrior II
Complete Walkthrough
Version 1.5
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Version History:

(1.0) March 5, 2004 - The guide was initially started for an HTML format, and the information in the guide created up to that point covered the game up to the Tuhn area.

(1.5) December 6, 2005 - I decided to resume work on this guide, since so much work had already been done, but began by converting the HTML format into something readable in a .txt format so it can be posted on a wider variety of sites.

(2.0) December 13, 2005 - Tonight I've "finished" the walkthrough. It now tells how to make it all the way through to the end of the game. Additionally, I've significantly updated the character progression charts. In short, this guide has in all probability been revised for the last time. Any changes from this point onward are most probably going to be quite insignificant. At last!

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Search Tip: You can hop around this guide easily by copying the line from the contents above that corresponds to the area where you need help, then pressing 'CTRL+F' on your keyboard to bring up the box. Paste the line into that box, then search to skip immediately to the desired portion of the guide.

=====
I. Introduction
=====

Enix's classic game <i>Dragon Warrior II</i> is an underappreciated role-playing gem, to be sure. It's also a quest riddled with caves, towers, oceans, forests and deserts. Count on this guide to help you through the worst of these, with information critical to your quest provided at the exact moment you'll need it most, throughout the guide. With a table of contents and excellent attention to detail, you won't have to look anywhere else!

=====
II. Prologue
=====

Many years ago a young warrior who was of the line of the great Erdrick came to Alefgard and defeated the dreaded Dragonlord, restoring peace to the land.

For many generations the descendants of that warrior ruled Alefgard and the surrounding lands, including the Kingdom of Moonbrooke across the eastern sea from Alefgard.

There one day the King and his daughter were talking in the courtyard of the castle when the long years of peace ended suddenly!

(Castle shakes and lights flash.)

What in the world is happening? Cried the King.

"Majesty," said the King's Guard. "The castle is besieged by the forces of Hargon, the Wizard!"

"Hargon is here?" asked the King.

"Alas, sire, it is so."

"Then we must ride forth and do battle, for these castle walls shall not

stand long against the evil magic of Hargon," pronounced the king.

(Monster appears and defeats the nearby guard, then approaches the King and Princess.)

"Hargon shall not rule unopposed."

(King defeats the monster, then leads Princess to a staircase.)

Then the King spoke to the Princess: "Thy life is in danger, my daughter. Hide thyself now, and whatever happens to me thou must be strong."

"But Father!" cried the Princess.

"Hurry," commanded the King. "I must go to warn my cousin, the King of Midenhall."

(King starts away from the stairs, and a monster appears in front of the Princess behind him.)

"Father!" screamed the Princess.

"They are here!"

(The King turns.)

"Oh, such a brave beauty," the Monster mocked her.

The King was enraged.

"Touch her and thou shall not survive this day!" He challenged the fiend.

"So," hissed the Monster, "thou must be the lord of this miserable sandcastle. But I think not for long."

(Monster approaches the king, who defeats it. Two monsters appear on either side of the king and exchange blows. King falls and Princess approaches.)

Then the Princess gasped in horror.

"No, Father! No!"

(Monsters appear throughout the castle. A soldier flees as a monster takes out two guards at the gates. Soldier kills a monster.)

"I must reach the King of Midenhall and tell him of our defeat!"

(Guard leaves castle to a wide, open plain. Castle erupts in flames at the center of a swampland. Soldier makes his way to Midenhall and falls in the entrance. Guards rush to his side.)

"Thy wound looks serious."

"What has happened to thee?"

"Never mind me. I must see the King. I have evil tidings that cannot wait."

(Guards escort him to the King.)

"Hear me, oh King. The army of Hargon the Sorcerer has sacked Moonbrooke

Castle from whence I came. The evil of his magic is great and I fear he will soon rule all the world. . . . unless a monarch as great as thyself stands against him."

"(Your name), my heir. Thou has heard the tale of this man. I am old and this task must fall to younger hands. Thy destiny lies on that difficult road, just as it did for Erdrick the Great, for thou art of the line of Erdrick, and his doom is thine. Come with me now if thou art ready."

(King leads hero down the stairs into the next room and stands to the right of the staircase. A treasure chest rests to the left.)

"Open the treasure chest and prepare for thy journey. Now listen closely, (Your name). Seek out worthy companions along thy road. In Cannock and Moonbrooke there are those who are also of Erdrick's line. They will surely help thee to defeat Hargon's dark plot."

=====
III. Character Progression Charts
=====

As you travel the world of Alefgard, battling monsters and having a good time in general, your characters will grow stronger in preparation of the final encounters. This chart will let you know what sort of upgrades to expect in the early stages, and are based on my trip through the game as I compiled this material. Your experience may vary slightly.

Hero's Character Progression				
Level	HP	MP	Exp.	Skill(s) Learned
001	0028	0000	000000	None
002	0037	0000	000012	None
003	0040	0000	000035	None
004	0048	0000	000072	None
005	0052	0000	000140	None
006	0055	0000	000280	None
007	0056	0000	000560	None
008	0058	0000	001000	None
009	0058	0000	001800	None
010	0060	0000	002800	None
011	0062	0000	003900	None
012	0063	0000	005300	None
013	0064	0000	007600	None
014	0065	0000	010000	None

015	0068	0000	013000	None
016	0070	0000	017000	None
017	0075	0000	021000	None
018	0078	0000	026000	None
019	0082	0000	032000	None
020	0095	0000	040000	None
021	0101	0000	050000	None
022	0110	0000	062000	None
023	0119	0000	075000	None
024	0125	0000	090000	None
025	0134	0000	107000	None
026	0142	0000	127000	None
027	0153	0000	150000	None
028	0163	0000	175000	None
029	0170	0000	200000	None
030	????	0000	230000	None
031	????	0000	??????	None
032	????	0000	??????	None
033	????	0000	??????	None
034	????	0000	??????	None
035	????	0000	??????	None

Prince's Character Progression Chart

Level	HP	MP	Exp.	Skill(s) Learned
001	0031	0006	000000	Heal
002	0034	0012	000024	None
003	0035	0016	000060	Firebal
004	0038	0018	000110	None
005	0040	0020	000200	None
006	0042	0022	000380	Antidote

	007		0042		0027		000700		None	
	008		0044		0032		001300		Stopspell	
	009		0045		0034		002400		None	
	010		0047		0038		004000		Return	
	011		0050		0040		006000		None	
	012		0052		0043		008200		Outside	
	013		0054		0045		011000		None	
	014		0059		0046		015000		Healmore	
	015		0063		0048		019000		None	
	016		0065		0052		024000		None	
	017		0069		0060		030000		Stepguard	
	018		0072		0063		037000		Firebane	
	019		0079		0066		046000		None	
	020		0083		0066		057000		Increase	
	021		0087		0074		070000		None	
	022		0091		0075		085000		None	
	023		0099		0081		100000		Defeat	
	024		0106		0085		116000		None	
	025		0113		0089		134000		Revive	
	026		0125		0089		156000		None	
	027		0138		0092		182000		None	
	028		????		????		210000		None	
	029		????		????		??????		None	
	030		????		????		??????		None	

	Princess's Character Progression Chart									
	Level		HP		MP		Exp.		Skill(s) Learned	
	001		0032		0028		000000		Healmore	
	002		0032		0028		000100		Sleep	
	003		0037		0035		000300		None	

004	0037	0044	000600	Infernos
005	0038	0048	001200	None
006	0039	0048	002400	Surround
007	0040	0050	004200	None
008	0045	0052	006400	Repel
009	0050	0058	009000	None
010	0056	0063	012000	Defence
011	0058	0069	016000	None
012	0059	0071	020000	Antidote
013	0062	0075	025000	None
014	0068	0080	031000	None
015	0075	0086	039000	Healall
016	0080	0098	050000	None
017	0089	0110	065000	Outside
018	0097	0119	083000	None
019	0105	0128	103000	Explodet
020	0112	0135	125000	None
021	0124	0138	150000	Stepguard
022	0133	0140	180000	None
023	????	????	220000	None
024	????	????	??????	None
025	????	????	??????	None
026	????	????	??????	None
027	????	????	??????	None
028	????	????	??????	None
029	????	????	??????	None
030	????	????	??????	None

=====
001. Midenhall
=====

LOCATION: You start the game here. Finding it is a cinch. You just sit through the introduction (sorry, had to do it). Once you've followed the king down the stairs, you should look left to the treasure chest and open it. Inside, you'll find a COPPER SWORD and 50 GOLD.

There's not much else to do here, unless you want to buy some medical herbs for a long trip. Later, you'll find the antidote herbs handy, but you shouldn't invest in those just yet. Your hero can only carry eight items at once, including his weapon and armor, and there aren't any poisonous enemies for awhile yet.

Since your level is quite low at this point, you should go just outside town and fight monsters long enough to raise it. There are slimes and big slugs near the castle, so you can walk up and down to the right of the building on the map to safely grow stronger without wandering far from a health refill at an inn. It only costs you 4 gold per night at this point, so it's an easy way to build levels. I suggest increasing your level to 3 or 4, depending on your skill. It's possible to go northwest with less, but a leisurely pace is the best way to enjoy the game.

Once you're at level 4, there's really no point in staying here any longer. Some of the enemies will run from battle, just because your level is so high. Now is a good time to follow the coast to your northwest and find the next village.

```
-----
| Area Weapons and Items |
=====
| Item Name | Cost | Attributes | Used By |
-----
| Antidote Herb | 8 | Cures poison | H,B,G |
-----
| Copper Sword | 100 | +10 ATK | H,B |
-----
| Leather Armor | 100 | +6 DEF | H,B |
-----
| Medical Herb | 15 | Restores HP | H,B,G |
=====
| H = Hero; B = Prince; G = Princess |
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002. Leftwyne
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LOCATION: From Midenhall, head to your upper left, along the brush-covered prairies, to the desert. Follow the desert to the lower left, and from the end of that desert, head directly northwest for a bit through the forest, below the swamp. From the edge of the forest to the northwest, it's only a few steps to Leftwyne.

It's only 6 gold to spend the night at the inn here, and you may well need to do that after the trek from Midenhall. There are also some items in the shops here that you may find of interest, if you want the hero to do good damage against enemies in battle, or to be able to defend himself.

The enemies immediately surrounding the village also are of a tougher breed, including a lot of iron ants, ghost mice, drakees and big slugs, rather than

the more common slimes that patrolled the grounds around Midenhall. You shouldn't have much difficulty increasing your level to 6 or so just outside of Leftwyne, which is recommended before you continue north.

I also recommend purchasing some gear in the weapons shop. Your best offensive purchase is the CHAIN SICKLE, while the best defensive one is the CHAIN MAIL. Affording both will take quite some time, but you can work around town to build up the funds if you really want. Otherwise, decide which immediate purchase best fits your fighting style and go from there (me, I like to beef up on offensive stuff).

You can talk elsewhere in town, and the people will let you know that the castle of Cannock lies to the north. That's your next destination, once you've reached level 6 or so (you'll almost certainly reach level 7 if you want to stick around long enough to get both better armor and weapons).

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-----
| Area Weapons and Items                                     |
=====
| Item Name          | Cost | Attributes                               | Used By |
-----
| Antidote Herb      | 8    | Cures poison                            | H,B,G   |
-----
| Chain Mail         | 480  | +12 DEF                                  | H,B     |
-----
| Chain Sickle       | 390  | +15 ATK                                  | H,B     |
-----
| Copper Sword       | 100  | +10 ATK                                  | H       |
-----
| Leather Shield     | 90   | +4 DEF                                   | H,B     |
-----
| Magic Knife        | 200  | +12 ATK                                  | H,B,G   |
-----
| Medical Herb       | 15   | Restores HP                             | H,B,G   |
-----
| Wing of Wyvern     | 80   | Warp to town                            | H,B,G   |
=====
| H = Hero; B = Prince; G = Princess                       |
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=====
003. Cannock Castle
=====
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LOCATION: Go left seven steps from Leftwyne and then head due north and you'll find this castle city. It doesn't get much simpler than that.

The castle city of Cannock has a costlier inn, and it'll cost you 8 gold to spend the night there. Other attractions include the king, who can save your progress and update you on how many experience points you need to reach the next level. He'll also tell you that his son (whom I shall refer to Talint in this guide, though I've also seen the game call him by other names like Numor) has already left on a separate journey. The king suggests that you find the prince and take him as your companion for the journey, and that's exactly what you should do.

First, however, you'll want to save and then head right to the grayed-out room. There, the princess tells you that her brother went looking for the Spring of Bravery, but that he travels slowly.

Though the Spring of Bravery isn't the place where you ultimately will find the prince, you should head there next. It's your first dungeon, but you're likely at level 7 by now, so it won't prove too difficult.

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-----
| Area Weapons and Items |
=====
| Item Name | Cost | Attributes | Used By |
-----
| Antidote Herb | 8 | Cures poison | H,B,G |
-----
| Fairy Water | 40 | Repels enemies | H,B,G |
-----
| Medical Herb | 15 | Restores HP | H,B,G |
-----
| Wing of the Wyvern | 80 | Warp to town | H,B,G |
=====
| H = Hero; B = Prince; G = Princess |
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=====
004. Spring of Bravery
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LOCATION: From where you exit Cannock, head up five steps, then walk due east until you reach the bridge. Take one step down, cross the bridge, and head due east until the mountains will let you go no further. Walk straight up to the coast immediately north, then straight right to the cave's entrance.

The enemies surrounding and occupying the Spring of Bravery are tougher than those you've previously encountered (the babble enemies can poison you), so make sure you bring two or three antidote herbs from Cannock, and maybe some medical herbs.

Once you enter the cave, head up along the passage. Ignore the branch leading off to the left; it's a dead-end with no treasure chests in sight, and a poison-inflicting enemy tends to attack the moment you enter. Follow the passage as it wraps toward the right and to the small patch of water.

Here, the path branches in several directions. To get through the cave, take the path directly overhead (in case you wonder, the room below that bit of water contains a MEDICAL HERB, while heading along the lower path to the right will lead you to a treasure chest with a measly 16 GOLD and the upper path to the right leads to a villager who asks if you've bathed in the spring). Since those branches are mostly worthless, just follow the path due north it as it wraps left to the large spring for which the cave is named. There's a sage standing by the water's shore, and he'll tell you the prince has headed to Midenhall.

If you need it, there's a MEDICAL HERB in the treasure chest to the left. Otherwise, turn back around, exit the cave, and head back to Cannock Castle, and from there south to Leftwyne, where you will find Cannock's prince staying in the inn. Now your party has two members. Next, you should head back to Cannock.

```
-----
| Area Weapons and Items |
=====
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Item Name	Cost	Attributes	Used By
Medical Herb	15	Restores HP	H,B,G

H = Hero; B = Prince; G = Princess

=====
005. Silver Mine (Silver Key)
=====

LOCATION: The silver mine is rather difficult to locate. From Cannock Castle, head directly west until you can travel no further without moving down. When that is the case, head due south to the first patch of desert, then from there left until you hit the shore. Now head directly up until you see a bridge to your left, which leads to a small island and the mine entrance.

This is a great place to build your levels a bit for the trials to come. If you're at first venturing here for the sake of growing stronger, bring along a wing of the wyvern so you don't have to limp the long walk back to town when you run low on supplies.

From the stairs where you first enter, head directly down, then left along the hallway. There are various branches from the hall. The first one leading downward allows you access to a room with a MEDICAL HERB in a treasure chest. The second branch from that hallway, which leads upward, is a dead end that you should avoid.

Continue down the hallway until you see a small underground lake. Directly above it is another dead-end room, so don't be fooled into taking that path. Instead, head down along the lake's left side. There's a branch left from the base of the lake, and you should follow it left one room, down one room, and there find a staircase leading down to the cavern's next floor (if you're worried about the paths you saw below the lake, don't be; the lower right one leads to a chest with only 23 GOLD and the lower left one is a dead end). From the foot of the staircase that leads back up to the first floor you just left, the first passage on the left is a dead end, the passage on the right leads to a treasure chest with a MEDICAL HERB, the next passage left is a dead end yet again, and beyond that you should continue south until you come to the place where a path branches off to the left while another branches off directly to the right.

The room to the left contains a treasure chest with an ANTIDOTE HERB. Avoid the room to the right, which is a dead end. Continue south along the path instead. You'll find it branches left and right again, at an inverted 'T' in the path. If you head left, you'll find another room, and from there another room with two treasure chests. The bottom one contains the WING OF THE WYVERN, and the top contains 41 GOLD.

Head right from that path, back to the inverted 'T,' and this time go right instead. Here, you'll move downward into another room, and from there down to yet another one. That one leads down yet again, to a room with a treasure chest that contains the SILVER KEY. Finally!

Now it's time to run back to the entrance of the mine and, once you exit, use the wing of the wyvern you found in the mine to head back to Cannock Castle and refill your life and magic at the inn.

Area Weapons and Items			
Item Name	Cost	Attributes	Used By
Antidote Herb	8	Cures poison	H,B,G
Medical Herb	15	Restores HP	H,B,G
Silver Key	-	Use on silver doors	H,B,G
Wing of the Wyvern	80	Warp to town	H,B,G

H = Hero; B = Prince; G = Princess

=====
006. Western Monolith
=====

LOCATION: From Cannock Castle, head west 17 steps, then move due south to find the portal on the map.

If you want to move forward with your quest now that you have the silver key (you do), then you'll need to head through the Western Monolith to get to the mainland where Moonbrooke Castle is situated. That's also where you'll find the final companion for your trio. Before heading that direction, though, make sure you've leveled the prince up to around level six so that he won't fall almost instantly in battle if an enemy picks on him instead of the hero.

When you enter the monolith, you'll be greeted by an old man and two guards. The old man mentions the monolith west of Midenhall, while the two guards wave you through to the staircase that leads below. Go ahead and descend the staircase.

You're now in a cavern. In that cavern, you can either head left or down. The left path leads to a monolith on a dead-end island, so you should instead follow the path leading directly down. Along the way, battle ghost mice and magicians (who can cast damaging fire spells and also have rather large life meters) until you reach the stone wall, then head left into the next chamber and climb the stairs to exit the area. Your next goal is the somewhat remote town of Hamlin.

=====
007. Hamlin
=====

LOCATION: Once you exit the western monolith, you'll be at the top of a peninsula of sorts. Just follow it down and left along the shoreline and, when land starts to widen, head down toward a thick forest. A few steps through the forest, you'll find Hamlin along a riverside.

Making your way to Hamlin from the exit of the monolith can be difficult, because the enemies in this area are much tougher. Not only are the rare magicians from the tunnel walking around in greater abundance, but they've also been joined by vicious centipods that have tough shells and even tougher attacks (they can poison you, too). The prince's health will likely run low quite quickly, so be sure he's ready to heal.

As far as battling goes, you may well decide that flight will work best. No one would blame you, as these are tough opponents. After all, making it to Hamlin should be your priority. There, you can refill your health (prepare to spend 12 gold per character for a night at the inn), save (the sage just left of the House of Healing will record your progress, much like a king would elsewhere), and then build your levels to a nicer point. You can also stock up on better weapons and use any lottery tickets you've gained to play the town lottery.

Another point of interest is the dog that wanders the area. Talk to it and the creature will bark, then follow you like a party member. That's because the pooch is actually a princess. You'll have to find a mirror from a nearby swamp to change her back to her standard form, though.

Before you venture to the swamp, raise your level to at least 10 each by battling monsters just outside Hamlin, and stock up on the more powerful weapons and armor (one good strategy is to buy FULL PLATE ARMOR for the hero, and pass his chain mail on to the prince). When you've done so, you're ready to make a quick sprint to your next destination.

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-----
| Area Weapons and Items                                     |
=====
| Item Name          | Cost | Attributes                               | Used By |
-----
| Antidote Herb      | 8    | Cures poison                            | H,B,G   |
-----
| Broad Sword        | 1500 | +30 ATK                                 | H       |
-----
| Chain Mail         | 480  | +12 DEF                                 | H,B     |
-----
| Chain Sickle       | 390  | +15 ATK                                 | H,B     |
-----
| Fairy Water       | 40   | Repels enemies                          | H,B,G   |
-----
| Full Plate Armor   | 1000 | +25 DEF                                 | H       |
-----
| Iron Spear         | 770  | +20 ATK                                 | H,B     |
-----
| Medical Herb       | 15   | Restores HP                             | H,B,G   |
-----
| Steel Shield       | 2000 | +10 DEF                                 | H       |
-----
| Wing of the Wyvern| 80   | Warp to town                            | H,B,G   |
=====
| H = Hero; B = Prince; G = Princess                       |
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008. Mirror Swamp (Mirror of Ra)
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LOCATION: Start at Hamlin and cross over the bridge to the southeast, into more forest. Travel south across the plains, to the river inlet. Follow it left, then wrap around it. You should see Moonbrooke Castle to your west, but follow the inlet around and head east, over brush-covered plains, to thick forestation. Follow that forest east and you'll see a bridge leading north. Just east, past the bridge, there's a patch of swamp that is your

destination.

The mirror you need to return the princess to her true form can be difficult to find. You'll have to search the exact location where it lies, in a remote swamp to the southeast of Hamlin. The true challenge is to find the swamp itself.

Following the directions above, you'll reach the swamp. Once there, search the upper right patch of the swamp and you'll retrieve the MIRROR OF RA. However, note that the monsters along the way to the swamp are a tough crew that can do a lot to drain your life, especially when you have only two party members. Be prepared with a wing of the wyvern, or make sure that the prince has learned the Return spell, so you don't have to brave the trip back to town.

Once the mirror is in hand and you reach the town, show the item to the dog and it will change into the princess (in my game, her name was Gwen, the name I'll use for her throughout this guide), who will then join you on your merry little quest. The true adventure is about to begin!

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-----
| Area Weapons and Items |
=====
| Item Name | Cost | Attributes | Used By |
-----
| Mirror of Ra | - | Turns a bitch into a princess | H,B |
=====
| H = Hero; B = Prince; G = Princess |
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=====
009. Eastern Tower (Cloak of Wind)
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LOCATION: The Eastern Tower is located to the southeast of Hamlin, but the path you'll take to reach it first leads in almost the opposite direction. Follow the forest northeast from the village. Keep the range of mountains to your left and the river just to the east, until you find the northern bridge you can cross to your right. From the bridge, head right to the coast, then keep along the coast as you head to the southeast. The sandy coast will eventually wrap back west, to a forest. Follow the forest along the riverside, down to a bridge. Cross the bridge, follow the foothills east, then the forest beyond them south to another bridge. After that bridge, you'll find another just to the lower right, and then one to the lower left from there. Cross that bridge, and head due west across either sand or grass to find the tower.

If your levels aren't high enough, you'll never make it to the tower, let alone venture through the floors to the treasure chest at the top, but you'll need to eventually make a successful trip in order to proceed. You're about to open up all sorts of possibilities in this game, beyond this tower and another like it, so just look at the time you spend leveling up as an investment.

The best place to level up is along the path leading to the tower. Most of the way there, monsters start attacking in groups that can give you almost 200 experience points per battle. Once the princess has learned the infernos spell, you can use it to target groups of multiple enemies and make quick work of them. It shouldn't be hard to get even the princess to level seven

or eight, which will mean the others are doing well on their own level progression. Once everyone is tough enough, the tower should be a breeze.

When you enter the tower itself, you'll be on its north side. From the entrance, head south past the first staircase. In a room to the lower right, you'll find a MEDICAL HERB. From that room head to the upper right side of the tower. Along its right side is a path you can follow to a staircase at the very top right side of the tower (the others lead only to dead ends).

At the top of that staircase, you'll see a guard just under you who warns you not to fall from the tower's edge. Head left along the wall and up the staircase you find there.

Now follow the next path as it leads down along another wall. There's a room that branches to the right, and the treasure chest there contains 45 GOLD. With that collected, take the staircase you should see to the lower left, along the wall.

Once again, you're near the edge of the tower. Follow the path to the right. There are two staircases along this route. The first leads to a new path you can take to your upper left, to a staircase that leads down into a lower room. That room has another descending staircase, which leads to another such room. The staircase in this room descends to a room with a treasure chest, which contains the CLOAK OF WIND, the reason you came to this tower.

Now you can use the prince's spell to warp outside, and another to return to Hamlin. You've retrieved all the treasure from the tower (if you do take the time to venture to the top floor of the tower, by the way, the treasure chest you would find there is empty).

Once back to Hamlin, it's time to rest up before your next dungeon.

```
-----
| Area Weapons and Items                                     |
=====
| Item Name          | Cost | Attributes                               | Used By |
-----
| Cloak of Wind     |    - | Allows temporary flotation             | H       |
-----
| Medical Herb      |   15 | Restores HP                           | H,B,G   |
=====
| H = Hero; B = Prince; G = Princess                       |
-----
```

```
=====
010. Moonbrooke Castle
=====
```

LOCATION: Head across the bridge from Moonbrooke, then south through the forest and continue south until you're just north of the foothills to the south. Now head directly west. You'll walk directly left for quite awhile, but soon you should see some brush-covered plains, and mountains below. Head south between those mountains and you should see Moonbrook Castle, situated at the center of a swampland.

This is one stop that is completely optional. However, the enemies in this area are great for leveling up any weak characters. You'll mostly find zombies throughout, and they may hit hard but at least they leave behind good experience points and gold.

Also, you may sometimes run across a metal slime enemy. These guys are strong against magic, and they typically flee the moment they've been hurt. However, winning a battle against one will cause you to receive 135 experience points and 78 pieces of gold.

As far as the treasure chests go, well, they contain absolutely nothing. About the only other thing to do here is to talk to the spirit that rests in a ruined prison cell to the left (it will reveal the location of the Mirror of Ra), or to talk to the spirit of the King to the upper right for a nice little pun. Have fun poking around, or skip this location entirely. Your choice.

=====
011. South Dragon's Horn Tower
=====

LOCATION: From the swamp that encircles Moonbrooke Castle, head to the lower left to a bridge that leads to a wide desert. Take several steps down into the desert, and then head west to the monolith overlooking a river. Enter it and climb the stairs along the left side to emerge from the monolith on the opposite side of the river. From there, head along the plains to the northwest, through the gap between forests, to the edge of another desert. Head left until you hit the oasis, and from there head northwest to the forest, past the forest and the foothills, and north along the plains from there to the tower's entrance.

By the time you reach the tower, your magic is likely to be running low. The monsters in the surroundings landscape are difficult and will cause you to use a lot of healing spells and offensive ones.

Once you enter the tower, head to your upper right to hit the staircase immediately.

From the head of that staircase, head clockwise around the pit at the room's center, to the next staircase at your right. In the next room, you'll need to do the same, and again in the next. After that, it's yet another room of the same. The next floor after that is the final one. Make sure the Cloak of Wind is equipped on your lead character (you just select the item and select 'use' on it to equip it, rather than going through the 'equip' screens).

When you walk off the tower, you'll appear on the opposite side of the river. You've completed the tower.

=====
012. Lianport (The Ship)
=====

LOCATION: The seaside village of Lianport is located to the northeast of the northern exit from the Dragon's Horn Towers. Just follow the plains as they work toward the northeast. It's not a terribly long walk, and it's best to stay near the coast to avoid getting briefly lost.

The walk to Lianport from the exit of the tower is a dangerous one indeed, if only because your life is probably all but gone. I ended up making the hike with only the hero left alive, and it's likely to be a similar situation for you. Make sure you don't get lost. Just stick along the right edge of the

plains as you go. Unnecessary steps can be the death of you.

When you enter the town, make sure that the first thing you do is revive any fallen comrades, then spend the night at the inn. Once that's taken care of, you should head to the weapons shop to see if you can afford any upgrades. Most of what the shop sells you should already have obtained at Hamlin, but you can also buy the CLOTHES HIDING for the princess and prince if you have the money.

When everyone is geared up, head left through the gap from the weapons shop and you'll face two monsters. The monsters are Gremlins. A good strategy right from the start is to cast surround magic on them so that they have a lower success rate when attacking. The hero should also use his physical attacks, while the prince should heal and use magic to prevent the gremlins from casting their sleeping spells. Follow that strategy and the battle should not prove overly difficult.

When you win, the girl will lead you right to her grandfather, who will lend you the use of his swiftest ship. Also, you should rest up at the inn again. Before sailing out of town through the gray, covered area at the town's northeast corner, check out the room behind the locked iron door below (you'll have to use the Silver Key to enter).

Inside, the man will tell you about the pirate ship Relentless, which sunk in a storm while carrying a great treasure. He offers a handsome reward if you bring him the treasure. Now you're ready to leave town.

Before you proceed with your quest, though, it's time to take a little side stop. From where the boat appears, head right one square, then sail directly north. Keep sailing, past shorelines and such, until you come upon a light blue patch of water. Position your ship just below it and use the 'search' command to find the TRESURES (the person who did that translation is probably kicking himself).

With the booty in hand, go ahead and return to Lianport for your reward. You'll receive it from the man in the room behind the iron door, who told you about the treasure's existence in the first place. He'll reward you with the ECHOING FLUTE. Though the item will only bring you 300 gold if you sell it, you'll find it's a valuable item if kept for later dungeon exploration.

Now you truly are ready to continue your quest.

```
-----
| Area Weapons and Items |
=====
| Item Name | Cost | Attributes | Used By |
-----
| Antidote Herb | 8 | Cures poison | H,B,G |
-----
| Broad Sword | 1500 | +30 ATK | H |
-----
| Clothes Hiding | 1250 | +20 DEF | H,B,G |
-----
| Dragon's Bane | 640 | Resist status ailments | H,B,G |
-----
| Echoing Flute | - | Echoes near treasure | H,B,G |
-----
| Fairy Water | 40 | Repels enemies | H,B,G |
-----
| Full Plate Armor | 1000 | +25 DEF | H |
-----
```

Medical Herb	15	Restores HP	H,B,G
Wing of the Wyvern	80	Warp to town	H,B,G
Wizard's Wand	2500	+8 ATK	H,B,G

=====
| H = Hero; B = Prince; G = Princess
=====

=====
013. Tanteigel
=====

LOCATION: The castle town of Tanteigel is not difficult to find from Lianport. Head east from the port town, then follow the coast and stick to it as it wraps to the right and leads up to a channel. You should see a castle surrounded by swamp, so head left and up around that small coast from there. Across the shore from the swamp-logged castle, you'll find a shore upon which rests the castle city of Tanteigel.

With the ship in your possession, the percentage of the world you can explore has radically increased. In fact, the sheer number of options can be overwhelming. Though the paths you can take are many, the game will nudge you in certain directions. For the most part, this guide will follow that nudging, so that you can grow more powerful as the game requires.

Presently, your first priority should be to save. Though Lianport doesn't have a place to save, the nearby city of Tanteigel does. Follow the directions above to reach this new destination, rest up at the inn, then save with the man at the House of Healing.

Now that you've taken care of the essentials, it's time to relax and get to know the city a little better, as well as its surrounding regions. Look at the weapons shop to see if anything catches your eye. The only new items are the GIANT HAMMER and the STEEL SHIELD, both of which are gear appropriate for the hero but none of your other party members.

Though the people in the town are bemoaning their loss of a king, you'll find him upstairs in the weapons shop. However, a door is in the way, and you won't be able to open it until you have the gold key. I recommend battling monsters outside of town until you've raised the gold to buy the best armor and weapons for the hero (yet again). This way, your levels should also raise slightly. You want to make sure the princess is at least to level 10 before continuing to the next area.

=====
| Area Weapons and Items
=====

Item Name	Cost	Attributes	Used By
Antidote Herb	8	Cures poison	H,B,G
Broad Sword	1500	+30 ATK	H
Clothes Hiding	1250	+20 DEF	H,B,G
Dragon's Bane	640	Resist status ailments	H,B,G

=====

Fairy Water	40	Repels enemies	H,B,G	

Giant Hammer	4000	+35 ATK	H	

Iron Helmet	3150	+6 DEF	H	

Medical Herb	15	Restores HP	H,B,G	

Steel Shield	2000	+10 DEF	H	

Wing of the Wyvern	80	Warp to town	H,B,G	

Wizard's Wand	2500	+8 ATK	H,B,G	
=====				
H = Hero; B = Prince; G = Princess				

=====
014. Charlock Castle (Sword of Erdrick)
=====

LOCATION: Across the shore from the castle city of Tantagel, you'll see Charlock Castle surrounded by swampland. Cross the inlet on boat, then walk over the swamp to enter this dangerous castle.

Your next stop is a good place to go for information and a cool weapon. It is here you will find that you must seek out the good wizard, Rubiss, if you wish to defeat Hargon. You'll hear this from the lips of the Dragonlord's grandson, who now rules the castle. The Dragonlord's grandson will also mention that you must have five crests before seeking the wizard's help. It's a major clue as to what you should do for the remainder of the game.

Of course, before you find the helpful dragon, you must first navigate the depths of this freakish dungeon, which is inhabited by some of the toughest enemies you've yet encountered. Make sure your levels and equipment are sufficient before attempting it. Fortunately, if everyone is at level 10 or better, you can run from most of the enemies. The princess can also cast her repel magic, which will make the frequency with which you encounter enemy patrols diminish.

From the start of the cave, just follow the first path as it winds down and to the left, to a waiting staircase you can descend. At the base of that staircase, you'll just need to follow the next passage in a clockwise direction, around to the next descending staircase.

In the new passage, head right along the path, and follow it upward. There's a descending staircase here, but you should ignore it and move left to where a second descending staircase waits. This room contains two staircases leading up, and two that lead down. From the lower left one where you arrived, head right along the bottom, then up so that you're at the just right of the room's other ascending staircase.

Once you've climbed that staircase, you'll see another ascending staircase to your upper left. Climb those stairs, then the ones in the next room. In the room beyond, descend the staircase you'll see to your lower left, and there you'll find the treasure chest that contains the SWORD OF ERDRICK.

At this point, I would advise warping back out of the cave to return to Tantagel, rest up at the inn, and save. The cave's only other attraction for

you currently is the Dragonlord's grandson, and a door you can't possibly unlock just yet. However, if you'd like to speak to the grandson for yourself, follow the stairs that lead back to the room with the two sets of ascending and descending staircases.

From where you appear in the room after grabbing Erdrick's fabled sword (which is one of the coolest weapons in the game, by the way), just go down the descending staircase a short distance to your upper left.

The next passage is simple. Just wind your way down the hall, then left, then up to the next descending staircase.

Finally, you can cross this room to enter the staircase that leads to the dungeon's final area, where you'll find the Dragonlord's grandson. There are numerous treasure chests here beyond a door that you'll need the golden key to unlock. Not only that, but the floor is a huge trap that will severely drain your life with each step. Best to come back here much later. For now, just go around and talk to the Dragonlord's grandson. Once you've done so, there's nothing more to do in the cave for the time being. Go ahead and warp out and return to Tantagel.

```
-----
| Area Weapons and Items                                     |
=====
| Item Name          | Cost | Attributes                | Used By |
-----
| Sword of Erdrick   |    - | +40 ATK                   | H       |
=====
| H = Hero; B = Prince; G = Princess                       |
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=====
015. World Tree Island (Leaf of the World Tree)
=====
```

LOCATION: From Tantagel, head back west to Lianport, and sail north to the shoals where you found the 'Tresure.' From there, sail north until a small, partially forested island comes into view. Next, sail due east for quite a bit, until you see a desert island mostly surrounded by mountainous peaks.

Now that you've got Erdrick's sword, it's time to start doing some heavy duty exploration. There are numerous other items you'll want to gather before you attempt to defeat Hargon. The first of these is a special item that can revive a fallen comrade in battle. Follow the directions above to find the island.

Once you reach the island, you'll find a patch of forest at the center. This is the World Tree. Search the patch of forestation to obtain the LEAF OF THE WORLD TREE. This single-use item (it disappears once you use it) will revive a fallen character in battle. Unfortunately, you can only carry one at a time. Still, it's worth your time to grab one.

```
-----
| Area Weapons and Items                                     |
=====
| Item Name          | Cost | Attributes                | Used By |
-----
| Leaf of the World Tree |    - | Revive one ally          | H,B,G   |
=====
```

| H = Hero; B = Prince; G = Princess |

=====
016. Zahan (Golden Key)
=====

LOCATION: To find Zahan village, sail south from World Tree Island about five squares, then head due east. The first island you come to should be a two-square little patch of land, and you'll find the elusive village just right from there.

The next item you will want is the GOLDEN KEY. It's in the village of Zahan, at the world's most southeast corner. Follow the directions above to reach the village.

Once you're in Zahan, there's only the matter of finding the key itself. As was the case earlier in the game, a dog can be your best friend. Find the dog and follow to where it leads, then search the space directly in front of it to find the GOLDEN KEY. You can use this item to open the reddish wooden doors you've found scattered throughout the world.

Area Weapons and Items			
=====			
Item Name	Cost	Attributes	Used By
Antidote Herb	8	Cures poison	H,B,G
Dragon's Bane	640	Resist stat ailments	H,B,G
Fairy Water	40	Repels enemies	H,B,G
Golden Key	-	Opens red doors	H,B,G
Medical Herb	15	Restores HP	H,B,G
Wing of the Wyvern	80	Warp to town	H,B,G

| H = Hero; B = Prince; G = Princess |

=====
017. Beran
=====

LOCATION: From the island on which Zahan is built, sail north around twenty squares, then due east. You'll run into coast. Follow the coastland north until you see the village nearby, and sand to your right. Dock the boat on the coast, and walk east across the plains and sand, up to where the village is built.

Your reason for coming to Beran presently is to level up your characters, and so that you are familiar with its location. This guide will reference the various villages throughout the world, so it's important to know where they are located.

You can reach Beran from Zahan as described above, or you can reach it easily

from Lianport; just sail north past the shoals and keep traveling along the shore. Once you arrive, rest at the inn and head to the upper left corner of the town so the sage can save your progress.

Once those essentials are taken care of, fight the monsters just outside of town to quickly raise your levels a bit. This town is a very important one later in the game, but for now you've done everything you can if you've leveled up your characters sufficiently. Time to leave for Wellgarth.

```
-----
| Area Weapons and Items |
=====
| Item Name | Cost | Attributes | Used By |
-----
| Antidote Herb | 8 | Cures poison | H,B,G |
-----
| Dragon Killer | 8000 | +50 ATK | H |
-----
| Fairy Water | 40 | Repels enemies | H,B,G |
-----
| Giant Hammer | 4000 | +35 ATK | H |
-----
| Iron Helmet | 3150 | +6 DEF | H |
-----
| Medical Herb | 15 | Restores HP | H,B,G |
-----
| Shield of Strength | 21500 | +10 DEF | H |
-----
| Steel Shield | 2000 | +10 DEF | H |
-----
| Wing of the Wyvern | 80 | Warp to town | H,B,G |
-----
| Wizard's Wand | 2500 | +8 ATK | H,B,G |
=====
| H = Hero; B = Prince; G = Princess |
-----
```

```
=====
018. Wellgarth (Jailor's Key)
=====
```

LOCATION: Leave Beran and head back to where your boat is docked along the shore. Now sail along that shore as it wraps toward the east. When following the shore begins to lead you sharply north, you'll know you've rounded the lower tip of the large island on which Beran is built. Head east from there, toward the mainland shore, and follow it east. If you're going the right way, you'll soon see solid mountains stretching across the lower tip of the mainland. Keep sailing east along the shore and you'll soon spot the town of Wellgarth on the shore, among some brush.

You're coming to this particular village for the JAILOR'S KEY, an item that will allow you to open the third type of door scattered throughout the world. Once that is obtained, there's not a locked door you won't be able to open, a very good situation indeed.

When you first enter the town, you'll see a bonfire, a dog, and a man who wonders if everyone was scared off by his breath. There's also a red door, which you should open with the golden key. Now you'll find a staircase that leads down to the proper town. Here you'll be able to rest at an inn.

Of course, you still don't have that precious key. Go to the accessory shop built along the city's left wall. When you do, you'll find he is selling medical herbs, antidote herbs, and wyvern wings. There's a blank space between those last two. Point to it and indicate you wish to make that purchase. He'll confirm that you want to purchase it, and the item will be yours. It turns out that you've just purchased the JAILOR'S KEY for the very agreeable sum of 2000 gold.

You're not done in Wellgarth, though. Head to the right, where the large portion of the town is grayed out, and enter. Use the golden key on the first door, then walk up that hall and look to the right, toward that prison door. Use the jailor's key to open it, then walk to the middle of the right wall, just to the right of the cell's table. You'll be able to walk through that wall into a hidden room. Look up and you'll be talking to Roge Fastfinger, the famous thief. He'll award you the WATERGATE KEY, an item you'll soon need.

With that item acquired, your stay in Wellgarth can end. Exit and start for your next destination.

```

-----
| Area Weapons and Items                                     |
=====
| Item Name          | Cost | Attributes                               | Used By |
-----
| Antidote Herb      | 8    | Cures poison                            | H,B,G   |
-----
| Dragon's Bane      | 640  | Resist status ailments                 | H,B,G   |
-----
| Fairy Water       | 40   | Repels enemies                          | H,B,G   |
-----
| Jailor's Key       | 2000 | Opens prison doors                      | H,B,G   |
-----
| Medical Herb       | 15   | Restores HP                             | H,B,G   |
-----
| Wing of the Wyvern| 80   | Warp to town                            | H,B,G   |
=====
| H = Hero; B = Prince; G = Princess                       |
-----

```

```

-----
| Area Weapons and Items (Second Shop)                     |
=====
| Item Name          | Cost | Attributes                               | Used By |
-----
| Dragon Killer      | 8000 | Cures poison                            | H       |
-----
| Giant Hammer      | 4000 | +12 DEF                                 | H       |
-----
| Iron Helmet        | 3150 | +15 ATK                                 | H       |
-----
| Light Sword        | 16000| +10 ATK                                 | H       |
-----
| Mink Coat          | 65000| +4 DEF                                  | H,B,G   |
-----
| Shield of Strength| 21500| +12 ATK                                 | H       |
=====
| H = Hero; B = Prince; G = Princess                       |
-----

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=====
019. Osterfair (The Moon Crest)
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LOCATION: From Wellgarth, walk south to your ship. Then sail east along the shore until you reach World Tree Island. Head north from there, just to the right of the long island, and then due east to the small island. From there, sail due north until you come to land, then follow the coast to your upper left, to the inlet. Follow the inlet to find the castle. Dock the boat to the lower right of the castle, and walk from there.

The castle city of Osterfair is the home of one of the five crests you'll need to show to the wizard Rubiss. From the entrance, head up the hallway and then through the passage to the left of where the guard stands. Here, walk to the lower left (ignore the king for now) and rest up at the inn.

Before you talk to the king, you should know that you'll be doing so in hopes of participating in an arena battle. It's a battle with a saber tooth lion that can damage your party members around 25 points per turn. Of course, it only takes three of four rounds to slay the beast.

If you feel that you're not quite ready for that and would instead like to save your progress up to this point, go ahead and circle the area around the outer wall (from where you first entered, just walk up and around, rather than passing the left gate past the guard) to the monolith. It's a blue patch that looks like a puddle of water (not also that if you use a golden key on the space to the right of the monolith, you can enter the shop to gain the ARMOR OF GAIA and a MAGIC KNIFE from those two treasure chests). When you appear from the warp, exit and head north along the coast. You'll arrive at Midenhall Castle, where you can save.

Now go ahead and return to the portal, and head back to Osterfair. When you battle the monster and win, the king will reward you with the MOON CREST. The first of the five crests is yours. Only four more to go.

```
-----  
| Area Weapons and Items |  
-----  
| Item Name | Cost | Attributes | Used By |  
-----  
| Armor of Gaia | - | +35 DEF | H |  
-----  
| Broad Sword | 1500 | +30 ATK | H |  
-----  
| Clothes Hiding | 1250 | +20 DEF | H,B,G |  
-----  
| Dragon Killer | 8000 | +50 ATK | H |  
-----  
| Giant Hammer | 4000 | +35 ATK | H |  
-----  
| Iron Helmet | 3150 | +6 DEF | H |  
-----  
| Magic Armor | 4300 | +25 DEF | H,B |  
-----  
| Magic Knife | 200 | +12 ATK | H,B,G |  
-----  
| Moon Crest | - | Legendary crest | H,B,G |  
=====
```


=====
020. Collecting Important Items
=====

This is as good a time as any to skip about the world, collecting some important items from places you've already visited. None of these items are essential to conquering the game, but they will go a long way toward making your quest simpler.

For the most part, what you'll be doing here is finding what's behind the doors you couldn't open before without the golden key and the jailor's key. I'm assuming you remember the location of the various places you've visited through the game thus far. If not, use this guide's Table of Contents to read directions on how to find the place you've forgotten about.

Ready to go, then? Good.

Begin by heading north to Midenhall Castle again. Make sure you rest up at the inn and save your progress with the king. Now you're ready to retrieve the items from this location. Head into the grayed out area on the right side of town, pass down the hall, and use the golden key to open that door. The treasure chests here contain the WING OF THE WYVERN, 53 GOLD, MEDICAL HERB and the TOKEN OF ERDRICK. Now head back into the previous hallway and pass through the iron door using your silver key. Head to the staircase and descend the steps into the dungeon.

In the dungeon, use the jailor's key to reach the prison cell. You'll have walked over lethal floor tiles, so refill your life before talking to the prisoner. You'll be attacked by a monster, the evil clown. He can cast firebane, a spell that damages each party member around 25 HP, but you should be fine if you just focus a bunch of physical and magical attacks on the fiend. When you win, you'll receive the STAFF OF THUNDER. Now go sell that at the item shop for 19,500 gold, save with the king, and indicate that you won't be continuing. When you are safe to do so, reset the game and then continue your file. The clown will be back in the dungeon. Just keep repeating this until you've filled up on gold, then keep the last STAFF OF THUNDER you obtain for the princess.

Head to Cannock Castle next. Remember the little area mostly surrounded by water, through the red door? The treasure chest on that patch of brick contains the SHIELD OF ERDRICK.

=====
| Area Weapons and Items |

Item Name	Cost	Attributes	Used By
Medical Herb	15	Restores HP	H,B,G
Shield of Erdrick	-	+20 DEF	H
Staff of Thunder	-	+15 ATA	H,B,G
Token of Erdrick	-	Increases courage	H
Wing of the Wyvern	80	Warp to town	H,B,G

=====
H = Hero; B = Prince; G = Princess

=====
021. Hamlin (The Water Crest)
=====

LOCATION: Though you should be quite familiar with the location of Hamlin by now, the shorter route is to cross by sea. From Midenhall, head to the west until you reach a coast across the inland sea. Now follow that coast north until you find a series of inlets that can take you down through that land mass, toward the southwest. It will end near Hamlin, which will be a short walk southwest.

Another stop you'll take while opening doors you previously couldn't access is more important. In Hamlin, open the red door using the golden key and, once you're downstairs, open the prison cell door to face the monsters that lurk there.

The Ozwarth monsters here are quite a bit tougher than the imp-like creatures you faced in Lianport. They use mostly the same attacks, but their life meters are quite a bit longer and they attack more viciously. They may even put you to sleep. Just make sure you keep your health up and that you hit hard whenever you're in a position to make an attack. The hero should do most of the attacking, while the prince should take care of healing and the princess should back him up if appropriate.

When you beat the monsters, search the upper right corner of the cell for the WATER CREST.

| Area Weapons and Items |
=====

Item Name	Cost	Attributes	Used By
Water Crest	-	Legendary crest	H,B,G

=====
H = Hero; B = Prince; G = Princess

=====
022. North Dragon's Horn Tower (Dew's Yarn)
=====

LOCATION: From Lianport, head toward the southwest to the tower you arrived near when you first jumped from the top of the South Dragon's Horn Tower. The one on the north side of the river is your destination.

From the entrance, head straight down to the staircase, which leads up to the second floor. To your upper right, you'll now see a new staircase. Climb up those stairs and you're on the third floor.

Though there are stairs leading up from here, ignore them. Instead, walk directly up from the head of the stairs you used to reach this floor on the tower. Search against the wall, in the corner, and you'll find DEW'S YARN, an important item that you'll need shortly.

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-----
| Area Weapons and Items |
=====
| Item Name | Cost | Attributes | Used By |
-----
| Dew's Yarn | - | Key item | H,B,G |
=====
| H = Hero; B = Prince; G = Princess |
-----

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=====
023. Zahan (The Magic Loom)
=====

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LOCATION: Though you likely already remember where Zahan is, the quickest way to get there from your current position at Lianport is to sail through the inlet to the southwest of that town (it cuts just below the tip of the peninsula), then follow the shore south to the lowest tip. From there, simply head slightly south and then due west to find Zahan. If you reach World Tree Island, move a little south and head back to the east (since Zahan is on such a tiny island, it can be easy to miss it at times).

Before you proceed with your quest, there are just a few more steps you need to take. The first of these is another trip to Zahan, where previously you acquired the golden key.

Now that you have the jailor's key, you can also get another item at this town, and it's one you'll definitely want to take some time for, a loom that will allow a special person you'll soon meet to create first-class armor for the prince or princess (I suggest equipping it on the princess).

If you have stepguard magic, you'll definitely want to use it. See the dangerous floor behind where the woman stands at the village center? Cross over that floor and head toward the upper left (if you're not using stepguard magic, have the princess and prince healing everybody each three steps to prevent death), to the prison door. Enter it and in the next room you'll find the MAGIC LOOM.

Now that you have the loom, you can finally get some cool new duds for the princess. Before doing that, though, in the interests of traveling all over the map a little bit less, you should make a few side trips to grab some more of those crests you keep hearing about.

```

-----
| Area Weapons and Items |
=====
| Item Name | Cost | Attributes | Used By |
-----
| Magic Loom | - | Key item | H,B,G |
=====
| H = Hero; B = Prince; G = Princess |
-----

```

```

=====
024. Fire Shrine (The Sun Crest)
=====

```

Location: This place is easy to find. Just sail east from the island where

you find the Leaf of the World Tree. About a screen to the right, you'll see an island with a shrine positioned on it.

Follow the directions above to find the shrine. When you enter the structure, walk up so that you are standing beneath the middle of three portals. Now walk to the right, one step out of the building. You will not exit the area. Now walk up three steps, then left one step, so that you are positioned near the corner of the building. If you search there, you will find the SUN CREST. There are now only two more to go.

```
-----
| Area Weapons and Items                                     |
=====
| Item Name          | Cost | Attributes                               | Used By |
-----
| Sun Crest          |    - | Legendary crest                         | H,B,G   |
=====
| H = Hero; B = Prince; G = Princess                       |
-----
```

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=====
025. The Lighthouse (The Star Crest)
=====
```

Location: You can find the lighthouse by using the town of Lianport (where you got the ship) as a reference point. Sail due south until you hit the sandy coast, then head directly east and you'll come across the wooded island where the lighthouse was built.

You'll be able to enter this building to obtain the Star Crest, but it's going to be a difficult trek and the absolute most frustrating location you've visited in the game thus far. The monsters here are rather vicious, so it's a good idea to have your characters leveled up to around level 20. Also, you'll want to bring along a wing of the wyvern, just in case the prince perishes and you need to return to an inn quickly.

Briefly, note that there are a few common types of monsters here. The gorgons are quite resistant to any fire spells you may have in your repertoire, even the usually-devastating firebane spell that the prince likely possesses at this stage. Let your hero take out any of those snake-like creatures, while the prince and princess should focus fire spells on the mummies (which have powerful defense). Finally, there are saber tigers that possess little in the way of HP, but a lot of offensive power. Take them out quickly so they don't force you to use up your healing magic.

From the entrance, ignore the path that leads downward; it heads to a series of dead ends. Instead, walk left until you reach the far left corner. Walk down now until you reach the bottom of the area. Now, as you start right, you'll see a path leading upward toward the center of the large, square area you've been exploring. This should serve merely as a landmark. You want to keep walking to the right, to the end of the path, at which point you'll turn upward. Here, the path branches left, again toward the center of the square. This time, you'll actually want to follow the branch (besides, you haven't any other real option).

As the path permits, you'll now be heading toward your upper left. There's one very short dead end here, but if you head down it you'll only move a step or two before realizing your mistake. It's not a big deal. You'll notice that your goal is a recess in the wiry grating. Step inside and you'll see a

staircase. There also are some other exits from the grated area. If you like, take a brief detour out the top exit, where you'll find a short path to a treasure chest that contains 53 GOLD. Return to the staircase but don't climb it.

Before you continue through the dungeon, you need to be aware that there are four general paths you can take (this grated area is divided into four rooms). These generally lead to pathetic rewards. If you climb the staircase in the lower right of those four chambers, you'll go through a set of rooms that leads to a CHAIN SICKLE, then have to return to the room you're in right now. It's just not worth it unless you enjoy constant battles for no real pay-off.

Instead, I recommend climbing the lower left staircase. You'll now appear in an enclosed room with a path leading left. Go through that passage and you're in a room that looks like an upside-down 'L.' Take the bottom exit into another enclosed room. Here, head right to an ascending staircase. From the head of that flight of stairs, walk left and go up into the next grated area. You'll see a staircase here.

You now have another option. If you ignore the stairs, you can head up into the next grated area, where you'll find a path that leads to a large, locked door. This path is purely optional and you won't get any items for following it, just information from a soldier. If you decide you want to head in that direction anyway, use the golden key to enter another room with yet another ascending staircase. Climb that set of stairs to a room with yet another staircase, then another in the room thereafter and another after that. The room beyond there has a final staircase before you appear on the tower's top floor. Exit the enclosed area, then talk to the soldier you find there for a clue about how Hargon lives in the land of Rhone, which is surrounded by mountains.

If you decided to get that tidbit of information, it's time to return down the set of rooms you've just passed through, until you come to the staircase that sits out in the open and leads up to the next floor by a different route. Here, you can waste a bunch of time trying alternate paths for 130 GOLD and FAIRY WATER, but you're probably already as sick of this stupid tower as I was. Instead, head up around the block wall, to the upper left corner of this floor. You will now find a staircase that leads up to the next floor.

Now walk right along this path until you can head down into another grated area. There, you'll find a staircase that leads up to the next floor. To your left, you'll see a locked red door, which you can unlock with the golden key. Beyond that, you'll find yourself in another open area. Head again to the upper left, where another staircase leads up to the next floor. From the head of that set of stairs, walk to the right and you'll notice a purple enemy standing next to a block. Finally, you're making some progress.

When you walk near the monster, he'll retreat into some grating by a path you wouldn't have noticed before. Follow him there and you'll see an old man standing just beyond where the imp disappeared. When you get next to him, he'll tell you not to speak, that he knows just what you want. Then he'll instruct you to follow him, which you should go ahead and do. He'll go to the left, out into an open area where two staircases await. Like the old man, you should take the one on the lower left.

On the next floor, follow him to the right and down the next flight of stairs. There, you will need to follow him to the next descending staircase, then another, and another. Now follow him into a grated area. There's a

treasure chest here, which the old man instructs you to open. When you do, it'll trigger a battle. It was a trap!

This battle should actually be fairly easy, as you're just facing off against four gremlins. If your hero is powerful enough, he can probably take out an enemy each turn. Meanwhile, the princess should just keep healing you if there's any trouble. When you win, you'll obtain the STARS CREST. Now it's time to head back to the nearest town by way of a wyvern's wing or a return spell.

```
-----
| Area Weapons and Items                                     |
=====
| Item Name          | Cost | Attributes                               | Used By |
-----
| Chain Sickle      | 390  | +15 ATK                                 | H,B     |
-----
| Fairy Water       | 40   | Repels enemies                          | H,B,G   |
-----
| Star Crest        | -    | Legendary crest                          | H,B,G   |
=====
| H = Hero; B = Prince; G = Princess                       |
-----
```

```
=====
026. Tuhn (The Water Flying Cloth)
=====
```

LOCATION: To reach Tuhn, you should first return to Beran and save your progress there. Once you have done so, sail your ship down around the island, then head back up with the light blue shoals just to your left. Due east from those shoals, by about a screen and a half, you'll find an inlet. Ignore that first inlet, and sail northwest from there, to a new inlet that enters the mainland between forest and mountain. Follow it as it heads up into the mainland, first slightly northwest, then east through foothills and forest. You should soon see the village come into sight. Keep working east and down around the forest that skirts the inlet, to the village.

Now that you have more crests, it's time to prepare to grab the last one. However, there's a lot of work you'll have to do first. Begin by heading to Tuhn. If you don't follow the directions above precisely, it's very possible to get lost looking for the secluded village. It's quite possibly the most difficult location to find in the game, including Hargon's tower.

When you enter the village, head to the locked room near the village center. Open it with the golden key, and inside you will find the man who can make you the WATER FLYING CLOTH. He promises to do so in a day or two. Leave his hut, then head upward to where there are two merchants. Just right of the building they share, head up along the trees, then left along the shop's back side. Around seven steps left from there, head directly up to find a locked door.

Use the jailor's key on the door, and descend the stairs. In the next room, take a step right, then face the wooden planks just below. Use the Watergate Key and the floodgates will be opened. Now leave the building and use the prince's return spell so that you warp back to Beran. There, save and tell the scribe that you will be quitting. Once that's tended to, reset the NES control deck, then resume your save file.

You now will need to head to Tuhn again. However, the path you take this time can be shorter. Instead of ignoring the first inlet as you did before, you can now follow it directly to the village. Opening the watergate made things easier for you. When you arrive at the village, talk to the tailor and he will give you the WATER FLYING CLOTH, which you should equip on the princess immediately. It's absolutely the best armor she'll ever find.

```

-----
| Area Weapons and Items                                     |
=====
| Item Name          | Cost | Attributes                               | Used By |
-----
| Dragon Killer      | 8000 | +50 ATK                                 | H       |
-----
| Dragon's Bane      | 640  | Resist status ailments                 | H,B,G   |
-----
| Fairy Water       | 40   | Repels enemies                          | H,B,G   |
-----
| Falcon Sword       | 25000| +5 ATK (twice per attack)              | H,B     |
-----
| Iron Helmet        | 3150 | +6 DEF                                  | H       |
-----
| Magic Armor        | 4300 | +25 DEF                                  | H,B     |
-----
| Shield of Strength| 21500| +18 DEF                                  | H,B     |
-----
| Water Flying Cloth  | -    | +35 DEF                                  | B,G     |
-----
| Wing of the Wyvern| 80   | Warp to town                            | H,B,G   |
-----
| Wizard's Wand      | 2500 | +8 ATK                                  | H,B,G   |
=====
| H = Hero; B = Prince; G = Princess                       |
-----

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=====
027. Tower of the Moon (Moon Fragment)
=====

```

LOCATION: From the town of Tuhn, you'll need to head due south over a small river to a wooded island where the tower is built (see the previous section if you haven't already flooded this area for some reason). The tower is only a few spaces away. You can't miss it.

Before you enter the Tower of the Moon, make sure that you have raised your levels so that your hero is at around level 22 or so. Your companions will probably be a few levels behind, depending on how good you've been at keeping them alive for the recent tough battles you've encountered.

When you enter the building, you'll do so from the north side. Head straight down to the middle of the building, where there are images of four winged monsters displayed on the floor (you can walk on these). There are several directions you can head from here. The right path is a dead end. The one to the upper left leads to a staircase that ascends to the next floor.

From there, head down into the next room, where there's yet another staircase. If you climb those stairs, there's a treasure chest waiting with 125 GOLD. Grab the loot, then head back down the stairs and through the

opening to the right. You're now in an open area that resembles the configuration on the first floor. It's a crossroads of a sort. Take the staircase at the middle of this room up to the next floor. Now you can go either up, left, or down. You can also ascend yet another staircase, which is what you should do. From this room, head to the right to find another ascending staircase. The room you find yourself in now has a locked red door just below you, and another pathway leading into a grated area to the right.

Open the door below you, then go into the room. You'll see a staircase leading down, while another red door to your right blocks access to yet another ascending staircase. That staircase leads you to the top of the tower, and a waiting treasure chest, but that chest is empty. Instead of bothering with any of that, go ahead and descend the staircase.

The next room contains yet another staircase to descend. Do so and you'll find another descending staircase, then another. In this room, you'll see an old sage and a treasure chest. The chest contains the object of your affection in this particular dungeon, the MOON FRAGMENT. Now you can go ahead and warp out of the dungeon.

```
-----
| Area Weapons and Items                                     |
=====
| Item Name          | Cost | Attributes                               | Used By |
-----
| Moon Fragment     |    - | Raises Malroth's Cavern                | H,B,G   |
=====
| H = Hero; B = Prince; G = Princess                       |
-----
```

```
=====
028. Malroth's Cavern (Eye of Malroth)
=====
```

LOCATION: Your next destination lies southwest of Osterfair. Head to the island, then situate your ship at the channel that leads inland to the castle. From that patch of water, head west twenty tiles (you can count or just estimate), then go due south. You'll come to an island surrounded by shallows. Use the Moon Fragment at the bottom center of the shallows and the cave will rise from the water enough that your ship can sail to it.

Before you head into this cave, you're going to want your characters to be in strong fighting condition. Also, just to be on the safe side, bring along a wing of the wyvern. You're only a few stops short of the final dungeon, after all. There are a few places where you may choose to build your levels, including the tower where you got the fragment. Once you're up to around level 24, you're going to be strong enough to sneak your way through the cave. When you feel confident, go ahead and enter so that you can claim a juicy eyeball for your very own.

When you appear in the cave, you'll be on a patch of solid land at the center of a splotchy lake of lava. Walking on this surface will damage anyone in your party who is not equipped with the Water Flying Cloth, so you'll have to spend a lot of your magic on healing and you'll want to do so with some degree of frequency. This means that picking your path through the cave very carefully is of the utmost importance. Wasted steps can be fatal.

Start by heading left and down to a wider patch of soil, which leads deeper

into the cave. Follow the path directly left as it bends around that first corner, and when it hits the left wall, follow it as it continues down past a small square of lava and into another room. Here, a staircase descends to the next level.

From the foot of that staircase, head down and then proceed to the left when the path permits. There will be branches above and below the path. Walk past the branch filled with lava, then into the room that awaits there. Here, you'll see a staircase and a soldier. Descend the stairs into the next area, a long hallway leading to the left. Counting the one you just descended, there are three staircases here that lead up to the floor above. Take the leftmost of these if you want to obtain 63 GOLD from a treasure chest, or the middle one to proceed.

You'll appear in a small room. Head down out of that room to find yourself in a long hallway. Head left here toward the end of the hallway and you'll find more of the lava, as well as a soldier standing off to the side of a wide corridor leading upward. Follow the path as it twists through the lava. Here, you'll see a branch that heads off to the left, while the main path continues up to what seems like a dead end, a passageway filled with lava.

Unfortunately, it's the lava you now need to cross. Head right up along the lava river and as you press upward, you'll see a new patch of soil with a staircase. Make your way to the staircase and descend one level deeper into the cave. Now you'll see a red door, which you can open with the golden key.

The next room is a long hallway. You'll immediately see a staircase leading down one more level, and beyond that a treasure chest and another set of stairs. Beyond that is yet another treasure chest. Note that the first of these chests is a poison trap. It doesn't contain any items. The second chest contains 154 GOLD. There's a long hallway that leads down from that point. If you head down that path, it curls back to the right and you can choose between a path leading up or one to the right. Take the one to the right, though note that you'll be standing on lava as you enter that next room. Here, a staircase descends a level deeper into the cave.

From the base of that staircase, head to the upper left and into the next room, which is another wide field of lava. There's a staircase close by, so climb it to find yourself in a room full of even more staircases. Go up three steps, right two steps and up three more steps to find yourself at the center of a new lake of lava. You'll see a treasure chest off to the left, over some more burning liquid. That chest contains the DRAGON'S BANE.

From the chest with that item, head to the lower left, where a staircase sits on a patch of land. From here, you want to head almost due left to the wall, then up along the side where you'll see a new staircase that descends to the next level. Yes, you must walk across lava the whole time. Healing will be necessary.

In this room, follow the path as it twists through the lava and toward the right. You'll see an old man waiting there. When you approach, he'll attack you. It seems the old man was actually two evil clowns. When you defeat them, you'll be able to walk right into the next room, and then up to a treasure chest that contains the EYE OF MALROTH. Now, it's time to exit the cavern and warp back to an inn and save point before you start looking for Rhone.

| Area Weapons and Items
|=====

Item Name	Cost	Attributes	Used By
Dragon's Bane	640	Resist status ailments	H,B,G
Eye of Malroth	-	See the entrance to Rhone	H,B,G

=====
| H = Hero; B = Prince; G = Princess
=====

=====
029. Cave to Rhone (The Life Crest)
=====

LOCATION: The Cave to Rhone is hidden extremely well. Start by going to the town of Beran, where you should stay at the inn, then save your progress. Once you've done so, go to the town House of Healing and stand in front of the black space at the back. Cast the stepguard spell, then use the Jailer's Key to open a gate. Pass through and step onto the portal. Climb the stairs there to exit the monolith, then head west through the forest and over the plains, to the edge of a swamp. Cross partway over the swamp, so that you stand on the third patch from the left on the top row. Face the mountain there and use the Eye of Malroth. The mountain will split to reveal the Cave to Rhone.

This is the toughest 'standard' dungeon in the game, and it will likely be enough to make you grind your teeth in frustration (particularly if you attempt it without a fine guide such as this one). Before you enter, you should first have your characters at somewhere around level 25. At least, your hero should be to that point. If not, prepare for a lot of short trips inside, then warps back to Beran.

Your visit this first time is going to be short out of necessity. You won't be able to accomplish much without making a quick run to obtain the Life Crest. Even if you were to struggle through the cave, it wouldn't do you any good because only the magic of that wizard can counter the optical illusion Hargon has in mind for you if you manage to actually reach his tower.

With that said, even this short little journey can come to an end much more quickly than you might like. Be sure to bring along a wing of the wyvern, just so you can easily return to Beran if your prince should happen to fall in battle. It also wouldn't hurt to be carrying a fresh leaf from the World Tree. Thus equipped, it's time to get down to business.

From where you first enter the dungeon, head up to the diagonal right along the path. You'll see a descending staircase near the head of that path, which you should go ahead and explore. It leads to a massive chamber of more stairs, and there's a good chance that some Horks will attack you before you even have a chance to get your bearings. As you'll find, these zombified beasts are thicker than flies on manure in this particular portion of the cave. It's ironic, as the undead beasts are guarding the item you most want, the LIFE CREST.

It's located in a treasure chest near the lower right corner of the chamber. As already mentioned, though, you're going to encounter a ton of Horks on your way to get it. There's just no way around them, even if you try to use fairy water or repel magic. The monsters don't hit for a lot of damage by this point, but they do have a good chance of poisoning you or putting you to sleep with their sweet breath. Coupled with their lengthy life meters, this can be a bad combination when battles drag on for too long. You can try

taking them out with firebane magic, which will potentially do damage to all of them (even if they're split into separate groups), but the infernos spell seems too weak to be of much use. You'd do better to have the princess working with healing magic or just attacking for whatever pitiful damage she can manage.

One way or another, you should eventually make your way to the treasure chest and the LIFE CREST it contains. The minute you do, go ahead and warp back to Beran. It's time to pay the famous wizard Rubiss a long-overdue visit. You can come back to this cave soon enough.

```
-----
| Area Weapons and Items                                     |
=====
| Item Name          | Cost | Attributes                               | Used By |
-----
| Life Crest         |     - | Legendary crest                         | H,B,G   |
=====
| H = Hero; B = Prince; G = Princess                       |
-----
```

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=====
030. Chamber of Rubiss (Charm of Rubiss)
=====
```

LOCATION: The surest way to find the one-tile portal that leads to the Chamber of Rubiss is to head to Midenhall, then sail west about twelve tiles before heading due south. You'll see the tiny island if you do so. There are no special requirements to enter it, surprisingly.

Once you enter the building, you'll find yourself in a very, very small chamber with stairs leading beneath the surface. Climb down those and you'll find yourself at the head of another staircase. It continues like that for awhile, but just keep working your way downward (no enemies attack you) and you'll soon reach the bottom level.

This room looks a lot like a House of Healing. You'll see four of those blue star tiles, with a blank white space positioned at their center. When you stand there, the wizard Rubiss will come to greet you. With him, he brings an item known as the CHARM OF RUBISS. This is the whole reason you gathered all of those stupid crests. With the charm in your possession, you now have the strength (you hope) to tackle Hargon. Now you can finally return to the Cave to Rhone, but this time it'll treat you even worse than it did before.

```
-----
| Area Weapons and Items                                     |
=====
| Item Name          | Cost | Attributes                               | Used By |
-----
| Charm of Rubiss    |     - | Protection from an enchanter           | H,G,M   |
=====
| H = Hero; B = Prince; G = Princess                       |
-----
```

```
=====
031. Cave to Rhone
=====
```

LOCATION: You probably remember the location by now, but I'll tell you again just in case you're only tuning in for this, the toughest leg of the game after an extended absence (you wouldn't be the first). Go to the town of Beran, located in the southwest area of the world map. Enter it and go to the House of Healing, then cast stepguard magic before using the Jailer's Key to dash out the back side. The waiting portal will take you to a patch of forest just to the east of the cave. Travel over trees, plains and swamp as you head west to the cave, which you revealed using the Eye of Malroth.

I told you before that you should be around level 25 or so before attempting the cave, but this time I really mean it. You're not just making a quick little jaunt to pick up a crest. This time, you're in it for the long haul. Just so you know, there are going to be lots of traps and confusing passages that are meant to test your patience and mental alertness, so you'll want to follow this guide closely to ensure minimal frustration. As always at this stage in the game, bring along a wing of the wyvern and a leaf from the World Tree. If you must, build your levels wherever pleases you (even here if you like) before you try to make it all the way through the cave. You'll probably end up needing several attempts before you get all the way through.

From the entrance, walk toward the upper right side of the chamber as walls permit, ignoring the descending staircases on the way. You'll find a staircase that leads up to the next floor, which you should climb. You're now at the center of a four-way passage. These passages will repeat if you pass through them in the wrong order, so follow them in this precise order: left into a passageway with multiple branches, down the third branch from the right, straight down two more screens and up a staircase.

You're now in a new corridor, which I am calling "corridor A" (you'll be coming back to this point in a bit). For now, head to the right while ignoring any of the paths that branch off to the sides or above you as the path winds its way through a series of twisting corridors. When you see the room that heads to the right, note that you can also take the passage that leads up to find a treasure chest with a LOTTERY TICKET. Otherwise, just go ahead and go into the room to your right, where a staircase leads to the next floor.

In this room, there's yet another staircase. Climb it and you'll see a treasure chest to your right. This contains the ARMOR OF ERDRICK, which is the most powerful defensive equipment available in the game. At this point, I would recommend warping back to Beran so that you can save your progress before re-attempting the cave. This allows you to keep any levels you may have gained, and of course your newly-acquired armor. When you return to the cave, make your way back to the corridor I referenced as "corridor A."

From the head of the staircase where you first arrive in this corridor, it's now time to head off to the left. The intersection here will allow you to go along either an upper or lower path. Unless you want to waste your time for paltry treasure chests that contain nothing worthwhile, take the upper route and don't follow any of the side branches until you reach the top one that leads to a room to the right. Go in that direction, and through that room into another room with a staircase that leads up to the next floor. Here, another staircase leads up yet another floor.

The room you're standing in now is famous, but for a bad reason: it's full of pitfalls that will drop you down to the previous floors! While you've perhaps found a few of those already as you made your way through the cave, this area has an almost limitless number of them. It's very easy to fall into one without intending to do so. A map at this point is most useful. Because you'll be returning to this room again if you're following this

walkthrough, I'm going to call it "corridor B" for your convenience. I also will attempt to provide a partial map in a moment so that you can use that to get through the room without falling into the pits, but right now you actually want to do so! From where you appear at the head of the staircase, walk right one step and down one step and you'll fall into a pit.

You'll appear in a large floor with few distinguishing features. Head directly down until you're two tiles away from the bottom wall, then walk straight to your left toward the wall that waits in that direction. Just before you reach it, you'll fall into an invisible pit. On this floor, you'll see a treasure chest two steps below you. Open it to find the THUNDER SWORD. This magnificent blade is the one you'll want to keep for the remainder of the game. Warp back to Beran yet again to save this progress. Then make your way back to the staircase at the entrance to the room with all those pits, "corridor B."

Here's a map of the corridor, with the pits I've found marked. Please note that I know there are additional pits, but I got through the dungeon before finding all of their locations. Here's the map as it exists currently:

```

*****                               * = Walls
*****                               S = Stairs
*****                               P = Pit
*****                               B = Entrance
*****                               - = Safe
*****                               *** = 1 Tile
*****                               ***

*****                               *****
*****                               *****
*****                               *****-----BBB
*****                               *****-----BBB
*****                               ---PPP          *****
*****                               ---PPP          *****
*****                               ---          *****
*****                               ---          *****
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*****                               -----          *****
*****                               ---PPP          *****
*****                               ---PPP          *****
*****                               -----          *****
*****                               -----          *****

```


to the right. Just keep heading right through the remaining rooms to reach the staircase that leads out of the dungeon. Finally.

```
-----
| Area Weapons and Items |
=====
| Item Name | Cost | Attributes | Used By |
-----
| Armor of Erdrick | - | +40 DEF | H |
-----
| Lottery Ticket | - | Play a game of chance | H,G,M |
-----
| Thunder Sword | - | Most powerful sword around | H |
=====
| H = Hero; B = Prince; G = Princess |
-----
```

```
=====
032. Shrine of Rhone
=====
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LOCATION: From the exit of the Cave to Rhone, head right along the mountains, working toward your diagonal right. Head up toward a lake of water, and there you'll see forestation and a series of bridges that lead to the shrine.

By the time you reach Rhone, you're going to be hurting. Even if you've been running from most encounters, your magic is going to be running low and any encounter could very well be your last. Your sole goal is of course to reach the shrine.

In the shrine, you'll find an old man who will revive or restore any of your fallen comrades without charging a cent. He'll also tell you your party's stats and save your progress. There's also a portal you can take back down to what they call the Underworld, which is actually just the Alefgard you've already been exploring for most of the game.

At this point, you shouldn't really have any reason to visit the Alefgard you just fought so hard to leave behind, though the option is nice. Instead of warping back, though, you'll want to spend some time just outside of the shrine, battling the monsters until your levels are high enough that you feel good about making the trek west to Hargon's Castle. That location is your final destination, and you should level everyone in your party to at least level 20. Your hero should be closer to level 30.

Once you're sure you're ready, go ahead and make the trip on over to the castle and kick Hargon's butt!

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033. Hargon's Castle
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LOCATION: The evil wizard's castle is located to the west of the final shrine. You should walk left over the bridges, up the sandy strip to the forest, then follow that forestation as it arcs around a lake. Once you follow it through to the other side, you'll see the castle just to your southwest, isolated on a sandy peninsula. Keep following the narrow bit of forest until you come around and see a sandy path overhead, which leads to the castle.

The valley leading to Hargon's Castle is filled with all sorts of nasties that also happen to reward you with a bundle of experience points if you can beat them. This is clearly the best place in the game to boost up your character stats, but doing so is downright dangerous.

Some of the worst monsters you can encounter are the Blizzards, which possess a spell that can instantly kill unfortunate party members. It's a cheap move and it seems to work best on the hero, though don't be surprised if it occasionally takes out the prince or princess. These creatures are best assaulted with a robust selection of fire-based spells in the first turn. Then you can clean up in the second round with physical attacks (particularly if, like me, you have the prince equipped with the Falcon Sword and its two strikes per turn).

Don't make the mistake of letting your guard down for any of the other monsters, either. The giants have large life meters and their strikes definitely do a lot of damage. The gold batboon monsters can put you to sleep with their sweet breath, and they also breathe scorching flames that can quickly do a lot of damage. Some fierce physical attacks are your best bet against them. Meanwhile, the bullwong uses the lethal Explodet spell, which can hit everyone in your party for around 50 points worth of damage. He also has a huge life meter, and spells attempting to nullify his magic almost never work. The solution? Try putting him to sleep.

With these strategies in hand, you'll hopefully be able to make it safely to the castle. If you run into bad luck (at this stage in the game, any encounter that goes awry could easily mean the death of you), you'll return to the shrine with half your gold for a free revival. Then you can try again. One way or another, you should eventually make it to the castle in one piece to begin your final assault.

Inside the castle, you'll find what looks like the castle town of Midenhall, where you began the game. You can stay at the inn to refill your health if you like. Once you've done so, use the Charm of Rubiss to make the illusion melt away. You're now in a dungeon surrounded by swamp, with flames moving about the area.

Begin by walking north toward the throne, where two purple monsters stand. Cast the spell of Stepguard, then walk onto the candy-striped floor behind. Head to the left side, face the gray wall, and use the Jailer's Key. This will open a door you didn't even realize was there, and allow you into a hallway behind it. You'll need to cast Stepguard again, then head to the door to the right. Use the golden key to open it, then step into the area beyond. You'll see a gray tile at the center of more of those electrified floors. Walk up to the tile (you'll want to use Stepguard magic yet again) and when you've arrived, use the Eye of Malroth.

Before I continue, I should make a note. Before reaching Hargon, you'll have to face three guardians. When you defeat them, they'll stay gone for good until you save and power off the system. The implications of this are obvious: don't attempt anything until you've leveled up sufficiently. Once that's done, just take down one boss at a time and keep pressing onward. It may take a few trips through the castle, but the Repel spell should make them quick. In almost no time at all, you should eat through the guardians and find yourself locked in battle with Hargon.

Of course, you'll need to find your way there, first. When you appear in the new area, you'll see a grated area to the right. There's an entryway on its left side, which you should enter to reveal a staircase to your right. Climb

that flight of stairs to the next floor.

You'll appear in a small room, with a path leading north. Follow it into the next room and follow that path as it winds around to another grated area to the lower left. Enter that space to find more pathway that winds to the upper left and a staircase leading to the next floor. Climb it to the next floor.

You're now in another small enclosed room, with grating to the right. Pass through to the grating to find a path that winds its way around more grating. Follow it and enter more grating to find a staircase that leads up to the next floor. Before you walk to the right, make sure that your party members are buffed up and ready for battle. Once they are, go ahead and walk right and a monster known as Atlas will attack you.

This is an encounter you can't run from, so hit him with everything you've got. He can attack twice per round, so you have to make the most of each attack you manage to land. Mostly, he seems to just go down the list of people in your party. You should let your hero attack with physical blows while the others keep his health up and cast spells to improve your defense or weaken your foe. Offensive fire spells don't damage the giant at all. When you've defeated Atlas, climb the stairs to the next floor.

You'll appear on a new floor with four grated areas. From the head of this staircase, walk left until you're almost at the edge of the building, then look up to the grated area just above you. Walk up so you're standing by its side, heal everyone in your party, then walk right into the grating. This will trigger a boss battle with a monster called Bazuzu.

Bazuzu looks like the batboon monsters that you've fought outside of Hargon's Castle, only he's purple. He may try to put you to sleep, he may cast firebane, or he may cast Defeat spells. Either way, physical attacks are again your best offense. Hit him with everything you've got and he should go down fairly quickly. Go ahead and climb the stairs just to the right.

You now appear within an enclosed chamber. Walk to the right into the grated area and you'll see another grated area just to the right. When you enter it, you'll see a staircase just ahead. Heal your party members yet again, then walk toward the right. A few steps before the stairs, another boss monster will attack. This one's name is Zarlox.

Zarlox is an obnoxious sort of monster. He has strong fire magic that he will use to drain your health, and if you attack him fiercely, he'll eventually cast a healall spell to refill his life, just before you have him defeated. By then, you're probably all but dead yourself. The trick is to get his health low, then go all out on the last turn or so and destroy him before he has a chance to recover. When you defeat him, go ahead and climb that staircase to the castle's final floor.

From the head of this staircase, make sure you cast the Stepguard spell before you walk left along the colored floor toward a room at the center of this floor. There, Hargon waits. When you talk to him, it will trigger a battle with the infamous wizard.

Hargon is much like Zarlox, but with an added wrinkle: he can put you to sleep and quite frequently will. When he's not using his scented breath, he'll cast a Sleep spell. The effect is the same, but generally you'll have at least one healer who doesn't drop into slumber. Make sure to keep your health as high as possible while the hero just keeps striking with physical attacks. Hargon will heal all his health two or three times, but eventually

you'll survive the onslaught of sleep and explodet magic long enough to take him out of commission.

When you defeat Hargon, you might think your quest is over. However, it's not. Immediately heal everyone in your party. When you try to exit the chamber, "Hargon the Great" will summon a "sorcerer of the Shadowtime," who happens to be none other than Malroth.

Malroth looks like a dragon and, we can assume, is missing an eyeball. The sprite doesn't make this apparent but--oh, you want strategies on how to beat him? Just do what you've been doing against the likes of scrubs like Hargon and Zarlox. One thing you want to avoid is passing out because of all the damage Malroth can inflict on your party. For example, I came to him in pretty good shape, but he immediately rendered the hero unconscious and I had to watch as Malroth just slaughtered my party. If you avoid this fate--and from what I can tell, it's all about luck--you'll be disgusted to find that Malroth also is capable of nullifying any damage you've done to him in a single turn. Worse, he breathes flames that will quickly make short work of everyone's life meter. This is a tough battle, but you should be able to win if you persevere.

Once you defeat Malroth, of course, you'll see the end of the game. I'm not going to spoil it for you. After such a long trek, you deserve to enjoy it!

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034. Conclusion
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Thank you for using my guide as you worked your way through Dragon Warrior II. It's been a tough guide to write, as there's a lot more information than I recalled, but hopefully you've been able to get through any tough spots and you've enjoyed the game even more than you would have otherwise.

I really should acknowledge the assistance of a few people at this point. The first is Dalez, who wrote a pretty good FAQ for this game that I consulted as I reached the final few areas. It had been a long time since I'd played through this previously, so I was able to glean a few tips from his FAQ that made their way into this one. One of those tips was the location of the Sword of Thunder, which was actually provided by Justin Gunsolus in the first place (see Dalez's guide for more info). Thanks also go out to tl_bahamut for pointing out a shop I'd forgotten to catalogue in Wellgarth. It's a confusing town but he made it simpler.

Finally, I'd like to thank a few people who make writing FAQs worthwhile. Brian Sulpher and Alex have both inspired a few of my past efforts, and that was again the case here. Thanks for the help, guys, even if you didn't mean to do it. Also, thanks to CJayC for creating GameFAQs, the first site that inspired me to take my love for games online.

Closing Notes:

If you have any questions or comments about this FAQ (including corrections, information about glaring omissions or just a few words of praise), please don't hesitate to contact me by e-mail (jasonventer[at]yahoo.com). Include the relevant game's title in your 'subject' line to ensure that your e-mail is not erroneously deleted.

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