ENIX

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UNVEILED SECRETS OF

DRAGON WARRIOR II™



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WELCOME TO THE WORLD OF DRAGON WARRIOR II. MY NAME IS DON MAHONE. I WILL BE A VALUABLE AID TO YOU AS YOU PROGRESS IN THE GAME. BEFORE LEAVING ON YOUR JOURNEY, MAY I OFFER SOME "INSIDE" HINTS. FIRST, ALWAYS CARRY SOME MEDICAL HERBS WITH YOU. IF YOUR CHARACTER IS DEFEATED DURING PLAY, YOU WILL LOSE HALF OF YOUR GOLD PIECES. TO AVOID THIS, USE THE MEDICAL HERB TO RESTORE YOUR HPS. DECISIONS ON WHERE AND WHEN TO USE THE HERB ARE VERY IMPORTANT. SECOND, UPON RAISING YOUR EXPERIENCE LEVEL, IT'S IMPORTANT TO MOVE OUT AND EXPLORE NEW LANDS. ALSO, REMEMBER TO KEEP YOU AND YOUR PARTY EQUIPPED WITH THE BEST ARMOR AND WEAPONS POSSIBLE. BELOW IS AN EXAMPLE OF ARMOR AND WEAPONS YOUR PARTY SHOULD HAVE EQUIPPED BY THE TIME YOU REACH LIANPORT.

＊Prince of Midenhall
Sword : Broad Sword
Armor : Full Plate Armor
Shield : Steel Shield
Helmet : Iron Helmet

＊Prince of Cannock
Sword : Iron Spear
Armor : Chain Mail
Shield : Leather Shield
Helmet : ——

＊Princess of Moonbrooke
Sword : Wizard's Wand
Armor : Clothes Hiding
Shield : ——
Helmet : ——



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ROUTE 1

MIDENHALL CASTLE

LEVEL 1

Recommended level to reach while at this location.





A visit to the king will allow you to save the game.

INN

4 GOLD PIECES PER PERSON

ITEM STORE

MEDICAL HERB, ANTIDOTE HERB

TIPS

Are you ready to begin your quest to defeat Hargon? Your traveling companions, spoken of by the king, are descendants of the great Erdick. Finding the Prince of Cannock and the Princess of Moonbrooke will not be easy but with your courage...
To the west of Midenhall lies Leftwyne, but before leaving on your journey remember to equip yourself with the Copper Sword given to you by the king. (use the "EQUIP" command) You are already equipped with the Leather Armor.

ROUTE 2

LEFTWYNE

LEVEL 3



INN

6 GOLD PIECES PER PERSON

ONE NIGHT'S LODGING AT AN INN WILL COST YOU --- GOLD PIECES. THE COST FOR YOUR LODGING DEPENDS ON THE NUMBER IN YOUR TRAVELING PARTY.

ITEM STORE

MEDICAL HERB, ANTIDOTE HERB, WING OF THE WYVERN

WEAPON STORE

CLUB, COPPER SWORD, MAGIC KNIFE, CHAIN SICKLE, CHAIN MAIL, LEATHER SHIELD

HOUSE OF HEALING

AT THE HOUSE OF HEALING, YOU HAVE THE CHANCE TO SELECT ONE OF THE FOLLOWING REMEDIES; DETOXICATE, UNCURSE OR REVIVE. THIS WILL ALLOW YOU TO RESTORE YOUR CHARACTER TO GOOD HEALTH. BUT THERE WILL BE A CHARGE.
AS YOU KNOW, MONEY TALKS.

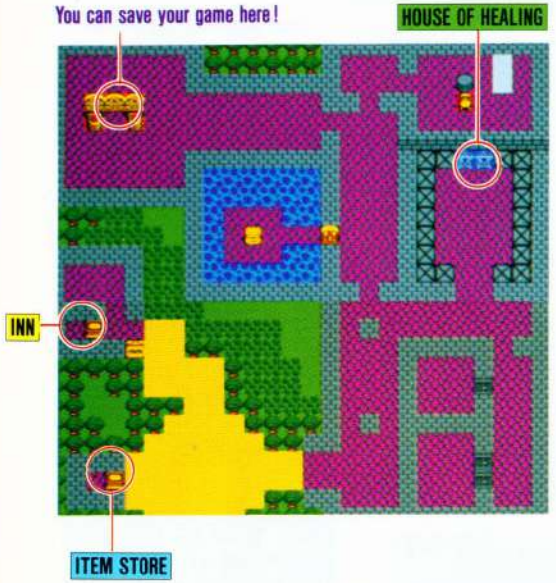
TIPS

Begin your search for the Prince to the north of Leftwyne. To find the Princess you must pass through the monolith west of Leftwyne. But first focus your energies on finding the Prince. You need not fear for the Princess, the two of you will be able to rescue her. Don't forget to carry an antidote herb with you.

ROUTE 3

CANNOCK CASTLE

LEVEL 4





INN

8 GOLD PIECES PER PERSON

HOUSE OF HEALING

ITEM STORE

MEDICAL HERB, ANTIDOTE HERB, WING OF THE WYVERN, FAIRY WATER

TIPS

Don't delay, you've just missed the Prince of Cannock. He left word that he's traveling to the Spring of Bravery. After finding the Prince, keep a keen eye out for the Silver Key. This key will be very helpful in talking with those who may be locked up.

ROUTE 4

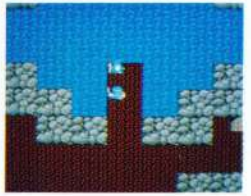
SPRING OF BRAVERY

LEVEL 6

"WELCOME TO THE SPRING OF BRAVERY! ARE THOU SEEKING THE PRINCE OF CANNOCK"

YES

"ONLY MOMENTS AGO HE WAS HERE. I THINK HE IS GOING TO MIDENHALL CASTLE"



NO

"I SHALL ANOINT THEE WITH THIS WATER AND WISH THEE WELL"

ROUTE 5

MIDENHALL CASTLE

ROUTE 6

CANNOCK CASTLE

ROUTE 7

AFTER A LENGTHY JOURNEY, YOU'VE FOUND THE PRINCE OF CANNOCK IN LEFTWYNE.

The Prince you are searching for is said to have been to Midenhall. You would be wise to raise your level, and gain more gold pieces before journeying to Midenhall. A visit to the old man may restore the energy you need.

HINTS

ROUTE 8

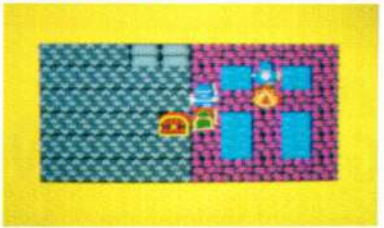
GWAELIN'S CAVE



This wise man will give you some important information.

ROUTE 9

MONOLITH SOUTH OF MIDENHALL

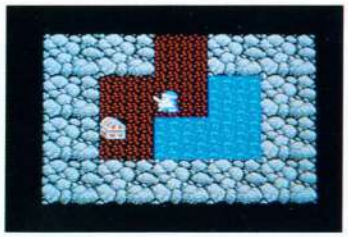


This wise man will instruct you in the use of both the Golden Key and Silver Key.

ROUTE 10

LAKE CAVE

LEVEL 9



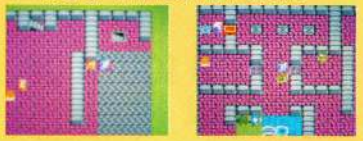
On your journey to Moonbrooke, you happened by Gwaelin's cave. Because of new information received here, you have changed your destination point. The monolith south of Midenhall will lead you to the Lake Cave. Look very closely for the Silver Key.

USE THE SILVER KEY

YOU WILL FIND SILVER DOORS IN MIDENHALL AND LEFTWYNE!

MIDENHALL CASTLE

The Silver Key will be very useful in Midenhall castle.



LEFTWYNE

If you have a lottery ticket, you can draw lots here.



ROUTE 11

GWAELIN'S CAVE

Beware of the monster in Gwaelin's Cave. After passing through the cave, a new continent will spread before you. In your exploring you will discover new monsters and places of refuge. Prepare yourself with the strongest armor you can.

ROUTE 12

HAMLIN

LEVEL 9



INN

12 GOLD PIECES PER PERSON

Since you have journeyed far from Midenhall, lodging will be more expensive. (Lodging for a party of two will be 24G.)

HOUSE OF HEALING

LOTTERY

ITEM STORE

MEDICAL HERB, ANTIDOTE HERB, WING OF THE WYVERN, FAIRY WATER

IT WOULD BE WISE TO CARRY WING OF THE WYVERN WITH YOU.

WEAPON STORE

BROAD SWORD, IRON SPEAR, CHAIN SICKLE, STEEL SHIELD, FULL PLATE ARMOR, CHAIN MAIL

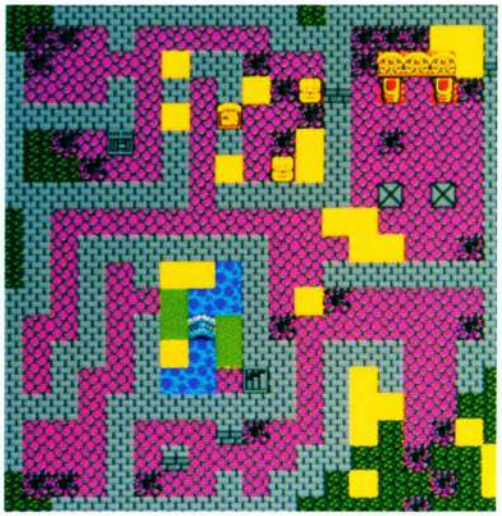
Hints you have collected along the way, say the third member of your party may be in Moonbrook. One of the king's trusted foot soldiers said the Princess may be in danger.

There's no time to waste. You must raise your levels as quickly as possible, and equip yourselves with the weapons that will help you win upcoming battles. Don't forget to search for the Cloak of Wind. The Tower of Wind may be a good place to begin.

ROUTE 13

MOONBROOKE CASTLE

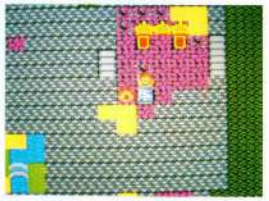
LEVEL 10



THE RUINS OF MOONBROOKE

HOW CAN I COLLECT THE CLUES I NEED?

Although this appears to be fire, it really is a soul of the dead. You may want to talk to it.





The information you've gathered on the Princess tells you her enemies transformed her into a dog. Keep your eyes peeled for a cute little dog. You will need help in restoring the Princess. Find the small pond, from which you can see the four bridges, and there you will discover the help you need. Be sure to search for the dog.

ROUTE 14

LOOK TO THE FOUR BRIDGES AND THERE YOU WILL ALSO FIND THE SMALL POND.

LEVEL 11



Step into the pond and use the "SEARCH" command.

ROUTE 15

SEARCH FOR THE PRINCESS OF MOONBROOKE IN HAMLIN

The little dog in Moonbrooke would love to see its reflection in the Mirror of Ra.



ROUTE 16

TOWER OF THE WIND

LEVEL 12



LOOK, THE CLOAK OF WIND!

There was no Cloak of Wind in the treasure chest you found at the top of the tower? Maybe you should search for another treasure chest hidden in a back room on the second floor. It may be difficult to reach. After entering the fifth floor, look for a downward staircase. At last! the Cloak of Wind.

ROUTE 17

THE DESERT CAN BE REACHED THROUGH THE MONOLITH SOUTHWEST OF MOONBROOKE

LEVEL 13

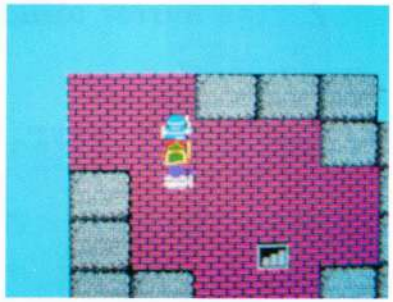
After passing through the monolith, a new world will appear before you. Before traveling too far, make sure you have enough medical herbs for the three of you. With the journey that lies ahead, you have no way of knowing where the next lodging may be. You will also be called on to use your strength in protecting the delicate Princess during battle.

ROUTE 18

DRAGON'S HORN (SOUTH)

LEVEL 13





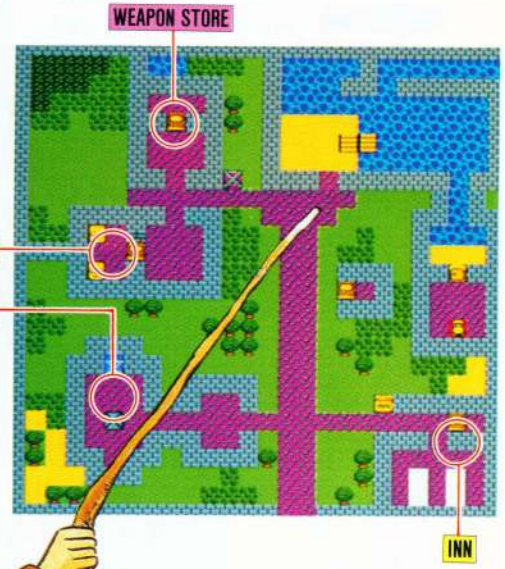
TIPS

Putting on the Cloak of Wind will allow you to leap from the north part of the top floor.(the "USE" command will equip the Cloak)

ROUTE 19

LIANPORT

LEVEL 14



A brief talk with the old man may get you the ship you will need.



INN

20 GOLD PIECES PER PERSON

HOUSE OF HEALING

ITEM STORE

MEDICAL HERB, ANTIDOTE HERB, WING OF THE WYVERN, FAIRY WATER, DRAGON'S BANE

WEAPON STORE

MAGIC KNIFE, BROAD SWORD, WIZARD'S WAND, FULL PLATE ARMOR, CLOTHES HIDING, STEEL SHIELD

TIPS

After finding your ship, it would be best to sail directly to Alefgard.

ROUTE 20

TANTEGEL CASTLE

LEVEL 15



THE OLD MAN

"PEACE BE WITH THEE!"

A TALK WITH THIS OLD MAN WILL BE REWARDED WITH A RESTORATION OF MPs.

TIPS

During your journey someone has told you the story of the sunken treasures, which the merchant of Lianport has long been searching for. Carefully search for a small shoal off the north shore. What you see in the distance, on the other side of Tantegel Castle, seems to be Charlock Castle. Passing by Charlock would be a mistake.

INN

2 GOLD PIECES PER PERSON

ITEM STORE

MEDICAL HERB, ANTIDOTE HERB, WING OF THE WYVERN, FAIRY WATER, DRAGON'S BANE

WEAPON STORE

BROAD SWORD, GIANT HAMMER, WIZARD'S WAND, CLOTHES HIDING, STEEL SHIELD, IRON HELMET

HOUSE OF HEALING

ROUTE 21

CHARLOCK CASTLE

LEVEL 17



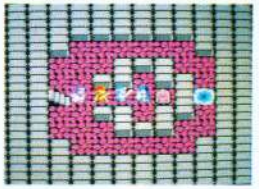
Charlock Castle still exists. Unbelievable! The Sword of Erdrick has been long hidden here! The Dragon Lord of Charlock, whose ancestors have long been enemies of Erdrick, may give you a helpful hint.

TIPS

ROUTE 22

MONOLITH OF ALEFGARD





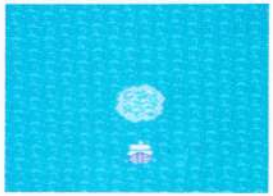
THE TRAVEL DOOR WITH THE OLD MAN

TIPS

ROUTE 23

ISLAND SHOAL

Travel north to Lianport. Look, something seems to be floating on the oceans surface. It could be the shoal you have been looking for.



A SPLENDID REWARD IN EXCHANGE FOR THE TREASURE.

Deliver all the recovered treasures to the merchant of Lianport. As a reward you will receive the Echoing Flute.

TIPS

ROUTE 24

LIGHTHOUSE

LEVEL 18

TALK WITH THE OLD MAN ON THE SEVENTH FLOOR.

Follow the old man, and you may discover a treasure chest. Contain your excitement as you open the chest, because, alas... it is empty. Brace yourself! Prepare for battle! Four gremlins have suddenly surrounded you. Defeat them and a great reward awaits you.

ROUTE 25

TUHN

LEVEL 20



INN 40 GOLD PIECES PER PERSON

YOU HAVE FINALLY ARRIVED, BUT NOT BEFORE PASSING THROUGH MOUNTAINS FILLED WITH DANGEROUS ENEMIES. RESTING AT THIS INN WILL BE MORE EXPENSIVE HERE.

HOUSE OF HEALING

ITEM STORE WING OF THE WYVERN, FAIRY WATER, DRAGON'S BANE

WEAPON STORE WIZARD'S WAND, FALCON SWORD, DRAGON KILLER, MAGIC ARMOR, SHIELD OF STRENGTH, IRON HELMET

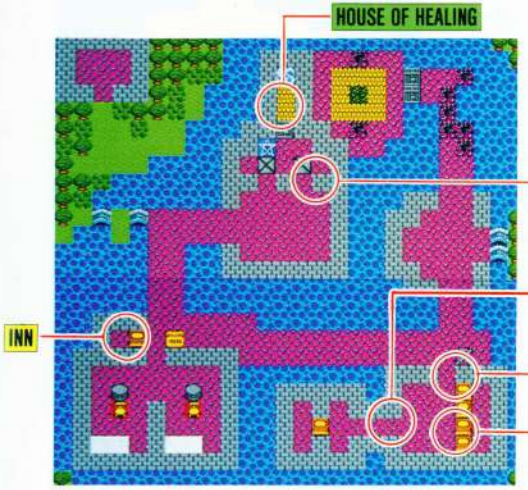
You will need to retrieve the Watergate Key from Roge Fastfinger. Capture him, and the key is yours. To obtain the Moon Fragment, you will need to open the Watergate and follow the river. Waste no time in finding Roge Fastfinger!

BLUES

ROUTE 26

BERAN

LEVEL 21



Beran has provided you with much information. Now you must devote time to locating the Leaf of the World Tree. This item, which can be found on a small island in the eastern sea, can restore life. Only the Weaving Master of Tuhn is able to use the Magic Loom to weave the Water Flying Cloth of Dew's Yarn. While in Beran, you may also find information about the Thunder Sword. Even the Prince of Midenhall, without knowing the spell, can create thunder with this sword. The King of Osterfair is said to have the Moon Crest. You may find the Sun Crest behind the Fire Monolith. Now, it's off to Osterfair.

INN 30 GOLD PIECES PER PERSON

ITEM STORE

MEDICAL HERB, ANTIDOTE HERB, WING OF THE WYVERN, FAIRY WATER

WEAPON STORE

GIANT HAMMER, WIZARD'S WAND, DRAGON KILLER, STEEL SHIELD, SHIELD OF STRENGTH, IRON HELMET

THE WEAPON AND ITEM STORES IN THIS TOWN ARE IN THE SAME PLACE. THE BIG MAN ON THE OTHER SIDE OF THE COUNTER DEALS IN WEAPONS AND THE WOMAN BESIDE HIM DEALS IN ITEMS.

ROUTE 27

ENTRANCE TO WELLGARTH

Search the seashore south of Rhone for a small town.





ROUTE 28

WORLD TREE ISLAND

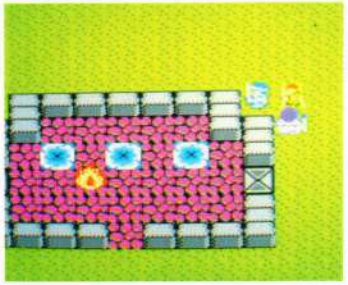
Look! Here is the world tree island.

Try selecting the "SEARCH" command at the tree located in the center of a small island.



ROUTE 29

FIRE MONOLITH



MIGHT THE SUN CREST BE HERE!

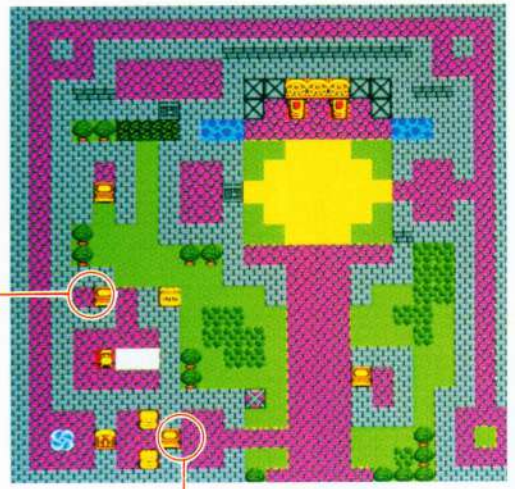
Search this point!



ROUTE 30

OSTERFAIR CASTLE

LEVEL 22



INN 25 GOLD PIECES PER PERSON

WEAPON STORE

BROAD SWORD, GIANT HAMMER, DRAGON KILLER, CLOTHES HIDING, MAGIC ARMOR, IRON HELMET



After battling with your might to defeat the foe, it would be wise to go and talk with the king. He will reward your efforts.

THE MOON CREST!



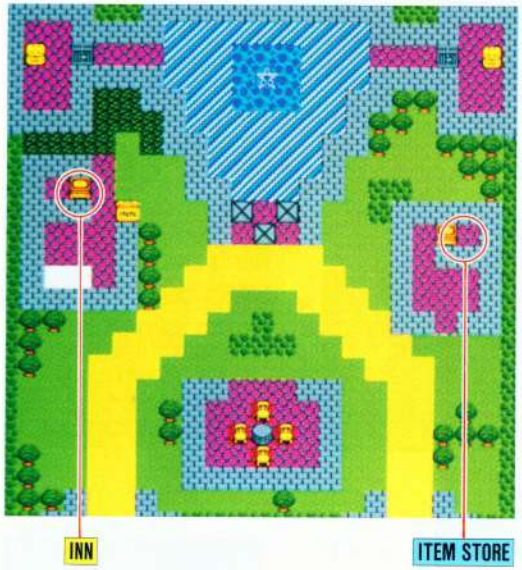
ACCEPT THIS KING'S OFFER!

Having collected information about the Golden Key, the Armor of Gaia, and the use of the Echoing Flute, proceed to Zahan.

ROUTE 31

ZAHAN

LEVEL 22



INN **30 GOLD PIECES PER PERSON**

A KIND LADY WILL WELCOME YOU. REFRESH YOURSELF.

ITEM STORE

MEDICAL HERB, WING OF THE WYVERN, FAIRY WATER, DRAGON'S BANE

THIS IS A FISHING VILLAGE. THERE ARE NO WEAPONS SOLD HERE.

How can I get the Golden Key ?





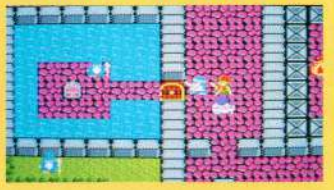
USE THE GOLDEN KEY

As you open the Golden Doors and collect items and information, don't forget to make some notes.

MIDENHALL CASTLE



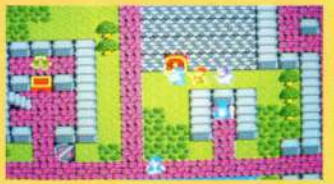
CANNOCK CASTLE



HAMLIN



TANTEGEL CASTLE



TANTEGEL CASTLE



CHARLOCK CASTLE



TUHN



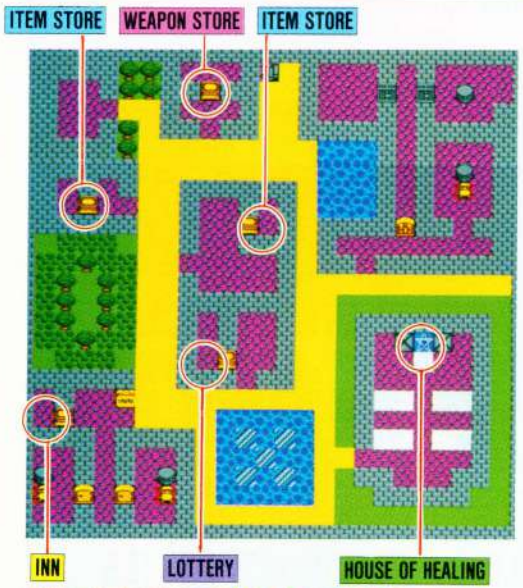
OSTERFAIR CASTLE



ROUTE 32

WELLGARTH

LEVEL 23





INN 40 GOLD PIECES PER PERSON

HOUSE OF HEALING

LOTTERY

ITEM STORE

MEDICAL HERB, ANTIDOTE HERB, FAIRY WATER, DRAGON'S BANE

ITEM STORE

MEDICAL HERB, ANTIDOTE HERB, WING OF THE WYVERN

ODD AS IT MAY SEEM, THERE ARE TWO ITEM STORES IN THIS TOWN AND THEY BOTH DEAL IN MOSTLY THE SAME ITEMS. WHY WOULD THIS BE?

WEAPON STORE

GIANT HAMMER, DRAGON KILLER, LIGHT SWORD, MINK COAT, SHIELD OF STRENGTH
IRON HELMET

An underground city! It is full of mysteries and secrets. Where are the Roge Fastfinger and the Jailor's Key?

TIPS

USE THE JAILOR'S KEY

Using the Jailor's Key will allow you to collect important items and information. Always remember to make some notes.

MIDENHALL CASTLE



WELLGARTH



TUHN



BERAN



HAMLIN



TIPS



TIPS

ROUTE 33

ZAHAN IS THE KEY TO FINDING THE MAGIC LOOM.



ROUTE 34

THE DEW'S YARN CAN BE FOUND IN THE DRAGON'S HORN NORTH TOWER.

A detailed "SEARCH" of the third floor will uncover the Dew's Yarn.



TIPS

ROUTE 35

FIND DON MAHONE AND YOU WILL ALSO FIND THE SECRETS TO THE WATER FLYING CLOTH.



When can I get the Water Flying Cloth?

If I, the Weaving Master, Don Mahone, have not woven the Water Flying Cloth each time you check, try taking a short break.(push the reset button) Also make sure that one of your companions has room to carry the Water Flying Cloth.

TIPS

SPECIAL TECHNIQUE You can possess two Water Flying Clothes.

Before saving the game, bring the Dew's Yarn and the Magic Loom a second time, for an additional Water Flying Cloth.

ROUTE 36

MONOLITH NORTHEAST OF MIDENHALL

If you take the Moon Fragment to the Sea Cave, you will be given permission to take the Eye of Malroth. With this in hand, proceed to Rhone.

TIPS

ROUTE 37

SEARCH FOR ROGE FASTFINGER





ROUTE 38

USE THE WATER GATE KEY HERE!



ROUTE 39

TOWER OF THE MOON

Without the **Moon Fragment**, you will not be allowed to take the Eye of Malroth.



ROUTE 40

SEA CAVE

LEVEL 28

TO CROSS THE ISLAND SHOAL...





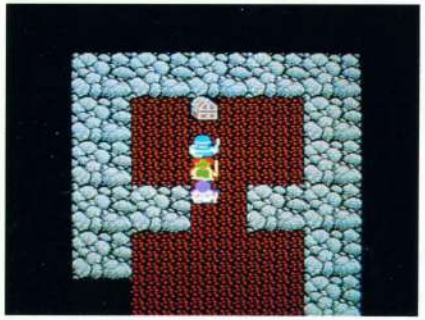
"USE" the Moon Fragment as indicated in this screen shot.





Proceed into the cave, but watch out for two ferocious monsters.

POSSESSION OF THE EYE OF MALROTH WILL UNLOCK THE PATH TO RHONE.



If you are not careful while in the cave, Evil Eye and Puppet Man may reduce your MPs. Safeguard your MPs, for you will need your attack and restore spells. Wandering into the Magma Zone will cause a loss of HPs.

ROUTE 41

THIS IS THE ENTRANCE TO RHONE





USE THE EYE OF MALROTH AT THE SMALL POND SOUTH OF RHONE.

ROUTE 42

LOOK FOR THE LIFE CREST HERE



Searching the left corner of the first floor of the cave may offer a reward. Beware of the Horks.

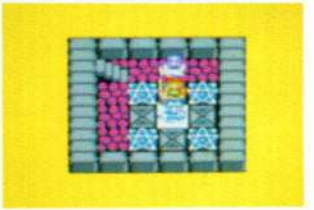
ROUTE 43

MONOLITH ISLAND



A FABULOUS PRESENT FROM THE HOLY SPIRITS!

THE CHARM OF RUBISS



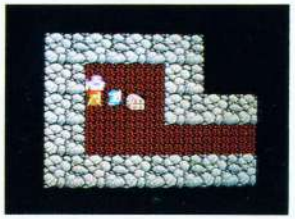
If you can keep possession of all the Crests, a trip to the Monolith of Rubiss could lead to obtaining the Charm of Rubiss.

ROUTE 44

CAVE TO RHONE

LEVEL 30

SUCH A TERRIBLE LABYRINTH. ONCE YOU LOSE YOUR WAY, YOU MAY NEVER FIND IT AGAIN.
TO SURVIVE YOU MUST OBTAIN THE **THUNDER SWORD,** A MOST POWERFUL WEAPON.





REFER TO THE LABYRINTH MAP.

Hold on as you go through the Ultimate Loop Maze!

ROUTE 45

RHONE

LEVEL 30

LOOK, THE CAVE!!



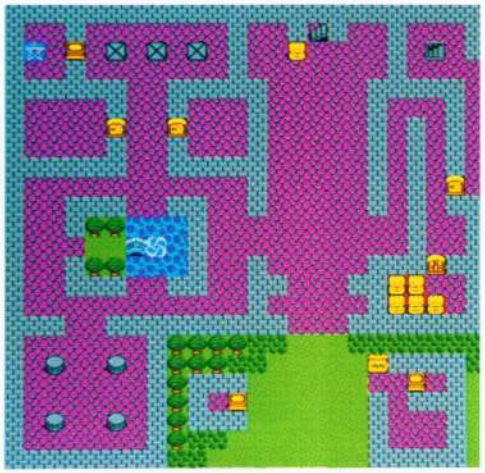
You can save and fill up your HPs here.



ROUTE 46

MIDENHALL??? CAREFUL NOT TO BE DECEIVED.

LEVEL 35



What is this Midenhall Castle?
It does appear to be the castle.
But….
Hargon's magic has created this illusion!
Take heed!



"USE"
CHARM OF RUBISS
as indicated in the screen shot





ROUTE 47

AT LAST! HARGON'S CASTLE

LEVEL 35



WHERE IS HARGON?

"USE" the Eye of Malroth as indicated in the screen shot.





QUICKLY, TO HARGON THE SORCERER'S CHAMBERS.

You will have to battle three strong monsters before reaching Hargon's chambers. Then you must do battle with Hargon.









FINALLY MALROTH HAS APPEARED!





MALROTH IS THE LAST OF THE EVIL ENEMIES BETWEEN YOU AND THE FAITHFUL COMPLETION OF YOUR MISSION. IN DOING BATTLE WITH MALROTH, YOU HAVE A DIFFICULT DECISION TO MAKE. DO YOU BATTLE MALROTH WITH THE WEAPONS AND ARMOR YOU NOW USE, OR ELECT TO USE A LITTLE MORE "RISKY" METHOD? IF YOU HAVE CHOSEN THE MORE RISKY METHOD, THEN I MUST SHARE SOME PROTECTED SECRETS WITH YOU.

AS YOU KNOW, THE CURSED WEAPONS AND ARMOR YOU'VE FOUND POSSESS GREAT STRENGTH. HOWEVER, TO EQUIP THEM HAS MEANT RISKING DAMAGE TO YOURSELF. WAIT! YOU ARE NOW IN HARGON'S CURSED CASTLE. IF YOU HAVE POSSESSION OF THE SWORD OF DESTRUCTION AND GREMLIN'S ARMOR, YOU CAN EQUIP YOURSELF WITH THEM AND RECEIVE NO DAMAGE TO YOURESELF.

I MUST CAUTION YOU THOUGH, RAISING YOUR EXPERIENCE LEVEL OR USING THE "EQUIP" COMMAND COULD INTERFERE WITH THE SUCCESS OF YOUR MISSION.

FOR INFORMATION ABOUT DRAGON WARRIOR III

Please send us your name, address and indicate that you would like information about DRAGON WARRIOR III.

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