

DRAGON WARRIOR IITM

Weapons

Staff of Thunder

ATTACK POWER +15

When you use this as an item, it has an effect which is similar to Infernos.

Falcon Sword

ATTACK POWER +5

A person who is equipped with this can move as quickly as a falcon. With this mysterious

Thunder Sword

ATTACK POWER +80

This is the most powerful sword. When you use it as an item, it has the effect of Infernos.

Destruction

ATTACK POWER +93

This is an evil sword with hidden powers. It may be in the possession of some of your fiercest

Armors

Water Flying Cloth

This helps to protect its wearer from scorching flames and other fire spells. It completely stops the damage caused by

Shields

Shield of Strength

DEFENCE POWER +18

By using it as an item, it will give the effect of Healmore. Although the princess cannot be equipped with this, she can use it as an item.

Evil Shield

DEFENCE POWER +30

This is a dreadfully cursed shield. While equipped with this, you will become numb and stiff during a fight.

Items

Dragon's Bane

When this is used as an item, it will ward off the magical spells of your opponents.

Wizard's Ring

By using this, you can regain an average of 20 MP. Rely on it only when necessary as it may break easily if used too often.

Mirror of RA

This item reflects the true nature of a person. It can be used to break a curse and return one to his/her original form.

Cloak of Wind

To put this on, choose the USE command from the item command window. It will allow you to float to the ground, even if you fall from a great height.

Charm of Rubiss

Gather the 5 crests and obtain this item somewhere in a monolith. It will help you smash the false visions of Rhone Castle.

Echoing Flute

If you use this in a town, castle, or tower where there is a crest, the sound of the flute will echo.

Leaf of the World Tree

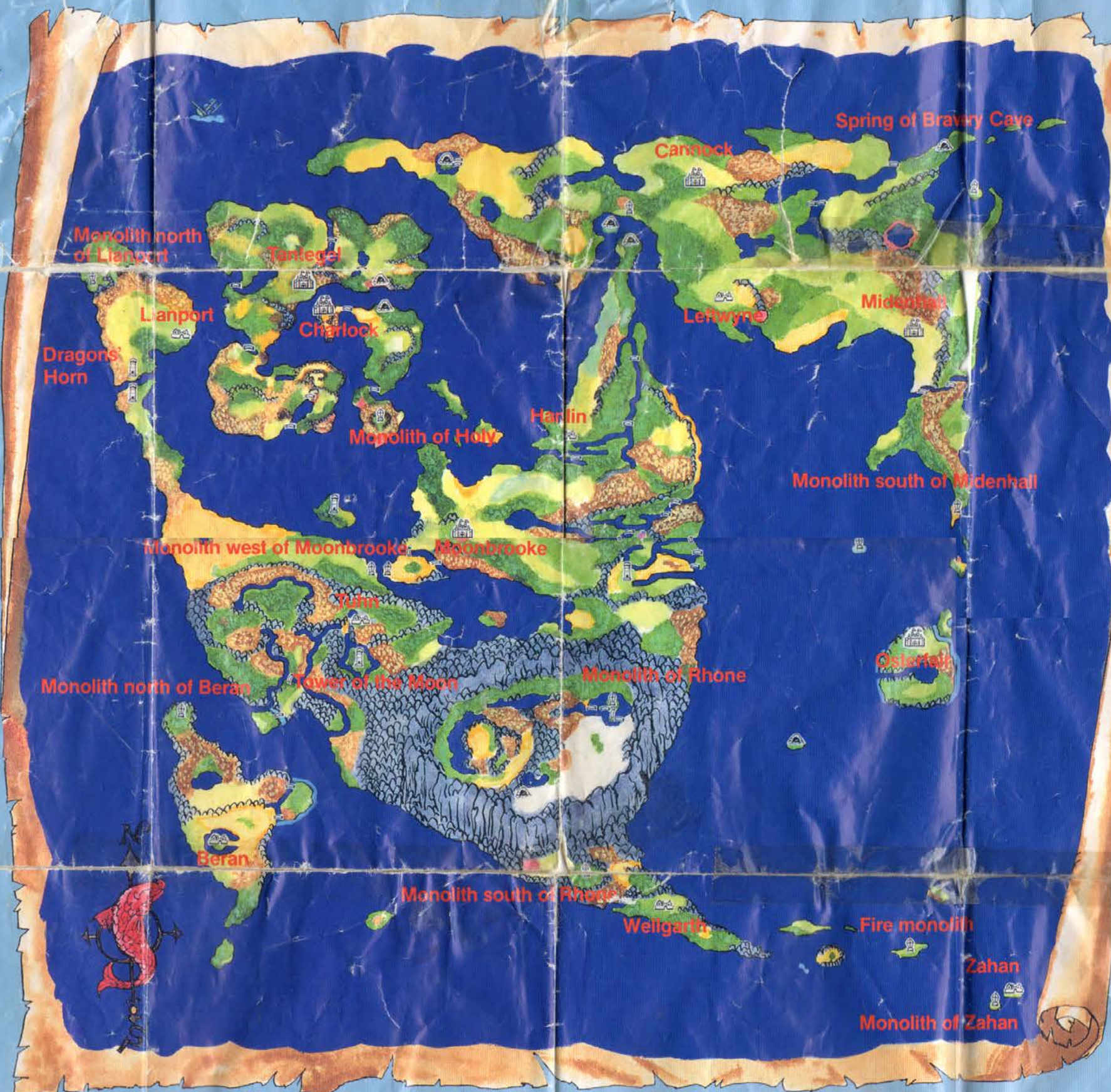
A talismanic leaf which, when ground, will restore life to ghosts.

Gremlin's Tail

A fearful item which works your enemies' spells against you while you wear it.

Dragon's Potion

This item will allow you to save your game wherever you are. Although it is difficult to find, it may be taken from a metal babble.



THE ULTIMATE QUESTIONS

atch up with Snock?

a Second. After hearing the King's of Bravery. Then return to Midenhall and 35, travel to Leftwyne.

d the Princess

he ruined castle of changer the shape of the no may be of interest to



the north n's Horn?

d window, you can the northern horn.

g Flute?



Q: Where is the Golden Key?

A: According to his wife, Torval is very fond of dogs. In the town of Zahan you will find a friendly dog. He may lead you to an area which you should search.

Q: How do I find the Jailor's key?

A: Look for a suspicious shop in the town of Welgarth.



Q: Where is the entrance of Rhone Cave?

A: The entrance is hidden in a valley. Select the Eye of Malroth from the item command window.



Q: I cannot reach the Village of Tuhn.



The mouth of the left river. You go upstream from this point by ship.



From this point, you can only walk along the Craggy Mountains to get there.



You see the village.

A: You go up the left one of two rivers in the West of Rhone to the source and go around the Craggy Mountains.

Q: How can I find the Watgate Key?

A: Roge Fastfinger has stolen this item. Soldiers say that he has escaped from his cell. When you find the unoccupied cell, search everywhere. He probably did not get past the guards.

Q: Where are the crests?



The Stars Crest is in a tower on a small island. An old man will show you the way to the island.

You must search for the Sun Crest near the Fire Monolith.

Seek the Moon Crest in Osterfair.



The Water Crest can be found in an underground jail.



The Life Crest can be found somewhere in Rhone.

Q: How can I go up from the first floor in the chamber of Hargon?

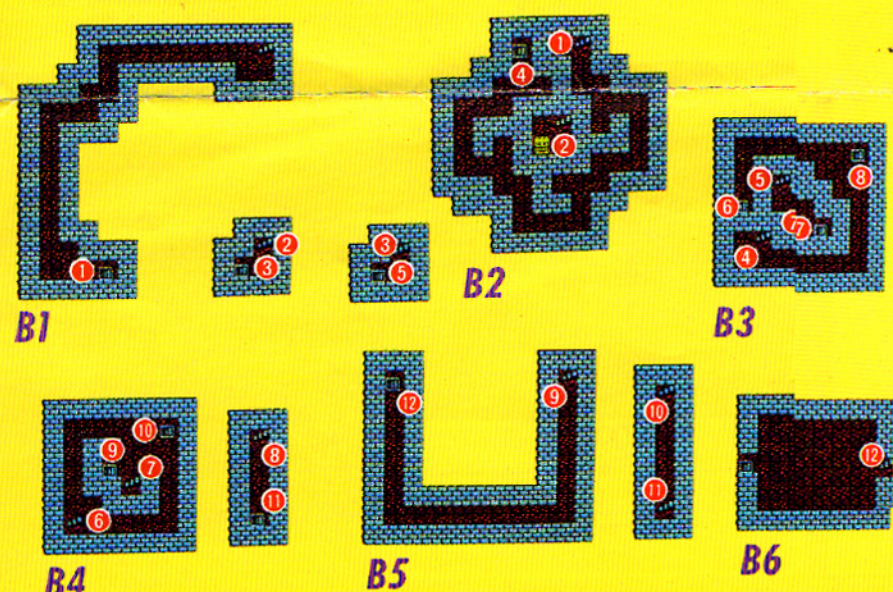
A: Use the item which is a key, but is not a key. You already possess this item when you reach the castle.



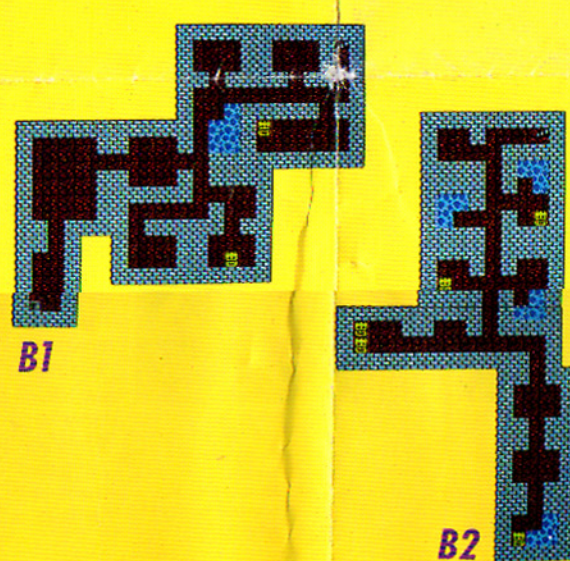
In order to best enjoy the game, fold the bottom one third to hide the key.

LABYRINTH WORLD OF DRAGON WARRIOR II™

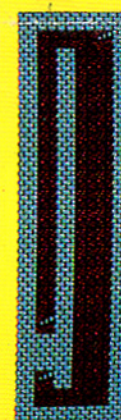
CHARLOCK CASTLE



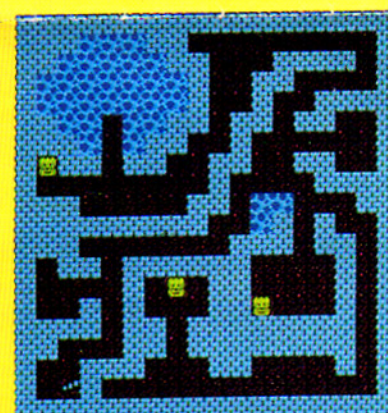
LAKE CAVE



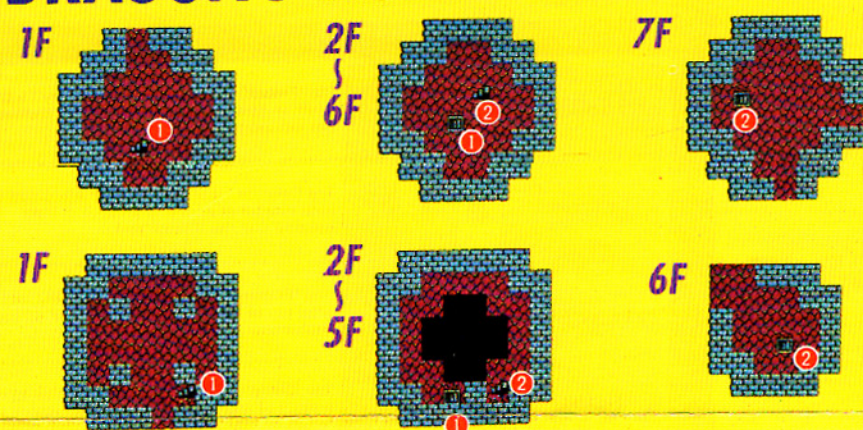
GWAELIN'S CAVE



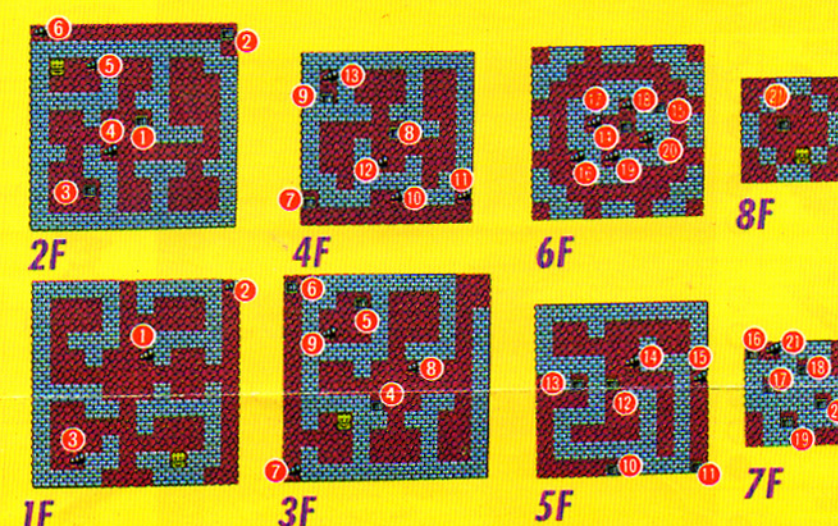
SPRING OF BRAVERY



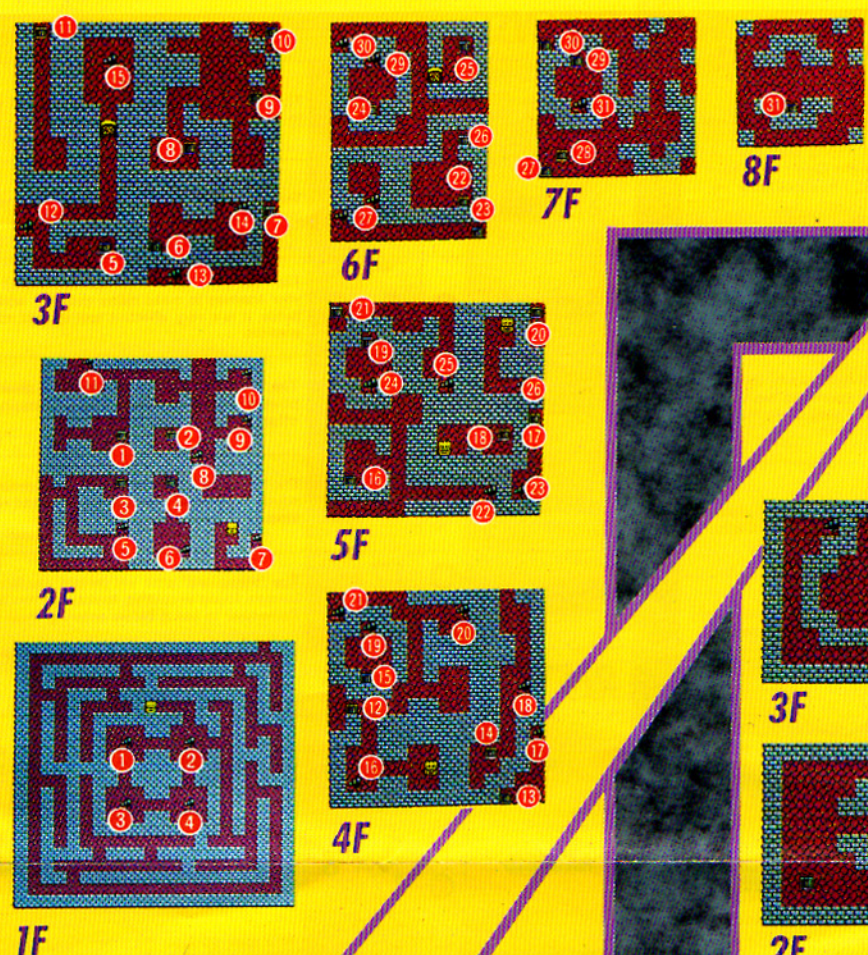
DRAGON'S HORN



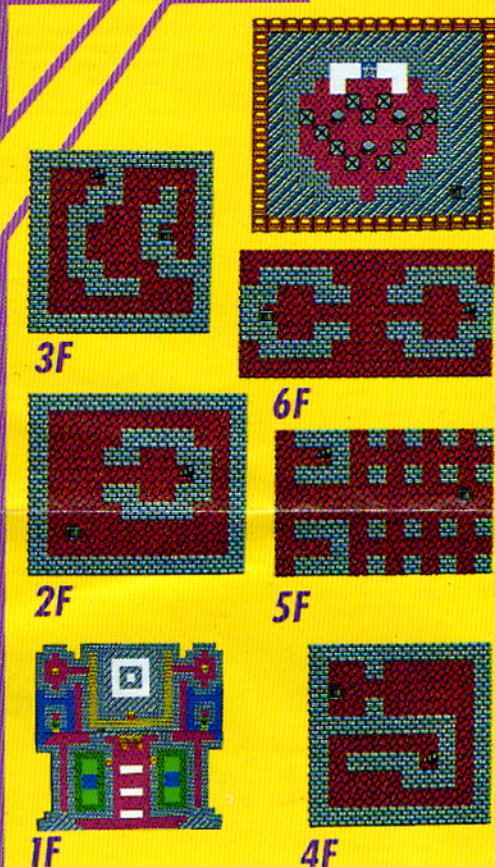
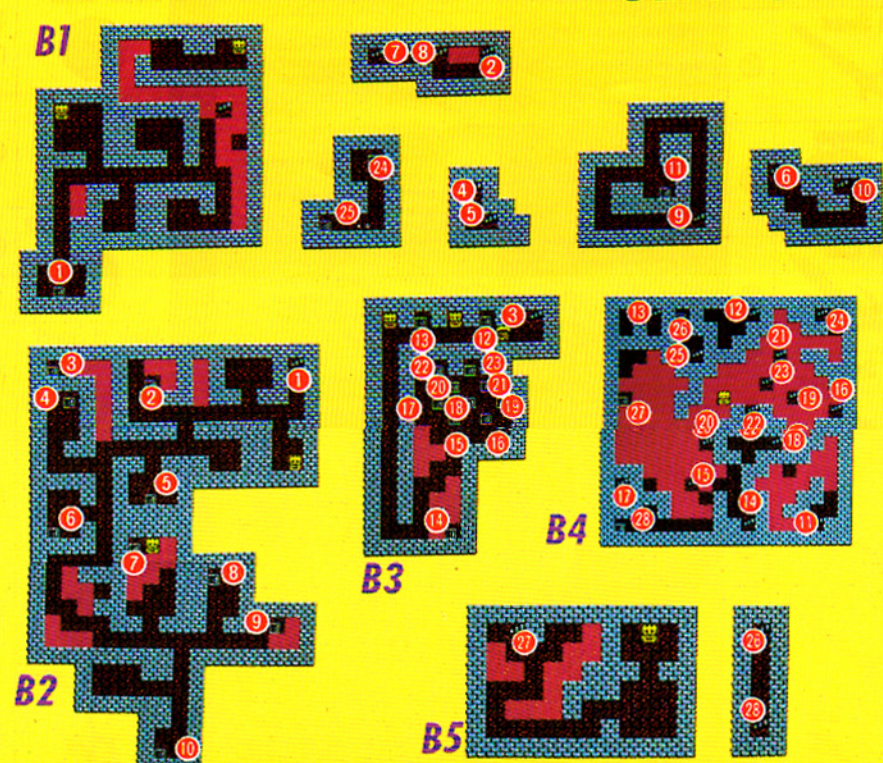
TOWER OF THE WIND



LIGHT HOUSE

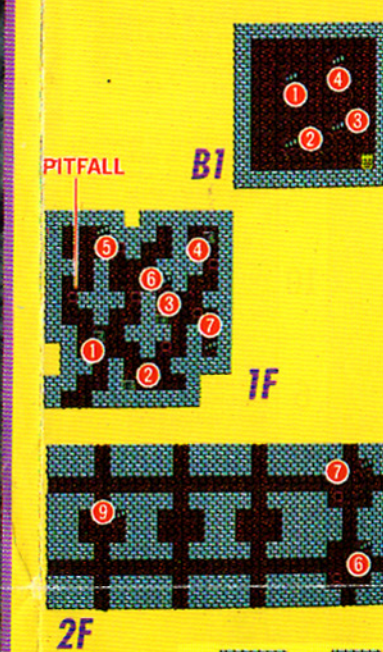
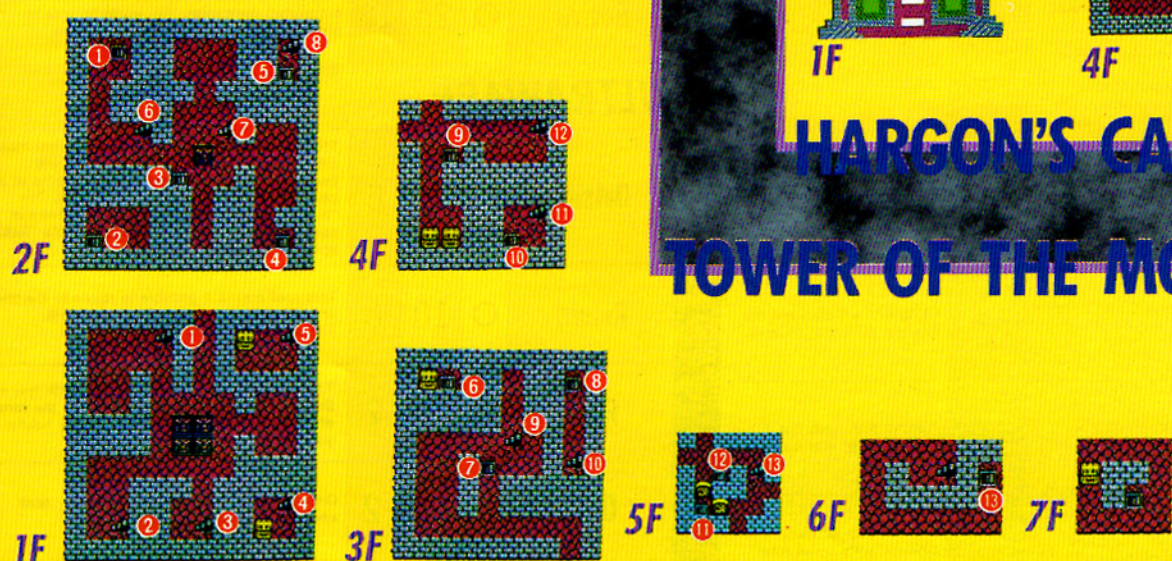


SEA CAVE

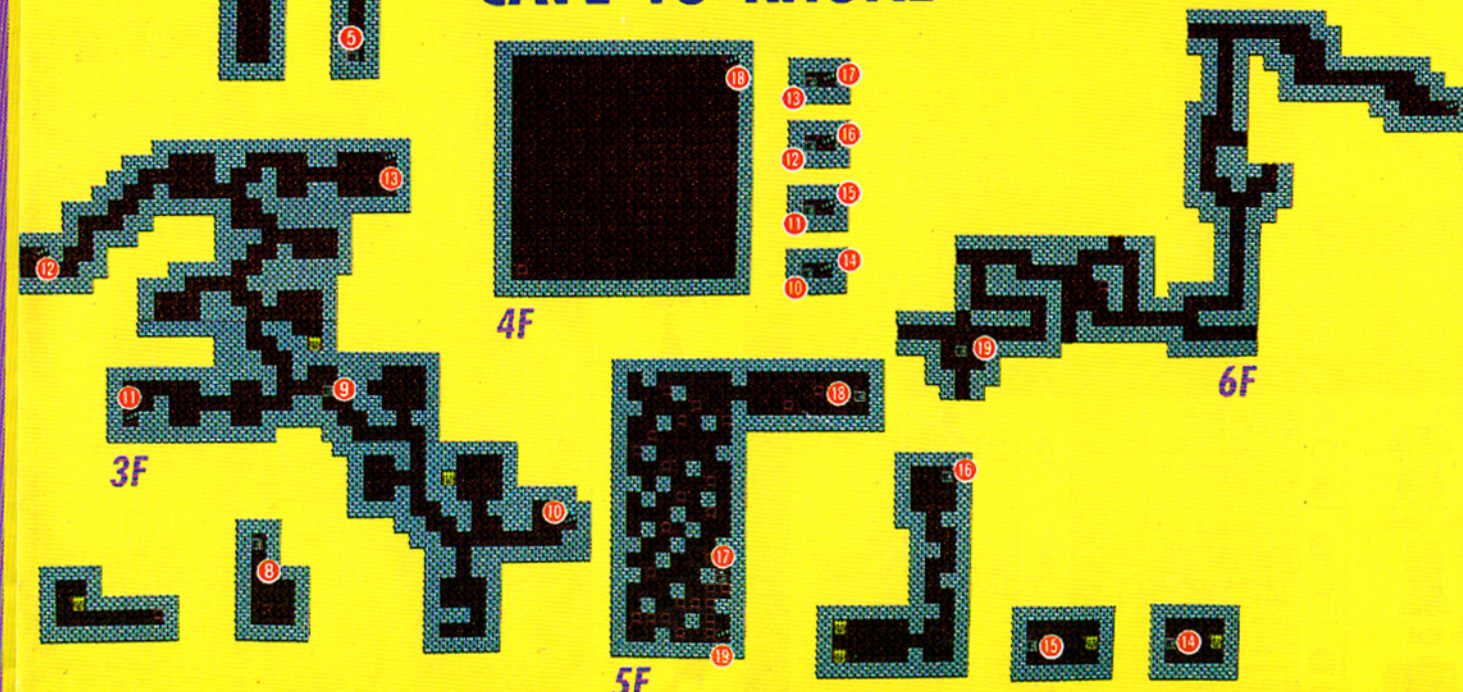


HARGON'S CASTLE

TOWER OF THE MOON



CAVE TO RHONE



EACH FLOOR OF A LABYRINTH IS CONNECTED BY A STAIRCASE. TO EXPLORE THE DIFFERENT LEVELS, SIMPLY FOLLOW THE HIGHLIGHTED NUMBERS, IN ORDER, BEGINNING WITH THE FIRST LEVEL.

Slime	Metal Slime	Babbie	Metal Babbie	Big Slug	Sea Slug	Healer	Man O' War	Drakee	Magidrakee	Zombie	Ghoul	Hork	Evil Eye	Dark Eye	Vampirus	Magic Vampirus	Evil Clown	Mace Master	Undead	Mega Knight	Hargon's Knight
5	6	13	35	8	32	25	20	9	12	60	80	95	50	67	57	65	67	158	65	72	80
2	90	4	255	3	80	5	50	3	10	25	100	51	25	81	49	103	48	100	40	80	135
1	1159	8	1050	2	34	15	25	3	12	40	61	61	92	93	85	182	84	617	45	89	201
Iron Ant	Army Ant	Magic Ant	Centipod	Megapede	Lizard Fly	Dragon Fly	Big Cobra	Basilisk	Metal Hunter	Attackbot	Flame	Blizzard	Green Dragon	Cyclops	Giant	Silver Battoon	Gold Battoon	Bullwog			
5	12	14	21	20	15	40	14	38	70	120	55	90	95	115	155	89	112	210			
4	2	8	30	25	12	43	9	58	150	120	101	113	147	99	95	96	100	110			
2	4	18	14	33	27	59	9	41	82	723	245	453	350	327	515	271	396	872			
Wild Mouse	Big Rat	Ghost Rat	Ghost Mouse	Demighost	Carnivog	Poison Lily	Smoke	Gas	Atlas	Bazuzu	Zarlox										
10	16	25	12	48	32	46	15	50	250	250	250										
5	5	15	6	50	16	25	40	30	250	250	250										
5	7	23	6	44	29	31	18	39	1100	1530	2200										
Baboon	Magic Baboon	Hibabango	Saber Tiger	Saber Lion	Mummy Man	Mummy	Mud Man	Puppet Man													
40	45	60	25	80	46	75	28	60													
45	45	83	55	55	40	60	35	100													
20	40	81	40	81	44	62	32	52													
Orc	Gold Orc	Orc King	Medusa Ball	Gorron	Hunter	Berserker	Goopi	Grabooi	Hargon	Malroth											
60	100	110	42	26	65	88	50	60	230	250											
50	255	135	29	30	45	123	28	30	0	0											
61	63	154	36	50	67	117	25	38	0	0											
Magician	Enchanter	Sorcerer	Hawk Man	Gargoyle	Gremlin	Ozwarg	Titan Tree	Evil Tree													
15	40	55	60	60	60	69	51	63													
10	30	40	45	95	23	105	80	45													
10	37	72	64	71	52	139	50	67													

.....Monster's maximum HP Gold obtained for defeating Experience points for defeating

WEAPONS

A.....Kind of weapon
B.....Use
C.....Where to find
D.....Cost
E.....Trade-in Value
F.....Increased Strength
G.....Remarks

A	B	C	D	E	F	G
Bamboo Stick	●	In defeating the Magician, another Stick will appear	—	2	15	The Princess of Moonbrooke is equipped with this weapon. It is not real powerful, but it is better than no weapon at all.
Club	●	The Club is sold at the weapon store in Leftwyne.	60	8	45	The Prince of Cannock is equipped with this weapon. It is a weapon of average power.
Copper Sword	●	The Copper Sword is sold at weapon stores in Leftwyne and Hamlin.	100	10	75	The king presented this sword to the Prince of Midenhall as he began his journey.
Magic Knife	●	The Magic Knife is sold at the weapon store in Leftwyne.	200	12	150	This is one of the few weapons the Princess can equip herself with. It's more effective in battle than the bamboo stick.
Chain Sickle	●	The Chain Sickle is sold at weapon stores in Leftwyne and Hamlin.	390	15	293	This should be the next weapon after the Copper sword which the Prince of Midenhall should be equipped with.
Iron Spear	●	The Iron Spear is sold at the weapon store in Hamlin.	770	20	578	You may need this weapon in your travels to Moonbrooke.
Broad Sword	●	The Broad Sword is sold at weapon stores in Tanteleg, Lianport, Hamlin, and Osterfair.	1500	30	1125	The Prince of Midenhall should use this sword until he finds the Sword of Erdrick.
Giant Hammer	●	The Giant Hammer is sold at weapon stores in Tanteleg, Beran, Wellgarth, and Osterfair.	4000	35	3000	For its price, this is not such a powerful weapon. It doesn't seem to be very effective in battle.
Dragon Killer	●	You can purchase this in Beran, Wellgarth, Osterfair, and Tuhi.	8000	50	6000	When battling the Green Dragon, this sword will display unusual power.
Light Sword	●	The Light Sword is sold at the weapon store in Wellgarth.	16000	65	12000	This is a powerful weapon, using it as an item while fighting has the same effect as using the "Surround" spell.
Falcon Sword	●	The Falcon Sword is sold at the weapon store in Tuhi.	25000	5	18750	Its attack power is rather minimal, but it does damage the enemy twice in one attack.
Sword of Erdrick	●	You will find this in a treasure chest hidden in a cave in one of the castles.	—	40	2	This is one of the items of Erdrick. It is a source of great power.
Wizard's Wand	●	The Wizard's Wand is sold at weapon stores in Lianport, Beran, and Tuhi.	2500	10	1875	This can be used as both a weapon and an item. When used as an item, it has the same effect as the "Fireball" spell.
Staff of Thunder	●	If you defeat the Evil Clown, another staff may appear.	—	15	19500	You can equip yourself with this as a weapon. When used as an item, it has the same effect as the "Fireball" spell.
Thunder Sword	●	You will find this in a treasure chest hidden in the cave leading to Rhone.	—	80	375	This sword is the most powerful weapon of all weapons. When used as an item, it has the same effect as the "Infernos" spell.
Sword of Destruction	●	You will find this in the treasure chests of the Green Dragon, the Giant, and Atlas.	—	93	11250	This is the most awesome sword in the world. Using this sword may be very risky. The user of this sword brings upon himself a curse. There may be a way...

ARMOR

A.....Kind of armor
B.....Use
C.....Where to find
D.....Cost
E.....Trade-in Value
F.....Increased Strength
G.....Remarks

A	B	C	D	E	F	G
Clothes	●	The Princess of Moonbrooke is equipped with this at the beginning of the journey.	—	2	23	As armor, this will be of little help.
Leather Armor	●	The two Princesses are equipped with this at the beginning of the journey.	—	6	113	Defense power is very low. You will need more powerful armor. Save your gold pieces.
Chain Mail	●	Chain Mail is sold at weapon stores in Hamlin and Leftwyne.	480	12	360	Sell your leather armor and buy this armor. Don't forget to equip it.
Clothes Hiding	●	A Clothes Hiding is sold at the weapon stores in Lianport, Tanteleg, and Osterfair.	1250	20	938	Price and power are a perfect match for the Princess.

..... Indicates items, armor and weapons The Prince of Midenhall can equip, and use

Full Plate Armor	●	Full Plate Armor is sold at weapon stores in Hamlin and Lianport.	1000	25	750	Whenever purchasing new weapons or armor, remember to equip them.
Magic Armor	●	Magic Armor is sold at weapon stores in Osterfair and Tuhi.	4300	25	3225	Even the Prince of Cannock can equip himself with this.
Mink Coat	●	Mink Coat is sold at the weapon store in Wellgarth.	65000	30	48750	Though this is expensive, it would be nice of the Princess to buy it.
Armor of Gaia	●	The master of the weapon store in Osterfair secretly guards this.	—	35	38	When you get the Golden Key, you can find....
Armor of Erdrick	●	This is hidden in a treasure chest deep in the cave leading to Rhone.	—	40	3	With this defense power, you will have nothing to fear in Rhone.
Gremlin's Armor	●	The Gremlin's Armor is hidden in the Gold Battoon treasure chest.	—	50	4800	This armor offers the strongest defensive power of all armor. But equipping yourself with it will cause you to be cursed.
Water Flying Cloth	●	Don Mahone of Tuhi can make it.	—	35	53	This Water Flying Cloth offers a particularly strong defense against the fire attack spell of monsters. It would be most helpful in protecting the Prince of Cannock and the princess of Moonbrooke.
Leather Shield	●	The Leather Shield is sold at the weapon store in Leftwyne.	90	4	68	Leather Shield has a greater effect when used in combination with your armor.
Steel Shield	●	The Steel Shield is sold at weapon stores in Hamlin, Lianport, Tanteleg, and Beran.	2000	10	1500	After dressing in Full Armor, you can expect to get it.
Shield of Strength	●	The Shield of Strength is sold at weapon stores in Beran, Wellgarth, and Tuhi.	21500	18	16125	The Shield of Strength can not only be used as an item. Producing the same effect as the "Healmore" spell.
Shield of Erdrick	●	This is hidden in a treasure chest in the room behind the Golden Doors in Cannock Castle.	—	20	15	Only the Prince of Midenhall has the right to obtain the items of Erdrick, which are not sold in any shops.
Evil Shield	●	This is hidden in a treasure chest the Mega Knight guards.	—	10	6600	If the Prince of Midenhall is equipped with this, he will be cursed as you may guess. Selling this item will bring big money.
Iron Helmet	●	Iron Helmet is sold at the weapon stores in Tanteleg, Beran, Wellgarth, and Osterfair.	3150	6	2363	His defensive power will increase dramatically if he wears this together with the Armor and the Shield.
Helmet of Erdrick	●	At the Monolith of Aiegard, trade this for the Token of Erdrick.	—	20	53	As one might imagine, the items of Erdrick are all powerful. Equipped with them, the Prince of Midenhall possesses an impenetrable defense.

ITEMS

A.....Item Name
B.....Where to find
C.....Cost
D.....Trade-in Value
E.....Remarks

A	B	C	D	E	F	G
Medical Herb	●	Medical Herbs are sold at most item stores in the towns, villages, and castles.	15	12	—	Allows you to restore some of your HPs.
Antidote Herb	●	Antidote Herbs are sold at most item stores in the towns, villages, and castles.	8	6	—	Use as a remedy when poisoned by monsters.
Fairy Water	●	Fairy Water is sold at most item stores in the towns, villages, and castles.	40	30	—	Use to ward off any foes less powerful than you.
Wing of the Wyvern	●	Wing of the Wyvern is sold at most item stores in the towns, villages, and castles.	80	60	—	Use to return to where you saved the game last.
Dragon's Bone	●	Dragon's Bone is sold at item stores in Lianport, Wellgarth, Zahan, and Tanteleg.	640	480	—	Equipped with this, many of the monsters' spells will have no effect on you.
Golden Key	●	Toral of Zahan is said to be in possession of this.	—	2	—	Traveling without the key to the Golden Doors will be impossible.
Silver Key	●	You can find this in the second basement of the Lake Monolith of Cannock.	—	2	—	The key to the Silver Doors will be very important to the success of the first half of your travels.

..... Indicates items, armor, weapons and magic The Prince of Cannock can equip, use or charm

Watergate Key	●	Roge Fastfinger is said to have stolen this from Tuhi.	—	—	—	This is the key to the Watergate of Tuhi.
Jailor's Key	●	This is secretly sold at one of the two item stores in Wellgarth.	2000	1500	—	This is the master key for any prison door.
Lottery Ticket	●	This is given you when buying something at an item store.	—	53	—	You want to play the slot machines? Look for the lottery in a certain town.
Golden Card	●	This is the lottery slot machine's first prize.	—	375	—	Show this card to shopkeepers and they will give you a 25% discount off the items you purchase.
Wizard's Ring	●	This is the lottery slot machine's second prize. You may also find one of these in other treasure chests.	—	1950	—	This will help you restore some of your MP's. It is very fragile and therefore may break after using it several times.
Mirror of Ra	●	Look in the small pond east of Moonbrooke Castle.	—	—	—	You will need this to transform the Princess.
Cloak of Wind	●	Look in a treasure chest hidden in the Tower of the Wind.	—	53	—	With this cloak, you can leap from a high building and land a few steps ahead.
Treasures	●	Search the small shoal far to the north of Lianport.	—	—	—	Trade this for the Echoing Flute, kept by the Merchant of Lianport.
Echoing Flute	●	The merchant of Lianport will trade you the sunken treasure for this.	—	300	—	When playing the Flute where the Crests have been placed, you should hear an echo.
Leaf of World Tree	●	Find this under a tree on the small island east of Wellgarth.	—	5	—	This will be helpful in restoring life to the departed.
Magic Loom	●	This is hidden in a treasure chest in the back room of Zahan Castle.	—	23	—	In the right hands, the Magic Loom can weave the Water Flying Cloth from Dew's Yarn.
Dew's Yarn	●	Find this on the third floor of the north tower of Dragon's Horn.	—	30	—	This is an important element of the Water Flying Cloth.
Token of Erdrick	●	Find this in the treasure chest room of Midenhall Castle. You will need the Golden Key to open the door.	—	8	—	Trading this for the Helmet of Erdrick can only be done at the Monolith of Aiegard.
Moon Fragment	●	You will find this to the south of Tuhi. Look for a treasure chest in the Tower of the Moon.	—	225	—	Fill the shoal of the Sea Cave with water for ship passage.
Star Crest	●	Charlock has said that this is in the tower on an island to the south of Midenhall.	—	—	—	—
Moon Crest	●	Word from Beran is that the King of Osterfair keeps this.	—	—	—	—
Sun Crest	●	Word from Beran is that this can be found in the Fire Monolith.	—	—	—	Take all five Crests to the Monolith of Holy, and you will be given the Charm of Rubiss.
Water Crest	●	Word from the monolith south of Rhone is that this can be found in Hamlin.	—	—	—	—
Life Crest	●	Word from the underground prison of Midenhall is that this can be found in Rhone Cave.	—	—	—	—
Eye of Malroth	●	It is said to be in the Evil Soul Shrine, which is in the Sea Cave.	—	—	—	Use this to open the rocky mountains to the west of the Monolith south of Rhone.
Charm of Rubiss	●	By taking all five Crests to the Monolith of Holy, you can receive this.	—	—	—	Using this will eliminate the illusions in Hargon's Castle.
Gremlin's Tail	●	Defeat Hawk Man and Ozwarg, and they may leave this.	—	1125	—	It looks appealing. But it does no more than curse.
Mysterious Hat	●	Defeat Magic Vampirus and Bazuzu, and they may leave this.	—	15000	—	Increase your defensive power slightly by wearing this.
Dragon's Potion	●	Defeat Metal Babbie, and it may leave this.	—	7500	—	Using this, you can save the game any time.

..... Indicates items, armor, weapons and magic The Princess of Moonbrooke can equip, use or charm

SPELLS

A.....Spell Name
B.....Character
H.....Minimum Level to use spells
I.....MP Consumption
J.....Spell Results

A	B	H	I	J
Fireball	●	3	2	The "Fireball" spell causes a single enemy 15 to 25 points of damage. There are also many enemies that can use this spell.
Infernos	●	4	4	The "Infernos" spell can inflict damage points to each member of an enemy group. It is more powerful than the "Fireball" spell.
Firebane	●	18	4	The "Firebane" spell will leave you feeling lucky, after you've inflicted 30 to 50 points of damage to each enemy in the group.
Defeat	●	23	4	The "Defeat" spell carries a powerful blow against a group of enemies, but has no effect against strong individual enemies.
Explozet	●	19	8	The "Explozet" spell is the strongest attack spell available to the Princess. It is capable of inflicting 50 to 80 points of damage to each monster of an attacking group.
Sacrifice	●	28	1	The "Sacrifice" spell requires the ultimate sacrifice, the user's life. It will, however, destroy all enemies.
Sleep	●	2	2	The "Sleep" spell will put some groups of enemies to sleep.
Stopsell	●	8	3	The "Stopsell" neutralizes the enemies' spells. However, it may often have no effect.
Surround	●	6	2	The "Surround" spell creates illusions that cause your enemies to make many mistakes while in battle. It is a very effective tool against most enemies.
Defence	●	10	2	The "Defence" spell will diminish the defense powers of your enemies, thereby increasing the effectiveness of your attacks.
Increase	●	20	2	The "Increase" spell will increase the defense power of you and your companions, and reduce the amount of damage you might receive.
Stepguard	●	17	4	The "Stepguard" spell will protect you from monsters found in castles, towns, and monoliths. Remember to use it before entering these places.
Heal	●	1	3	The "Heal" spell will restore up to 20 of your HPs. Use this spell wisely in combination with your Medical Herbs.
Antidote	●	6	3	Each step you take after being poisoned by an enemy will gradually lower your HPs. By using this spell you can counteract the effects of the poison. This spell works just like an Antidote Herb.
Healmore	●	14	5	This spell, stronger than the "Heal" spell, can restore up to 40 to 50 of your HPs. Choose wisely between "Heal" and "Healmore".
Healall	●	15	8	This spell will use up your MP's much quicker. But it will also restore your Maximum HPs.
Revive	●	25	15	This spell is most valuable as it can restore life to a departed companion. You would be wise to prepare the weep Leaf of the World Tree.
Outside	●	12	6	These first two spells can rescue you from many difficult situations. The "Outside" spell will immediately transport you from the depths of a cave, tower, monolith, etc. to the outside. The "Return" spell will take you back to a town or castle. Neither the "Outside" spell nor the "Return" spell can be used while fighting.
Return	●	10	6	This spell makes it possible to return to the town or castle where you saved the game last. The ship also returns to a dock nearby.
Repel	●	8	2	This spell will ward off all monsters with less HPs than you and your companions. It has the same effect as Fairy Water. This will be very helpful as you sail the sea.
Open	●	23	2	Once you learn this spell, you will never need another key except the Watergate Key.
Chance	●	25	15	This spell is highly unpredictable. It's like a Jack-in-the-box, always a surprise. It may produce the same results as another spell, or may cause something terribly frightening.

Using this spell at sea will cost you 12 MP's.