ACKNOWLEDGEMENTS

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Special thanks are extended to everyone at Enix, especially Mitsuru George Torii, Andrew Stein, and Paul Handelman for all their help in creating this guide and for providing another terrific Dragon Warrior game to play.

Debra would also like to extend a very special acknowledgement to her mom and dad, Esther and James. I love you mom and dad.

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APPENDIX 105
Long ago a hero named Loto saved the world from devastation at the hands of evil. Now, many years have passed, and heroes must once again save the world from a terrible fate brought on by a seemingly invincible evil overlord. Sharpen your sword, polish your armor, and prepare for two of the most thrilling stories ever told. You are the descendant of Loto and only you can once again vanquish evil.

Dragon Warrior I & II were two of the first true RPGs (Role-Playing Games) released for the Nintendo Entertainment System (NES). Dragon Warrior I made its debut in 1989 when the RPG market was only beginning to bud in the United States. At the time, RPGs were already a huge success in Japan where the game was known as Dragon Quest, one of the most successful RPG series in history. In a world full of fast-paced shooters and sports games, Dragon Warrior presented not only action and suspense, but also a moving story with rich characters that players quickly came to love.

It was no surprise when Enix released the second game in the series, Dragon Warrior II, one year later (1990). This new game boasted many innovative features. The quest was larger, the maps more intricate, and now instead of only one player-controlled character, there were three. What remained unchanged was the sheer splendor of a well-written story and the excitement of a long and challenging quest.

The masses of devoted Dragon Warrior fans continued to swell as more and more players were introduced to the world of RPGs.

With the continued success of the Dragon Warrior series, two more adventures were released on the NES: Dragon Warrior III (released in 1991) and Dragon Warrior IV (released in 1992). With each new game the series continued to evolve, making the Dragon Warrior series perhaps the most innovative and challenging line of RPGs ever.

With the year 2000, Enix once again presents Dragon Warrior I & II for a new generation of gamers to enjoy. But rather than simply bringing the games to the Game Boy, they’ve enhanced both the visuals and the play mechanics to make the experience even more enjoyable. Let us be your guides as you begin two incredible journeys through the world of Dragon Warrior. Those of you, like us, who enjoyed the originals can relive your first adventures, and those of you experiencing the series for the first time can marvel at two of the best RPGs ever created. Welcome to Dragon Warrior I & III.
Before you begin your journey through Dragon Warrior I & II, you'll want to take a few moments to get to know how the games work. Even if you played the original versions on NES, there are subtle changes to the games that you should know about. So whether you're a seasoned veteran, or if this is your first journey into the worlds of Dragon Warrior, peruse this chapter to give yourself a head start.

**GETTING STARTED**

It's important to start your character off on the right foot. As a standard rule of thumb, always equip your character with the best weapon and armor you can buy with the money you have. There will be times when you cannot afford the very best, so you'll have to decide whether to set out to battle monsters and earn additional gold or to move on and wait until later to make your purchase.

Typically, it's best to hang around the area where the weapon or armor is sold and fight monsters until you have enough gold to make your purchase. However, there will be times when doing so will be a taxing experience due to the high cost of some items. In these cases it's almost always better to move on with the game and return later when you've earned enough money.

**TALK, TALK, TALK**

Talking to every person in every town only takes a minute and usually provides valuable information about your quest. Talk to everyone you see in town, not just the shopkeepers. Though many may only have an amusing anecdote to offer, a few will provide hints to locations you need to visit and keys to objectives you are trying to complete. Avoid the urge to rush through towns. Take the time to speak to all of the villagers and enjoy the full fabric of what this game has to offer.

**EXPERIENCE**

As you battle your way through the games, your character(s) gain experience points for each successful encounter. Each character's hit points (HP), magic points (MP), strength, and agility are all based on the experience he or she has earned. Earning experience is critical to your quest. As you progress through the games, your enemies will get stronger and dungeons will get larger. If your character(s) haven't gained enough experience, they won't be able to handle the challenges presented to them. The best measure is combat. If your party is taking a beating from enemies in an area, you probably aren't ready to be there. Go back to the previous area and spend some time building your character(s) up a level or two, and things will get much easier.

**THE SUB-MENU**

Press ③ to access your sub-menu. There are four areas you can enter in this sub-menu. In battle, a different sub-menu appears.

Selecting ITEM from the sub-menu allows you access to the items your character is currently carrying. From this menu you can either use or drop any item in your inventory. In Dragon Warrior II you can also exchange items between characters. This is handy when you pick up new weapons and armor.

CAST refers to the Magic Spells your character learns. When in battle, select CAST, then select a spell for your character(s) to use. The Bestiaries in Chapters 6 and 10 provide information on the types of spells effective against each monster.

Under INFO you can see your character's current stats. It's good to regularly inspect each character's level of experience, HP, and MP stats, and the equipment he or she currently wears and carries.

EQPT displays the equipment each character currently carries and the effects this equipment has on the character's defensive and attack stats. In this sub-menu you can also equip, remove, or change your armor and weapons.

**BATTLING MONSTERS**

Most of your time will be spent exploring areas and fighting monsters. Fighting enemies is an important part of your quest because you earn experience points and gold for each monster you defeat in battle.

In battle, a sub-menu automatically opens, providing you four choices for how to proceed.
CHAPTER 2

PRIMA'S OFFICIAL STRATEGY GUIDE

DRAGON WARRIOR I & II — Game Basics

The FIGHT option lets you battle your enemies using the weapon you are currently equipped with. Many monsters are immune to magic attacks, and your weapons will be the only method you have to attack these creatures. Be certain to upgrade your weapons as often as you can afford to.

ITEM allows you to use any items your characters currently carry. Select this command to use Herbs and Antidotes to heal your character, or to use some weapons and armor as magic items.

Selecting CAST opens another menu showing the spells your character may use while in battle. When a spell is highlighted, the sub-menu also displays the number of MP your character currently has and how many MP it will cost to cast the selected spell.

Sometimes the old adage, “Run away and live to fight another day” is one to adhere to. You can run from some battles. If your HP is low and you cannot easily reach a town or castle, running may be a better choice than staying and fighting. However, keep in mind that the FLEE command does not always work. If you are defeated in a battle, you lose half of your hard-earned gold. Weapons and armor are expensive, so losing that gold will result in spending a lot of time battling more monsters to regain what you once had. Choose your battles wisely and know when it is prudent to stay and when it is wise to run.

Know the area you are in and the creatures you will confront. The Walkthroughs (Chapters 5 and 9) provide a short list of the monsters in a particular area. Some monsters are susceptible to certain spells, while others are not. Familiarize yourself with the monsters in the region to save yourself valuable HP and MP. The Bestiaries in Chapters 6 and 10 show the HP for each monster found in Dragon Warrior I & II.

When your character has reached higher levels of experience, some weaker monsters will run from battle. If you do not wish to be bothered by weaker enemies who provide only one or two pieces of gold and meager experience, you should either use Repellent or the Repel spell. Either one keeps some weaker enemies from attacking as you travel.

USING HP AND MP

When in battle, you will undoubtedly have to heal using your magic spells. Each time you use one of these options, your character will not be able to attack. Don't let your character get too weak before casting Heal or HealMore, or you may find that you are too busy healing yourself to attack. It won't take long for you to get a feeling for when it is safe to cast Heal.

Remember that when you cast a spell on a monster, it may not work, making your attack fruitless. If you are unsure if magic will work on a monster, or if you have tried casting a spell on a monster and it does not work, conserve your magic for casting Heal on yourself and use standard weapons against the aggressor.

RESTORING YOUR HP AND MP

There are three ways to restore your HP and MP. One is to stay at an Inn in any of the villages you visit. Staying at the Inn completely restores both your HP and MP.

You can restore HP by using Herbs that can be purchased in certain towns, or found in treasure chests, or are dropped after you defeat a monster. An Herb can restore anywhere from 20 to 35 HP to your character.
Another way to completely restore HP and MP without costing you anything is to visit Tantoseg Castle. Visit the Sages and they will completely restore your HP and MP free of charge! This is an excellent way to conserve your gold while you are trying to save up for that special weapon or armor you have your eye on.

**EXPLORE EVERYWHERE**

The Walkthroughs provided in this guide (Chapters 5 and 9) lead you through every village and help you meet every objective on your way to defeating the final bosses. Always explore every nook and cranny of an area. You never know when you’ll locate a secret area just by searching along a wall.

Note that as you progress further from home, the monsters you meet are fiercer than the ones previously encountered. Know the limitations of your characters' HP and MP before you venture into new areas. A good rule of thumb is that when you encounter monsters that continue to run from you, it's time to move on to more challenging areas.

**BUYING, SELLING, AND STORING**

In nearly every town you can purchase weapons, armor, and items. As you travel farther distances, the selections will be wider, but the costs higher.

As you earn money defeating monsters, you can afford more powerful weapons and armor. When you purchase a new item, sell the old one to increase your funds.

The storage service is a very handy service offered in some villages. Storage services hold money and items you do not want to carry with you. This is very important if you are saving money to buy a special weapon or piece of armor. If you die, you lose half of the gold your character is carrying; you do not lose any of the gold you have in storage. The best part is that this service doesn't cost anything!

**ENJOY THE GAME**

A role-playing game should be enjoyed and played at a leisurely pace. Take the time to thoroughly explore an area, speak to everyone, and play with all the elements available in the game. You'll spend a great deal of time battling monsters to raise your character's level of experience. Don't be in a hurry to battle the final boss. There is a lot of game in Dragon Warrior I & II, and we wouldn't want you to miss a single moment of this fun and fascinating adventure. Enjoy!

**THE CHARACTERS**

Here is a quick look at the characters in Dragon Warrior I & II.

**The Hero: Dragon Warrior I**

As a descendant of the legendary Lodo, it is left to your hero to save the lovely Lady Lora and free Alefgard from the evil that roams the countryside. The more your hero battles, the stronger he becomes.

Refer to the Appendix for a complete breakdown of all levels. Each magic spell your character can learn is also listed with the MP needed to cast the spell.
What's In a Name?

In Dragon Warrior I & II, naming your character is more involved than you might think.

**DRAGON WARRIOR I**

In Dragon Warrior I, the name you choose for your character will have a direct impact on all of your character's stats. In the Appendix, beginning on page 105, follow the instructions on how to determine what effect the name you choose will have on your character's stats.

**DRAGON WARRIOR II**

In Dragon Warrior II, how you name the Prince of Lorasia will affect the names of the other members of your party, the Prince of Cannock and the Princess of Moonbrook. There are four patterns of naming by which they may be named. The table below shows all of the possible naming patterns.

If you don't like the names given to the Prince and Princess, you can change them when continuing your adventure. To do so, you must perform the following action when selecting your adventure log before continuing your game. To change the Prince of Cannock's name, press and hold ← and →, then press @. To change the name of the Princess of Moonbrook, press and hold ↑ and ↓, then press @. Using this technique, you can name the characters any way you like.

<table>
<thead>
<tr>
<th>Prince of Cannock</th>
<th>Princess of Moonbrook</th>
</tr>
</thead>
<tbody>
<tr>
<td>Frey</td>
<td>Erin</td>
</tr>
<tr>
<td>John</td>
<td>Mary</td>
</tr>
<tr>
<td>Art</td>
<td>Nana</td>
</tr>
<tr>
<td>Gary</td>
<td>Beth</td>
</tr>
<tr>
<td>Karl</td>
<td>Fran</td>
</tr>
<tr>
<td>Eric</td>
<td>Gwen</td>
</tr>
<tr>
<td>Drew</td>
<td>Lynn</td>
</tr>
<tr>
<td>Paul</td>
<td>Sara</td>
</tr>
</tbody>
</table>

The Prince of Lorasia Castle (The Hero): Dragon Warrior II

The Prince of Lorasia Castle is a descendant of the great hero Loto. He's built like an ox and is an expert with most weaponry. His large frame also allows him to use most types of armor. Unfortunately, he is untrained in the arcane art of magic, so he must rely on items and the kindness of strangers for healing.

The Prince of Cannock Castle (The Prince): Dragon Warrior II

The Prince of Cannock Castle has been well trained in both weapons and magic. He can use many weapons and is strong enough to handle a variety of armor. He also knows a wide variety of spells that should come in handy throughout your quest.

The Princess of Moonbrook Castle (The Princess): Dragon Warrior II

The Princess of Moonbrook Castle is a well-known magic user. Having spent her life studying the ways of magic, she is unable to equip heavy armor and she can only handle the most basic weaponry and magic staves. Yet her knowledge of powerful magic spells more than makes up for her lack of physical strength.
In Dragon Warrior I, you can purchase and find many different weapons, armor, and items to help you in your quest. Don’t worry about accidentally selling a special item, because the shopkeepers won’t buy it from you. Weapons and armor are expensive, so defeat as many monsters as you can to earn more gold.

### Items

**Herb**

<table>
<thead>
<tr>
<th>Item</th>
<th>Buy</th>
<th>Sell</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>10G</td>
<td>5G</td>
</tr>
<tr>
<td>Location</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Tantegel</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Garinham</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Kol</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Rimuldar</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

These medicinal herbs restore hit points. You can carry a maximum of six.

**Torch**

<table>
<thead>
<tr>
<th>Item</th>
<th>Buy</th>
<th>Sell</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>8G</td>
<td>4G</td>
</tr>
<tr>
<td>Location</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Tantegel</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Garinham</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Kol</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Rimuldar</td>
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</tr>
</tbody>
</table>

You need a Torch to light your way when you enter a cave.

**D-Scale (Dragon’s Scale)**

<table>
<thead>
<tr>
<th>Item</th>
<th>Buy</th>
<th>Sell</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>20G</td>
<td>10G</td>
</tr>
<tr>
<td>Location</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Tantegel</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Garinham</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Kol</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Mercado</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

The D-Scale offers a small amount of magical protection to your character.

**War Ring**

<table>
<thead>
<tr>
<th>Item</th>
<th>Buy</th>
<th>Sell</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td>15G</td>
</tr>
<tr>
<td>Location</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Rocky Cave</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Wear this ring to increase your fighting ability and ward off weaker enemies. It cannot be purchased; it can only be found in the Rocky Cave.

**Warp Wing**

<table>
<thead>
<tr>
<th>Item</th>
<th>Buy</th>
<th>Sell</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>24G</td>
<td>12G</td>
</tr>
<tr>
<td>Location</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Kol</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Rimuldar</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Mercado</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

A very helpful item, the Warp Wing flies you back to Tantegel Castle.

**Key**

<table>
<thead>
<tr>
<th>Item</th>
<th>Buy</th>
<th>Sell</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>24G, 16G, 32G</td>
<td>26G</td>
</tr>
<tr>
<td>Location</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Tantegel Castle</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Kol</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Rimuldar</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Mercado</td>
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</tbody>
</table>

The Key is required to open many doors. Keys can be bought for different amounts depending upon the town. A Key is sold for 24G in Tantegel, 16G in Rimuldar, and 32G in Mercado.

**Repellent**

<table>
<thead>
<tr>
<th>Item</th>
<th>Buy</th>
<th>Sell</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>12G</td>
<td>19G</td>
</tr>
<tr>
<td>Location</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Tantegel</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Mercado</td>
<td></td>
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</tbody>
</table>

Selecting Repellent from the ITEM menu will keep some enemies away for a short period of time while you are traveling on the World Map.

**Light Orb**

<table>
<thead>
<tr>
<th>Item</th>
<th>Location</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Dracolord Castle</td>
</tr>
</tbody>
</table>

This ancient relic is said to have great power.

**Rain Staff (Staff of Rain)**

<table>
<thead>
<tr>
<th>Item</th>
<th>Location</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Rain Shrine (Trade with the ShinyHarp)</td>
</tr>
</tbody>
</table>

This is one of the three items you need to create the Rainbow Bridge.

**PyxFlut (Pisy Flute)**

<table>
<thead>
<tr>
<th>Item</th>
<th>Location</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Kol</td>
</tr>
</tbody>
</table>

The PyxFlut lulls a certain enemy to sleep.
**Sun Stone**

**Location:**
- Tantegel Castle

Found in Tantegel Castle, the Sun Stone is an item you need to create the Rainbow Bridge.

**Shiny Harp (Shiny Harp)**

**Location:**
- Garin's Tomb

In addition to beckoning enemies to attack, the Shiny Harp is another item necessary to the process of creating the Rainbow Bridge.

**Loraluv (Lady Lora's Love)**

**Location:**
- Tantegel Castle

Given to your character when you rescue Lady Lora, not only does it provide information on your experience points, it is also a compass.

**Lotoseal**

**Location:**
- The poisonous swamp south of Mercado

The Loto Seal provides proof of your heritage.

**Rainbow Drop (Rainbow Drop)**

**Location:**
- Sacred Shrine

This is the result when the old man in the Sacred Shrine combines certain items. Use it in a particular area to create the Rainbow Bridge.

**Devil Belt (Devil Belt)**

**Buy:** —
**Sell:** 1,200G

**Location:**
- Dracolord Castle

The Devil Belt cannot be purchased, nor do you want to wear it, but you can sell it for gold.

**Choker**

**Buy:** —
**Sell:** 1,200G

**Location:**
- Rocky Cave

Like the Devil Belt, the Choker can only be found. Don't wear it, but instead sell it for gold.

**Weapons**

**Bamboo Pole**

**Buy:** 10G
**Sell:** 5G
**Strength:** +2

**Location:**
- Tantegel
- Mercado

The Bamboo Pole is an inexpensive but ineffective weapon. It's better to save your money and purchase the Club.

**Club**

**Buy:** 60G
**Sell:** 30G
**Strength:** +4

**Location:**
- Tantegel
- Garinham
- Mercado

Your first real weapon, the Club, can be purchased in Tantegel. The Club is very effective against the Slime.

**Copper Sword**

**Buy:** 180G
**Sell:** 90G
**Strength:** +10

**Location:**
- Tantegel
- Garinham
- Kol
- Rimuklor
- Mercado

The Copper Sword can be purchased at a reasonable price and is much more effective than the Club.
**Iron Axe**

- **Buy**: 560G
- **Sell**: 280G
- **Strength**: +15
- **Location**
  - Garinham
  - Kol
  - Rimuldar
  - Mercado

An excellent weapon because it adds 15 to your character's strength, the Iron Axe can be purchased relatively early in the game to help defeat roaming monsters.

**Steel Sword**

- **Buy**: 1,500G
- **Sell**: 750G
- **Strength**: +20
- **Location**
  - Rimuldar
  - Mercado

You'll use the Steel Sword as your main weapon throughout most of the game. It is very strong and forged from the finest steel.

**Flame Sword**

- **Buy**: 9,800G
- **Sell**: 4,900G
- **Strength**: +28
- **Location**
  - Mercado

The legendary Flame Sword can defeat even the toughest monsters. The Flame Sword will take you all the way to Dracolord Castle.

**Loto Sword**

- **Strength**: +40
- **Location**
  - Dracolord Castle

The Loto Sword is the most powerful weapon in the game. It cannot be bought; it can only be found in Dracolord Castle.

**Armor**

**Cloth Armor**

- **Buy**: 20G
- **Sell**: 10G
- **Defense**: +2
- **Location**
  - Tantegel

The only armor you can afford at the start of the game is Cloth Armor. Though it's not terribly protective, it's better than nothing.

**Leather Armor (Leather Armor)**

- **Buy**: 70G
- **Sell**: 35G
- **Defense**: +4
- **Location**
  - Tantegel
  - Garinham
  - Mercado

Leather Armor is better than Cloth Armor, but still not very strong.

**Chain Mail**

- **Buy**: 300G
- **Sell**: 150G
- **Defense**: +10
- **Location**
  - Garinham
  - Mercado

This is a strong, light-weight shirt made of chain mail.

**Iron Armor**

- **Buy**: 1,000G
- **Sell**: 500G
- **Defense**: +16
- **Location**
  - Kol
  - Rimuldar

This strong metal plate offers good protection.

**Steel Armor**

- **Buy**: 3,000G
- **Sell**: 1,500G
- **Defense**: +24
- **Location**
  - Kol
  - Rimuldar
  - Mercado

Steel Armor is more effective than Iron Armor, but heavier.
Chapter 3

Magic Armor

Buy: 7,700G
Sell: 3,850G
Defense: +24

Location:
- Rimeldar
- Mercado

Not only does the Magic Armor offer as much protection as the Steel Armor, but it also restores HP when traveling.

Loto Armor

Buy: —
Sell: —
Defense: +28

Location:
- Domadora

A special item, Loto Armor can only be found in Domadora. Loto Armor restores your HP with every step you take.

Leather Shield (Leather Shield)

Buy: 90G
Sell: 45G
Defense: +4

Location:
- Tantegel
- Kol

The Leather Shield is inexpensive and offers tough leather for protection.

Iron Shield

Buy: 800G
Sell: 400G
Defense: +10

Location:
- Garinham
- Mercado

This shield will protect you through most of the game until you can afford the Silver Shield.

Silver Shield

Buy: 14,800G
Sell: 7,400G
Defense: +20

Location:
- Mercado

Double the protective value of the Iron Shield, the Silver Shield is worth the money you have to earn to purchase it.

Lost and Found

The following items cannot be purchased anywhere in Alfegard, but can only be found by lucky explorers.

AGLseed (Agility Seed)

Buy: —
Sell: 100G

The AGLseed raises your Agility by 1 to 3 points.

DEFseed (Defense Seed)

Buy: —
Sell: 100G

The DEFseed raises your Defense by 3 to 4 points.

STRseed (Strength Seed)

Buy: —
Sell: 112G

The STRseed raises your Strength by 1 to 3 points.

MysticNut (Mystic Nut)

Buy: —
Sell: 100G

The MysticNut raises your maximum MP by 3 to 5 points.

LifeAcorn (Life Acorn)

Buy: —
Sell: 150G

The LifeAcorn raises your maximum HP by 4 to 6 points.
The magic you will acquire in *Dragon Warrior I* is instrumental in helping you complete your quest. Different spells are learned at different levels as your character's experience points increase. To select a Magic Spell, select CAST. The spells are listed in the order obtained. The amount of MP it costs to cast a spell is also listed below.

Use your magic sparingly. There is no Herb to refill used magic points. The only way you can restore your MP is to stay at an Inn or visit the Sage in Tantegel Castle.

### MAGIC SPELLS

<table>
<thead>
<tr>
<th>Spell</th>
<th>Level</th>
<th>MP</th>
<th>Results</th>
</tr>
</thead>
<tbody>
<tr>
<td>Heal</td>
<td>3</td>
<td>3</td>
<td>Replenishes HP lost in battle and exploration</td>
</tr>
<tr>
<td>Firebal</td>
<td>4</td>
<td>2</td>
<td>Inflicts damage to enemy during battle</td>
</tr>
<tr>
<td>Sleep</td>
<td>7</td>
<td>2</td>
<td>Puts some enemies to sleep during battle</td>
</tr>
<tr>
<td>Radiant</td>
<td>9</td>
<td>2</td>
<td>Lights up a cave without a Torch</td>
</tr>
<tr>
<td>StopSpell</td>
<td>10</td>
<td>2</td>
<td>Blocks the magic of some enemies</td>
</tr>
<tr>
<td>Outside</td>
<td>12</td>
<td>6</td>
<td>Transports you to the outside of a dungeon or cave, cannot be used during battle</td>
</tr>
<tr>
<td>Return</td>
<td>13</td>
<td>8</td>
<td>Transports you back to Tantegel Castle</td>
</tr>
<tr>
<td>Rapel</td>
<td>15</td>
<td>2</td>
<td>Keeps some monsters from attacking while on World Map</td>
</tr>
<tr>
<td>HealMore</td>
<td>17</td>
<td>8</td>
<td>Recovers a lot of HP</td>
</tr>
<tr>
<td>Firebane</td>
<td>19</td>
<td>5</td>
<td>Causes a lot of damage to an enemy during battle</td>
</tr>
</tbody>
</table>

### LEGEND FOR MAGIC SPELLS

- **Spell**: Name of the spell
- **Level**: What level the character must attain before learning the spell
- **MP**: The amount of MP consumed each time the spell is cast
- **Results**: Result of the spell
This walkthrough takes you to each location and uncovers every secret found in Dragon Warrior I. While we list what can be found in each village and dungeon, we do not list each of those items in the walkthrough unless they have significant importance. For locations of all of the items, refer to the maps.

**Tantegel Castle**

**Legend for Tantegel Castle**

- A: MP Sage
- B: Herb
- C: Key Shop
- D: AGSs
- E: Mystic Nut
- F: Key
- G: 350 Gold

**Interior of Tantegel Castle**

**Legend for King Lar's Chambers**

- A: 120 Gold
- B: Torch
- C: Key

**Items**

- 120 Gold
- Torch
- Key
- Herb
- AGSs
- Mystic Nut
- 350 Gold
- Key

**Important Conversations**

"Lady Lora is the King's only child. After the Queen's passing, she has been the King's source of support. It has been half a year since she was abducted by foul monsters. Though the King makes no mention of it, I can't begin to imagine the torment he must be feeling. Hero! I beg you to rescue Lady Lora!"

**Key Shop**

- Key 24G

**Objectives**

- Talk to the King
- Talk to everyone
- Talk to the Sage

**Repellent Shop**

- Repellent 12G

**Item**

- Warp Wing

**Blacksmith's Shop**

- Bamboo Pole: 10G
- Club: 60G
- Copper Sword: 180G
- Cloth Armor: 20G
- Leather Armor: 70G
- Leather Shield: 90G

**Suggested Level**

- Inn: 3G

**Item Shop**

- Herb: 10G
- Torch: 8G
- D Scale: 20G
When you speak to the residents of Tantegel you discover that you should travel north to the seashore, then follow the coastline west until you reach Garinham. You will also learn about a town where you can purchase Keys.

About the only things you can afford to purchase with your limited funds are the Club and some Cloth Armor. The building in the northwest corner is locked, and you cannot open it without a Key.

A merchant in Tantegel will store items and money for you at no cost!

When you leave Tantegel, you have to battle several Slime creatures before you can rise to the next level.

On your way to Garinham, be sure to explore Loto's Cave.

**Important Conversations**

"Rumor has it you can buy Keys in some towns."
Go to the cave northwest of Tantegel. No enemies inhabit Loto's Cave, so you can travel safely. Refer to the maps to find the best path leading to the stairs. On the second floor of the cave, you find Loto's Tablet. The tablet tells of Loto's battle against evil.

Three items are needed to reach the Isle of Dragons, south of Tantegel. The three items were entrusted to others to keep safe until a new evil arises.

By the time you have reached level 4 or 5, you can safely travel farther distances. It's time to travel to Garinham.

**Garinham**

<table>
<thead>
<tr>
<th>A</th>
<th>Inn</th>
<th>630 Gold</th>
</tr>
</thead>
<tbody>
<tr>
<td>B</td>
<td>Blacksmith's Shop</td>
<td>Torch</td>
</tr>
<tr>
<td>C</td>
<td>Item Shop</td>
<td>Stairs to Garin's Tomb</td>
</tr>
<tr>
<td>D</td>
<td>Secret Entrance</td>
<td>Stairs to room</td>
</tr>
<tr>
<td>E</td>
<td>Copper Sword</td>
<td>Stairs to room</td>
</tr>
</tbody>
</table>

**Blacksmith's Shop**

- Club: 60G
- Copper Sword: 180G
- Iron Axe: 560G
- Leather Armor: 70G
- Chain Mail: 300G
- Iron Shield: 800G

By the time you reach level 4, your HP are at 10 or 11. Now you can wander a little farther away from safe ports. You can reach Garinham by traveling past Loto's Cave then heading north when you reach the western shore. You may also reach it by traveling north to the shore, then following the coastline west to reach Garinham.

In Garinham you learn that the villagers believe the Princess was kidnapped and taken to the east, where she's being hidden in a cave.

Now that you know the high cost of living in Garinham, travel around Garinham, gaining experience and gold so you can afford some of those high-priced items. Before too long you'll be able to buy that shiny new sword in the Blacksmith's Shop. As you can afford it, upgrade until you can buy the Chain Mail and Iron Axe.

With the Iron Axe, you'll find the enemies a little easier to defeat. This saves you time as you earn money to purchase stronger armor. You'll need strong armor and weapons before venturing into other areas.

If you cross the bridge south of Garinham you'll likely battle the MagDrackys. Your HP aren't high enough at this point to sustain a long battle; however, when you are victorious, you will find the reward in gold is worth the effort.

Spend some time on building up your **character's levels** and earning more money. The monsters are only going to get tougher from here on out, and the weapons and armor are only going to get more expensive. If you're finding yourself in need of healing after only five or six battles, you need to get those levels up. The creatures you'll soon meet can use a lot of magic and inflict some major hit point damage.

If you travel close to the second bridge, you may encounter Wyvern. It is unlikely you will survive a confrontation with them, so avoid that area for now.
Important Conversations
"...I saw it! The monster flew off with the Princess to the east. Is there someone who'd save her?"

Monsters
MagDracky
Magician
Scorpion
Skeleton
Spooky

Objectives
Learn about the Golems
Keys are sold in Rimuldar
Learn that fierce enemies are to the south

Item Shop
Herb 10G
Torch 8G
D-Scale 20G
Warp Wing 24G

Items
Cloth Armor
STRseed

Suggested Level
5

Blacksmith's Shop
Copper Sword 180G
Iron Axe 560G
Iron Armor 1,000G
Steel Armor 3,000G
Leather Shield 90G

Travel to the northeast to find the village of Kol. In Kol you learn that fairies can put Golems to sleep. It is said that Golems are afraid of the music of the flute. You also learn that in Rimuldar you can purchase Keys. On your way to Kol, fighting Spookys and Magicians provides good experience points and gold pieces. Visit the Blacksmith and purchase the Steel Armor as soon as you can.

Buy the Warp Wing in Kol from the Item Shop. Warp Wings are handy when you want to be transported to Tantegel Castle in a hurry. If you have the time and the 20G, try out the Powder-Puff Massage near the hot spring bath.

Important Conversations
"I heard rumors about a shop in Rimuldar that sells Keys."

Legend for Kol
A Inn
B Blacksmith's Shop
C Item Shop
D Hot Spring Bath
E Cloth Armor
F STRseed
1 Stairs to room
2 Stairs to room

You don't need a Key to reach the Item Shop. Walk past the hot spring bath and follow the inside tree line around.

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Visit the Rain Shrine northwest of Kol. The Rain Shrine is really a room with an old man sitting inside. He tells you that to prove your bravery you must find and bring to him the Shiny Harp. That is all you can do in the Rain Shrine at this point. Return here once you have found the Shiny Harp.

**Rocky Cave**

<table>
<thead>
<tr>
<th>Legend for Rocky Cave (Floor #1)</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. Entry Point</td>
</tr>
<tr>
<td>2. Stairs to Floor #2</td>
</tr>
<tr>
<td>3. 350 Gold</td>
</tr>
</tbody>
</table>

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Chapter 5

Legend for Rocky Cave (Floor #2)

- Stairs to Floor #1
- Stairs to Floor #1
- Stairs to Floor #1
- STRseed
- MysticNut
- War Ring
- Iron Shield
- Torch/Choker
- 670 Gold

On your way to the Marshy Cave, you must cross a poisonous swamp. Each step in this poisonous swamp area takes HP away from your character. Pack several Herbs in your inventory and use them as you cross the swamp, if necessary.

**MARSHY CAVE**

<table>
<thead>
<tr>
<th>Entry Point</th>
<th>Exit</th>
</tr>
</thead>
</table>

**MONSTERS**

- Eyeder
- Magician
- Scorpion
- Spooky

**OBJECTIVE**

Find the War Ring

**ITEMS**

- War Ring
- 350 Gold
- 670 Gold
- Torch
- STRseed
- MysticNut
- Iron Shield

**SUGGESTED LEVEL**

7

If you’re feeling particularly strong and up to a little more spelunking, travel to the Rocky Cave south of Garinham. Be certain to have a supply of torches with you. The **War Ring** can be found on the second floor. If you can, gather the other treasures. Refer to the map for the location and contents of the treasure chests.

Watch out for Poltergest. They are strong and use magic to great deal.

* When you enter the Marshy Cave to the south of Kol, on your way to the southern island, you may encounter the Eyeder. At level 7, the Eyeder shouldn’t cause you too many problems.

* When you enter the cave, light a Torch to illuminate the cave and reach the stairs. Stay along the west wall of the cave for now.

* In the desert area south of the cave exit, watch out for the Wolves and Scorpions that may attack. Rimuldar is southwest of the mountain range.

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On the west side of town, talk to the old man and he tells you that on the western part of the island, Loto created a rainbow. Follow the water's edge around the north side of town. Enter the brick area to find a secret room where Keys are sold. You can buy only up to six Keys at a time. Enter the stone building in the southwest corner of town. Talk to the oracle, who asks if you have found a sacred shrine. If not, you will be told to travel to the south.

Help the young couple find each other and you will learn valuable information about something hidden in Kol.

**Tantegel Castle**

- **Legend for Tantegel Castle**
  - A: MP Sage
  - B: Herb
  - C: Key Shop
  - D: AG Seed
  - E: Mystic Nut
  - F: Key
  - G: 350 Gold

- **Objectives**
  - Learn about the Sun Stone
  - Learn the location of the PsyFlut
  - Buy Keys

- **item shop**
  - Herb: 10G
  - Torch: 8G
  - Warp Wing: 24G

- **Items**
  - 123 Gold
  - DEF Seed
  - Life Acorn

- **Key Shop**
  - Key: 16G

- **Suggested Level**
  - 8

When you reach Rimuldar and talk to the villagers, an old man will tell you that you can find the Sun Stone in Tantegel Castle.

**Important Conversations**

"Did you know? There's a small shrine northwest of Kol. I heard an old fellow lives there by himself."
Now that you have Keys, return to Tantegg Castle. If your HP and MP are low, and if you have Warp Wing, use it to return to the castle immediately. You can always battle your way back to Rimuldar once your levels have risen sufficiently. By the time you reach the castle, you should have risen to level 9 or 10. Visit King Lars and save your game before returning to the southern island.

While at the castle, use a Key to open the door leading to treasure chests in the room on the west side of the castle. You can purchase more Keys from the Key Shop in the northeast corner. In the southeast corner of the castle, a guard tells you about Garin's Tomb. This is useful information when you return to Garinham. Watch your HP when you try to reach this guard. The area you must cross to reach him is deadly and will quickly exhaust your character. Visit the healer on the upper level before leaving.

**KOL**

**MONSTERS**
- MagDracky
- Magician
- Scorpion
- Skeleton
- Spooky

**OBJECTIVE**
- Find the PsyFlut

**LEADERSHIP**

**SUGGESTED LEVEL**
- 12G
- 9 or 10

**BLACKSMITH'S SHOP**
- Copper Sword: 180G
- Iron Axe: 560G
- Iron Armor: 1,000G
- Steel Armor: 3,000G
- Leather Shield: 90G

**ITEM SHOP**
- Herb: 10G
- Torch: 8G
- D-Score: 20G
- Warp Wing: 24G

**ITEMS**
- Cloth Armor
- STRseed

Now that you know there is a secret item in Kol, stop by and pick it up before returning to Rimuldar and the Sacred Shrine.

Go to the fountain in the north part of the village. Walk three steps south of the fountain and search the ground to find the PsyFlut.

Use a Key to access the area on the west side of town. A villager tells you to visit Mercado.
Purchase the Steel Sword as soon as you can afford it. The Steel Sword inflicts almost twice the damage of the Iron Axe.

Cross the bridge south of Rimuldar to reach the Sacred Shrine. The first time you speak to the old man at the shrine, you won't learn anything. Because you have nothing to prove that you are the descendent of Loto, he transports you out of his cave.

By now, your character should be of level 10. You'll need to spend more time raising your levels before traveling to other areas. Earn money around Rimuldar by defeating enemies, and purchase the Magic Armor as soon as you can. When you walk around wearing the Magic Armor, you notice your hit points increasing with every few steps you take. This saves you the MP you might have spent healing your character.

After you have purchased the Magic Armor, return to King Lars and save your game. Don't forget to have your HP and MP restored by the Sages. When you leave Tontegel Castle, travel back to Garinham.

Fight your way back to Rimuldar and stay at the Inn to revive your stats.

Battle in the area surrounding Rimuldar to earn enough gold to purchase the Steel Sword and the Steel Armor. There are plenty of enemies near the Rimuldar entrance path to battle to earn enough gold.
To find Garin's Tomb, use a Key on the door in the northeast. Once you have entered, go to the northwest corner. Three blocks east of the corner, walk up and enter a secret area. The old man warns you about Garin's Tomb. Go downstairs and enter the cave.

**Garin's Tomb**

**ITEMS**
- Key
- 537 Gold
- LifeAcorn
- ShinyHarp

**OBJECTIVE**
- Find the ShinyHarp

**SUGGESTED LEVEL**
- 13

**MONSTERS**
- DeadNite
- Druin
- Skeleton
- Dracceema
- EyedHord
- Specter
- Drroll
- MtIScripio
- Wolf
- Drrollmagi
- Poltergest
- Wolfior
The passages of Garin's Tomb crawl with many powerful enemies. Have plenty of Herbs and HP to survive this task. With the winding passageways and dead-ends, it's easy to get lost in Garin's Tomb. Refer to the maps to find your way to the treasures hidden inside.

Use a Key in the door in the southeast side of the first floor of the dungeon.
Take the last set of stairs up to reach the ShinyHarp. Now that you have the ShinyHarp, travel back to the Rain Shrine, northwest of Kol. Be sure to stop over in Tantegel Castle to save your game before continuing to the Rain Shrine.

**Rain Shrine**

**Objective**
Trade the ShinyHarp for the RainStaff.

**Suggested Level**
11

When you speak to the old man in front of the treasure chest, he sees that you have brought the ShinyHarp. He then instructs you to take the contents of his treasure chest. When you do, you receive the RainStaff. Return to Tantegel Castle.

**Tantegel Castle**

**Objective**
Get the Sun Stone

**Items**
Herb
LifeAcorn
Sun Stone

**Monsters**
Dracky
RedSlime
Slime
Spooky

Once you reach Tantegel Castle, use a Key to access the northeast corner of the castle. Then walk south along the east wall of the castle to reach another set of stairs.

The old man downstairs instructs you to take the contents of the treasure chest. Inside the chest, you find the Sun Stone. Follow the old man to his room to get the Herb and LifeAcorn from the chest of drawers.
If you are spending most of your time healing, return to Rimudar and battle the creatures surrounding the town. They give you almost the same amount of experience, but with Rimudar so close, you can revive your character at the Inn.

By the time you have reached level 16, you should be strong enough to cross the second bridge south of Garinham. At level 17, you learn the HealMore spell. You should feel confident enough at this point to challenge the SlidwKnights found closer to Domdora. Though the HealMore spell provides a recuperation of up to 100 HP, it costs 8 MP to cast.

Your best chance of finding Metaly monsters is near the bridge south of Domdora. Wander around that area and you might bag one of those experience-filled creatures.

**LEGEND FOR TANTEGEL CASTLE**

- A: MP Sage  
- B: Herb  
- C: Key Shop  
- D: AGLseed  
- E: MysticNut  
- F: Key  
- G: 350 Gold

**LEGEND FOR MERCADO**

- A: Inn  
- B: Blacksmith's Shop #1  
- C: Item Shop #1  
- D: Item Shop #2  
- E: Blacksmith's Shop #2  
- F: DEFseed  
- G: Key

**MONSTERS**

- ArmKnight  
- DeadNite  
- Goldman  
- MagWyvern  
- Metaly  
- MitScorpion  
- RpeScorpion  
- SlidwKnight  
- Wollford  
- Wraith  
- Wyvern

**IMPORTING CONVERSATIONS**

"Ah, Hero! I knew of this. I knew that a descendent of Loto would arrive one day. Inside this chest is the Sun Stone which Loto left in my care years ago. It is vital for your quest to defeat Dracolord! Go on, open the chest!"

**TIME TO LEVEL UP**

Before gathering more items, do some serious leveling up. The monsters in the new areas are much more powerful. You should be around level 12 or 13 by now, but increase your character's level to at least level 15 or 16 before exploring new areas. You can choose either the area south of Rimudar or the area south of Garinham to build up your character's level. If you want additional gold, battle the Goldman south of Garinham. Metaly also offers a great deal of experience points. Your experience points won't skyrocket, but your wallet will fill up quickly. Because your new travels involve crossing the two bridges south of Garinham, you may want to gain your experience points there.
There are many shops in which to purchase weapons and armor; however, you should already own most of the items. Purchase the Flame Sword and Silver Shield as soon as you can afford to. The Blacksmith's Shop that sells the Flame Sword and Silver Shield is on the second floor, behind a locked door.

Speak to the villagers to pick up a few clues to the location of the Loto Armor in Domadora.

Search along the gray wall in the center of town to reach the old man inside. He tells you that you can learn how to obtain proof that you are the descendant of Loto by talking to someone in Mercado.

Follow the grassy path to the south and exit to a set of locked doors. Unlock one of the doors to reach the old man behind the stone wall. He tells you to search from Tantegel Castle 70 to the south and 40 to the east. Though he doesn't say what you will find, perhaps this is the clue that will help you locate proof of your heritage.

At level 19 you learn the Firebone spell, which inflicts a surprising amount of damage on enemies. Earning enough gold to buy the Silver Shield just got a lot easier.

To reach Mercado, cross the bridge southeast of Domadora. Once across the bridge, head north along the shoreline and cross the second bridge. Heal yourself once you have crossed the poisonous swamp.

You will recognize Mercado by the stone wall surrounding it. Have your character fully healed before entering Mercado, for as soon as you enter, you get attacked by a Golem. Remember the PsyFlut you received so long ago in Kaf? Now is the time to use it. The Golem is susceptible to the music of the PsyFlut and falls asleep when hearing it.

You may be able to defeat the Golem while it sleeps, but it's more likely that you can only get in two attacks. If the Golem awakens and attacks, be prepared to lose as many as 30 HP. Select the PsysFlut once again and lure the Golem to sleep, then finish it off. Now you may enter Mercado.
Chapter 5

MONSTERS

- Dragon
- Drunkard
- MadKnight
- StarWyrm
- Werewolf

OBJECTIVE

Find the Loto Armor

SUGGESTED LEVEL

17 to 18

LEGEND FOR MARSHY CAVE

1 Entry Point
2 Exit
3 Princess & Dragon

DracoLord’s minions destroyed the town of Domdora. No one is left in town except for fierce roaming monsters.

Go to the row of trees on the east side of town. You may encounter several enemies on your way, but keep your character at maximum health.

As soon as you near the lines of trees, a MadKnight attacks. It’s a powerful enemy, and may take up to six or seven attacks. Try casting Stop Spell on the MadKnight as soon as the battle begins. The enemy attempts to put you to sleep, and you don’t want to be dozing when this bully attacks you. Keep an eye on your HP and use Heal More when necessary. When you defeat the MadKnight, search the ground and you will find the Loto Armor. Now that you have the Loto Armor, your HP recoup with each step you take, unlike the Magic Armor that restored one HP every several steps.

NOTE

If you want to restore HP without wandering into a monster, step into any village and walk around. Loto Armor quickly restores your entire HP with little effort.

Now that you have the Flame Sword, the Loto Armor, and the Silver Shield, it’s time to save the Princess! Be sure you have Keys in your inventory before leaving Mercado. Return to Tantegel Castle and talk to the King to save your game, then max out your HP and MP before heading back to the Marshy Cave.

You may want to cast Repel when you leave the castle to avoid time-consuming confrontations with weaker monsters.

MARSHY CAVE

MONSTERS

- Dragon
- Eyeder
- Magician
- Scorpion
- Spooky

OBJECTIVES

- Defeat the Dragon
- Save the Princess

Wearing Loto Armor, you won’t have to worry about the poisonous swamp that must be crossed before reaching the Marshy Cave.

When you enter the Marshy Cave, either cast Radiant or select a Torch from your inventory to light the way. Instead of staying to the west of the cave, go to the east and then south. Unlock the gate, and follow the path around. A Dragon will confront you when you near the location of Lady Lora, but you should be able to defeat it. When you reach Lady Lora, she tells you she is Lady Lora, daughter of King Lars, and asks that you return her to the castle.

Cast Outside to exit the cave, then cast the Return spell to take you and Lady Lora back to Tantegel Castle.

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CHAPTER 5

PRIMA'S OFFICIAL STRATEGY GUIDE

TANTEGEL CASTLE

LEGEND FOR TANTEGEL CASTLE

<table>
<thead>
<tr>
<th>Letter</th>
<th>Location</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>MP Sage</td>
<td></td>
</tr>
<tr>
<td>B</td>
<td>Herb</td>
<td></td>
</tr>
<tr>
<td>C</td>
<td>Key Shop</td>
<td></td>
</tr>
<tr>
<td>D</td>
<td>AGIlseed</td>
<td></td>
</tr>
<tr>
<td>E</td>
<td>MysticNut</td>
<td></td>
</tr>
<tr>
<td>F</td>
<td>Key</td>
<td></td>
</tr>
<tr>
<td>G</td>
<td>350 Gold</td>
<td></td>
</tr>
</tbody>
</table>

Objectives

Receive Lady Lora's Love
Save your game

Speak to the King when you return to the castle and Lady Lora will reward you with her love.

LOTO SEAL

Now that you have Loraluv, select it from the inventory. Lady Lora tells you how many experience points you need to reach the next level. She also tells you your navigational points from the castle. Do you remember what the old man told you in Mercado? He told you to search from Tantegel Castle 70 to the south and 40 to the east. Use Loraluv to find out what's there.

Travel back toward Mercado, but take the southern path to the swamp. Continue east through the first swamp until you reach the second, smaller swamp. Refer to Loraluv often to pinpoint your position in the swamp. When Lady Lora tells you her castle is 70 north and 40 west of you, search the ground to find the Loto Seal.

After you find the Loto Seal, use the Return spell to fly to Tantegel Castle and save your game.

SACRED SHRINE

MONSTERS

Goldman
MilScipio
Wolford
Wraith
Wyvern

OBJECTIVE

Get the Rainbow Staff

Now that you have the Loto Seal, the Rainbow Staff, and the Sun Stone, you can visit the old man at the Sacred Shrine.

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When you speak to the old man, he transforms the RainStaff and the Sun Stone into the RainbowDrp.

**Rainbow Bridge**

Take the RainbowDrp to a small point of land northwest of Rilmulgar. (Refer to the World Map for the exact location to activate the RainbowDrp.) Select the RainbowDrp from your item list and you form a Rainbow Bridge that you can cross to reach Dracolord Castle.

**Caution**

If your character is not at least at level 20, battle more enemies to reach that point. Refer to the Chapter 6 bestiary to get an idea of the types of monsters you might encounter in these areas. Dracolord and his minions are powerful, and unless you are equally powerful, they will defeat you.

Return to Tantegel Castle and save your game before proceeding to Dracolord Castle.

**Dracolord Castle**

**Legend for Dracolord Castle (Floor #1)**

1. Entry Point
2. Stairs to Floor #2
3. Stairs to Floor #2
4. Secret Stairs

**Legend for Dracolord Castle (Floor #2)**

2. Stairs to Floor #1
3. Stairs to Floor #1
4. Stairs to Floor #1
5. Stairs to Floor #3
6. Stairs to Floor #3
7. Loto Sword

**Legend for Dracolord Castle (Floor #3)**

5. Stairs to Floor #2
6. Stairs to Floor #4
7. Stairs to Floor #2
8. Stairs to Floor #2
Though it's possible to beat Dracolord at level 20, it's better to wait until your character is at least level 22 or 23. The creatures roaming the Dracolord Castle are the toughest in the game. Any one of them can quickly deplete a level-20 character's MP and HP, leaving you helpless when facing the Dracolord. You need to have full HP and MP for your best chance when you face the final boss.

Gain experience points by facing Dracolord's minions in the castle. Be sure you save enough MP to cast Outside and Return to get you back to Tantegel Castle to refresh your character. Or, if you prefer, travel back to Dmndora and fight the enemies there. You can earn almost as much experience as you would in Dracolord Castle, but with Mercado close by, you have a nearby Inn to restore your stats completely.

When you are ready to face Dracolord, you must first find the Loto Sword. Refer to the maps of the Dracolord Castle for directions to the sword. Follow the shortcut referenced below to find the Loto Sword quickly.

As you travel through the halls of the castle, you encounter many powerful foes. Be sure to cast Stop Spell against the AxeKnights as soon as they draw near.

To begin your quest through Dracolord Castle, search behind the throne to discover the secret entrance to the lower levels. Werewolves and Dragons roam the area.

Light a Torch or cast Radiant and follow the paths noted on the maps to reach the stairways up and down, finally returning to the second lower level and the Loto Sword.

**Note:** Conserve your Torch or Radiant spell. At any time you stop while getting your bearings, pause your game to save that precious light.

The shortcuts to get you through the various floors of Dracolord Castle are listed below. There is a shortcut for getting the Loto Sword, and a shortcut for reaching Dracolord. Refer to the maps for the corresponding numbers.
If, at this point, you have not yet reached level 22 or 23, return to Tantegel Castle, refresh your stats, and continue to battle monsters until you have. The monsters are strong in Dracolord Castle, and Dracolord himself is stronger than any other monster you have faced. It is better to return prepared than to fall under the evil spell of Dracolord.

If you have left and returned to Dracolord Castle, follow the stairways down indicated on each of the maps until you reach the eighth lower level.

The path to Dracolord starts to the west. If you're feeling adventurous, take the path straight ahead that leads to a door and nine treasure chests. Unless you're hungry for abuse, ignore these chests.

From the entrance, travel clockwise, following the path around to the bridges. You'll battle many monsters before you reach Dracolord. You can run from some of these battles, and you should, conserving as much HP and MP as you can.

When you finally reach Dracolord, he gives you two chances to rule half of the world if you stand beside him. No self-respecting hero would do such a thing, so naturally, your answer will be "No." If you say yes, you find yourself at the Inn in Rimulda having awakened from a bad dream. When you refuse to join Dracolord, the final battle begins!

Magic doesn't work on Dracolord. Instead, choose your standard attack. Dracolord likes to cast Fireball, so be prepared. This will not be a very long battle, and soon, Dracolord will reveal his true self.

Your battle with Dracolord is far from over and it's going to be a tough one. Don't waste time or energy trying to cast magic. Instead, attack with your Loto Sword as often as you can. You'll have to heal yourself often, but by this time, you should be strong enough to survive a couple of rounds with Dracolord before healing.

Through patience and persistence in combat you will be victorious!

After you defeat Dracolord, take the Light Orb. The Light Orb is held aloft, a blinding light pierces the darkness and peace is restored to the world.
Below is a breakdown of the many enemies you will face in Dragon Warrior I. We provide all the information you need to successfully defeat each of these monsters.

The HP and MP numbers shown are the total hit points and magic points each monster has.

The Experience Points show how much experience your character earns by defeating this monster.

Any Special Abilities (SA) the monsters may have are also listed. Don't underestimate any of the monsters you face in Dragon Warrior I. Each creature is cunning and strong, worthy of being in the service of Dracolord. Don't let any of them catch you with your HP down! Please see the table on the last page of this chapter (page 37) for an explanation of how the World Maps beneath each monster function.

**BLUEDRGN (BLUE DRAGON)**

- HP: 98
- MP: 0
- Attack: 98
- Defense: 80
- Agility: 52
- Gold: 150
- Experience: 180
- SA: Fire Breath

As with any member of the dragon family, the Bluedrgn is dangerous and difficult to defeat. By the time you run into this beast, you should be equipped with the Lato Sword. Avoid him until you have it.

**DEADNITE (DEAD KNIGHT)**

- HP: 46
- MP: 12
- Attack: 62
- Defense: 46
- Agility: 30
- Gold: 120
- Experience: 72
- SA: Heal, Flee

The toughest of the skeletons, the DeadNite is extremely strong. Luckily, by the time you run into him, you should have learned the HealMore spell. Don't waste your MP on this creature. Instead, focus on a strong weapon attack.

**AXEKNIGHT (AXE KNIGHT)**

- HP: 95
- MP: 14
- Attack: 105
- Defense: 99
- Agility: 57
- Gold: 152
- Experience: 172
- SA: HealMore, Firebane

The AxeKnight is even tougher than its blue brother and attacks with great tenacity. It can heal itself, making your battle longer. Try casting StopSpell to prevent this.

**DRACKEEMA**

- HP: 20
- MP: 10
- Attack: 22
- Defense: 26
- Agility: 16
- Gold: 25
- Experience: 20
- SA: Firebal, Heal, Flee

Drackeemas cast Heal on themselves to stay in battle. Cast StopSpell, then attack or put it to sleep.
**Dracky**

The Dracky is an entry-level monster. Though seemingly weak, it can cause your beginning character a lot of trouble. Avoid it until you have reached at least level 3.

**Droll**

The Droll lives in caves and dungeons. Though the Droll has high HP and a tough body, your weapons attack should be successful. You can also put it to sleep with Sleep.

**Dracolord**

Evil incarnate, the Dracolord himself is your final and toughest battle. Fighting the Dracolord not only taxes your HP and MP stats, but taxes your endurance for surprises as well. Don’t waste time trying to use magic against him. Be certain you are armed with the Lato Sword before facing this self-proclaimed Ruler of Alefgard.

**Drollmagi**

Stronger than it looks, the Drollmagi can cast Sleep on your character. Use StopSpell on the Drollmagi to prevent this magic attack, then use a weapons attack.

**Dragon**

The Dragon is the weakest in the dragon family, but with 67 HP, he is still a tough enemy to defeat. Keep your HP and MP at their max while running areas occupied by Dragons, and don’t waste time casting magic.

**Druin**

Cousin to the Magician, the Druin likes to use a Sleep and Fireball attack. Try casting StopSpell before using your weapons attack.
### Druinlord
- **HP**: 70
- **MP**: 16
- **Attack**: 71
- **Defense**: 60
- **Agility**: 49
- **Gold**: 185
- **Experience**: 120
- **SA**: Fireball, StopSpell

The Druinlord has both magic and strength. Attack and heal to defeat the toughest member of the Magician clan. Don't bother trying to cast magic. It's useless against the Druinlord.

### Goldman
- **HP**: 99
- **MP**: 0
- **Attack**: 48
- **Defense**: 30
- **Agility**: 26
- **Gold**: 650
- **Experience**: 6
- **SA**: Tough Armor, Flee, Guard

The Goldman is the monster to defeat to increase the size of your wallet. You earn a lot of gold after defeating him. Sleep is not effective, so hit him repeatedly while keeping your HP up with Heal.

### Eyeder
- **HP**: 22
- **MP**: 0
- **Attack**: 20
- **Defense**: 18
- **Agility**: 11
- **Gold**: 21
- **Experience**: 14
- **SA**: Flee

The Eyeder only survives in caves and usually evades a fight, but that won't stop it from causing a young hero some trouble. Your standard attack should do well against the Eyeder.

### Golem
- **HP**: 155
- **MP**: 0
- **Attack**: 120
- **Defense**: 60
- **Agility**: 39
- **Gold**: 10
- **Experience**: 2,500
- **SA**: None

The Golem has one purpose in *Dragon Warrior I*—to guard the entrance to Mercado. Play the PsyFlut when you run into this brute and he will peacefully fall asleep. If he wakes up during the battle, play the flute again, then finish him off.

### Eyedrlord (Eyeder Lord)
- **HP**: 35
- **MP**: 30
- **Attack**: 41
- **Defense**: 40
- **Agility**: 28
- **Gold**: 95
- **Experience**: 58
- **SA**: Fireball, Heal

Another cave dweller, the Eyedrlord's habit of healing itself could make this a costly battle in HP. You should only fight this opponent after sending its spells with StopSpell.

### MadKnight (Mad Knight)
- **HP**: 79
- **MP**: 4
- **Attack**: 94
- **Defense**: 92
- **Agility**: 53
- **Gold**: 165
- **Experience**: 130
- **SA**: Sleep

They don't call this guy the MadKnight for nothing. What an attitude! The MadKnight tries to cast Sleep early in the battle, so counter by casting StopSpell immediately. His hits are powerful, so keep an eye on your HP.
### MagDracky
- **HP**: 15
- **MP**: 8
- **Attack**: 13
- **Defense**: 13
- **Agility**: 8
- **Gold**: 20
- **Experience**: 12
- **SA**: Firebal

The MagDracky casts Firebal on your hero at every opportunity. Keep Herbs handy to replenish your character's HP. If you want to get him with a single blow, attack quickly and cast Firebal.

### Metaly
- **HP**: 4
- **MP**: 6
- **Attack**: 18
- **Defense**: 254
- **Agility**: 153
- **Gold**: 6
- **Experience**: 775
- **SA**: Flame, Firebal

The Metaly is the most elusive enemy in the game. The experience you earn for defeating it is worth the search. Typically when you find it and inflict any damage, it runs away.

### Magician
- **HP**: 12
- **MP**: 8
- **Attack**: 8
- **Defense**: 12
- **Agility**: 6
- **Gold**: 16
- **Experience**: 8
- **SA**: Firebal, Flee

One of the first magical enemies you meet in Dragon Warrior I is the Magician. Though his HP is low, he can cause a great deal of damage to your entry-level character. Casting Firebal against him will all but defeat him with one blow.

### MtlScrpio (Metal Scorpion)
- **HP**: 22
- **MP**: 0
- **Attack**: 36
- **Defense**: 60
- **Agility**: 25
- **Gold**: 48
- **Experience**: 31
- **SA**: Tough Armor, Guard

A very tough enemy, the MtlScrpio can cause an entry-level character a lot of trouble. Cast Firebal, then attack at will. If you have it, the Steel Sword also works well against this monster.

### MagWyvern
- **HP**: 50
- **MP**: 12
- **Attack**: 68
- **Defense**: 62
- **Agility**: 44
- **Gold**: 135
- **Experience**: 83
- **SA**: Heal, Sleep

The MagWyvern lives up to its name because of the magic it casts. Though casting Firebal helps, your standard attack provides the best results. Cast Stop Spell before the MagWyvern puts you to sleep.

### Poltergst (Poltergeist)
- **HP**: 23
- **MP**: 10
- **Attack**: 18
- **Defense**: 20
- **Agility**: 14
- **Gold**: 19
- **Experience**: 15
- **SA**: Firebal, Flee

Typically found in dungeons and caves, the Poltergst can be very tough to defeat. It will come out chanting Firebal, so use your weapons attack and pound this Poltergst into another dimension.
### Red Dragon
- HP: 105
- MP: 3
- Attack: 115
- Defense: 104
- Agility: 62
- Gold: 143
- Experience: 350
- SA: Fire Breath, Stop Spell

Only Dracolord himself is more powerful than the Red Dragon. By the time you combat this foe, you should have reached level 20. Use your weapons attack and keep a watchful eye on your HP.

### Rock Golem
- HP: 160
- MP: 0
- Attack: 100
- Defense: 40
- Agility: 40
- Gold: 148
- Experience: 155
- SA: None

This is one of the toughest enemies you'll face. The Rock Golem doesn't cast magic, but with 160 HP, you are in for a long battle. Don't waste your time using magic; just pound on this creature until you have defeated it. Its attacks cost a lot of HP, so have a few Herbs handy.

### Red Slime
- HP: 4
- MP: 0
- Attack: 7
- Defense: 3
- Agility: 4
- Gold: 4
- Experience: 2
- SA: Flee

A little tougher than the regular Slime, the Red Slime can be defeated using your standard attack. While your level is low, you should be careful battling this monster.

### Scorpion
- HP: 15
- MP: 0
- Attack: 18
- Defense: 35
- Agility: 4
- Gold: 25
- Experience: 16
- SA: None

Sleep is your best defense against the Scorpion, as well as Firebal. The Scorpion is very strong, but it is very susceptible to these spells.

### Rogue Scorpion
- HP: 35
- MP: 0
- Attack: 55
- Defense: 90
- Agility: 33
- Gold: 110
- Experience: 70
- SA: Flee

The Rogue Scorpion is the toughest in the family of scorpions. Use your Firebal spell against this creature.

### Shadow Knight
- HP: 43
- MP: 0
- Attack: 79
- Defense: 51
- Agility: 40
- Gold: 148
- Experience: 90
- SA: Dodging

Dodging is a special technique of the Shadow Knight. Your HP and MP can quickly become exhausted by repeated attacks from this creature. Your best bet is a weapons attack. If you are at a low level, Hie, and defeat him later.

www.primagames.com
**Skeleton**

Though the Skeleton is the weakest of his kind, don't take him lightly. Use Sleep, then Fireball to defeat him. Make sure you're at least at level 7 before battling him.

**Spooky**

Spooky is a troublesome apparition that can give your character a run for his HP. Your standard weapons should be effective against it.

**Slime**

The Slime is your first exposure to the monsters of Alefgard. If you have a Club, you should do well against this monster.

**StarWyvern (Star Wyvern)**

The StarWyvern is very strong and unpredictable. It heals itself with HealMore, making for a long and costly battle. You can safely continue to attack until your HP reaches the 30 mark before you heal yourself.

**Specter**

Use StopSpell on this apparition to help slow down its magic attack, then use weapons.

**Werewolf**

The toughest dog around, the Werewolf can inflict major damage on your character. Try casting Sleep to subdue it, but don't let it cost you a lot of HP. If this puppy doesn't get tired easily, wait on it!
WOLF

HP  34
MP  0
Attack  40
Defense  30
Agility  21
Gold  60
Experience  40
SA  N/A

Definitely not a puppy dog, the Wolf inflicts major damage on your character. Though the weakest of its family, it is anything but feeble. Casting Sleep definitely helps.

WYVERN

HP  42
MP  0
Attack  56
Defense  48
Agility  31
Gold  105
Experience  64
SA  Fly

The Wyvern is a small, flying dragon. Cast Fire or Sleep, then use your weapons attack to clip its wings. You can fight as equals if you are at least at level 10.

WOLFORD

HP  38
MP  6
Attack  50
Defense  36
Agility  23
Gold  80
Experience  52
SA  StopSpell

Casting Sleep against the Wolford before it casts StopSpell works very well. Attack and defeat it while it naps.

WRAITH

HP  36
MP  9
Attack  44
Defense  34
Agility  23
Gold  62
Experience  42
SA  Heal

A very strong member of the Skeleton family, the Wraith will definitely test your mettle. Magic isn't as effective against it as a good old-fashioned pounding. Also, use StopSpell to contain his spells.

The shaded area on the bestiary maps shows where you can encounter a particular monster. For the specific names of the locations shaded, refer to the World Maps on the inside front and back covers of this guide. The color the area is shaded indicates the target level at which your character should be at to have a fighting chance against the monster in that particular region. Refer to the table below to see what color relates to which target levels. Note that the target level indicates the level at which your character should encounter the monster in a particular area; it does not guarantee that a character at that level will defeat the monster.

The black circle with a number in it indicates that a monster appears in a dungeon only. However, if a monster's World Map shows a black circle in a shaded area, your character can encounter the monster both in the dungeon of that area and in the area surrounding it. The number within the black circle indicates the target level your character should be at to have a fighting chance against the monster in that dungeon. Refer to the table below to see how the number inside the black dot corresponds to certain target levels.

<table>
<thead>
<tr>
<th>Color/Number</th>
<th>Target Level(s)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Purple</td>
<td>1 - 4</td>
</tr>
<tr>
<td>Orange</td>
<td>4 - 6</td>
</tr>
<tr>
<td>Yellow</td>
<td>8 - 11</td>
</tr>
<tr>
<td>Green</td>
<td>11 - 13</td>
</tr>
<tr>
<td>Red</td>
<td>13 - 14</td>
</tr>
<tr>
<td>Light Green</td>
<td>14 - 15</td>
</tr>
<tr>
<td>Dark Green</td>
<td>15 - 16</td>
</tr>
<tr>
<td>1</td>
<td>7</td>
</tr>
<tr>
<td>2</td>
<td>8</td>
</tr>
<tr>
<td>3</td>
<td>13</td>
</tr>
<tr>
<td>4</td>
<td>17 - 18</td>
</tr>
<tr>
<td>5</td>
<td>19 - 20</td>
</tr>
<tr>
<td>6</td>
<td>23</td>
</tr>
</tbody>
</table>
**ITEMS**

**HERB**

<table>
<thead>
<tr>
<th>Buy</th>
<th>10G</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sell</td>
<td>8G</td>
</tr>
<tr>
<td>Location</td>
<td>Most Item Shops</td>
</tr>
</tbody>
</table>

Restores some of a character's lost HP.

**ANTIDOTE**

<table>
<thead>
<tr>
<th>Buy</th>
<th>8G</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sell</td>
<td>6G</td>
</tr>
<tr>
<td>Location</td>
<td>Most Item Shops</td>
</tr>
</tbody>
</table>

Use as a remedy after being poisoned by monsters.

**REPELLENT**

<table>
<thead>
<tr>
<th>Buy</th>
<th>40G</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sell</td>
<td>30G</td>
</tr>
<tr>
<td>Location</td>
<td>Most Item Shops</td>
</tr>
</tbody>
</table>

Use to ward off any foes less powerful than your party.

**WARP WING**

<table>
<thead>
<tr>
<th>Buy</th>
<th>25G</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sell</td>
<td>19G</td>
</tr>
<tr>
<td>Location</td>
<td>Most Item Shops</td>
</tr>
</tbody>
</table>

Use to return to where you saved the game last.

**AMULET**

<table>
<thead>
<tr>
<th>Buy</th>
<th>640G</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sell</td>
<td>480G</td>
</tr>
<tr>
<td>Location</td>
<td>Liampart, Wellgarth, Zahan, and Tontegel</td>
</tr>
</tbody>
</table>

Helps protect warriors from enemy spells.

**GOLD KEY**

Location

On the ground in Zahan

Doors with a gold frame can be unlocked with this Key.

**SILVER KEY (SILVER KEY)**

Location

Deep within Lake Cave

You can use this to unlock doors with a silver frame.

**DAM KEY**

Location

Lages in Wellgarth

This is the Key to the Tuhn's Dam.

**JAIL KEY**

<table>
<thead>
<tr>
<th>Buy</th>
<th>2,000G</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sell</td>
<td>1,500G</td>
</tr>
<tr>
<td>Location</td>
<td>Secretly sold at an Item Shop in Wellgarth</td>
</tr>
</tbody>
</table>

This is the master Key for any prison door.

**SLOT TOKEN (SLOT TOKEN)**

<table>
<thead>
<tr>
<th>Buy</th>
<th>—</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sell</td>
<td>53G</td>
</tr>
<tr>
<td>Location</td>
<td>This may be given to you when you buy something else at an Item Shop.</td>
</tr>
</tbody>
</table>

Use these to play the Slot Machine and maybe you'll win a prize.
**Gold Card**

- **Buy** —  
- **Sell** 375G  
- **Location**  
  *This is the Slot Machine's first prize.*

Show this card to shopkeepers and they will give you a 25% discount off the items you purchase.

**Wizard Ring**

- **Buy** —  
- **Sell** 1,950G  
- **Location**  
  *This is the second prize offered to those who play the Slot Machine. It can also be found in some chests.*

This restores some of your characters' depleted MP. It's very fragile and may break after being used several times.

**Lar Mirror (Lar Mirror)**

- **Location**  
  *Swamp east of Moonbrock Castle*

Use this to break the curse placed on the Princess.

**Wind Cloak**

- **Location**  
  *Wind Tower*

Use this cloak to leap from high places and ride the wind.

**Treasure**

- **Location**  
  *Shimmering spot in the water north of Alefgard*

The merchant man in Lianport will trade this for the EchoFlute.

**EchoFlute (Echo Flute)**

- **Location**  
  *The merchant in Lianport will trade this for the Treasure for this.*

You'll hear an echo when you play the Flute where one of the five Seals has been placed.

**WorldLeaf (World Leaf)**

- **Buy** —  
- **Sell** 5G  
- **Location**  
  *Under a tree on the small island east of Wellgarth*

This can restore life to a fallen companion.

**Holy Loom**

- **Location**  
  *Hidden in a chest in Zahan*

The Holy Loom can be used to weave the Water Robe from Dew Yarn.

**Dew Yarn**

- **Location**  
  *On the third floor of the northern Drakhorn*

This is an important element of the Water Robe.

**Loto Seal**

- **Location**  
  *Lorasia Castle's treasure vault*

Trade this for the Loto Helmet at the Sacred Shrine.
**MoonShard (Moon Shard)**

Location: Lune Tower

Use near the Ocean Cave to get past the shoals.

**Star Seal**

Location: Lighthouse south of Alefgard

Take all five Seals to the home of the elemental spirit to receive the RubissChm.

**Moon Seal**

Location: The King of Ostertair

Take all five Seals to the home of the elemental spirit to receive the RubissChm.

**Sun Seal**

Location: In a bush at the Flame Shrine

Take all five Seals to the home of the elemental spirit to receive the RubissChm.

**Water Seal**

Location: In the underground passage in Hamlin

Take all five Seals to the home of the elemental spirit to receive the RubissChm.

**Life Seal**

Location: Rhone Cave

Take all five Seals to the home of the elemental spirit to receive the RubissChm.

**Evil Statue (Evil Statue)**

Location: Said to be in the Ocean Cave

Use this to open a path to Rhone.

**RubissChm (Rubiss Charm)**

Location: Visit the elemental spirit's home with all five Seals to get this.

Use this to eliminate the illusions in Hargan Castle.

**Devil Tail (Devil Tail)**

Buy —
Sell 1,125G

Location:

Dropped by HawkMan and Ozwarg

Using it curses your character, but it can be sold for a pretty penny.

**Strength Seed (Strength Seed)**

Buy —
Sell 112G

Location:

Some chests

Permanently increases a warrior's strength by a few points.

**Agility Seed (Agility Seed)**

Buy —
Sell 100G

Location:

Some chests

Permanently increases a warrior's agility by a few points.

**Defense Seed (Defense Seed)**

Buy —
Sell 100G

Location:

Some chests

Permanently increases a warrior's defense by a few points.
**Life Acorn (Life Acorn)**
- Buy: —
- Sell: 150G
- Location: Some chest
  - Permanently increases a warrior's HP by a few points.

**Mystic Nut (Mystic Nut)**
- Buy: —
- Sell: 100G
- Location: Some chest
  - Permanently increases either the Prince's or Princess's MP by a few points.

**World Map**
- Location: Dracolord Castle
  - Use this while outside to see where you are in the world. See inside back cover for detail of map.

**Weapons**

### Wooden Cane
- Hero: Y
- Prince: Y
- Princess: Y
- Buy: —
- Sell: 15G
- Attack: +2
- Location: Dropped by Sorcerers
  - The Princess is equipped with this weapon at the beginning of the game. It isn't very powerful, but it's better than not having a weapon.

### Club
- Hero: Y
- Prince: Y
- Princess: N
- Buy: 60G
- Sell: 45G
- Attack: +8
- Location: Leftwye
  - The Prince is equipped with this weapon at the beginning of the game. It's a blunt weapon with little power.

**Copper Sword**
- Hero: Y
- Prince: Y
- Princess: N
- Buy: 100G
- Sell: 75G
- Attack: +10
- Location: Leftwye, Cannock, and Hamlin
  - The King presents this weapon to the hero as he begins his journey. It is the most basic type of sword.

**Knife**
- Hero: Y
- Prince: Y
- Princess: Y
- Buy: 200G
- Sell: 150G
- Attack: +12
- Location: Leftwye, Cannock, and Lionport
  - This is one of the few weapons the Princess can equip. It's more effective in battle than the Wooden Cane, but still provides little punch.

**Sickle**
- Hero: Y
- Prince: Y
- Princess: N
- Buy: 330G
- Sell: 247G
- Attack: +15
- Location: Leftwye, Cannock, and Hamelin
  - Purchase this weapon for the hero and the Prince as soon as you can to replace the dulling blades of their Copper Swords.

**Spear**
- Hero: Y
- Prince: Y
- Princess: N
- Buy: 770G
- Sell: 578G
- Attack: +20
- Location: Hamlin
  - This is the best weapon available to the Prince until you can afford a Light or Falcon Sword.

www.primagames.com
**Steel Sword**

- **Hero**: Y
- **Prince**: N
- **Princess**: N
- **Buy**: 1,500G
- **Sell**: 1,125G
- **Attack**: +30

**Location**: Tantegel, Lianport, Hamlin, and Osterfai.

The hero should use this sword until he can locate the legendary Loto Sword.

**Hammer**

- **Hero**: Y
- **Prince**: N
- **Princess**: N
- **Buy**: 4,000G
- **Sell**: 3,000G
- **Attack**: +40

**Location**: Tantegel, Beran, Wellgarth, or Osterfai.

It's better to hold out for the Loto Sword rather than spend 4,000 gold on this weapon.

**Dragon Sword**

- **Hero**: Y
- **Prince**: N
- **Princess**: N
- **Buy**: 8,000G
- **Sell**: 6,000G
- **Attack**: +55

**Location**: Beran, Wellgarth, Osterfai, and Tuhn.

It's not a bad sword, but it's kind of pricey. When battling Dragoons, this sword displays unusual power.

**Light Sword**

- **Hero**: Y
- **Prince**: Y
- **Princess**: N
- **Buy**: 16,000G
- **Sell**: 12,000G
- **Attack**: +70

**Location**: Wellgarth

This is the best weapon for the Prince. When used as an item during battle it has the same effect as casting the Surround spell, which is effective against most creatures.

**Falcon Sword**

- **Hero**: Y
- **Prince**: Y
- **Princess**: N
- **Buy**: 25,000G
- **Sell**: 18,750G
- **Attack**: +7

**Location**: Tuhn

Its attack power is very low, but it allows the bearer to damage an enemy twice in one attack. It's great against metal creatures with low HP.

**Loto Sword**

- **Hero**: Y
- **Prince**: Y
- **Princess**: N
- **Buy**: —
- **Sell**: —
- **Attack**: +40

**Location**: Dracolord Castle

This is one of the legendary items Loto once used in battle. It's a great weapon for the hero until he reaches the land of Rhone.

**Wizard Wand**

- **Hero**: Y
- **Prince**: Y
- **Princess**: Y
- **Buy**: 2,500G
- **Sell**: 1,875G
- **Attack**: +27

**Location**: Lianport, Tantegel, Beran, and Tuhn

This is a much better weapon for the Princess than the Knife or the Wooden Cane. When used as an item in battle, it has the same effect as casting the Fireball spell.

**Bolt Staff**

- **Hero**: Y
- **Prince**: Y
- **Princess**: Y
- **Buy**: —
- **Sell**: 19,500G
- **Attack**: +45

**Location**: Dropped by Magus

This is the best weapon for the Princess. When used as an item in battle, it has the same effect as casting the Infernos spell.
**Thunder Sword (Thunder Sword)**

- **Hero**: Y
- **Prince**: N
- **Princess**: N
- **Buy**: —
- **Sell**: 375G
- **Attack**: +95
- **Location**: Rhone Cave

This is the best sword a hero can wield. When used as an item in battle, it has the same effect as casting the Infernos spell.

**Devil Sword**

- **Hero**: Y
- **Prince**: N
- **Princess**: N
- **Buy**: —
- **Sell**: 11,250G
- **Attack**: +105
- **Location**: Dropped by Dragon, Gigantes, and Atlas

This is the most powerful sword in the game, but anyone who wears it must pay a price. When equipped, it cursed its bearer.

**Armor**

**Cloth Armor**

- **Hero**: Y
- **Prince**: Y
- **Princess**: Y
- **Buy**: —
- **Sell**: 23G
- **Power**: +2
- **Location**: The Princess is equipped with this at the beginning of the journey.

This does little to stop enemy attacks, but when it's the only armor you can afford, it's better than nothing.

**Leather Armor (Leather Armor)**

- **Hero**: Y
- **Prince**: Y
- **Princess**: N
- **Buy**: —
- **Sell**: 113G
- **Power**: +6
- **Location**: The hero and the Prince are equipped with this at the beginning of the journey.

It's good armor at the beginning of the game, but you'll need to find better armor as you progress.

**Chain Mail**

- **Hero**: Y
- **Prince**: Y
- **Princess**: N
- **Buy**: 390G
- **Sell**: 292G
- **Power**: +12
- **Location**: Leftwyne, Cannock, and Hamlin

This provides affordable protection for the novice adventurer. You'll want to get this armor for the hero and the Prince right away.

**Eva De Cloak**

- **Hero**: Y
- **Prince**: Y
- **Princess**: Y
- **Buy**: 1,250G
- **Sell**: 938G
- **Power**: +35
- **Location**: Lianport, Tantegel, and Ostferal

This is a great buy at only 1,250 gold. You may want to purchase one for everyone. This is the second-best armor for the Princess.

**Steel Armor**

- **Hero**: Y
- **Prince**: N
- **Princess**: N
- **Buy**: 1,000G
- **Sell**: 750G
- **Power**: +25
- **Location**: Hamlin, Lianport, and Tantegel

This is too heavy for the Prince, but the hero can make good use of this armor until he finds the Magic Armor.

**Magic Armor**

- **Hero**: Y
- **Prince**: Y
- **Princess**: N
- **Buy**: 4,300G
- **Sell**: 3,225G
- **Power**: +35
- **Location**: Tuun and Ostferal

Even the Prince can equip this and it's a lot cheaper than a Fur Cloak.
# Chapter 7

## Fur Cloak

<table>
<thead>
<tr>
<th>Item</th>
<th>Buy</th>
<th>Sell</th>
<th>Power</th>
<th>Location</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hero</td>
<td>Y</td>
<td>y</td>
<td>+60</td>
<td>Welliguth</td>
</tr>
<tr>
<td>Prince</td>
<td>Y</td>
<td>y</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Princess</td>
<td>Y</td>
<td>y</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Though this is expensive, it’s worth purchasing for the Prince or the Princess if you can save up enough gold.

## Gaia Armor

<table>
<thead>
<tr>
<th>Item</th>
<th>Buy</th>
<th>Sell</th>
<th>Power</th>
<th>Location</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hero</td>
<td>N</td>
<td></td>
<td>+47</td>
<td>Osterfair</td>
</tr>
<tr>
<td>Prince</td>
<td>N</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Princess</td>
<td>N</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Use the Gold Key to find this armor in the hands of Osterfair’s blacksmith.

## Loto Armor

<table>
<thead>
<tr>
<th>Item</th>
<th>Buy</th>
<th>Sell</th>
<th>Power</th>
<th>Location</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hero</td>
<td>Y</td>
<td></td>
<td>+75</td>
<td>Rhone Cave</td>
</tr>
<tr>
<td>Prince</td>
<td>N</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Princess</td>
<td>N</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

The hero will have less to fear in Rhone while wearing this legendary armor.

## Devil Armor

<table>
<thead>
<tr>
<th>Item</th>
<th>Buy</th>
<th>Sell</th>
<th>Power</th>
<th>Location</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hero</td>
<td>Y</td>
<td></td>
<td>+87</td>
<td></td>
</tr>
<tr>
<td>Prince</td>
<td>Y</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Princess</td>
<td>N</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Although this offers an incredibly powerful defense, it curses its wearer. Sell it for extra gold.

## Water Robe

<table>
<thead>
<tr>
<th>Item</th>
<th>Buy</th>
<th>Sell</th>
<th>Power</th>
<th>Location</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hero</td>
<td>Y</td>
<td></td>
<td>+65</td>
<td></td>
</tr>
<tr>
<td>Prince</td>
<td>Y</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Princess</td>
<td>Y</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

This robe offers a strong defense against fire spells. It’s also the best armor the Princess and the Prince can handle, but you can only get one.

## Leather Shield (Leather Shield)

<table>
<thead>
<tr>
<th>Item</th>
<th>Buy</th>
<th>Sell</th>
<th>Power</th>
<th>Location</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hero</td>
<td>Y</td>
<td></td>
<td>+4</td>
<td>Lorasia, Leftwyne, Cannock, and Hamlin</td>
</tr>
<tr>
<td>Prince</td>
<td>Y</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Princess</td>
<td>N</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Although this doesn’t offer much protection, it works well with strong armor.

## Steel Shield

<table>
<thead>
<tr>
<th>Item</th>
<th>Buy</th>
<th>Sell</th>
<th>Power</th>
<th>Location</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hero</td>
<td>Y</td>
<td></td>
<td>+10</td>
<td>Hamlin, Lianport, and Beran</td>
</tr>
<tr>
<td>Prince</td>
<td>N</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Princess</td>
<td>N</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

This complements the hero’s Steel Armor nicely.

## Heal Shield

<table>
<thead>
<tr>
<th>Item</th>
<th>Buy</th>
<th>Sell</th>
<th>Power</th>
<th>Location</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hero</td>
<td>Y</td>
<td></td>
<td>+18</td>
<td>Tuhn, Beran, and Welliguth</td>
</tr>
<tr>
<td>Prince</td>
<td>Y</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Princess</td>
<td>N</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

It’s expensive, but everyone should have one in his or her inventory. When used as an item in battle, it is just like casting a HealMore spell, which saves the Princess and the Prince MP.
### Loto Shield

<table>
<thead>
<tr>
<th></th>
<th>Hero</th>
<th>Prince</th>
<th>Princess</th>
<th>Buy</th>
<th>Sell</th>
<th>Power</th>
<th>Location</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Y</td>
<td>N</td>
<td>N</td>
<td></td>
<td></td>
<td>+30</td>
<td>Cannock Castle</td>
</tr>
</tbody>
</table>

Only the hero can equip this legendary shield. You'll find it in Cannock Castle once you have the Gold Key.

### Magic Helmet

<table>
<thead>
<tr>
<th></th>
<th>Hero</th>
<th>Prince</th>
<th>Princess</th>
<th>Buy</th>
<th>Sell</th>
<th>Power</th>
<th>Location</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Y</td>
<td>Y</td>
<td>Y</td>
<td></td>
<td>15,000G</td>
<td>+8</td>
<td>Dropped by MagVamps and Bazuzu</td>
</tr>
</tbody>
</table>

This is the only helmet that the Prince and the Princess can wear.

### Evil Shield

<table>
<thead>
<tr>
<th></th>
<th>Hero</th>
<th>Prince</th>
<th>Princess</th>
<th>Buy</th>
<th>Sell</th>
<th>Power</th>
<th>Location</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Y</td>
<td>N</td>
<td>N</td>
<td>6,600G</td>
<td></td>
<td>+40</td>
<td>Dropped by MegaNites</td>
</tr>
</tbody>
</table>

It curses its wearer, but it's worth a lot when sold.

### Iron Helmet

<table>
<thead>
<tr>
<th></th>
<th>Hero</th>
<th>Prince</th>
<th>Princess</th>
<th>Buy</th>
<th>Sell</th>
<th>Power</th>
<th>Location</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Y</td>
<td>N</td>
<td>N</td>
<td>3,150G</td>
<td>2,363G</td>
<td>+6</td>
<td>Tantegel, Tuhn, Beran, Osterfair, and Wallgarth</td>
</tr>
</tbody>
</table>

This increases the hero's defensive power slightly and is well worth the cost.

### Loto Helmet

<table>
<thead>
<tr>
<th></th>
<th>Hero</th>
<th>Prince</th>
<th>Princess</th>
<th>Buy</th>
<th>Sell</th>
<th>Power</th>
<th>Location</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Y</td>
<td>N</td>
<td>N</td>
<td></td>
<td></td>
<td>+20</td>
<td>Sacred Shrine</td>
</tr>
</tbody>
</table>

To get this legendary gear, you'll need to get the Loto Seal and take it to the Sacred Shrine.
### Attack Spells

<table>
<thead>
<tr>
<th>Spell</th>
<th>Prince</th>
<th>Princess</th>
<th>Level</th>
<th>MP</th>
<th>Results</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fireball</td>
<td>Y</td>
<td>N</td>
<td>3</td>
<td>2</td>
<td>Causes 15-25 points of damage to an enemy. Many enemies can also use this.</td>
</tr>
<tr>
<td>Inferno</td>
<td>N</td>
<td>Y</td>
<td>4</td>
<td>4</td>
<td>Inflicts damage to an enemy group. A bit more powerful than Fireball.</td>
</tr>
<tr>
<td>Firebone</td>
<td>Y</td>
<td>N</td>
<td>18</td>
<td>4</td>
<td>Inflicts 30-50 points of damage to all enemies on screen.</td>
</tr>
<tr>
<td>Defeat</td>
<td>Y</td>
<td>N</td>
<td>23</td>
<td>4</td>
<td>Quickly eliminates a group of weak enemies. Has no effect against strong enemies.</td>
</tr>
<tr>
<td>Explode</td>
<td>N</td>
<td>Y</td>
<td>19</td>
<td>8</td>
<td>The strongest attack spell available to the Princess. Can inflict 50-80 points of damage to all monsters on screen.</td>
</tr>
<tr>
<td>Sacrifice</td>
<td>Y</td>
<td>N</td>
<td>28</td>
<td>1</td>
<td>Requires spell caster to give up his own life to destroy his enemies. Doesn't work on all enemies, but a good tactic when defeat is imminent.</td>
</tr>
</tbody>
</table>

### Defense Spells

<table>
<thead>
<tr>
<th>Spell</th>
<th>Prince</th>
<th>Princess</th>
<th>Level</th>
<th>MP</th>
<th>Results</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sleep</td>
<td>N</td>
<td>Y</td>
<td>2</td>
<td>2</td>
<td>Puts a group of enemies to sleep temporarily.</td>
</tr>
<tr>
<td>StopSpell</td>
<td>Y</td>
<td>N</td>
<td>8</td>
<td>3</td>
<td>Prevents an enemy group from using magic. Often has no effect.</td>
</tr>
<tr>
<td>Surround</td>
<td>N</td>
<td>Y</td>
<td>6</td>
<td>2</td>
<td>Surrounds an enemy group with fog, which causes enemies to miss when attacking.</td>
</tr>
<tr>
<td>Defense</td>
<td>N</td>
<td>Y</td>
<td>10</td>
<td>2</td>
<td>Diminishes defensive powers of enemies, increasing the effectiveness of your attacks.</td>
</tr>
<tr>
<td>Increase</td>
<td>Y</td>
<td>N</td>
<td>20</td>
<td>2</td>
<td>Improves your party's defensive powers, reducing the damage the enemy can cause.</td>
</tr>
<tr>
<td>StepGuard</td>
<td>Y</td>
<td>N</td>
<td>17</td>
<td>1</td>
<td>Protects your party from magical barriers found in castles, towns, and shrines. Use it before stepping on dangerous types of land.</td>
</tr>
</tbody>
</table>

### Restore Spells

<table>
<thead>
<tr>
<th>Spell</th>
<th>Prince</th>
<th>Princess</th>
<th>Level</th>
<th>MP</th>
<th>Results</th>
</tr>
</thead>
<tbody>
<tr>
<td>Heal</td>
<td>Y</td>
<td>N</td>
<td>1</td>
<td>3</td>
<td>Heals up to 20 HP. Use this spell in combination with Herbs.</td>
</tr>
<tr>
<td>Antidote</td>
<td>Y</td>
<td>Y</td>
<td>6/12</td>
<td>3</td>
<td>Each step you take after being poisoned by an enemy lowers your HP. Antidote draws the poison out.</td>
</tr>
<tr>
<td>HealMore</td>
<td>Y</td>
<td>Y</td>
<td>14/1</td>
<td>5</td>
<td>Heals up to 40-50 HP. Choose wisely between Heal and HealMore to save MP.</td>
</tr>
<tr>
<td>HealAll</td>
<td>N</td>
<td>Y</td>
<td>15</td>
<td>8</td>
<td>Heals up to 40-50 HP. Choose wisely between Heal and HealMore to save MP.</td>
</tr>
<tr>
<td>Revive</td>
<td>Y</td>
<td>Y</td>
<td>25/22</td>
<td>5</td>
<td>Heals up to 40-50 HP. Choose wisely between Heal and HealMore to save MP.</td>
</tr>
</tbody>
</table>

### Support Spells

<table>
<thead>
<tr>
<th>Spell</th>
<th>Prince</th>
<th>Princess</th>
<th>Level</th>
<th>MP</th>
<th>Results</th>
</tr>
</thead>
<tbody>
<tr>
<td>Outside</td>
<td>Y</td>
<td>Y</td>
<td>12/17</td>
<td>6</td>
<td>When you're lost, this helps you escape any indoor area. Your party will be placed on the World Map outside the area you were in.</td>
</tr>
<tr>
<td>Return</td>
<td>Y</td>
<td>N</td>
<td>10</td>
<td>6</td>
<td>While on the World Map this takes you back to the last location you saved your game. Use when your party is beat up.</td>
</tr>
<tr>
<td>Repel</td>
<td>N</td>
<td>Y</td>
<td>8</td>
<td>2</td>
<td>Repels monsters with fewer HP than your party. Has the same effect as Repel.</td>
</tr>
<tr>
<td>Open</td>
<td>N</td>
<td>Y</td>
<td>29</td>
<td>2</td>
<td>Once the party learns this spell, you won't need to carry any other Key except the Dam Key.</td>
</tr>
</tbody>
</table>

### Ultimate Spell

<table>
<thead>
<tr>
<th>Spell</th>
<th>Prince</th>
<th>Princess</th>
<th>Level</th>
<th>MP</th>
<th>Results</th>
</tr>
</thead>
<tbody>
<tr>
<td>Chance</td>
<td>N</td>
<td>Y</td>
<td>25</td>
<td>15</td>
<td>Highly unpredictable. May produce same results as other spells, or cause something incredible or even horrible.</td>
</tr>
</tbody>
</table>

### Legend for Magic Spells

<table>
<thead>
<tr>
<th>Spell:</th>
<th>Name of the spell</th>
<th>Level:</th>
<th>What level the character must attain before learning the spell</th>
</tr>
</thead>
<tbody>
<tr>
<td>Prince:</td>
<td>Whether or not the Prince can use the spell</td>
<td>MP:</td>
<td>The amount of MP consumed each time the spell is cast</td>
</tr>
<tr>
<td>Princess:</td>
<td>Whether or not the Princess can use the spell</td>
<td>Result:</td>
<td>Result of the spell</td>
</tr>
</tbody>
</table>
Your first goal is to find the other descendents of Loto. There is a Prince in Cannock and a Princess in Moonbrook who may be willing to join you on your quest.

Your hero is weak; he is only a level 1 warrior. Before wandering too far from the castle, get some experience. Wander around the plains surrounding the castle and battle Slimes and Giant Slugs to earn experience. Don’t go too far at first. You want to be able to return to the castle quickly for healing when you are low on HP.

Once you have reached level 3, visit the Item Shop and purchase the Leather Shield and some Herbs. Leave the safety of Lorasia Castle and head west to find the town of Leftwyne.

**Important Conversations**

"The town of Leftwyne is to the west of here. People rest there while traveling to Cannock."

"In Cannock there is a young Prince and, in Moonbrook, a lovely Princess. You will like them, Prince."

**Leftwyne**

**Blacksmith’s Shop**
- Club: 60G
- Copper Sword: 100G
- Knife: 200G
- Sickle: 330G
- Chain Mail: 390G
- Leather Shield: 90G

**Suggested Level:** 3

**Inn**
- 6G per person

**Item Shop**
- Herb: 10G
- Antidote: 8G
- Leather Shield: 90G
- 1,196 Gold
- STR Seed
- Loto Seal
- Mystic Nut
- 50 Gold
- Copper Sword

**Monsters**
- Dracky
- Giant Slug
- Iron Ant
- Phantom
- Wild Mouse

**Objectives**
- Talk to the villagers
- Find Cannock Castle

**Items**
- Life Acorn
- Herb
- Item Shop
- Copper Sword
- 50 Gold
- Stairs to
- Throne Room
- Stairs to room
- Stairs to dungeon

**Note**

Inn prices vary depending upon how many characters stay at the Inn. For example, it costs 4 gold for one character, 8 for two, and 12 for three.

Follow the King downstairs and search the chest to get a Copper Sword and 50 Gold. Be sure to equip the sword straight away. You don’t want to wander into the wilderness without a weapon. When you equip the Copper Sword you’ll notice that your Leather Armor has already been equipped.

Oh! 50G and a Copper Sword!
When you reach Leftwyne, you will probably need rest. Fortunately there's an Inn where you can rest for 6 gold. More importantly though, there's a blacksmith in town that sells all kinds of weapons and armor. Most of his goods will be out of your reach at this point in the game, but it would be a good idea to work up the 90 gold for a Leather Shield if you haven't already. It may not be a powerful piece of armor, but you'll be surprised at how much it'll help with the enemies around Leftwyne.

**Cannock Castle**

"Cannock Castle is far to the north of here."
"Um, if you go west, there's a shrine. You can get across to Moonbrook from there. My dad's a soldier in Moonbrook. He's great."

**Legend for Cannock Castle**

- **A** Loto Shield
- **B** Temple
- **C** Traveling Merchant
- **D** Item Shop
- **E** Inn

**Important Conversations**

- "Cannock Castle is far to the north of here."
- "Um, if you go west, there's a shrine. You can get across to Moonbrook from there. My dad's a soldier in Moonbrook. He's great."

**Suggested Level**

- 4

**Inn**

- 8G per person

**Traveling Merchant**

- Copper Sword: 100G
- Knife: 200G
- Sickle: 330G
- Leather Shield: 90G
- Chain Mail: 390G

**Objective**

- Speak with the King
- Learn about the Prince from the Princess of Cannock
- Find the Hero's Spring

**Item Shop**

- Herb: 10G
- Antidote: 8G
- Warp Wing: 25G
- Repellent: 40G

**Monsters**

- Dracky
- Giant Slug
- Iron Ant
- Phantom
- Wild Mouse

**What's this?**

- The Slot Token?

**Note**

- Look out the dresser in the room above the blacksmith's shop to find a Slot Token.

**Speak to the villagers**

- You'll learn that Cannock Castle is to the north. You'll also hear that there's a shrine to the west of Leftwyne that leads to Moonbrook Castle. Cannock will be your first step. Rest and, when you're ready, head north to find Cannock Castle.
You've reached Cannock Castle in search of the Prince of Cannock. Speak with the King and he'll tell you that his son, the Prince, has already left for the Hero's Spring.

Enter the room on the east side of the castle and you'll find the Princess of Cannock. Tell her you're a friend of her brother and she'll say that the Prince likes to take his time while traveling, so he may not always go straight from place to place.

A little more searching for clues leads you to information that Hero's Spring is far to the north of Lorasia Castle. To prepare for your trip, purchase a couple of Herbs and Antidotes. Then, save your game with the King and prepare to head east.

### Hero's Spring Cave

**Monsters**
- Dracky
- GiantSlug
- IronAnt
- KingCobra
- WildMouse

**Objectives**
- Find the Hero's Spring
- Head south to Lorasia Castle

**Suggested Level**
- 5

**Items**
- Herb
- 85 Gold
- Antidote

**Legend for Hero's Spring Cave (Floor #1)**
- A Herb
- B 85 Gold
- C Antidote
- 1 Stairs to Floor #2

**Legend for Hero's Spring Cave (Floor #2)**
- 1 Stairs to Floor #1
Stay north of the mountains next to Cannock Castle and head east. It's a long walk to Hero's Spring Cave, which lies on the northeast corner of the continent. Make sure you take along some Herbs. There are no towns near the spring, so you'll have to rely on items for healing.

The cave is a small one, but there are some tough enemies about. You'll need an Antidote or two in case a KingCobra poisons you. If you don't have an Antidote, you may be in big trouble. It's unlikely that you'll make it all the way back to Cannock Castle before the poison overcomes you.

In the northwest corner of the cave you'll find the Hero's Spring, but the Prince of Cannock is nowhere to be found. Talk to the man at the spring and he'll say that the Prince is heading toward Lorasia Castle. The Prince must be searching for you.

When you reach the castle, head upstairs to see the King. He'll tell you that the Prince was just there, but that he left when he heard you were on your way to Cannock. Rest at the inn and then make the long trek west to Leftwine.

The Princess of Cannock mentioned that the Prince likes to make side trips, so it's a good bet he's somewhere nearby. Go to Leftwine and check out the local inn and you'll notice another guest. The guest turns out to be the Prince. Finally you have someone to fight with you on your side.

The Prince's equipment isn't what you'd expect for an adventurer, so you better upgrade right away. Get him a Leather Shield first. Then buy a Sickle for the hero and give the Copper Sword to the Prince.

Now, the Prince is ready to do some adventuring.

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The spring's water can restore lost HP. Let the man there baptize you to heal your wounds, so you can do more fighting and earn lots of experience and gold.

THE SEARCH FOR THE PRINCE OF CANNOCK

OBJECTIVES

Speak with the King at Lorasia Castle
Find and equip the Prince

SUGGESTED LEVEL 6

Head south from Hero's Spring to find Lorasia Castle. It isn't a direct path, but it's better than walking all the way back to Cannock Castle, then Leftwine, and then finally to Lorasia Castle. Head southwest along the mountain range. Past the mountains you'll see a swamp to the east.

Go around the swamp and head south along the mountains. You'll actually pass Lorasia Castle, but there's no way to get to it. Just continue around the mountains to a couple of bridges. Cross the bridges and then head north to Lorasia Castle.
seek out his brother in the Shrine south of Lorasia Castle. To comply
with his request, return to Lorasia Castle and head south. You'll find
the Shrine at the tip of a peninsula. Speak with the man inside
the Shrine and he'll tell you of a
cave far to the west of Cannock Castle called the Lake Cave. Deep
within the cave you can find the
Silver Key, one of several Keys
you'll need to collect throughout
your adventures.

Return to Cannock Castle and
prepare for your journey to Lake
Cave by stocking up on Antidotes
and Herbs. From the castle head
west, staying north of the moun-
tains. You'll find a cave set in the
center of a lake. This is known as
Lake Cave. With the Prince in
your party, you can now chal-
enge the monsters in this small
cave to find a valuable treasure.

The cave is pretty simple.
There are a few dead ends, but
they're short, so backtracking isn't
a big deal. The big prize, the
Silver Key, is located at the very
bottom of this cave. The lower
level is crawling with tough en-
emies, so be careful.

Watch out for Sorcerers and
King Cobras. Sorcerers can use
the Fireball spell, which causes a
lot more damage than most nor-
mal attacks. If you fight a group
of three Sorcerers you could be in
a world of hurt if they all decide
to use the Fireball spell.

King Cobras can poison you.
Poison isn't so big deal if the
Prince is level 6 and knows the
Antidote spell, or if you've
stocked up on Antidotes. But if
you run out of Antidotes or the
Prince exhausts his MP, you better
run from large groups of
King Cobras. Getting poisoned
this far from town can be deadly.
The Silver Key

Objectives
Visit Leifwyne
Visit Lorasia Castle

Suggested Level: 8

Now that you have the Silver Key, it's time to go check out some of those locked doors you've had to pass by. Head to Leifwyne. There's a silver door in the Blacksmith's Shop. Use the Silver Key to unlock it and you'll find a Slot Machine Shop. If you have a Slot Token, you can play the Slot Machine and try to win some cool items. You can get Slot Tokens by purchasing items from shops and defeating certain monsters. Occasionally, you may find a token hidden in a dresser.

At Lorasia Castle you can use the Silver Key for a couple of things. First, there are two doors on the west side of the castle that can be opened. Inside the rooms you can speak to a couple of Lorasia's citizens who'll offer you friendly advice. You'll also find a Slot Token in the dresser. On the east side of the castle you can use the Silver Key to unlock a door that leads to a jail below the castle. You can't do anything there yet, but one of the inmates asks if you've found the Jail Key.

Lora's Gate

Legend for Lora's Gate
1 North entrance
2 South entrance
3 Stairs to small island

Objectives
Enter the Shrine southeast of the Cave
Pass through Lora's Gate and head south to Hamlin

Monsters
ArmorPede
Big Rat
KingCobra
Phantom
Sorcerer

Suggested Level: 8

Now that you've found the Prince and the Silver Key, you're ready to start your journey toward Moonbrook Castle. Return to the Shrine southwest of Cannock Castle. Use the stairs to enter a very small place known as Lora's Gate.

Hamlin

Objectives
Upgrade your equipment
Head southwest to Moonbrook Castle

Suggested Level: 9 or 10

Inn
12G per person

Blacksmith's Shop
Sickle 330G
Spear 770G
Steel Sword 1,500G
Chain Mail 390G
Steel Armor 1,000G
Steel Shield 2,000G

Item Shop
Herb 10G
Antidote 8G
Warp Wing 25G
Repel potion 40G
Leather Shield 90G
Knife 200G

Monsters
ArmorPede
Healer
Ozwarg
ArmyAnt
KingCobra
Smoke
Babble
LizardFly
Sorcerer
Baboon
MagicAnt
WizDracky
BigRat
MegaPede
Zombie

Legend for Hamlin
A Temple
B Blacksmith
C Item Shop
D Inn
1 Stairs to Storage Service and Slot Machine
2 Stairs to Underground
3 Stairs to Underground
4 Stairs to Room

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After exiting Lora’s Gate, head south to find the town of **Hamlin**. This is an important stop for our adventurers. The local blacksmith sells useful weapons and armor, but they may be a bit out of your price range at this point in the game. There’s also an inn, and a man at the north end of the town will allow you to save your game.

Be sure to purchase a **Spear for the Prince**. It will increase his attack power just enough to make him effective in combat. Also purchase the **Steel Armor** and **Steel Sword** for yourself. The Steel Shield is pretty expensive, so hold off on purchasing it until after you visit Moonbrook Castle. If you’re short on funds, you can always battle enemies around Hamlin. It doesn’t take much work to earn the gold you need.

Take a look around the town. Several people have useful information for you. Look for a dog near the water in the northwest corner of town. Speak to the dog and it will follow you around town. Odd behavior for a dog, don’t you think?

One of Hamlin’s citizens tells you that Moonbrook is southwest. Rest, save your game, and then get ready to head to **Moonbrook Castle**.

---

**Legend for Moonbrook Castle**

- A: Empty Treasure Chest
- B: Stairs to basement

**Important Conversations**

"Moonbrook Castle is southwest. Go west first, then turn south. Watch out for monsters."

"I hear there’s this flying cape in a tower somewhere. If you wear that cape, you can fly a bit if you jump from up high. Don’t you forget what I told you!"

**Moonbrook Castle**

**Legend for Moonbrook Underground**

- 1: Stairs up to town
- 2: Stairs up to town

**Legend for Hamlin Underground**

- 1: Stairs up to town
- 2: Stairs up to town

**Suggested Level**: 10

**Objectives**

- Speak with the Flames to learn about the Princess

**Monsters**

- ArmorPepe
- KingCobra
- Metoly
- Smoke
- Zombie

Cross the bridge south of Hamlin and then head west along the shoreline. When you reach the large beach, turn south and you’ll find Moonbrook Castle surrounded by a large swamp.

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Swamps contain poisonous gasses that hurt anyone who is foolish enough to pass through them. Unfortunately, you’re often left with no choice but to pass through swamps and take damage, and this so happens to be one of those cases. Try to plot the shortest route through the swamp to limit the amount of damage you take.

Hargon’s attack has left Moonbrook Castle in ruins. The swamp has seeped into the castle and monsters now run freely through the halls. Be very careful while exploring so that you take as little damage as possible from the swamps, and be ready to fight at any time.

The spirits of the dead roam the halls of Moonbrook Castle in the form of flames. Speak with them to learn of a terrible curse that was placed on the Princess, transforming her into a nut. They’ll also mention that a magic item known as the LarMirror was lost long ago in a swamp southeast of Hamlin. The mirror has the power to break the curse placed on the Princess.

There’s a staircase in the center of the castle that leads to an underground chamber. To reach it, you’ll have to pass through the broken wall in the northwest corner of the castle, and then walk south through the swamp to reach a passage that leads to the stairs. Be sure to keep an eye on your party’s HP as you pass through the swamp. You’ll probably need to heal everyone once.

**Important Conversations**

"I am the soul of Moonbrook’s King. My daughter was turned into a dog by a curse... the shame of it."

"East of here lies a small swamp within sight of two bridges. The LarMirror is there... I cannot die until I pass that on."

"Please... reflect the Princess in the LarMirror."

---

**The LarMirror**

**Objectives**

- Locate the LarMirror
- Free the Princess from her curse

**Suggested Level**

10

After exploring Moonbrook Castle you’ll probably need to return to Hamlin to rest and to save your game. The swamp where the LarMirror can be found is southeast of Hamlin, but there’s no direct route to it.

Return to Moonbrook Castle. From the castle head east, staying south of the lake and river. You’ll find a small square swamp near two bridges. Step into the swamp and search the ground in the northeast corner to find the LarMirror.

Head back to Hamlin with the mirror in hand. Remember that little dog that followed you around earlier? **Use the LarMirror on the dog to free the Princess from the curse.** She’ll return to normal and you’ll have your third and final party member, the Princess.

The Princess is equipped with a Wooden Cane and Cloth Armor, which is hardly the gear of a warrior. She is a sorceress and cannot rely on heavy armor and weapons. Her strength is in her ability to use magic.

Wander the area around Hamlin until she reaches at least level 4, so that she’ll have a couple of useful spells and a bit more HP. You won’t be able to upgrade her armor yet, but you can purchase a Knife for her at the Item Shop. It’ll only add a little to her attack, so you may want to hold off until you can purchase some better equipment.
WIND TOWER

LEGEND FOR WIND TOWER (FLOOR #1)

A  Herb
1-3  Stairs to Floor #2

LEGEND FOR WIND TOWER (FLOOR #3)

A  336 Gold
4-6  Stairs to Floor #2
7-8  Stairs to Floor #4

LEGEND FOR WIND TOWER (FLOOR #2)

A  Wind Cloak
1-3  Stairs to Floor #1
4-6  Stairs to Floor #3

LEGEND FOR WIND TOWER (FLOOR #4)

7-9  Stairs to Floor #3
10-13  Stairs to Floor #5

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Exploring the area around Hamlin and Moombrook Castle quickly leads you to one conclusion: You're stuck. Mountains and rivers block your progress to the south, and you don't have a ship to sail the oceans with.

If you've been paying attention to what people have said, you've heard of a Wind Tower and a mystical Wind Cloak that can protect you from a great fall. Perhaps your next goal should be to find this far-off tower and claim the magic Wind Cloak for yourself.

Getting to the tower isn't easy. From Hamlin, head east to the river and follow it north. Use the second bridge to cross the river and then travel along the shore to the south. When you reach the islands to the south, stay to the east coast and cross the many bridges. When you can't go south any farther, head straight west to find the Wind Tower.

Upon entering the tower, use the staircase in the northeast corner of the first floor. This leads you down several narrow corridors until you reach the fourth floor. On the fourth floor you'll find two options. Use the first one; it goes up one floor and then down to the second floor. Keep going down until you find a chest containing the Wind Cloak.

Return to the fourth floor and use the stairs in the southeast corner. Follow the path to the top of the tower to get a Wizard Ring. Be sure to hold onto this rare item for later in the game when you really need it.

You've seen everything you need to see in this tower. There's a lot more to explore if you wish, but if you're ready to move on, return to Hamlin.

Be sure someone equips the Wind Cloak. Then hop off the tower by walking off one side. The Wind Cloak carries your party safely to the ground below.
Now that you have the Wind Cloak, you can finally cross the channel in the northwest and continue your quest. Head southwest from Moonbrook Castle to find a Shrine that allows you to cross the river.

On the opposite shore, head north to find one of the Drakhorns. It's a long hike and lots of nasty new enemies stand in your way, so be careful.

Ascend to the very top of Drakhorn. The tower is full of nasty enemies, so come ready to fight. When you reach the top, make sure someone has the Wind Cloak equipped and then hop off of the north side of the tower. The Wind Cloak carries your party across the channel to the opposite shore.

Head northeast from the Drakhorn, staying close to the shore. You'll find a town known as Lianport.

When you enter Lianport, the people aren't friendly. You can quickly overcome this problem by heading to the northwest corner of town where a young maiden is being picked on by two of Hargon's henchmen. Defeat the evildoers and the girl will be so thankful that she'll want to introduce your party to her grandfather.

Follow the girl and speak to her grandfather, who just happens to own several ships. To reward you for saving his granddaughter, the old man gives you his fastest ship and sends you on your way. Now you'll be able to explore the world freely!

Before you leave town, you'll want to visit the local blacksmith to upgrade the Princess's equipment. Purchase a Wizard Wand and an Evade Cloak for her. She'll be much more effective in combat from this point forward. Hop on the ship and then check out the silver door to the south. Inside, a man will ask you to bring him sunken treasure. Keep this in mind as you explore.

Use the exit in the northeast corner of town to launch the boat into the ocean.
played Dragon Warrior I. If not, shame on you for playing the games out of order! You'll understand the story and this reference much better once you've completed Dragon Warrior I.

Park your ship on the coast near the northern bridge and hike east to find Tantegel Castle. The castle looks pretty much the same, but many new buildings have sprung up around it. Be sure to check out the shops to find some new gear. You can buy an Iron Helmet for the first time. There's also a Hammer, but stick with the Steel Sword. You'll notice that the King is missing. You can find him locked behind a door above the Blacksmith's Shop, but without the Gold Key you won't be able to reach him.

A man in the castle tells you that the sunken treasure can be found in the seas to the north. Say goodbye to Tantegel for now and return to your ship.

---

**Important Conversations**

"Have you heard about the sunken treasure? The merchant who lives near the docks in Lianport is supposed to have been a very wealthy man. People say he lost his fortune when his ship sank in the northern sea because it was so weighted down with the merchant's precious cargo. If you see the sea glitter, that is where the treasure sank."

"To open any door with a gold frame, a Gold Key is what you need."

**Sunken Treasure**

**Objectives**

- Find the sunken treasure
- Give the treasure to the merchant
- Get the EchoFlute

**Location**

Stay close to the west shore of Alefard and sail northward into the ocean. Soon you'll discover a shimmering patch of water. Drop anchor over the shimmering patch and search the area. Find the sunken treasure here.

Take the treasure back to Lianport and give it to the merchant who asked about it (the one behind the silver door). As a reward for recovering the treasure, he gives you the EchoFlute. The flute will come in handy in the near future.
This dungeon isn't easy. If you have troubles, get out fast and return to Tantegel Castle to rest. Then wander the area to build your characters up a bit before trying to conquer Dracolord Castle again.
Dracolord Castle lies southeast of Tantegel Castle in a large swamp. The castle is full of vicious beasts that are tougher than most of those you've faced so far. Hopefully, you've upgraded everyone's armor and weapons, and you're ready for the challenge.

The castle is straightforward until you reach the third floor. At that point there are two stairs to choose from. Take the stairs on the west side to reach the fourth floor. Then use the lower stairs in the center of the floor. Follow the path to find the Loto Sword. Be sure to equip it right away.

Return to the fourth floor and use the other set of stairs in the middle of the floor. This takes you to the actual castle. There are several chests you can get with the Silver Key. Be sure to use the StepGuard spell to protect your party from the damaging tiles in front of the treasure room, or be ready to heal your party after every few steps.

In the center of the castle you'll find Dracolord's grandson who'll tell you of an elemental spirit that lives in a cave below the ocean. You'll need to collect all five of the Seals before you visit it.

Once you've spoken to the castle's master, you can either leave the way you came in, or use the Prince's Outside spell to get out fast.
Chapter 9

When you reach the center of the maze, use the stairs in the southeast room. This leads you to a treasure on the fifth floor, the Sickle. Return to the bottom floor and use the stairs in the southwest room to reach the third floor.

On the third floor, use the stairs on the west side, ignoring the door to the north for the moment. This takes you to the fourth floor where you can collect another treasure. There are two possibilities here, take the stairs in the southwest corner first. These will lead you to a dead end containing a chest on the fifth floor.

Retrace your steps to the fourth floor. Use the stairs in the northwest corner to reach the seventh floor where you'll find a strange man. Follow the man down to the second floor and open the chest. Several Gremlins attack, but when they're defeated you get the first Seal, the Star Seal!

Your party is probably pretty tired by now, so you may want to head back to the ship. But if you're up for more adventuring, jump off the tower and enter it again. Find your way through the first maze and then use the stairs in the southwest room to get to the third floor.

Open the silver door and follow the path to the very top of the Lighthouse. There you'll learn about Hargain's citadel, the land of Rhone. When you're done, hop off the tower and return to Tantegel Castle for some well-deserved rest.

### Important Conversations

"I have no idea where you may have heard about them, but are you trying to find the five Seals too? Seals are not objects. They are markings of the soul. In your strength, they are engraved. That's what I was told. Don't ask me what that might mean, though."

---

**TUHN**

- **Monsters:**
  - GoldOrc
  - Groggopp
  - Hiiabapango
  - Hork
  - Hunter
  - Metaball
  - PosnLily
  - PuppetMan
  - Warlock

- **Objectives:**
  - Upgrade your equipment
  - Learn about the missing Dom Key
  - Don Miko, and the Lune Tower

- **Inn:**
  - 40G per person

- **Suggested Level:**
  - 21 or 22

- **Item Shop:**
  - Warp Wing 25G
  - Repellent 40G
  - Amulet 640G

---

Head south from Tantegel Castle and follow the channel to the sea. Continue to head south and you’ll encounter a small island with a very tall Lighthouse. Who knows what mysteries await inside? Park the boat on the shore and hike into the Lighthouse. A man on the outskirts of the building mentions that a Seal may be inside. This is worth investigating.

The Lighthouse is huge and dangerous. The first area is a maze, but you shouldn’t have any problems navigating it with the map.
Sail past the Drakhorns and then follow the western coastline of the continent to the south. Eventually, you'll find a river running to the east. Follow the river as far north as possible and then park the boat on the western shore.

Speak with the townsfolk and you'll learn two very important things. It appears that a thief named Lagos stole the town's Dam Key. Thus the river outside the town has dried up and made it impossible to reach the Lune Tower, which lies south of Tuhn. You'll also learn that a master tailor named Don Mohame lives in Tuhn. With the right equipment, you may be able to get him to weave you something useful.

Having spoken with everyone and stocked up on items, you've done everything you can here for now. Head back to your ship.

Travel north and then east around the mountains to find Tuhn. This way is full of new and ferocious monsters, so be very careful.

First, be sure to check out the Blacksmith's Shop. You may want to purchase a Magic Armor and Heal Shield for the Prince if you can afford them. The Heal Shield is extremely expensive, but using it as an item is like casting HealMore on a character. He'd also benefit from a Falcon Sword. Even though it has a low attack power, it allows a warrior to attack twice each turn. Because the Prince's attack power is somewhat limited, this can be a useful tool in battle.
The town of Beran lies on a large island in the southwest. A desert where Orcs and many other nasty creatures thrive surrounds it. To get there from Tuhn, head straight west from the river to find the island. Then sail along the island’s west coast until you find Beran.

The people of Beran are full of valuable information for an adventurer such as yourself. Most importantly, they’ll give you the location of the Sun Seal and the Moon Seal.

If you stay at the Inn, the Prince comes down with a strange sickness that appears to be a curse from Hargon. Unfortunately, the local temple doesn’t heal him. Speak with the man outside the shops and he’ll tell you to seek out a WorldLeaf in the hopes of breaking the curse with it.

Return to your ship and sail south around the island, then head east. Continue in this direction past the peninsula that marks the base of the southern continent and you’ll find several small islands. One of these has a single tree that’s surrounded by mountains. Hike to the tree and search that area to find the WorldLeaf. Return to Beran and use the WorldLeaf on the Prince to save him from Hargon’s terrible curse.

There’s a passage beyond the House of Healing that requires the Jail Key and the StepGuard spell. The portal at the end of the passage leads to an apparently dead-end valley full of terrible monsters.

One of the villagers in Beran mentioned that the Sun Seal could be found in the Flame Shrine. There’s a Shrine north of Beran. Perhaps it’s the Flame Shrine.
The King of Osterfair has a taste for conflict. He's built a coliseum where many heroes have put their strength to the test. Speak to him and he'll offer you the opportunity to prove your worth by fighting for his amusement. You must defeat a ferocious SaberLion, but the King is generous and gives you a Moon Seal for winning the battle.

There isn't much else to do here for now. Speak with the villagers to learn a bit more about the EchoFlute's purpose, and someone tells you where to find the Gold Key. Another man also hints that you may be able to find Gaia Armor somewhere in this town.

**Legend for Osterfair Castle**
- A: Gaia Armor
- B: Knife
- C: Stairs to Save
- D: Fortune Teller
- E: Blacksmith's Shop
- F: Storage Service
- G: Temple
- H: Inn
- I: Stairs to dungeon

**Important Conversations**

"The EchoFlute is said to be the singing of elemental spirits. In castles, towns, caves, towers and Shrines, the EchoFlute plays. A Seal is near if an echo answers. Incidentally...."

"I'm looking for Gaia Armor. I heard rumors that the Weapon Shop owner has one stashed away...."

"They've kept me here 10 years. Let me tell you a little secret. Want to find the Gold Key? A man, Tarn, who lives on the far southern island of Zahan, has it."

**Zahan**

**Legend for Zahan**
- A: Holy Loom
- B: Wizard Ring
- C: Inn
- D: Item Shop
- E: Stairs to room

**Objective**
Find the Gold Key

**Suggested Level**
20 or 21

**Monsters**
- EvilTree
- Smoke
- Gargoyle
- Vampirus
- LizardFly

**Items**
- Holy Loom
- Wizard Ring

**Item Shop**
- Herb 10G
- Warp Wing 25G
- Repellent 40G
- Amulet 640G
Take the ship south from Osterfairy and continue sailing until you see land. At that point, change course and head southeast to find the small island town of Zahan. It's easy to pass by, but the World Map should help in locating it.

The main reason to visit Zahan at this point is to get the **Gold Key**. There's a dog in the northeast corner of the town that leads you to it. Just search the area where the dog is pointing. There isn't much else to do here at this point. You'll need the Jail Key to explore the house on the north end of the town, and there isn't much shopping that can be done.

So let's go have some fun with that Gold Key.

---

**Important Conversations**

"I know a secret. Grandma said there is a cave in the sea surrounded by coral. To get into the cave you have to have a Moon Shard."

"When the night is lit by a Moon Shard, the sea does rise. It's an old saying in this town."

---

**Wellgarth**

**Legend for Wellgarth**

1. Stairs down to Wellgarth

---

**Blacksmith's Shop**

- Hammer: 4,000G
- Dragon Sword: 8,000G
- Light Sword: 16,000G
- Fur Cloak: 65,000G
- Heal Shield: 21,500G
- Iron Helmet: 3,150G

---

**Item Shop #2**

- Herb: 10G
- Antidote: 8G
- Jail Key: 2,000G
- Worp Wing: 25G

---

**Objectives**

- Purchase the Jail Key
- Find Lagos
- Get the Dom Key

---

**Monsters**

- EvilTree
- Gaz
- Goopi
- HenkwMin
- Hork
- MagicAnt
- Metaly
- Wmnlrk

---

**Suggested Level**

21

---

**Item Shop #1**

- Herb: 10G
- Antidote: 8G
- Worp Wing: 25G
- Amulet: 640G

---

**Legend for Wellgarth**

- Stairs out of town
- Lagos
- Blacksmith's Shop
- Stairs to Item Shop #1/Storage Service
- Item Shop #2
- Inn
- Temple
- Stairs to Slot Machine
- Stairs to basement

---

**Note**

As you approach Wellgarth you may want to revisit the World Tree to get another WorldLeaf. The leaf can be used to revive dead party members. You can only carry one leaf at a time, but you can always come back for more when you use the one you're carrying.

---

Behind the door lies an entire underground city. This place may be cut off from the rest of the world, but it's thriving nonetheless. Check out the blacksmith's wares. Some of the weapons and armor are fantastic items, but they're also very expensive. You'll probably need to come back later when you have a surplus of gold and a Gold Card (if you ever get a Gold Card) so you can get a 25 percent discount.
A patron at one of the item shops mentions that you can purchase the Jail Key in this town. However, his shop doesn't sell it. Try the shop across the street and select the item that isn't really there. The hidden item is the Jail Key. It'll cost you 2,000 gold, but it's worth it.

Once you have the Jail Key, head over to the prison in the northeast corner of town. The guard on duty says that he locked the infamous Lagos up, but he somehow escaped. Use the Jail Key to enter Lagos' cell and inspect all of the walls. One of them leads to a secret passage where Lagos is hiding. Because you found him, he reluctantly hands over the Dam Key.

First, use the Shrine to the south of Zahan to quickly travel back to Lorosia Castle. Use the Gold Key to unlock the castle's treasure vault. You'll find several items and the Loto Seal. You'll be able to use it to get a piece of Loto's fabled armor.

Use the Silver Key to enter the dungeon below the castle. Free the first prisoner from his cell and he'll tell you that the Life Seal is in a cave that leads to Rhone. The other prisoner is one of Hargon's evil henchmen, a Magus, and freeing him will force you into a battle. It's a tough battle, but you get a Bolt Staff for your troubles.

**Cannock Castle**

**Objective**

Get the Loto Shield

Hike over to Cannock Castle and open the gold door inside the castle. The chest inside the locked room contains the Loto Shield, your first piece of Loto's armor. You can also use the Jail Key here, but there's no real reason to do so.

**Shrine near Lora's Gate**

**Objective**

Trade the Loto Seal for the Loto Helmet

Leave Cannock Castle and head to the Shrine to the southwest. Use the Gold Key to open the door in the back and use the portal to reach a Shrine with three portals. Use the portal in the middle to reach the Flame Shrine. The portal on the far right takes you to the Sacred Shrine in Alefgard where a man trades the Loto Helmet for the Loto Seal you picked up earlier. Now you have two of the three pieces of Loto's gear.
**Hamlin**

**Objective:** Win the Water Seal

Return to the Shrine near Cannock Castle. Use Lara's Gate to cross the channel and head south to Hamlin. Use the Gold Key to open the door in the northeast part of town. The man on the small island tells you of an elemental spirit that lives in a Spirit Shrine at sea. If you can collect all five Seals it is said that the elemental spirit will come to you.

You can also free the Owls from the cell that leads to the island and then battle them. These are tough fights though, so save your game first. Then, if you search the northeast corner of the cell, you’ll find the Water Seal.

**Monsters:**
- ArmorPede
- ArmyAnt
- Babble
- Baboon
- BigRat
- Healer
- KingCobra
- LizardFly
- MagicAnt
- MegaPede
- Ozzwarg
- Smoke
- Sorcerer
- WizDracky
- Zombie

**Tantegel Castle**

**Objective:** Learn about the Dew Yarn

Use the Gold Key to unlock the door and you’ll find yourself inside the Blacksmith’s Shop. Search his chest to find the Gaia Armor. This powerful new armor will take you over until you can locate the Loto Armor.

**Monsters:**
- What's this? The Gaia?
- What's this? The Dew Yarn?

**Objective:**
- Get the Wizard Ring

Sail back to Alefgard and visit Tantegel Castle once again. Use the Key to open the shop next to the castle. The woman inside tells you about the Dew Yarn, which can be found in the north Drakhorn tower. Getting it is easy. Just walk up to the third floor of the north tower and search the ground. Next, you can visit the King who’s hiding out above the Blacksmith’s Shop. He can’t help you now.

See page 60 for a complete list of the monsters you may encounter here.

**Zahan**

**Objective:** Get the Wizard Ring

Return to Lorassia Castle and get back to your ship. Sail over to Zahan. Now you can explore the temple. The floor of the temple is enchanted so that it causes damage to anyone foolish enough to walk on it. Cast StepGuard to protect your party from the damaging tiles. The room on the west side of the house contains the Holy Loom, and the east side holds a Wizard Ring.

See page 68 for a list of the monsters you may encounter in this area.

**Osterfair Castle**

**Objective:** Find the Gaia Armor

Head north to Osterfair Castle. Stay in the corridors that surround Osterfair and head to the southwest corner. There, you’ll find a portal, but what you can’t see is a gold door that’s covered in shadow on the east wall.

**Monsters:**
- EvilTree
- MagicAnt
- Gas
- Metal
- Goopi
- Saberion
- HawkMan
- Warlock
- Hork

**Tuhn**

**Objectives:**
- Talk to Don Mohame
- Get the Water Robe
- Unlock the Flood Gate

Make the long trek back to Tuhn. When you get there, take the Holy Loom and Dew Yarn to the building in the center of town. You can unlock the door with the Gold Key and inside you’ll find Don Mohame. He’ll transform the Dew Yarn into a Water Robe using the Holy Loom, but it’ll take some time. The fastest way to obtain the Water Robe at this point would be to save your game and quit after meeting Don Mohame. When the game is restarted, the Water Robe will be ready. You can also continue to jump and check in on his progress from time to time.

Go to the northwest corner of town and use the Dam Key to unlock the town’s floodgate. The river will flow freely and you’ll be able to reach Lune Tower.

See page 65 for a complete list of the monsters you may encounter in this area.
To reach Lune Tower, head back out to sea from Tuhn and then follow the coastline south. You'll find a second river that leads to the tower. This is also your new path to the town of Tuhn.

Start off by using the stairs on the south side of the first floor to get to the second floor. Then use the stairs in the southeast corner to find a chest on the first floor. Return to the second floor and use the stairs on the west side to find a chest on the next floor up.

Go back to the second floor again. This time use the stairs in the center. This path takes you all the way up to the fifth floor; don't miss the chests along the way. Use the SilverKey to unlock the giant silver doors and use the stairs behind them to return to the first floor.
At the bottom you’ll find the **MoonShard** you’ve been hearing about. Return to the fifth floor and then continue up to the top of the tower to get the last treasure.

**NOTE**

The Lune Tower is a great place to earn gold. GoldOrcs are the predominant type of enemy in the tower and they drop a lot of loot when they’re defeated. You may want to revisit this tower, so you can afford the very best equipment for your characters.

Go back to Tuhn and check on Don Mohamed’s progress with your Water Robe. If he isn’t done yet, he will soon be. So leave Tuhn and do a little bit of fighting in the hills, then return and check in with him again.

**OCEAN CAVE**

**LEGEND FOR OCEAN CAVE (FLOOR #1)**

<table>
<thead>
<tr>
<th>A</th>
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</tr>
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<tbody>
<tr>
<td>1,201 Gold</td>
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<table>
<thead>
<tr>
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<th>C2</th>
</tr>
</thead>
<tbody>
<tr>
<td>Stairs to Floor #2</td>
<td>Entry Point</td>
</tr>
</tbody>
</table>

**LEGEND FOR OCEAN CAVE (FLOOR #2)**

<table>
<thead>
<tr>
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</thead>
<tbody>
<tr>
<td>Trap (Poison)</td>
<td>Wizard Ring</td>
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</tbody>
</table>

<table>
<thead>
<tr>
<th>C1</th>
<th>C2</th>
</tr>
</thead>
<tbody>
<tr>
<td>Stairs to Floor #1</td>
<td>Stairs to Floor #3</td>
</tr>
</tbody>
</table>

**LEGEND FOR OCEAN CAVE (FLOOR #3)**

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<tbody>
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</tbody>
</table>

<table>
<thead>
<tr>
<th>C1</th>
<th>C2</th>
</tr>
</thead>
<tbody>
<tr>
<td>Stairs to Floor #2</td>
<td>Stairs to Floor #2</td>
</tr>
</tbody>
</table>

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On the bottom floor you'll encounter two of Hargon's henchmen. Defeat them and then check out the altar behind them to find the EvlStatue.

Once you have the statue you can head back to the ship, but the bottom floor is a good area to gain some quick experience. You may want to hang out for a bit if your characters are in good health.

### The Path to Rhone

**Objectives**

- Use the Traveler's Gate in Beran
- Reveal the Rhone Cave

**Suggested Level**

24

Now that you have the EvlStatue, it's time to try to find a way into Rhone. Do a quick equipment check first. Make sure that everyone has the best weapon and armor you can buy. Also be sure to give everyone an Amulet and a Heal Shield. They don't have to equip the shields, but if they have them in their inventories, they can use them to heal themselves rather than spend valuable MP.

Go to the town of Beran and speak with the imprisoned man. Be sure to use the StepGuard spell before stepping onto the squiggly tiles. They cause a lot of damage. He suggests that you use the Traveler's Gate behind the temple to reach a path to Rhone. Why not?

Use the Jail Key to unlock the door, then cast StepGuard and use the gate to be transported to a small house in the valley below Rhone. Getting out of the house is tricky. The door is below the gate.

Head west from the house and you'll find a large swamp. Stand in the swamp and use the EvlStatue to reveal a hidden passage to the land of Rhone.

---

Soil the ship to the eastern seas near Osterfair Castle. Save your game at Osterfair just in case you need to use the Return spell or a Warp Wing. This way, you won't have as far to travel. When you're ready, sail the ship south of Osterfair so that you can't see the island. Then sail straight to the west. You'll eventually find the Ocean Cave surrounded by shallow water.

Use the MoonShard and the sea will rise, giving you access to the cave's mouth. Your goal here is to find the EvlStatue that waits at the bottom of the cave.

The floor of this dungeon is often covered in molten lava. Walking on the lava slowly drains HP from your party. Avoid this by casting the StepGuard spell before stepping onto lava.

The way is pretty simple at first. On the second floor, use the StepGuard spell to reach the stairs in the northwest corner. These take you to the third level, which looks really complicated. The truth is, although there are a lot of stairs on this floor, most of them take you to the same spot. Use the stairs in the middle of the upper group to reach a treasure chest on the floor below. Then cast StepGuard and hike all the way across the lava to the west wall. Use the stairs on the wall to reach the bottom floor.
**Chapter 9**

**Life Seal**

**Legend for the Path to Rhone (Floor #1)**

1. Stairs to Floor #2
2. Stairs to basement
3. Stairs to Floor #2
4. Stairs to basement
5. Stairs to basement
6. Stairs to Floor #2
7. Stairs to basement
8. Stairs to Floor #2
9. Pit

**Suggested Level**

25

**Objectives**

- Find the Life Seal
- Visit the elemental spirit's home
- Get the Rubiss Charm

**Item**

- Life Seal

**Monsters**

- AgDevil
- Berserker
- DarkEye
- Disciple
- Dragon
- EvilClown
- EvilTree
- Flame
- Gargoyle
- Gas
- Ghoul
- Goopi
- HawkMan
- Healer
- Horn
- LizardFly
- MagicAnt
- MagVamps
- MegaNite
- Metaball
- Metal
- MflHunter
- OrcKing
- Ozwarg
- Roboter
- SaberLion
- Smoke
- Vampirus
- Warlock

---

**Legend for the Path to Rhone (Basement)**

1. Life Seal
2. Stairs to Floor #1
3. Stairs to Floor #1
4. Stairs to Floor #1
5. Stairs to Floor #1
6. Stairs to Floor #1
7. Stairs to Floor #1
8. Stairs to Floor #1
9. Stairs to Floor #1

---

**If you examine the broken tombstone,**

you find a man hiding from Hargon. **He doesn't serve a purpose in your quest, but he's kind of funny.**

---

On the first level there are stairs going up and down. Choose any staircase that leads down to the floor below. There's a chest in the southeast corner that contains the Life Seal.

Now that you have all five Seals, you need to go find the elemental spirit. Leave the cave and head back to Beran. Hop in your ship and pilot it to the area south of Lorasia. Find the peninsula where the Shrine south of Lorasia Castle is located, and then sail south just far enough that you can't see it. Head straight west and you should find the elemental spirit's home.

Walk to the bottom floor and stand in the center. The Seals begins to glow and the earth elemental gives your party the Rubiss Charm.

---

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DRAGON WARRIOR II — The Walkthrough

Chapter 9
Prima's Official Strategy Guide

The Path to Rhone

Legend for the Path to Rhone (Floor #1)
1. Stairs to Floor #2
2. Stairs to basement
3. Stairs to Floor #2
4. Stairs to basement
5. Stairs to basement
6. Stairs to Floor #2
7. Stairs to basement
8. Stairs to Floor #2
9. Pit
10. Pit
11. Drop spot from Floor #2
12. Pit after getting Thunder Sword

Legend for the Path to Rhone (Floor #2)
1. Stairs to Floor #1
2. Stairs to Floor #3

Legend for the Path to Rhone (Basement)
1. Life Seal
2. Stairs to Floor #1
3. Stairs to Floor #1
4. Stairs to Floor #1
5. Stairs to Floor #1
6. Stairs to Floor #1

Legend for the Path to Rhone (Floor #2)
21. Stairs to Floor #3
22. Pit dropping down to Floor #1

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Return to the Rhone Cave. Use either of the stairs on the east side to reach the next floor. Head west along the hall to the third hall. Go either north or south depending on which way you entered the area to find the stairs up to the next level.

Four staircases go up. Start with the one in the southeast corner. This leads to the Loto Armor. Be sure to equip it right away. Next, visit the rooms above the stairs on the west side of the floor to find more treasure. Finally, use the stairs in the northeast corner to move toward the exit.

The next floor is filled with pits, and trap. Drop into one and then head to the southwest corner on the floor below. You'll find another pit that leads to the Thunder Sword. Equip it right away, then drop down into the hole in that floor to return to the beginning of the cave.

Retrace your steps to the room with a ton of pits. Carefully walk south from the stairs two paces, then west two paces. Head south to the wall below and then go east to the stairs. You should be able to avoid the rest of the pits.

Things get really crazy on the next floor. Follow the maps closely to reach the stairs at the end. If you take a wrong turn, you'll end up back at the stairs where you entered. When you complete this level, you'll find yourself in the icy plains of Rhone.
Upon entering the castle you'll probably be a bit shocked at first. Things aren't as they seem. Use the RubissChm to dispel the illusion. Check behind the throne to find a door. Use the StepGuard spell to reach the center area and you'll find a large cross on the floor. Stand in the middle of the cross and use the EvIStatue to teleport to the next level.

Hargon Castle isn't a large place, but it's extremely dangerous. Hargon's power is the strongest at the epicenter of his realm. Be ready to face monsters stronger than those you faced before. On levels three, four, and five you'll face powerful bosses. Then, on the top floor you'll find Hargon himself. Here are some strategies to help you.

**Atlas**

Atlas is a very powerful enemy, but he doesn't have any magical attacks. Use Increase several times to boost your party's defense to a point where Atlas's attacks are manageable. Then cast Defense on Atlas to lower his defense and to make your attacks more effective. Magic is almost totally ineffective against Atlas, so concentrate on physical attacks. Have both the Prince and the Princess keep everyone's HP up while you attack and this battle should be over quickly.

**Bazuzu**

The second boss is a bit tougher than the first due to its magical abilities. Bazuzu can use just about every spell there is, including Defeat and HealAll.

Unfortunately, StopSpell is ineffective against this boss, so you'll just have to deal with whatever it throws at you. Use the Defense spell to lower its defenses, then throw everything you've got at it. Both the hero and the Prince should use physical attacks, but the Princess can cause some major damage with her Explodet spell. Even if Bazuzu eliminates a couple of your characters, you can still win this battle.
**ZARLOX**

As you'd expect, the last of the three bosses before Hargon is the worst. Zarlox has a super-strong attack and defense, which can quickly decimate even the most seasoned warriors. Take advantage of your Increase spell to quickly boost your party's defense. You can attempt to use Defense to lower Zarlox’s defensive power, but it rarely works, so it's better to focus on physical attacks. Keep a close eye on everyone's HP. If anyone drops below 100, you should quickly restore the character to full health.

**HARGON**

Hargon is tough, but he's manageable. Usually, he either casts Explodot, or attacks one character twice in a row. You can protect your party against his physical attacks using Increase several times. He'll still cause a lot of damage to whomever he attacks, so you need to be ready to heal everyone right away. Most spells are worthless against Hargon. StopSpell can work, but rarely. Just keep everyone healthy and hit him with your best shots. When he gets low on energy, he'll begin using HealMore. Don't hold back at this point. Hit him hard and fast to finish him off.

**SIDOH**

This is it! The final battle awaits. Sidoh is the toughest of the enemies you'll face. He has incredible strength and extremely powerful attacks. Begin the battle using Increase to maximize your party's defense. Then use Defense to lower Sidoh's defensive power until the spell no longer works. This allows the hero to cause about 100 points of damage to Sidoh with each attack. If Sidoh casts Increase on himself, cast Defense again to keep his defenses weakened.

While all this is going on, be sure to keep everyone's HP maxed out at all times. Give Sidoh a chance and he'll wipe out your entire party with his fiery breath. Sidoh can use the HealAll spell, which means he can completely restore his HP at the last second. Hopefully, you won't have to deal with this, but if the boss uses it, you had better be ready for a really long fight!


**MONSTER DATA**

Below is a breakdown of the monsters you may encounter in *Dragon Warrior II*. The tables for these monsters function in the same way as those in Chapter 6 for the *Dragon Warrior I* bestiary. Please see the last page of this chapter (page 104) for an explanation of how the World Maps in this section indicate target levels specific to *Dragon Warrior II*.

### AgDevil

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<td>Defense</td>
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<td>Experience</td>
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<tr>
<td>Gold</td>
<td>96</td>
</tr>
</tbody>
</table>

**Item Dropped:** Dragon Sword  
**Special Abilities:** Sweet Breath, HealAll, Firebomne

Sleep and StopSpell work well against AgDevils. If you don't block their spells or put them to sleep, they can pound your party with vicious spells and can completely restore their own health.

### ArcDemon

<table>
<thead>
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<tr>
<td>Attack</td>
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<tr>
<td>Defense</td>
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<td>Agility</td>
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<td>Experience</td>
<td>1,475</td>
</tr>
<tr>
<td>Gold</td>
<td>235</td>
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</tbody>
</table>

**Item Dropped:** Wizard Ring  
**Special Abilities:** Explodet, Flame

Defense works well against these behemoths, but other status spells do not. The ArcDemon can cause a lot of damage to your party in a little amount of time by using its Explodet and Flame abilities, so try to eliminate it quickly.

### ArmorPede

<table>
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<td>Defense</td>
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<td>Agility</td>
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<td>Experience</td>
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</tr>
<tr>
<td>Gold</td>
<td>30</td>
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</tbody>
</table>

**Item Dropped:** Leather Armor  
**Special Ability:** Poison Attack

The ArmorPede's hard exoskeleton provides solid armor against physical attacks. To make things worse, their fangs drip with deadly poison. Although ArmorPedes aren't the toughest bugs you'll encounter, they can be a threat to low-level warriors.

### ArmyAnt (Army Ant)

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<td>Experience</td>
<td>4</td>
</tr>
<tr>
<td>Gold</td>
<td>2</td>
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</table>

**Item Dropped:** Herb  
**Special Ability:** Call for Help

These ants aren't tough, but they attack in large numbers. Plus, just when you think you've got them under control, they send for reinforcements. Therefore, battles are often long and drawn out, which allows the enemy to eventually wear your heroes out.
**ATLAS**

- **Statistics**
  - HP: 250
  - MP: 0
  - Attack: 195
  - Defense: 160
  - Agility: 85
  - Experience: 2,500
  - Gold: 250
  - Item Dropped: Devil Sword
  - Special Ability: Double Attack

Atlas is a very powerful enemy, but it doesn’t have any magical attacks. Use Increase several times to boost your party’s defense to a point where Atlas’s attacks are manageable. Then cast Defense on Atlas to lower its defense and make your party’s attacks more effective. Magic attacks are almost totally ineffective against Atlas, so concentrate on physical attacks.

**BABOON**

- **Statistics**
  - HP: 35
  - MP: 0
  - Attack: 40
  - Defense: 12
  - Agility: 18
  - Experience: 33
  - Gold: 45
  - Item Dropped: Club
  - Special Ability: Flea

These really big primates have really big attacks. Use Surround and strong magic attacks to eliminate these big apes in a hurry. Strong physical attacks also work well, but it will probably take more than one hit to put a Baboon down.

**BABBLE**

- **Statistics**
  - HP: 13
  - MP: 0
  - Attack: 16
  - Defense: 13
  - Agility: 9
  - Experience: 8
  - Gold: 4
  - Item Dropped: Copper Sword
  - Special Abilities: Poison Attack, Concentrated Attack

These creatures don’t pose much of a threat, but they can poison unsuspecting warriors. It’s best to eliminate them quickly and to have an Antidote ready just in case things go poorly.

**BASILISK**

- **Statistics**
  - HP: 38
  - MP: 0
  - Attack: 75
  - Defense: 25
  - Agility: 41
  - Experience: 41
  - Gold: 58
  - Item Dropped: Repellent
  - Special Abilities: Flee
  - Poison Attack

This powerful snake has a poisonous bite. It’s fairly easy to defeat with magic, but the best bet is to put it to Sleep and then defeat it. That way it can’t counterattack and poison you.

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BatDemon (Bat Demon)

This is one of the fiercest enemies you'll face. Don't waste time with these creatures. Cast StopSpell and Sleep right away to render them nearly powerless, then assault them with physical attacks.

Berserker

These fierce warriors attack with brutal physical blows that cause high damage. Both Sleep and Surround are very effective against them, and attack spells are equally effective.

Bazuzu

This boss can use just about every spell there is, including Defeat and HealAll. Unfortunately, StopSpell is ineffective against it, but it can be put to Sleep fairly easily. Use the Defense spell to lower its defenses, then throw everything you've got at it.

BigRat (Big Rat)

These huge rodents pose little threat to most warriors. Just be careful that they don't defeat a weakened member of your party.
**Blizzard**

**Statistics**
- HP: 92
- MP: 8
- Attack: 95
- Defense: 73
- Agility: 85
- Experience: 412
- Gold: 113
- Item Dropped: Wizard Wand
- Special Abilities: Defeat, Defense, Increase

You need to eliminate these cold creeps quickly, or they'll begin casting Defeat on your party; then only luck can save you. Explodet is your best chance for victory.

**Cyclops**

**Statistics**
- HP: 115
- MP: 0
- Attack: 121
- Defense: 42
- Agility: 43
- Experience: 257
- Gold: 99
- Item Dropped: Amulet
- Special Abilities: Flee, Brutal Hit

Giants like these are known for their fearsome strength, which gives them extremely powerful attacks. Use Surround to confound them, and then let them have it with attack spells and physical attacks.

**DarkEye (Dark Eye)**

**Statistics**
- HP: 67
- MP: 15
- Attack: 74
- Defense: 22
- Agility: 55
- Experience: 118
- Gold: 81
- Item Dropped: Evil Shield
- Special Abilities: Sweet Breath, Surround, Magic Dance

Creatures such as these don't pose much of a physical threat. They use magic to put your warriors to sleep and sap their strength. Alone they're easy to defeat, but when they're grouped with other monsters they can really be a hassle.

**Disciple**

**Statistics**
- HP: 77
- MP: 25
- Attack: 115
- Defense: 72
- Agility: 65
- Experience: 201
- Gold: 135
- Item Dropped: Thunder Sword
- Special Abilities: Heal More, Defense, Double Attack, Brutal Hit

The worst part in dealing with these creeps is the way they like to use Defense to make your party susceptible to physical attacks. Fortunately, attack spells work well against them, so wipe them out with Explodet.
**Dracky**

**Statistics**
- HP: 9
- MP: 0
- Attack: 12
- Defense: 8
- Agility: 5
- Experience: 3
- Gold: 3
- Item Dropped: Club
- Special Ability: Flee

This little bat is known for pestering adventurers at the beginning of their quests. They’re easy to defeat, but warriors at extremely low levels are susceptible to their bites.

**DragonFly**

**Statistics**
- HP: 40
- MP: 0
- Attack: 51
- Defense: 21
- Agility: 30
- Experience: 59
- Gold: 43
- Item Dropped: Amulet
- Special Abilities: Flee, Fire Breath

These creatures typically attack in large groups and like to use their fire breath to quickly fry their opponents. Because their attacks aren’t magic spells, you can’t use StopSpell. Therefore, you’ll need to eliminate them quickly with strong attacks or powerful attack spells.

**Dragon**

**Statistics**
- HP: 90
- MP: 0
- Attack: 120
- Defense: 56
- Agility: 62
- Experience: 480
- Gold: 147
- Item Dropped: Devil Sword
- Special Abilities: Fire Breath, Flame

Though Dragons aren’t the strongest creatures you’ll encounter throughout your journey, few creatures pose as severe a threat when you first encounter them. Use powerful attack spells to eliminate them quickly, or they’ll roast your party with their fire attacks.

**Enchanter**

**Statistics**
- HP: 40
- MP: 10
- Attack: 36
- Defense: 14
- Agility: 25
- Experience: 37
- Gold: 30
- Item Dropped: Amulet
- Special Abilities: StopSpell, Increase, Firebal, Sleep, Flee

This is the middle-class magic user. It has a wide variety of spells, but still lacks punch. Use StopSpell to curtail it and to give yourself an advantage in battle.
Evil Clown (Evil Clown)

- **Statistics**
  - HP: 67
  - MP: 24
  - Attack: 73
  - Defense: 28
  - Agility: 75
  - Experience: 107
  - Gold: 132
- Item Dropped: Wizard Wand
- Special Abilities: HealAll, Firebane, Increase, Defense, Flee

Don't be fooled by the name, these guys won't leave you laughing. Always target this enemy first in a battle. Its attacks are powerful and it can boost its comrades' abilities. If faced with more than one of its kind, use powerful attack spells to defeat them all as quickly as possible.

Evil Tree (Evil Tree)

- **Statistics**
  - HP: 63
  - MP: 4
  - Attack: 72
  - Defense: 27
  - Agility: 38
  - Experience: 67
  - Gold: 95
- Item Dropped: Repellent
- Special Abilities: StopSpell, Magic Dance, Flee

These woodland wonders are known for robbing travelers of their ability to use magic by casting StopSpell and draining their MP. It's best to attack the EvilTrees quickly with a combination of attack spells and physical attacks to keep them from draining your party dry.

Evil Eye (Evil Eye)

- **Statistics**
  - HP: 50
  - MP: 0
  - Attack: 67
  - Defense: 30
  - Agility: 45
  - Experience: 92
  - Gold: 88
- Item Dropped: Steel Armor
- Special Abilities: Sweet Breath, Magic Dance

These creatures like to lull your party to sleep with their Sweet Breath, then drain you of MP. Defeat them quickly with an attack spell such as Firebane or Explodet.

False Tree (False Tree)

- **Statistics**
  - HP: 51
  - MP: 0
  - Attack: 58
  - Defense: 19
  - Agility: 30
  - Experience: 50
  - Gold: 80
- Item Dropped: Wizard Wand
- Special Abilities: Flee, Magic Dance

Anyone traveling through thick woodland areas should be on the lookout for these tempestuous trees. They can be silenced quickly using the Sleep spell.
**FLAME**

| Statistics |  
| --- | --- |
| HP | 65 |
| MP | 0 |
| Attack | 85 |
| Defense | 54 |
| Agility | 68 |
| Experience | 315 |
| Gold | 101 |
| Item Dropped | Magic Armor |
| Special Abilities | Fire Breath, Flame, Call for Help |

It should come as no surprise that these flaming beasts use fire magic. Magic isn't very effective against these enemies, so you'll have to rely on physical attacks. Always eliminate them quickly, or they may leave you a little burned.

**GAS**

| Statistics |  
| --- | --- |
| HP | 50 |
| MP | 5 |
| Attack | 60 |
| Defense | 80 |
| Agility | 45 |
| Experience | 39 |
| Gold | 62 |
| Item Dropped | Evade Cloak |
| Special Abilities | Sleep, StopSpell, Surround |

Though these gaseous creatures aren't very strong, they carry a lot of spells that will make things tough on your party. They're also hard to hit and can absorb a great deal of damage. There's no perfect way to eliminate them. Use a combination of attack spells and physical attacks, but be ready to miss with both.

**GARGOYLE**

| Statistics |  
| --- | --- |
| HP | 60 |
| MP | 15 |
| Attack | 85 |
| Defense | 51 |
| Agility | 64 |
| Experience | 107 |
| Gold | 25 |
| Item Dropped | Iron Helmet |
| Special Ability | StopSpell |

Magic doesn't work very well against these flying creatures, but you can use Surround to throw them off balance and decrease their accuracy. This is one of the toughest enemies you'll encounter in the waters surrounding Zahan.

**GHOSTRAT (GHOST RAT)**

| Statistics |  
| --- | --- |
| HP | 25 |
| MP | 0 |
| Attack | 35 |
| Defense | 12 |
| Agility | 25 |
| Experience | 23 |
| Gold | 25 |
| Item Dropped | Herb |
| Special Abilities | Fire, Call for Help |

This is the king of the rat family. Its attacks are strong enough to be troublesome, but its real advantage is that it can call for help from other GhostRats, which often leads to long battles. Use attack spells to hit all of the GhostRats simultaneously and get the battle over with as quickly as possible.
Chapter 10

GHOUL

**Statistics**
- HP: 80
- MP: 6
- Attack: 103
- Defense: 19
- Agility: 21
- Experience: 91
- Gold: 170
- Item Dropped: Sickle
- Special Ability: Fireball

This zombie has a wickedly powerful attack and almost no defense. For some reason it likes to use the Fireball spell a lot even though its claws are stronger. Put it to sleep and then pound it into submission.

GIGANTES

**Statistics**
- HP: 175
- MP: 0
- Attack: 150
- Defense: 51
- Agility: 88
- Experience: 580
- Gold: 165
- Item Dropped: Devil Sword
- Special Ability: Brutal Hir

Your first encounter with one of these giants may be fatal. They pack a terrible punch that's often enough to eliminate a warrior with a single blow. Use Surround to throw off their accuracy and then attack them with all you've got.

GIANTSLUG (GIANT SLUG)

**Statistics**
- HP: 8
- MP: 0
- Attack: 9
- Defense: 6
- Agility: 3
- Experience: 2
- Gold: 3
- Item Dropped: Herb
- Special Ability: Flee

These slugs are a breeze even at the beginning of the game. In fact, they're only a threat to very low-level warriors and, even then, usually only in groups.

GOLDORC (GOLD ORC)

**Statistics**
- HP: 100
- MP: 6
- Attack: 80
- Defense: 56
- Agility: 57
- Experience: 83
- Gold: 255
- Item Dropped: Amulet
- Special Abilities: Heal, Flee

The GoldOrcs may be strong fighters, but they're also one of the best sources of gold once you get the ship. Just be careful when fighting a GoldOrc in a group of other monsters. It can heal itself and its companions, so you may need to target it first.

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**Goopi**

<table>
<thead>
<tr>
<th>Statistics</th>
</tr>
</thead>
<tbody>
<tr>
<td>HP: 50</td>
</tr>
<tr>
<td>MP: 3</td>
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<tr>
<td>Attack: 55</td>
</tr>
<tr>
<td>Defense: 16</td>
</tr>
<tr>
<td>Agility: 39</td>
</tr>
<tr>
<td>Experience: 29</td>
</tr>
<tr>
<td>Gold: 42</td>
</tr>
<tr>
<td>Item Dropped: Wizard Ring</td>
</tr>
<tr>
<td>Special Ability: Call for Help</td>
</tr>
</tbody>
</table>

Who knows where the rest of this creature is hiding. These disgusting hurls fight in large groups and can call on allies when their ranks are thin. Using magic can wipe them out quickly, but they have a strong resistance to most spells. Take your time and be ready for a long battle and keep in mind that the more Goopis you destroy, the more experience you gain.

**Gragoopi**

<table>
<thead>
<tr>
<th>Statistics</th>
</tr>
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<tbody>
<tr>
<td>HP: 60</td>
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<tr>
<td>MP: 0</td>
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<tr>
<td>Attack: 65</td>
</tr>
<tr>
<td>Defense: 24</td>
</tr>
<tr>
<td>Agility: 49</td>
</tr>
<tr>
<td>Experience: 48</td>
</tr>
<tr>
<td>Gold: 30</td>
</tr>
<tr>
<td>Item Dropped: Copper Sword</td>
</tr>
<tr>
<td>Special Abilities: Flee, Call for Help, Concentrated Attack</td>
</tr>
</tbody>
</table>

One of these creatures is no problem, but once it calls in a horde of icky allies, the battle can quickly turn in its favor. Use powerful attack spells to dry the Gragoopis up and wipe them out, but be ready for some of your spells to miss their marks.

**Gorgon**

<table>
<thead>
<tr>
<th>Statistics</th>
</tr>
</thead>
<tbody>
<tr>
<td>HP: 26</td>
</tr>
<tr>
<td>MP: 4</td>
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<tr>
<td>Attack: 30</td>
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<tr>
<td>Defense: 99</td>
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<tr>
<td>Agility: 30</td>
</tr>
<tr>
<td>Experience: 50</td>
</tr>
<tr>
<td>Gold: 62</td>
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<tr>
<td>Item Dropped: Repellent</td>
</tr>
<tr>
<td>Special Ability: Surround</td>
</tr>
</tbody>
</table>

These creeps are tough. Most of your attacks will only cause about half of their normal damage. You can cut into Gorgon's defense with the Defense spell and then quickly dispatch it with physical attacks.

**Gremlin**

<table>
<thead>
<tr>
<th>Statistics</th>
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<tbody>
<tr>
<td>HP: 60</td>
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<tr>
<td>MP: 4</td>
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<tr>
<td>Attack: 57</td>
</tr>
<tr>
<td>Defense: 20</td>
</tr>
<tr>
<td>Agility: 30</td>
</tr>
<tr>
<td>Experience: 52</td>
</tr>
<tr>
<td>Gold: 47</td>
</tr>
<tr>
<td>Item Dropped: Warp Wing</td>
</tr>
<tr>
<td>Special Abilities: Sleep, Heal, Fire Breath, Floe</td>
</tr>
</tbody>
</table>

One of these nasty little guys is a serious threat and several of them at once are lethal. Use your strongest attack spells in combination with physical attacks to quickly eliminate them before they can eliminate you.
**Hargon**

Most often Hargon either casts Explodet or attacks one character twice in a row. You can protect the party against his physical attacks by using the incredibly powerful Heal spell. He’ll still cause a lot of damage to whomever he attacks, so you need to be ready to heal players quickly. Most spells are worthless against Hargon. StopSpell can work, but rarely. Just keep everyone healthy and hit him with your best shots. When he gets low on energy, he’ll begin using HealMore. Don’t hold back at this point. Hit him hard and fast to finish him off.

---

**Hawkman (Hawk Man)**

The fearsome flying assault of a Hawkman can cause severe damage to a warrior. These creatures aren’t particularly tough, but they are strong. Don’t let them hang out in battle, or they’ll really punish the Princess and the Prince. They sometimes drop the Dvl Tail, which can be sold for a fair amount of gold. This monster can appear anywhere in the ocean. Your characters should be at least at level 15 to defeat it successfully.

---

**Healer**

This evolved form of slime now knows how to use the Heal spell. It isn’t much of a threat on its own, but it can heal more dangerous allies to lengthen battles. Eliminate Healers first to save yourself some headaches.

---

**Hibabango**

This magical monkey likes to lower your defenses using the Defense spell and then hit you with its powerful arms. You can pull these overgrown apes to sleep to make them easier to deal with. Attack spells are also effective.
Hork

**Statistics**
- HP: 90
- MP: 0
- Attack: 51
- Defense: 2
- Agility: 20
- Experience: 61
- Gold: 51
- Item Dropped: Wizard Ring
- Special Abilities: Poison Attack, Sweet Breath, Concentrated Attack

This creature can be a real pain because it uses its Sweet Breath and Poison Attack to inflict negative statuses on your characters. It has average power, but almost no defense. Physical attacks work just fine.

IronAnt (Iron Ant)

**Statistics**
- HP: 5
- MP: 0
- Attack: 11
- Defense: 13
- Agility: 4
- Experience: 2
- Gold: 4
- Item Dropped: Herb
- Special Ability: None

Although these aren’t tough enemies, they can be rather dangerous in large groups, never more so than when your hero is still wandering around by himself.

Hunter

**Statistics**
- HP: 65
- MP: 0
- Attack: 82
- Defense: 25
- Agility: 57
- Experience: 77
- Gold: 97
- Item Dropped: Spear
- Special Ability: Flee

These fierce fighters are tough enemies. Their powerful attacks can be overwhelming when you are faced with several of them at a time. Use Sleep or Surround to give you an edge and then put them away with attack spells.

Jellyfish

**Statistics**
- HP: 20
- MP: 0
- Attack: 28
- Defense: 16
- Agility: 12
- Experience: 25
- Gold: 50
- Item Dropped: Warp Ring
- Special Ability: Sleep Wing

This aquatic creature likes to fight side by side with other creatures. It isn’t particularly dangerous, but its attack can render an opponent unconscious. Use Infernos to quickly eliminate large groups of them. This monster can appear anywhere in the ocean. Your characters should be at least at level 15 to defeat it successfully.
**King Cobra (King Cobra)**

**Statistics**
- HP: 14
- MP: 0
- Attack: 22
- Defense: 10
- Agility: 11
- Experience: 9
- Gold: 9
- Item Dropped: Antidote
- Special Ability: Poison Attack

This is one of the first poisonous creatures you'll encounter. Defeat it quickly, or risk being poisoned. Make sure you have an Antidote handy just in case.

**Magaboon**

**Statistics**
- HP: 38
- MP: 0
- Attack: 45
- Defense: 12
- Agility: 18
- Experience: 40
- Gold: 45
- Item Dropped: Herb
- Special Abilities: Flee, Call for Help

Generally speaking, Magaboons aren't all that bad to fight. The problem is that they almost always call for more of their kind to help out. Getting ganged up on by a bunch of green apes is no picnic. Use attack spells to quickly eliminate all Magaboons in sight, so they can't call for reinforcements.

**Lizard Fly (Lizard Fly)**

**Statistics**
- HP: 15
- MP: 4
- Attack: 20
- Defense: 10
- Agility: 16
- Experience: 27
- Gold: 20
- Item Dropped: Slot Token
- Special Ability: Fireball

Fighting one of these flying reptiles isn't difficult, but facing a whole horde is another story. It likes to attack with the Fireball spell, which makes it very dangerous if it isn't eliminated quickly. Internos works well against it, but it has regular physical attacks. This monster lives in the waters surrounding Zahan.

**Magic Ant (Magic Ant)**

**Statistics**
- HP: 14
- MP: 6
- Attack: 18
- Defense: 13
- Agility: 18
- Experience: 18
- Gold: 8
- Item Dropped: Slot Token
- Special Abilities: Sleep, Concentrated Attack

You can count on these monsters to cast Sleep in every battle. They're weak, so defeating them isn't difficult unless your party is low on HP. Use Internos to quickly put an end to them, or just rely on your physical attacks.
**Magus**

<table>
<thead>
<tr>
<th>Statistics</th>
<th>Value</th>
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</thead>
<tbody>
<tr>
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<tr>
<td>MP</td>
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<tr>
<td>Attack</td>
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<td>Defense</td>
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<td>Experience</td>
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<td>Gold</td>
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<tr>
<td>Item Dropped</td>
<td>Bolt Staff</td>
</tr>
<tr>
<td>Special Abilities</td>
<td>Explode, Defense, Increase</td>
</tr>
</tbody>
</table>

These are Hargan's most loyal followers. They're armed to the hilt with the lethal Explode spell and, worse yet, they can revive fallen comrades. You can use StopSpell to seal their magic, but it doesn't always work. It's better to focus on quickly eliminating them with super strong physical attacks.

**ManEater (Man Eater)**

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<tr>
<th>Statistics</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
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<td>MP</td>
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<tr>
<td>Attack</td>
<td>32</td>
</tr>
<tr>
<td>Defense</td>
<td>11</td>
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<tr>
<td>Agility</td>
<td>12</td>
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<tr>
<td>Experience</td>
<td>29</td>
</tr>
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<td>Gold</td>
<td>31</td>
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<tr>
<td>Item Dropped</td>
<td>SlotTaker</td>
</tr>
<tr>
<td>Special Ability</td>
<td>Sweet Breath</td>
</tr>
</tbody>
</table>

As soon as the battle begins, you can expect this plant creature to use its Sweet Breath to try to put your party to sleep. Quickly attack it, especially when it's grouped with other creatures, to avoid having your party left in such a vulnerable state.

**MaggVamprs (Magg Vampirus)**

<table>
<thead>
<tr>
<th>Statistics</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
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<tr>
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<tr>
<td>Attack</td>
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<td>Defense</td>
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<tr>
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<tr>
<td>Experience</td>
<td>182</td>
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<tr>
<td>Gold</td>
<td>103</td>
</tr>
<tr>
<td>Item Dropped</td>
<td>Magic Helmet</td>
</tr>
<tr>
<td>Special Abilities</td>
<td>Defense, Sleep, Fire Breath</td>
</tr>
</tbody>
</table>

Expect an all-out magical assault when these beasts are around. The worst these monsters can do is put your party to sleep and then cook them with Fire Breath. Avoid this by casting both Sleep and Surround. Attack spells are nearly worthless against them, so you'll have to use physical attacks.

**MedusaEye (Medusa Eye)**

<table>
<thead>
<tr>
<th>Statistics</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>HP</td>
<td>42</td>
</tr>
<tr>
<td>MP</td>
<td>4</td>
</tr>
<tr>
<td>Attack</td>
<td>35</td>
</tr>
<tr>
<td>Defense</td>
<td>13</td>
</tr>
<tr>
<td>Agility</td>
<td>22</td>
</tr>
<tr>
<td>Experience</td>
<td>36</td>
</tr>
<tr>
<td>Gold</td>
<td>29</td>
</tr>
<tr>
<td>Item Dropped</td>
<td>Antidote</td>
</tr>
<tr>
<td>Special Abilities</td>
<td>Sleep</td>
</tr>
</tbody>
</table>

These creatures have a weak offense, but they can use Sleep and Defense to weaken your party. Use StopSpell against them to cancel out their magic and they'll be easy to defeat. This monster can appear anywhere in the ocean. Your characters should be at least at level 15 to defeat it successfully.
**MegaNite (Mega Knight)**

These skeletal warriors are extremely dangerous in groups. They like to cast Defense and can quickly send your party's defense all the way down to zero. This is particularly bad if they're paired up with a creature that can put your party to sleep, as well. Quickly eliminate any MegaNites you face using either extremely powerful physical attacks or powerful spells such as Firebone or Explodet.

**Stats**
- HP: 72
- MP: 4
- Attack: 83
- Defense: 28
- Agility: 53
- Experience: 115
- Gold: 80
- Item Dropped: Evil Shield
- Special Ability: Defense

**Metabile**

These little guys are the ultimate source of experience, but they're extremely difficult to beat. Spells are worthless against them and they tend to run at the first sign of trouble. Use physical attacks and, if you really want to have an advantage, equip both yourself and the Prince with the Falcon Sword so that you can attack twice each turn.

**Stats**
- HP: 5
- MP: 30
- Attack: 75
- Defense: 255
- Agility: 200
- Experience: 10,150
- Gold: 255
- Item Dropped: Magic Helmet
- Special Abilities: Fireball, Flea

**MegaPeede (Mega Peede)**

The thick exoskeleton on this enemy allows it to absorb a lot of damage. It's so strong that most attacks are cut in half. Use attack spells to cause greater amounts of damage to them with less work.

**Stats**
- HP: 20
- MP: 0
- Attack: 39
- Defense: 110
- Agility: 13
- Experience: 33
- Gold: 25
- Item Dropped: Leather Shield
- Special Abilities: Poison Attack, Brutal Hit, Flea

**Metaly**

This slime has evolved to the point where its skin is like metal. It's very hard to destroy, because its defenses are so high, it's completely resistant to magic, and it tends to flee from battle quickly. Use physical attacks to knock it out and consider bringing along a Falcon Sword to give yourself an edge.

**Stats**
- HP: 5
- MP: 30
- Attack: 37
- Defense: 255
- Agility: 100
- Experience: 1,015
- Gold: 90
- Item Dropped: Iron Helmet
- Special Abilities: Fireball, Flea
**MTL Hunter (Metal Hunter)**

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<th></th>
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<tbody>
<tr>
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<tr>
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<td>Attack</td>
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<td>Defense</td>
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<td>Agility</td>
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<tr>
<td>Experience</td>
<td>125</td>
</tr>
<tr>
<td>Gold</td>
<td>150</td>
</tr>
</tbody>
</table>

Item Dropped: Steel Sword
Special Abilities: Double Attack, Brutal Hit

Even one of these enemies can be a serious threat. It has a strong defense and a fierce Double Attack. Use Defense and Surround against it to make the battle easier.

**Mummy**

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<td>Attack</td>
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<tr>
<td>Defense</td>
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<td>Agility</td>
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<tr>
<td>Experience</td>
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<tr>
<td>Gold</td>
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</tr>
</tbody>
</table>

Item Dropped: Cloth Armor
Special Abilities: Sleep Attack, Concentrated Attack, Flee

Use Surround to confound this nasty beast and then peck away at it with physical attacks and attack spells before it can put your party to sleep.

**Mud Doll (Mud Doll)**

<table>
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<tr>
<th>Statistics</th>
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<tbody>
<tr>
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<td>Experience</td>
<td>32</td>
</tr>
<tr>
<td>Gold</td>
<td>35</td>
</tr>
</tbody>
</table>

Item Dropped: Repellent
Special Ability: Magic Dance

You'll want to eliminate these beasts quickly before they can drain the Prince and the Princess of their MP. Use Sleep to knock them out temporarily and then follow up with physical attacks.

**Mummy Man (Mummy Man)**

<table>
<thead>
<tr>
<th>Statistics</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
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</table>

Item Dropped: Cloth Armor
Special Ability: Concentrated Attack

This creature may have a strong attack, but it has no defense. Regular physical attacks are all you really need to put one of these mummified menaces away forever.
Orc

**Statistics**
- HP: 60
- MP: 0
- Attack: 75
- Defense: 23
- Agility: 36
- Experience: 61
- Gold: 50
- Item Dropped: Spear
- Special Ability: Flee

Try casting Surround on these enemies and you'll be surprised at just how easy the battle becomes. You don't need any special tricks here—good, old-fashioned physical attacks will work wonders.

Ozwarz

**Statistics**
- HP: 69
- MP: 30
- Attack: 80
- Defense: 41
- Agility: 57
- Experience: 159
- Gold: 121
- Item Dropped: DvTail
- Special Abilities: HealMore, Firebane, StopSpell, Fire Breath, Call For Help

These nasty enemies have an incredible arsenal of spells and attacks at their disposal. They're an extremely dangerous enemy alone, but are especially lethal in groups. Use Sleep to assist you in defeating them.

OrcKing (Orc King)

**Statistics**
- HP: 110
- MP: 15
- Attack: 99
- Defense: 80
- Agility: 60
- Experience: 204
- Gold: 181
- Item Dropped: SlafToken
- Special Ability: HealMore

This monster's most annoying trait is that it can cast HealMore and does so regularly. It can either cast it on itself or on its companions, which really lengthens some battles. You can use either StopSpell or Sleep to keep it from using its spell.

Phantom

**Statistics**
- HP: 12
- MP: 0
- Attack: 18
- Defense: 10
- Agility: 8
- Experience: 6
- Gold: 6
- Item Dropped: Cloth Armor
- Special Ability: None

This is the strongest creature you'll encounter in the beginning battles of the game. It dodges attacks fairly easily, but it can't hide from attack spells. This monster can appear anywhere in the ocean. Your characters should be at least level 15 to defeat it successfully.
**Poison Lily (Poison Lily)**

- **Statistics**
  - HP: 46
  - MP: 0
  - Attack: 45
  - Defense: 18
  - Agility: 23
  - Experience: 31
  - Gold: 25
  - Item Dropped: Antidote
  - Special Abilities: Poison Attack, Poison Breath

This monster has two ways to ruin your day with poison. Use attack spells to eliminate it before it can poison your party and be sure to have an Antidote ready just in case.

---

**Reaper**

- **Statistics**
  - HP: 40
  - MP: 0
  - Attack: 51
  - Defense: 16
  - Agility: 31
  - Experience: 44
  - Gold: 50
  - Item Dropped: Sickle
  - Special Abilities: Double Attack, Brutal Hit, Concentrated Attack

These guys are extremely tough due to their powerful array of physical attacks, and the fact that they almost always attack in groups. Use powerful attack magic and Surround to even the odds a bit.

---

**Puppet Man (Puppet Man)**

- **Statistics**
  - HP: 60
  - MP: 2
  - Attack: 64
  - Defense: 24
  - Agility: 70
  - Experience: 52
  - Gold: 100
  - Item Dropped: Wizard Ring
  - Special Abilities: Increase, Magic Dance

Watch out for these guys. They aren't all that strong, but they are nearly invulnerable to magic. Use physical attacks against them and the battle shouldn't be too tough. If they begin casting Increase, use Defense to counter it.

---

**Roboster**

- **Statistics**
  - HP: 90
  - MP: 0
  - Attack: 115
  - Defense: 150
  - Agility: 80
  - Experience: 554
  - Gold: 120
  - Item Dropped: Steel Sword
  - Special Abilities: Double Attack, Brutal Hit

These guys are extremely powerful and very deadly. Use Surround on them immediately to reduce their ability to hit your party. In large battles, be sure to target them before challenging other opponents. Be especially wary of them when they're combined with an enemy that uses the Defense spell.
**SaberLion (Saber Lion)**

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<td>Gold</td>
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<tr>
<td>Item Dropped</td>
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<tr>
<td>Special Ability</td>
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</table>

With their well-rounded stats, these are formidable opponents. Use Surround to throw off their aim and then punish them with physical attacks.

**SeaSlug (Sea Slug)**

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<tr>
<td>Item Dropped</td>
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<tr>
<td>Special Abilities</td>
</tr>
</tbody>
</table>

The only rough spot in battling these creatures is when they use their Sweet Breath to put your party to sleep. Fortunately, their attacks aren't strong and they usually don't fight alongside anything tougher than a MedusaEye. Magic is pretty worthless on these creeps, so stick to physical attacks. This monster can appear anywhere in the ocean. Your characters should be at least at level 15 to defeat it successfully.

**Sabertiger (Saber Tiger)**

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<tr>
<td>Item Dropped</td>
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<tr>
<td>Special Abilities</td>
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</tbody>
</table>

These cats have powerful attacks, but they don't have much health and their defenses are weak against most attacks. Use Surround and Sleep to assist you in defeating more than one of them.

**Slime**

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<td>Gold</td>
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<tr>
<td>Item Dropped</td>
</tr>
<tr>
<td>Special Ability</td>
</tr>
</tbody>
</table>

You'll cut your teeth on these slime balls around Lorasia Castle at the beginning of the game.
**Smoke**

**Statistics**

- **HP**: 15
- **MP**: 3
- **Attack**: 14
- **Defense**: 40
- **Agility**: 15
- **Experience**: 18
- **Gold**: 40
- **Item Dropped**: Cloth Armor
- **Special Ability**: StopSpell

This ghastly puff of gray smoke is very hard to hit. Physical attacks aren't very effective, but they're better than attack spells. You can put these creatures to sleep fairly easily though, to make things a bit easier. This monster lives in the waters surrounding Zahan.

---

**Undead**

**Statistics**

- **HP**: 65
- **MP**: 0
- **Attack**: 63
- **Defense**: 17
- **Agility**: 33
- **Experience**: 45
- **Gold**: 82
- **Item Dropped**: Slot Token
- **Special Ability**: Concentrated Attack

Cast Surround on this enemy to reduce its effectiveness in combat and you shouldn't have too many problems. Just be ready to heal your party if the Undead gets in a lucky shot.

---

**Sorcerer**

**Statistics**

- **HP**: 15
- **MP**: 5
- **Attack**: 17
- **Defense**: 11
- **Agility**: 11
- **Experience**: 10
- **Gold**: 10
- **Item Dropped**: Wooden Cane
- **Special Abilities**: Fireball, Flea

When you first meet these spell casters, their Fireball spells are a real threat. Try to eliminate them quickly. With some experience you can use StopSpell on them if you choose.

---

**Vampirus**

**Statistics**

- **HP**: 57
- **MP**: 0
- **Attack**: 75
- **Defense**: 25
- **Agility**: 48
- **Experience**: 95
- **Gold**: 83
- **Item Dropped**: Warp Wing
- **Special Abilities**: Double Attack, Call for Help

These guys can attack in large groups and can always call for more help. Their speed and Double Attacks are the real threat. Attack spells are very effective, so try using Internos or a stronger spell to show them who's boss. This monster lives in the waters surrounding Zahan.
**Warlock**

**Statistics**

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</table>

Watch out for this monster's Firebane spell. With only a couple of casts it can put your party in dire straits. When Warlocks are mixed in with other monsters, attack the Warlocks immediately. Fortunately, they don't have much health and their defenses are weak.

**Zarlox**

**Statistics**

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</tr>
</tbody>
</table>

The Zarlox has a super strong attack and defense, which can quickly decimate even the most seasoned warriors. Take advantage of your Increase spell to quickly boost your party's defense. You can attempt to use Defense to lower Zarlox's defensive power, but it rarely works, so it's better to focus on physical attacks. Keep a close eye on everyone's HP; if anyone drops below 100, quickly restore the character to full health.

**Wild Mouse (Wild Mouse)**

**Statistics**

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</table>

These creatures are really only a threat when they attack in large groups. Once you have some decent attack spells at your disposal you'll find them easy to deal with.

**Zombie**

**Statistics**

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<td>Leather Armor</td>
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<tr>
<td>Special Abilities</td>
<td>Surround, Guard, Concentrated Attack</td>
</tr>
</tbody>
</table>

The walking dead have a lot of health, but practically no defense. Use Surround to throw off their attacks, and then pound away at them with your weapons.

**Wiz Dracky**

This magical version of the Dracky can lower your party's defense. Even so, the Wiz Dracky still can't cause your characters much damage. You really only need to worry about them when they're paired with stronger characters. Use attack spells to quickly deal with large groups of these. This monster can appear anywhere in the ocean. Your characters should be at least at level 15 to defeat it successfully.
The shaded areas on the bestiary maps show where you can encounter a particular monster. For the specific names of the locations shaded, refer to the World Maps on the inside front and back covers of this guide. The color the area is shaded indicates the target level your character should be at to have a fighting chance against that monster. Refer to the table below to see what color relates to which target levels. Note that the target level indicates the level at which your characters will have a chance to defeat that monster in that area, but it does not guarantee a victory.

A black circle with a number in it indicates that a monster appears in a dungeon only. However, if a monster's World Map shows a black circle in a color-shaded area, your character can encounter the monster both within the dungeon and in the area surrounding it. The callout number within the black circle corresponds to the target level in the table below that explains at what level your characters will have a chance to defeat the monster.

<table>
<thead>
<tr>
<th>Color/Number</th>
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<tbody>
<tr>
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<td>27-30</td>
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<tr>
<td></td>
<td>31-33</td>
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</tbody>
</table>
Example: If you name your character HERO, you would get the following point values for each letter:

- **H** = 1
- **E** = 14
- **R** = 11
- **O** = 8

The total points for the name HERO are 34. Take 34 and divide it by 16. The result is 2.2. Using the remainder of 2, refer to Table 2 and you can see that the character's strength and HP will follow the B path on the experience table, while the character's agility, guard, and MP will follow the A path.

You can also see that the character's initial HP is 16, MP is 4, strength is 6, agility is 6, and guard is 3.

In *Dragon Warrior I* your character’s stats are determined by the name you choose. Below are tables that will help you determine points for each letter in your character’s name. Following the instructions in the next paragraph, you will determine your character's destiny.

Use Table 1 to convert each letter of your character’s name into numbers. Then, add all the point values assigned each letter together. Divide the sum by 16. Match the remainder in Table 2. The column matching that number is the hero's ability. Note that if the name has less than 3 characters, the remainder is automatically 15. Your character’s abilities will be mixed between the A and B columns. Therefore, one name may give your character superior strength, agility, and guard, while another name may give you superior HP, MP, and strength. Choose your name wisely, as it will have a direct impact on your character during combat.

### Table 1

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