

Dragon Quest II: Luminaries of the Legendary Line (Updated: 14 January 2023)

Speedrun Guide by Ladob

Thanks to [Yuji_San](#) and [v1046_r_MCN](#) for the route improvements!

Useful Links:

- General Information, Switch Variant:
<https://gamefaqs.gamespot.com/switch/272749-dragon-quest-ii-luminaries-of-the-legendary-line/faqs/78327>
- DQRTA Compedium:
<https://docs.google.com/spreadsheets/d/1whommcG5I3LcN4ZSpOuygWqLACu6Gtj6HMj-bM5vGYM/edit#gid=0>
- SFC Maps (also useful here):
<http://www.realmofdarkness.net/dq/snes-dq2-dungeon-maps/>

Side note about general Character Development strategy regarding seeds:

- All Strength (+1-3 Max Str) seeds go to the Prince of Midenhall
- All Resilience (+4 RES) and Life (+4-6 Max HP) seeds go to the Prince of Cannock and life ones should give at least 5 each, ideally max (6 hp; total +18); MP (+3-5 Max MP) seeds also for him but need not be maxed
- All Agility (+1-3 AGI) seeds go to the Princess of Moonbrook

Start

- Select a short name for the hero (see the Appendix at the end for details).
- Message Speed – Fast
- **Timing starts when you confirm the Message Speed**

Part I: Getting a full party and the ship

(1) Midenhall

- Collect money;
- Do your shopping in this order to get Tombola Tickets (thanks Ely and Ash for the tip!):
 - Sell** Copper Sword
 - Buy** 2 Herbs and Leather Shield (Equip)
 - Sell** one Tombola Ticket
 - Buy** Herb
- Go west to **Leftwyne**, but just get in and out of it, then north to Cannock. This is important to mark Leftwyne on your Zoom/Chimera Wing list. Go then North to **Cannock**, while fleeing all encounters

(2) Cannock

- Use a Herb upon entering
- The shopping tricks continue:
 - Buy** 2 Chimera Wings and 1 Herb
- Talk to King, DO NOT SAVE!
- Go East to **Spring of Bravery Cave**, still fleeing all encounters

(3) Spring of Bravery Cave

- Go North – West - North – East talk to old man (Or get a map here); get Antidote Chest
- Get in a battle and die (this is a “Death Warp”)
- You will find yourself back in Midenhall, TALK TO THE KING and use the Chimera Wing to **Leftwyne**.

(4) Leftwyne

- Talk to the Prince of Cannock (*PoC*) // **This is a split moment!**
- More very specific shopping, after grabbing Prince:

Starting GP 3

Sell Tombola Ticket *PoMid* (GP 56)

Buy Antidote for *PoMid* (GP 46)

Sell Tombola Ticket *PoMid* (GP 99)

Buy Herb for *PoMid* (GP 91)

Sell Antidote *PoMid* (GP 99)

Buy Herb for *PoC* (GP 91)

Sell Antidote *PoMid* (GP 99)

Buy Herb for *PoC* (GP 91)

Sell Herb *PoMid* x2 (-> GP 95 -> 99)

Buy Herb for *PoMid* (GP 91)

Sell Herb *PoC* (GP 95)

Sell Herb *PoMid* (GP 99)

Buy Herb for *PoC* (GP 91)

Sell Herb *PoC* x2 (-> GP 95 -> 99)

Buy Herb for *PoC* (GP 91)

Buy Wing for *PoC* x2 (-> GP 66 -> 41)

Sell Oaken Club *PoC* (GP 86)

Buy Herb for *PoC* x4 (GP 78 -> 70 -> 62 -> 54)

- Go out and West by Northwest from there to the Shrine. Flee from everything still, remember every successful FLEE is the same as an Autosave, but you may want to use Quick Saves to be sure until you reach the next city to the south: **Moonahan**.

(5) Moonahan

- Re-stock on a herbs and sleep if necessary
- Save game with the priest (Optional; important if you have no Chimera Wings)
- Now is the time to get a few Wizard's Staves with the Tombola game. To do that you will need a Metronom App of some sort and to set it to 57 bps. Thanks CreativeEly for the awesome tip! Here the videos showing this trick as well as a more primitive version by myself:

Tombola with Metronom: <https://www.youtube.com/watch?v=Sym9bgrOj1s>

Tombola with Rhythim click:

<https://www.twitch.tv/videos/1026869314?collection=Ps1nBUXNiBakng>

- To best effect you want the four taps to happens as follows:
 - 1st Tap (upon clickg to "Without further ado!") on the BEAT
 - 2nd Tap slightly before the BEAT
 - 3rd TAP ALSO slightly before the BEAT
 - 4th TAP on the BEAT
- You will need at least 4, but 7 Staves are ideal. If you get them fast, go for a fourth one to sell for money and buy armor for the heroes.
- Give one staff for each character (especially PoM, who otherwise has no mass damage attacks).
- Sell 1-2 Staves and buy some armor (1200 + 390) for the Heroes.
- Go by the bridge south the West then South around the lake and all the way East until you see a shining spot on a little swamp tile. It is worth it on the way to fight single-enemy-type encounters, especially the Dragonflies and Baboons, as they deliver a lot of XP. Flee from the rest. On the shiny spot you get the **Mirror of Ra**. Deathwarp via Swamp/Encounters or use a Chimera Wing to Moonahan.
- In Moonahan, go to the dog, stay in front of it and click Y to open the menu without talking to it. Use the Mirror of Ra and you discover the Princess of Moonbrook (*PoM*). // **This is a split moment!**

(6) (OPTIONAL) Grinding (1)

- You may want to Grind until Princess is level 2-3 and then go to sleep. From now on you can battle as much as you want, but try to keep to the worthy battles with a lot of XP.
- Tips: Run from Rats, Zombies and Ants (too little XP). Fight Dragonflies and Baboons
- Once you reach this level go back to Moonahan, re-stock as you feel necessary buying and at least 1 Chimera Wing and so on, then East and North around the Mountain and back south to reach the **Tower of the Wind**.

(7) Tower of the Wind

- OPTIONAL: Follow the map and get all the way up to retrieve the **Prayer Ring** then back down for the **Windbreaker**. Equip it now!
NOTE: You can get a Prayer Ring on other points of the game, but now is quite a good time as you may need it during the run. You need not more than one. The fastest ring can be obtained Endgame by using Safe Passage or Healing and getting it in Zahans Northeastern treasure door, the one opposite to the Loom.
- Jump out of the tower and Wing back to Moonahan. OR BETTER: Get Prayer Ring last and Wing from there
- Next stop: all the way east to the Moonbroke Shrine. Stop on the way by Moonbroke castle and get the two hidden seeds in the basement, both should go to PoC. From the castle continue East and after the shrine North to the **Dragon Towers** (South Tower).
- **UPDATE:** Bonus tip: the **little forest to the south** right after exiting the Shrine, just glued to the mountains, has A LOT of Metal Slimes, it may be a good idea to fight a bit here to levels 10/8/6 or, if lucky, even 12/10/8.

(8) Dragon Towers

- Get to the top and jump.
- Do NOT continue right away, get back to the tower (this time you will be in the Northern Tower) and get item in the shiny spot at the 3rd (or 2nd?) level.
- Jump down again and head Northeast to **Rippleport**.

(9) Rippleport

- Sleep and recover. Sell all your crap and buy 3 Evasion cloaks and equip all.
- Go to the Northwestern part of town and fight the two Gremlins. Once you beat them, get the Strength seed nearby. They have about 70 HP and can be Dazzled.
- Get back to the battle site and on the upper left corner there is a hidden Seed of Strength for the PoMid.



- Talk to the grateful old man and you will have the ship!
- Congratulations Part 1 complete! // This is a split moment! (ca. 42m in)

Part II: The Five Sigils (Maps: Moon Tower, Lighthouse)

(10) The Sea and Zahan

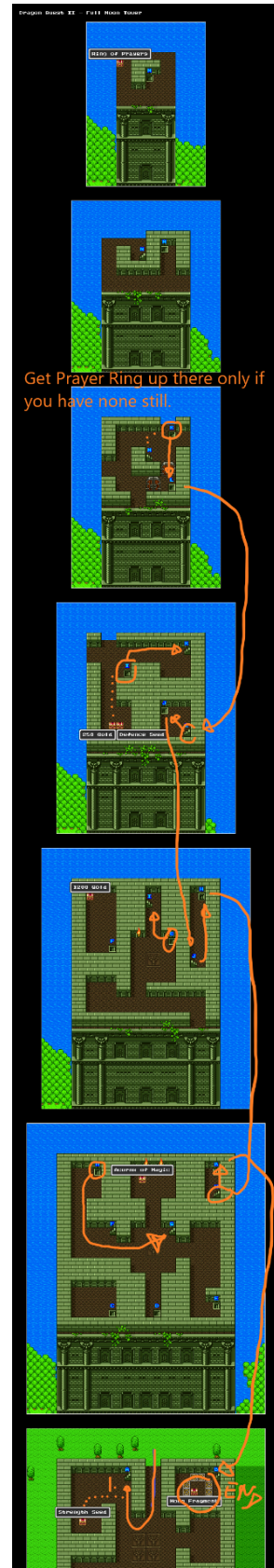
- Enter the Ship and from Rippleport sail North by Northeast so as to get around the world and to the little island of **Zahan**.
- Feel free to battle to your hearts content any groups that can be killed fast. We want PoC to reach Lvl 10 asap for Zoom (3500XP)
- Once there get the Gold Key from behind the dog in the left part of the city.
- and get out of the city. Wing or Shrine to Midenhall and plunder all the chests.
- Zoom to **Cannock** and buy 2x Holy Waters + 2-3 Chimera Wings (if under level 10 PoC) and get **Erdrick's Shield**.
- Zoom out to **Cannock** again, get your Ship (to the North) and sail North by NW to reach...

(11) Burrowell

- Optional: Sell a staff or two, buy a good sword (16k for the Aurora Blade is a good long term investment; or 8k for Dragonsbane) for PoMid
- Buy the **Jailer's Key** with the rightmost merchant, it is the "???" item. You need 2000 GP for it.
- Get the **Floodgate's Key** with the guy hidden to the rightmost of town.
- Use Wing/Zoom to Burrowell again get Ship and sail East to....

(12) Fire Shrine & World Tree

- ... reach the **World Tree**, get a Leaf there.



- Now North and West to the Fire Shrine, get the Sigil and go to the rightmost door and get **Erdrick's Helmet**. Equip it at a good moment.
- Return and get the shiny spot's **Sun Sigil** taking the chance to equip the helm.
- Use Zoom back to **Cannock**.

(13) Cannock and Lake Cave

- You may want to use a Holy Water on the way there, but it is not worth it if the Princess is less than level 8 or so.
- Get the Agility (for PoMoon) seed at the start and the Life Seed chest (to the Right) on the 2nd level. Then the **Silver Key** at the Lake Cave to the West.
- Zoom to **Middenhall** and walk South along the coast to enter the Southern Shrine and its teleport, which will leave you in **Dirkandor**, right by the tectonic plate! (See below).

(14) Loose ends: Dirkandor / Moonahan / Zahan again

- Tectonic Plate armor is for free and pretty good, but Magic Armor is probably better. Zoom to Dirkandor after getting the Tectonic Plate, this is faster than walking back.
- Talk to the King and defeat Saber Lion.
- Talk to King and get the **Moon Crest**.
- You may want to buy a Magic Armor for the PoC. If you don't have the money do not sweat it. You can get such armor at the Undersea Cave later.
- Whether you buy stuff or not, go to the Inn to the north, sleep, then north again to get the Str seed in front of the door behind the fleeing soldier (use on PoMid).
- With your new power Zoom to **Zahan** and get past the barriers to reach the Loom (left) and alternatively also the Prayer Ring (right OPTIONAL). Keep everybody alive.
- Zoom to **Middenhall**.

(15) Middenhall Raid (can be done sooner or later, as wished)

- Go to the Jail, get the Agility Seed in front of the prisoner, save and then battle the Wrektor there for the powerful Lightning Staff. Important: in this version (and in Mobile) you can't repeat this fight at will!

Strategy: Try to Fizzle and especially Dazzle the Wrektor as fast as possible. PoM should just keep bashing. This battle is already winnable at levels 10/8/6 (so that Princess has Dazzle). It is easier to come slightly later with Tectonic Plate and Flowing Dress equipped though.

- Equip the L.Staff on PoC.
- Zoom to **Zahan**, pick the Ship and keep going East by Northeast to reach the continent of Beran. Get in and out of Beran and back to the ship (this marks it as a zoom location).

- From the Ship, sail around the continent and to the continent to the East and make your path on the River to Tuhn. // **This is a split moment!**

(16) Tuhn

- Sell the Lightning Rod and buy a Falcon Blade for PoC.
- Talk to Don Mahone to start Flowing Dress creation, use INN and talk to him again to get it. Buy 3 Dragonbanes if possible for each character, equip'em all.
- Use Floodgate key at the Northwestern part of town (look for the dog, as you have to go around the INN to reach it) and cast Zoom to the same town.
- Use the Ship as a bridge to cross the little gap and go to Moontower

(17) Moon Tower

- Start getting LEFT chest (Str Seed for PoMid) then going north and then central stairs to lvl 3 and north central again to level 4.
- **LMS GRIND:** Here you get both chests and reset after fleeing the first encounter. You should soon meet and kill at least the very least 2 LMS, ideally 3 or 4 (before ~1h30m) to reach about 45-55k XP.
- Run from everything but LMS and possibly Hydrons, who give a juicy XP and die to Wizard/Lightning Staff spamming easily.
- Get Moon Fragment, get all the way up, retrieve Ring and Zoom out to **Moonahan** // **This is a split moment!**
- In Moonahan get inside the golden door area, battle the Gremlins and get the **Water Sigil**; Zoom outside to **Moonahan again**
- Sail WEST the Lighthouse

(18) Lighthouse (see image above)

- Defeat the 4 Gremlins (easy with mass damage weapons, like using the Lightning Staff)
- Get **Star Sigil!**
- Use OUTSIDE and sail North to Tantegel. Get the **HEART SIGIL** from the stairs above the shop and sleep as well.

You did it! Split 2 complete.

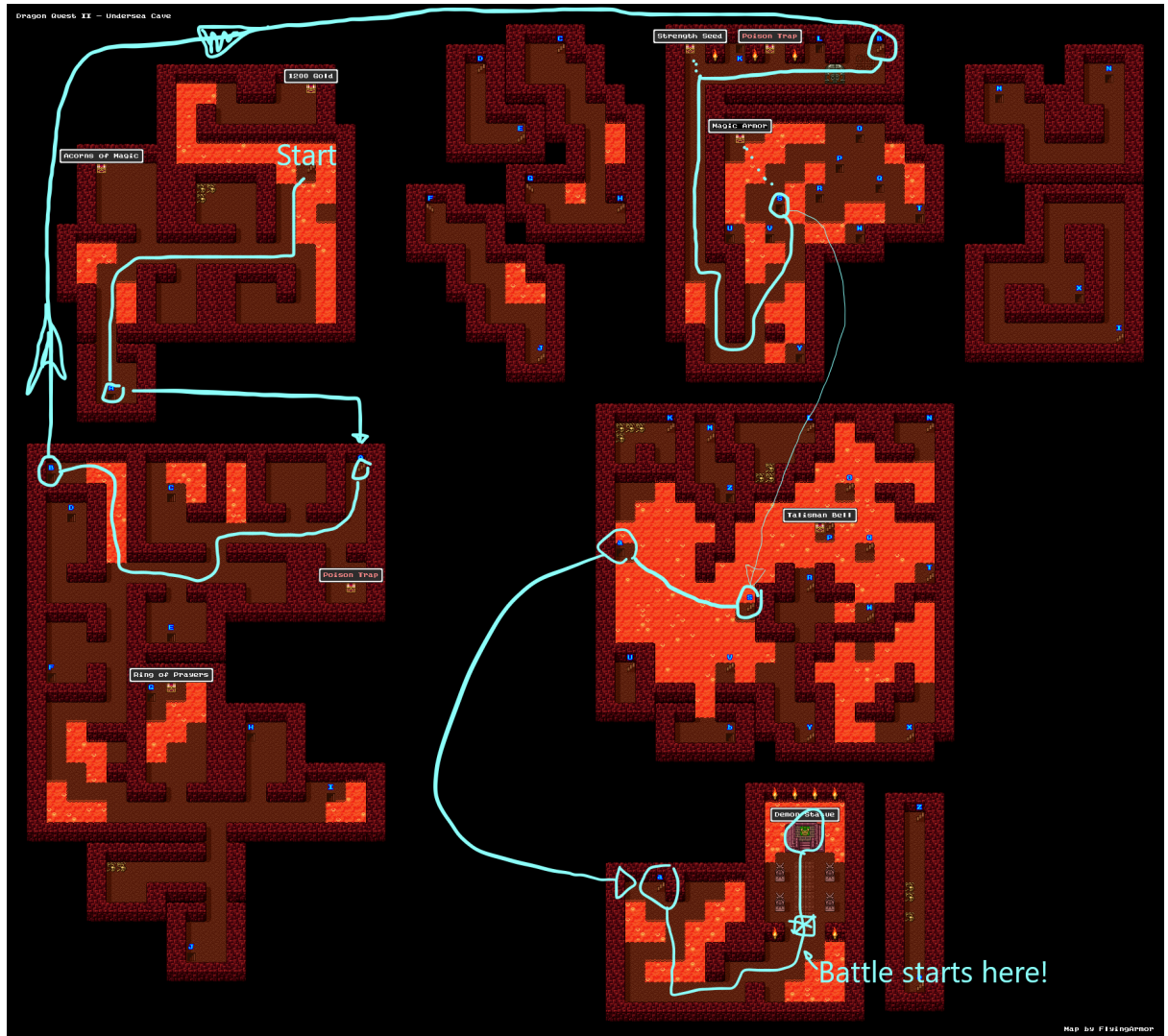
Part III: Endgame

(19) Hidden Shrine & Lava Cave

- Zoom to Dirkandor, sail to the West then search for the Sea Mountains nearby and use Moon Fragment.



- This is one hard dungeon... be sure to be well rested and have the coordinates in mind! It is also a place to find Liquid Metal Slimes, if rarely.
- You can also grab a Seed of Strength (and optionally the Seed of Magic before that) for PoMid and the Magic Armor here, if you missed buying it before.
- Hardcore battle against 2 Wrecktors. This can be really tough at low levels, but there is no way around it. ;) Concentrate damage on one Wrecktor while Fizzling the OTHER one, so that when the first dies, the second can not raise it back. you may need to Kasap them as well and keep on pounding.



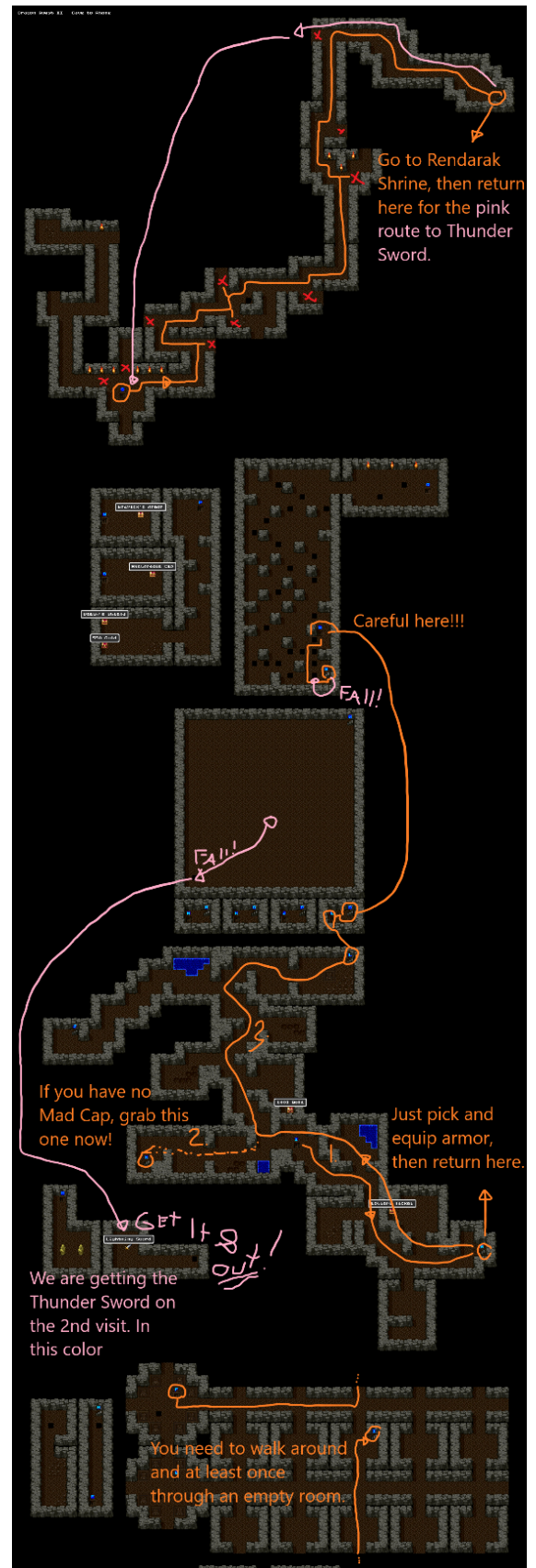
- Get **False Idol**
- Use **OUTSIDE** and sail North and slightly east to the hidden shrine and get **Eye of Rubiss**. Zoom to **Leftwyne** to get rid of too many items in the Bank Girl and sleep. Afterwards zoom to **Beran**.

(20) Beran

- Go to Beran AND DO NOT USE THE INN!!!! There is a seed of Agility almost on the upper right corner after the damage blocks in the arrival shrine on the path to Rendarak. Give it to the Princess.
- Save the game and use the Shrine inside the city to go to the Cave to Rendarak (Rhone)
- Use the False Idol in front of the mountain to open it and dive in

(21) Cave to Rendarak/Rhone

- Optional but recommended: fall right away and get the Seed of Str for PoMid, get back up through the central northern ladder and to the second level.
- Now we do this is two parts: follow the map instructions and get **Erdrick's Armor**.
- Optional: if you have less than 24k money (either in Items), you may want to get items located through the Northwest section of orange line 3 to sell in Burrowell later to buy the two Power Shields.
- Get outside, get back in (this marks OUTSIDE point).
- Go back and fall to get the **Thunder Sword** (Optional: you CAN finish without it, makes it all faster though). Use OUTSIDE.
- You should be around level 24/22/17 now... ideally 27/25/20 after about 4 LMS (2 from Moon Tower plus a few here).
- Walk to **Rendarak Shrine** (Rhone). Zoom to Burrowell, sell Falcon Blade and any other equipment as needed to buy 2 Powershields, one for PoMid another for PoC (equip this one). Zoom back to Rendarak... it is time to finish this!



(22) Hargon's Castle and Endgame Grind

Useful link:

<https://gamefaqs.gamespot.com/switch/272749-dragon-quest-ii-luminaries-of-the-legendary-line/faqs/78327/experience-charts>

- **Endgame Grind:** Now it is time to get a few things happening. The grinding has these helpful milestones:
 - 33.6k XP: PoC gets Sizzle
 - 53k XP: Princess gets Kaboom, making grinding on the southern Rendarak really fast when paired with Lightning Staff.
 - 59.5kXP: PoC gets Thwack, making the Northern Rendarak a breeze as both the dancing flames as well as Gigantes are very susceptible to it.
 - **63.530 XP: TARGET XP PoC Before starting bosses.**
 - Optional 108kXP: That is our target for the Princess (very safe route), so that she has Kazing too... not really an option for best times unless you had massive luck with LMS hunting before.
 - Best enemies to fight: Archdemon (fizzle and kasap him for a fast kill); Wrecktors (Thwack or Fizzle) and Green Dragon groups.
 - The best place to grind is the 2nd room of the final castle. You can consistently get 2-3 Liquid Metal Slimes killed during a grind session of about 30 Minutes. Before you can fight there you need to get a few levels (up to at least 21 PoC for Safe Passage, possibly 23 for Sizzle).
 - **If you got the money, it is a good time to go to Slewse to get a Falcon Blade which is very useful for grinding and also against Malroth!**
- Try to reach the final castle, use the Mirror of Ra and beat the first four sub bosses.
- Atlas: just dazzle him
- Pazuzu: double Sap and he falls in 4 turns... OPTIONAL: Try to THWACK him! It has a good chance of working. 😊
- Belial: ... can be painful, otherwise massdamage: Kaboom and Sizzle him.
- The bosses together factor 13.9k XP so take that into account for the grinding.
- That is all easily possible at level 27-29 (PoMid), possibly even sooner.
- Level 29 PoC is go time for the final boss.
- **Hargon** Battle: Att / Sizzle / Kaboom every round. He has 400 hp. If not dead by round 2-3, reload. A successful battle with or without a critical takes 1:05 min max.
- **Malroth:** Equip PoC with Cloak of Evasion and recover all MP if less than 100; a good battle takes around 5 min; PoM has seed in case both casters die. Strat:
 - Rnd1 Att - Kabuff - Kasap
 - Rnd2 Att - Kabuff/Heal PoM - Kasap
 - Rnd3 Att - Kabuff OR sizzle - Dazzle or Kasap... As you can see you keep Kabuff/saoping non stop to force the AI to use (de-)buffing turns, all the while attacking with PoMid. It is imperative that Dazzle lands at some point. PoC is the only character that varied in playstyle from battle to battle. The princess may throw in a Kaboom or two if not kasapping/dazzling.

- Equipping the Falcon Blade after the second SAP is a good way to speed up the battle.

SIDE NOTE: Add tactics for all four bosses plus the Grind -> During grind aim at killing Gigantes last to get a Sword of Destruction drop, with 2 of these one can be sold for a Dirk Cloak for the Princess.

REJOICE YOU DID IT!

APPENDIX:

Random Notes:

News from the DQ2 (Switch) front, trial route ready, faces the final boss at level 36/33/29, probably possibly to beat at 1-2 levels sooner, i.e. PoM needs Kazing. I'm not sure metal babbles should be considered "luck" here, because in this version farming them is a thing: they appear pretty consistently and flee little, so grinding them is not as difficult as in other DQs or even DQ2s versions.

In the final castle, 2nd and 3rd dungeon floors, one meets 2 babbles + 1 wrecktor regularly.

Atlas and Pazuzu are both push overs in the Switch version. The first one gets Dazzled easily, the second can be double Sapped for a 4-5 round kill and can be Thwacked. Belial on the other hand... I've faced him without Kazing still, and took a number of reloads for him to fall at lvls 29/27/23... especially given the Fullheals he occasionally uses. That was exactly enough XP, as planned, for the 30/29/24 before Hargon (although now that I look at this, it may be better getting it sooner...)

Grinding

It is worth noting that there are two optimal grinding places: Hargon's Castle (floor before Atlas) and the whole Hargon region, varying a bit between the earlier Rhone area and at later levels the Hargon's Castle path, especially if you prefer a more consistent XP flow instead of hunting LMS.

The XP from Demons is so high that beating 5 of these fights is equivalent to a LMS grind-routine and not as luck dependent. I must say though that in this version of the game Metal Slimes flee a lot less.

One last thing to take into consideration (and the reason why I fight way more here than in other DQ runs): the Flee chance in DQ2 is a flat 33%-50% at the start of battles (depends on enemy), increasing from round to round. So you're better off trying to kill everything round one than fleeing most of the time.

Also Twack is wonderful against a LOT of enemies, even in Endgame.

... and before I forget (need to add that to the guide, if I did not already): on the desert on the path to the southern Dragon Tower there is a high chance of Metal Slime encounters and

they are quite killable, so it may be worth spending a few minutes there to get to level 10-12 before continuing.

Ely —

thanks for the tips ladob, yeah I found grinding on the way to the hargon's castle and the 1st floor to be very effective- I'm struggling a bit with hargon though even though I'm trying him once the prince learns rez, (moonbrooke is 25)- Seems doable but I haven't tried with her learning rez could be less painful. What gear do you have on the princess? Does she consistently go first and have a chance to live flame breath with your hargon fights?

Ladob —

Ely... I forgot an important tip, guess who bears the Flowing Dress in my route... yup, the Prince of Middenhall.

That improves the Hargon fight damage speed tremendously as he can keep up alive longer and just dishing out damage while the others heal and resurrect as necessary. Another thing: it is worth it to play very aggressively on the final battle, like, not healing for 1-2 rounds while using Kasszle with the princess, especially in the first form.

I've beaten form one with a very lousy sword at level 29 PoM, but got trashed by Hargon's second form afterwards...

My suggested "no sweat" equipment is:

PoM - Thunder Sword / Erdrick's Helm / Erdrick's Shield / Erdrick's Armor PoC - Lightning Staff or Sword of Ruin/ Power Shield (Optional) / Magic Armor, Cloak of Evasion for 2nd Form Hargon; PoMoon - Cloak of Evasion

Those 65k GP robes would of course help a lot, at least for the Princess, but you won't be seeing that much money in my route "as is".

The princess goes first about 75% of the time. She usually can survive the flaming breath if it comes only once.

I prefer to let her die doing two Kasszles than to heal regularly. I also use a lot of "live" Resurrections counting on characters dying mid-round with the resurrection coming at the end of it with PoC

So the only character who must always be at top notch HP is PoC.

Notice this is well counter-intuitive for DQ2 NES runners.

Oh... and another tip: both Hargon forms are DAZZLEABLE!

This is very important on the 2nd form and partially so on the first (which has more resistance).

The first one can be Fizzled but that is not advisable, because then he gets all nuts on the Breaths and dual attacks.

Some Split Timings for potential runners (with leeway)

8:00 Get PoC

18:00 Get Princess (2-3 Staves only, no grinding, go direct for the Ship)

40:00 Get Ship

1:00:00 Lightning Staff

1:20:00 Moon Tower

1:45:00 Lighthouse + Undersea Cave

2:00:00 Reach Cave of Rhone

2:50:00 Princess Lvl 27 and standing before Hargon

3:00.00 The End!

Those final 10 Minutes may well ballooney to 3:20:00+ if you are unlucky with the Hargon battles, which honestly is very easy to happen.



There are some very "RNG" dependent elements for that type of run: you almost pray for a Metal Slime during the path to the Dragon Towers and you also must kill ca. 3 of their big brothers LMS on the final grind (but that is not as difficult as it sounds). The biggest RNG is Hargon's second form battle though, as each time you fail you lose about 2-4 Minutes.