

Dragon Warrior

Game Script
Compiled by
AerynB
Contact: aeryn_b@hotmail.com

Raw Text
Provided by
Tom-Servo

Only Permitted to be Hosted at Dragon's Den
<http://www.woodus.com/den/>

Last updated
May 17, 2012

Foreword and Acknowledgements

Have you ever enjoyed a video game's story so much that you wanted to experience it again, but maybe didn't want to actually grind through it? This happens to me all the time. My favorite video game franchises are the Legend of Zelda and Dragon Quest. The games have such wonderful stories and I get immersed in them every time I play. Sometimes I want to go back and fleece the casino for all it's worth; sometimes I want to crawl through a bonus dungeon, or bash on the final boss a few more times; but more often than not, I just want to spend an hour or two rereading the story.

Hence my attempt to organize the game's raw text into a kind of story format. I actually started with Dragon Quest VIII, typing out the text as I played through it for the third or fourth time. It was time consuming and full of typos but I didn't mind so much because I absolutely adore that game.

I've since gotten raw text dumps from Tom-Servo which means my game scripts have much fewer typos and much less missing text. I really can't thank him enough for all the effort he's put into getting me all the text from the DQ games.

I'd also like to thank Woodus for hosting this game script at the Dragon's Den and providing some of the artwork, and King Zenith for getting me screenshots as well as giving me helpful suggestions and advice regarding the "jazzing up" of this game script. :) You two are the best!

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But obviously all thanks and credit should go to Enix Corporation and Nintendo of America for making and producing such a wonderful series of games.

This isn't fanfiction, but the actual text from the game formatted to read a little bit like a story. Some things are subjective, such as how to describe the different NPCs you encounter. What's the difference between a guard or a soldier or a knight? My definition might be different than yours. So I've included the pics of the various NPC sprites so that you'll understand who I mean when I say "Guard on the left" or "Merchant in the southwest corner." Lastly, DQ games aren't always linear; there's definitely an open-endedness to the games, which is definitely part of their appeal. However, in creating a game script, I have to make logical choices about the order of each town's text. Please don't take my subjective placement of text as anything official. While the text is drawn straight from the game, the description of NPCs and the order of the text is all me.

That should do it. Please enjoy this game script for Dragon Warrior I (NES version). Any comments can be sent to me by PM through the Dragon's Den forum or to my email address, aeryn_b@hotmail.com.

Cast of Characters



Hero



King Lorik



Guards



Soldiers



Men



Women



Old Men



Merchants



Princess Gwaelin



Dragonlord

Tantegel Castle

King Lorik: Descendant of Erdrick, listen now to my words. It is told that in ages past Erdrick fought demons with a Ball of Light. Then came the Dragonlord who stole the precious globe and hid it in the darkness. Now, Hero, thou must help us recover the Ball of Light and restore peace to our land. The Dragonlord must be defeated. Take now whatever thou may find in these Treasure Chests to aid thee in thy quest. Then speak with the guards, for they have much knowledge that may aid thee. May the light shine upon thee, Hero.



King Lorik (again): When thou art finished preparing for thy departure, please see me. I shall wait.

Guard on the left: East of this castle is a town where armor, weapons, and many other items may be purchased. Return to the Inn for a rest if thou art wounded in battle, Hero. Sleep heals all.

Command: Door – Thou hast not a key to use.

Guard on the right: If thou hast collected all the Treasure Chests, a key will be found. Once used, the key will

disappear, but the door will be open and thou may pass through.

Command: Search – Hero searched the ground all about. There is a treasure box.

Command: Take – Of GOLD thou hast gained 120

Treasure Chest – 120 gold

Treasure Chest – Torch

Command: Item – Torch – A torch can be used only in dark places.

Treasure Chest – Magic Key

Guard patrolling the throne room: Dost thou know about Princess Gwaelin? (Yes/No)

Guard (if you say ‘No’): Half a year now hath passed since the Princess was kidnapped by the enemy. Never does the King speak of it, but he must be suffering much. Hero, please save the Princess.

Guard (if you say ‘Yes’): Hero, please save the Princess.

Guard at the bottom of the stairs on the bottom: If thou art planning to take a rest, first see King Lorik.

Guard at the bottom of the stairs on the top: King Lorik will record thy deeds in his Imperial Scroll so thou may return to thy quest later.

Man in central courtyard: There was a time when Breconary was a paradise. Then the Dragonlord’s minions came.

Woman in central courtyard: Where oh where can I find Princess Gwaelin?

Merchant (first one) in southwest corner: We are merchants who have traveled much in this land. Many of our colleagues have been killed by servants of the Dragonlord.

Merchant (second one) in southwest corner: Rumor has it that entire towns have been destroyed by the Dragonlord's servants.

Man on west side of castle past treasure vault: To become strong enough to face future trials thou must first battle many foes.

Guard in northeast corner: Thou must have a key to open a door.

Guard in central courtyard: When entering the cave, take with thee a torch.

Guard in small alcove on east side of castle: Where oh where can I find Princess Gwaelin?

Old Man in southeast corner: Hero's coming was foretold by legend. May the light shine upon this brave warrior.

Guards at castle entrance, on the left and right: Welcome to Tantegel Castle.

King Lorik: I am greatly pleased that thou hast returned, Hero. Before reaching thy next level of experience thou must gain 7 points. Will thou tell me now of thy deeds so they won't be forgotten? (Yes/No)

King Lorik (if you say 'Yes'): Thy deeds have been recorded on the Imperial Scrolls of Honor.

King Lorik (continued from last or if you said 'No'): Dost thou wish to continue thy quest?

King Lorik (if you say 'Yes'): Goodbye now, Hero. Take care and tempt not the Fates.

King Lorik (if you say 'No'): Rest then for awhile.

In Game Instructions: Please push RESET, hold it in, then turn off the POWER. If you turn the power off first, the Imperial Scroll of Honor containing your deeds may be lost.

King Lorik (upon your return): I am glad thou hast returned. All our hopes are riding on thee. Before reaching thy next level of experience thou must gain 7 points. See me again when thy level has increased. Goodbye now, Hero. Take care and tempt not the Fates.



Breconary

Man at entrance: Thou art most welcome in Breconary.

Woman outside Armory: Welcome! Enter the shop and speak to its keeper across the desk.

Arms Merchant: We deal in weapons and armor. Dost thou wish to buy anything today? (Yes) What dost thou wish to buy? (Bamboo Pole) Is that okay? (No) Oh, yes? That's too bad. Dost thou wish to buy anything more? (Yes) What dost thou wish to buy? (Club) The Club? Is that okay? (Yes) I thank thee. Dost thou wish to buy anything more? (Yes) What dost thou wish to buy? (Leather Armor) The Leather Armor? Sorry. Thou hast

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not enough money. Dost thou wish to buy anything more? (Yes) What dost thou wish to buy? (Clothes) The Clothes? Is that okay? (Yes) I thank thee. Dost thou wish to buy anything more? (No) Please, come again.

Old Man to the right of Armory: Watch thy Hit Points when in the Poisonous Marsh.

Innkeeper (merchant): Welcome to the Traveler's Inn. Room and board is 6 GOLD per night. Dost thou want a room? (No) Okay. Good-bye, traveler.

Guard in Inn: Tell King Lorik that the search for his daughter hath failed. I am almost gone....

Man in front of Inn: Go north to the seashore, then follow the coastline west until thou hath reached Garinham.

Soldier between Inn and Shop: Art thou the descendant of Erdrick? Hast thou any proof?

Woman east of the Inn: No, I am not Princess Gwaelin.

Man near the Shop entrance: Enter where thou can.

Shop Merchant: Welcome. We deal in tools. What can I do for thee? (Buy) What dost thou want? (Dragon's



Scale) The Dragon's Scale? Thank you very much. Dost thou want anything else? (No) I will be waiting for thy next visit.

Command: Item – Dragon's Scale – Hero donned the scale of the dragon.

Command: Item – Dragon's Scale (again) – Thou art already wearing the scale of the dragon.

Man to the east of the Shop: Within sight of Tantegel Castle to the south is Charlock, the fortress of the Dragonlord.

Guard on east side of town: See King Lorik when thy experience levels are raised.

Old Man on east side of town: If thou art cursed, come again.

Man on east side of town: There is a town where magic keys can be purchased.

Soldier in the middle of town: Many have been the warriors who have perished on this quest. But for thee I wish success, Hero.

Merchant on the north side of town: Please, save us from the minions of the Dragonlord.

Soldier in far northeast corner: Beware the bridges!
Danger grows when thou crosses.



Battle Text: A Slime draws near!

Command? FIGHT

Hero attacks!

The Slime's Hit Points have been reduced by 3.

Thou hast done well in defeating the Slime. Thy

Experience increases by 1. Thy GOLD increases by 1.

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Level 2 Promotion: Courage and wit have served thee well. Thou hast been promoted to the next level. Thy power increases by 1. Thy Maximum Hit Points increase by 7.

King Lorik: I am greatly pleased that thou hast returned, Hero. Before reaching thy next level of experience thou must gain 16 points. ... Goodbye now, Hero. Take care and tempt not the Fates.

Breconary Innkeeper: Welcome to the Traveler's Inn. Room and board is 6 GOLD per night. Dost thou want a room? (Yes/No)

Innkeeper (if you say 'Yes'): Good night.

Innkeeper (the next morning): Good morning. Thou seems to have spent a good night. I shall see thee again.

Level 3 Promotion: Courage and wit have served thee well. Thou hast been promoted to the next level. Thy power increases by 2. Thy Response Speed increases by 2. Thy Maximum Hit Points increase by 2. Thy Maximum Magic Points increase by 6. Thou hast learned a new spell.

King Lorik: I am greatly pleased that thou hast returned, Hero. Before reaching thy next level of experience thou must gain 24 points. ... Goodbye now, Hero. Take care and tempt not the Fates.

Breconary Arms Merchant: We deal in weapons and armor. Dost thou wish to buy anything today? (Yes)

What dost thou wish to buy? (Leather Armor) The Leather Armor? Then I will buy thy Clothes for 10 GOLD. Is that okay? (Yes) I thank thee. Dost thou wish to buy anything more? (No) Please, come again.

Level 4 Promotion: Courage and wit have served thee well. Thou hast been promoted to the next level. Thy Response Speed increases by 2. Thy Maximum Hit Points increase by 7. Thy Maximum Magic Points increase by 10. Thou hast learned a new spell.

King Lorik: I am greatly pleased that thou hast returned, Hero. Before reaching thy next level of experience thou must gain 63 points. ... Goodbye now, Hero. Take care and tempt not the Fates.

Garinham

Old Man in Shop: Garin, a wandering minstrel of legendary fame, is said to have built this town.

Old Man in southwest corner of town: Many believe that Princess Gwaelin is hidden away in a cave.

Soldier in the middle of town: I have heard of one named Nester. Dost thou know such a one?

Man in the middle of town: It is said that the Princess was kidnapped and taken eastward.

Woman in the middle of town: Welcome to Garinham. May thy stay be a peaceful one.

Innkeeper (merchant): Welcome to the Traveler's Inn. Room and board is 25 GOLD per night. Dost thou want a room? (No) Okay. Good-bye, traveler.

Erdrick's Cave



Command: Take – Fortune smiles upon thee, Hero. Thou hast found the Tablet.

The tablet reads as follows:

‘I am Erdrick and thou art my descendant.

Three items were needed to reach the Isle of Dragons, which is south of Breconary. I

gathered these items, reached the island, and there defeated a creature of great evil. Now I have entrusted the three items to three worthy keepers. Their descendants will protect the items until thy quest leads thee to seek them out. When a new evil arises, find the three items, then fight!’

Level 5 Promotion: Courage and wit have served thee well. Thou hast been promoted to the next level. Thy power increases by 5. Thy Response Speed increases by 2. Thy Maximum Hit Points increase by 4. Thy Maximum Magic Points increase by 4.

King Lorik: I am greatly pleased that thou hast returned, Hero. Before reaching thy next level of experience thou must gain 110 points. ... Goodbye now, Hero. Take care and tempt not the Fates.

Garinham Arms Merchant: We deal in weapons and armor. Dost thou wish to buy anything today? (Yes) What dost thou wish to buy? (Copper Sword) The

Copper Sword? Then I will buy thy Club for 30 GOLD. Is that okay? (Yes) I thank thee. Dost thou wish to buy anything more? (No) Please, come again.

Kol

Old Man at entrance: This is the village of Kol.

Woman in the middle of town: Please, save us from the minions of the Dragonlord.

Man in the middle of town: Dreadful is the South Island. Great strength and skill and wit only will bring thee back from that place.

Guard in the middle of town: Golem is afraid of the music of the flute, so 'tis said.

Soldier in Armory: East of Hauksness there is a town, 'tis said, where one may purchase weapons of extraordinary quality.

Arms Merchant: We deal in weapons and armor. Dost thou wish to buy anything today? (Yes) What dost thou wish to buy? (Small Shield) The Small Shield? Is that okay? (Yes) I thank thee. Dost thou wish to buy anything more? (No) Please, come again.

Old Man north of Armory: In legends it is said that fairies know how to put Golem to sleep.

Innkeeper (merchant): Welcome to the Traveler's Inn. Room and board is 20 GOLD per night. Dost thou want a room? (No) Okay. Good-bye, traveler.

Woman at Bathhouse: This bath cures rheumatism.

Soldier south of Bathhouse: Hast thou seen Nester? I think he may need help.

Old Man past swamp in northwest corner: Though thou art as brave as thy ancestor, Hero, thou cannot defeat the

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great Dragonlord with such weapons. Thou shouldst come here again.

Man on west side of town: Art thou the descendant of Erdrick? Hast thou any proof?

Guard in southwest corner of town: Rimuldar is the place to buy keys.

Merchant near Shop: Hast thou been to the southern island? (Yes/No)

Merchant (if you say 'No'): To the south, I believe, there is a town called Rimuldar.

Merchant (if you say 'Yes'): I have heard that powerful enemies live there.

Level 6 Promotion: Courage and wit have served thee well. Thou hast been promoted to the next level. Thy power increases by 4. Thy Maximum Hit Points increase by 3. Thy Maximum Magic Points increase by 3.

King Lorik: I am greatly pleased that thou hast returned, Hero. Before reaching thy next level of experience thou must gain 230 points. ... Goodbye now, Hero. Take care and tempt not the Fates.



Shrine Northwest of Kol

Old Man: Thy bravery must be proven. Thus, I propose a test. There is a Silver Harp that beckons to the creatures of the Dragonlord. Bring this to me and I will reward thee with the Staff of Rain.

Garinham Arms Merchant: We deal in weapons and armor. Dost thou wish to buy anything today? (Yes) What dost thou wish to buy? (Chain Mail) The Chain Mail? Then I will buy thy Leather Armor for 35 GOLD. Is that okay? (Yes) I thank thee. Dost thou wish to buy anything more? (No) Please, come again.

Level 7 Promotion: Courage and wit have served thee well. Thou hast been promoted to the next level. Thy power increases by 2. Thy Response Speed increases by 6. Thy Maximum Hit Points increase by 2. Thy Maximum

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Magic Points increase by 2. Thou hast learned a new spell.

King Lorik: I am greatly pleased that thou hast returned, Hero. Before reaching thy next level of experience thou must gain 350 points. ... Goodbye now, Hero. Take care and tempt not the Fates.



Mountain Cave

Treasure Chest - Herb

Treasure Chest - Torch

Treasure Chest - Fighter's Ring

Command: Item - Fighter's Ring - Hero put on the Fighter's Ring.

Command: Item - Fighter's Ring (again) - Hero adjusted the position of the Fighter's Ring.

Treasure Chest - 16-17 G (varies)

Treasure Chest - 130 G (varies)

Garinham Arms Merchant: We deal in weapons and armor. Dost thou wish to buy anything today? (Yes) What dost thou wish to buy? (Hand Axe) The Hand Axe? Then I will buy thy Copper Sword for 90 GOLD. Is that okay? (Yes) I thank thee. Dost thou wish to buy anything more? (No) Please, come again.

Level 8 Promotion: Courage and wit have served thee well. Thou hast been promoted to the next level. Thy power increases by 4. Thy Response Speed increases by 3. Thy Maximum Hit Points increase by 6. Thy Maximum Magic Points increase by 3.

King Lorik: I am greatly pleased that thou hast returned, Hero. Before reaching thy next level of experience thou must gain 500 points. ... Goodbye now, Hero. Take care and tempt not the Fates.

Garinham Arms Merchant: We deal in weapons and armor. Dost thou wish to buy anything today? (Yes) What dost thou wish to buy? (Large Shield) The Large Shield? Then I will buy thy Small Shield for 45 GOLD. Is that okay? (Yes) I thank thee. Dost thou wish to buy anything more? (No) Please, come again.

Garinham Arms Merchant: We deal in weapons and armor. Dost thou wish to buy anything today? (Yes) What dost thou wish to buy? (Half Plate) The Half

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Plate? Then I will buy thy Chain Mail for 150 GOLD. Is that okay? (Yes) I thank thee. Dost thou wish to buy anything more? (No) Please, come again.

Level 9 Promotion: Courage and wit have served thee well. Thou hast been promoted to the next level. Thy power increases by 8. Thy Response Speed increases by 1. Thy Maximum Hit Points increase by 4. Thy Maximum Magic Points increase by 6. Thou hast learned a new spell.

King Lorik: I am greatly pleased that thou hast returned, Hero. Before reaching thy next level of experience thou must gain 700 points. ... Goodbye now, Hero. Take care and tempt not the Fates.

Rimuldar

Woman at entrance: No, I have no tomatoes. I have no tomatoes today.

Innkeeper (merchant): Welcome to the Traveler's Inn. Room and board is 55 GOLD per night. Dost thou want a room? (No) Okay. Good-bye, traveler.

Soldier in Inn: You are Hero? It has been long since last we met.

Man in the middle of town: Welcome to the town of Rimuldar.

Soldier in Armory: The scales of the Dragonlord are as hard as steel.

Man west of Armory: Art thou the descendant of Erdrick? Hast thou any proof?

Woman in house west of Armory: Who art thou? Leave at once or I will call my friends.

Old Man on town's west island: Over the western part of this island Erdrick created a rainbow. 'Tis also said that he entered the darkness from a hidden entrance in the room of the Dragonlord.

Guard in southwest corner of town: Thou shalt find the Stones of Sunlight in Tantegel Castle, if thou has not found them yet.

Woman in southwestern house: Before long the enemy will arrive.

Man in southwestern house: Heed my warning! Travel not to the south for there the monsters are fierce and terrible.

Soldier in southwestern house: In this world is there any sword that can pierce the scales of the Dragonlord?

Old Man in southwestern house: This is a magic place. Hast thou found a magic temple? (Yes/No)

Old Man (if you say 'No'): Go to the south.

Old Man (if you say 'Yes'): In this temple do the sun and rain meet.



Soldier on south side of town (if you have the Fighter's Ring): Is that a wedding ring? Thou seems too young to be married.

Soldier on south side of town (if you do not have the Fighter's Ring): All true warriors wear a ring.

Woman outside the town moat in the southwest corner: Orwick is late again. I'm starving.

Man outside the town moat in the northeast corner: I am Orwick, and I am waiting for my girl friend.

Merchant in front of northwest shop: Welcome!

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Old Man selling Magic Keys: Magic keys! They will unlock any door. Dost thou wish to purchase one for 53 GOLD? (Yes/No)

Old Man (if you say 'Yes'): Here, take this key. Dost thou wish to purchase more? (Yes/No)

Old Man (if you say 'Yes' but you are already carrying 6 keys): I am sorry, but I cannot sell thee anymore. I will see thee later.

Old Man (if you say 'Yes' but you don't have enough money): Thou hast not enough money. I will see thee later.

Old Man (if you say 'No'): I will see thee later.

Old Man in Inn behind door: Good day, I am Howard. Four steps south of the bath in Kol thou shalt find a magic item.

Treasure Chest - Wings

Kol

Old Man in west building behind door: Hast thou found the flute? (Yes/No)

Old Man (if you say 'No'): Howard had it, but he went to Rimuldar and never returned.



Command: Search – Hero searched the ground all about.
Hero discovers the Fairy Flute.



On the ground – Fairy Flute

Command: Item – Fairy Flute – Hero blew the Fairies’ Flute. But nothing happened.

Old Man in west building behind door:
Hast thou found the flute? (Yes/No)

Old Man (if you say ‘Yes’): Go to the town of Cantlin.

Breconary

Soldier in Inn behind door: Some say that Garin’s grave is home to a Silver Harp.

Woman selling Fairy Water: Will thou buy some Fairy Water for 38 GOLD to keep the Dragonlord’s minions away? (Yes/No)

Woman (if you say ‘Yes’): I thank thee. Won’t thou buy one more bottle? (Yes/No)

Woman (if you say 'No'): All the best to thee.

Tantegel Castle

Guard in locked treasure vault: Never does a brave person steal.

Treasure Chest (upper left) – 8-9 gold

Treasure Chest (middle) – 13 gold

Treasure Chest (lower left) – 8-9 gold

Treasure Chest (lower right) – 10-12 gold

Merchant selling Magic Keys in northeast corner: Magic keys! They will unlock any door. Dost thou wish to purchase one for 85 GOLD? (Yes/No)

Merchant (if you say 'Yes'): Here, take this key. Dost thou wish to purchase more? (Yes/No)

Merchant (if you say 'No'): I will see thee later.

Woman near Key Shop: When the sun and rain meet, a Rainbow Bridge shall appear. It's a legend.

Soldier in castle south of Key Shop: I am looking for the castle cellar. I heard it is not easily found.

Old Man in castle south of Key Shop: Let us wish the warrior well! May the light be thy strength!

Guard in castle south of Key Shop: If thy Hit Points are high enough, by all means, enter.

Soldier across magic floor: In Garinham, look for the grave of Garin. Thou must push on a wall of darkness there.



Old Man in castle cellar: I have been waiting long for one such as thee. Take the Treasure Chest.

Treasure Chest – Stones of Sunlight

Old Man after you take the treasure: Thou hast no business here. Go away.

Command: Item – Stones of Sunlight – Hero held the Stones of Sunlight tightly. But nothing happened.

Rimuldar Arms Merchant: We deal in weapons and armor. Dost thou wish to buy anything today? (Yes) What dost thou wish to buy? (Broad Sword) The Broad Sword? Then I will buy thy Hand Axe for 280 GOLD. Is that okay? (Yes) I thank thee. Dost thou wish to buy anything more? (No) Please, come again.

Level 10 Promotion: Courage and wit have served thee well. Thou hast been promoted to the next level. Thy power increases by 5. Thy Response Speed increases by 8. Thy Maximum Hit Points increase by 4. Thy Maximum Magic Points increase by 4. Thou hast learned a new spell.

King Lorik: I am greatly pleased that thou hast returned, Hero. Before reaching thy next level of experience thou must gain 900 points. ... Goodbye now, Hero. Take care and tempt not the Fates.

Garinham

Woman in north mansion: I hate people! Go! Leave me!

Man in north mansion: Once there was a town called Hauksness far to the south, but I do not know if it still exists.

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Old Man in north mansion: They say that Erdrick's armor was hidden long ago.

Merchant in north mansion: I suggest making a map if thy path leads into the darkness.

Treasure Chest (upper right) – Torch

Treasure Chest (upper left) – 10 gold

Treasure Chest (lower left) – Herb

Guard on the left in the locked room in north mansion:
I'm too busy. Ask the other guard.

Guard on the right in the locked room in north mansion:
I'm too busy. Ask the other guard.



Old Man behind north mansion on the path to Garin's grave: The harp attracts enemies. Stay away from the grave in Garinham.

Garin's Grave

Treasure Chest (right) – 7 gold

Treasure Chest (middle) – 6 gold

Treasure Chest (left) – Herb

Treasure Chest NW corner of 3F – Cursed Belt

Command: Item – Cursed Belt – Hero put on the Cursed Belt and was cursed! Thy body is being squeezed.

Command: Item – Cursed Belt (again) – The Cursed Belt is squeezing thy body.



Treasure Chest middle of 3F – Silver Harp

Command (in the town): Item – Silver Harp – Hero played a sweet melody on the harp. But nothing happened.

Garinham Tools Merchant: Welcome. We deal in tools. What can I do for thee? (Sell) What art thou selling? (Cursed Belt) Thou said the Cursed Belt. I will buy thy Cursed Belt for 180 GOLD. Is that all right? (Yes)

In Game Narrator (continued): A curse is upon they body.

Garinham Tools Merchant (continued): I am sorry. Wilt thou sell anything else? (No) I will be waiting for thy next visit.

Tantegel Castle Guards (when you try to enter the castle): Cursed one, be gone!

Old Man in Breconary: I will free thee from thy curse. Now, go.

Shrine Northwest of Kol

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Old Man: Thou hast brought the harp. Good. I have been waiting long for one such as thee. Take the Treasure Chest.

Treasure Chest – Staff of Rain

Command: Item – Staff of Rain – Hero held the Staff of Rain tightly. But nothing

happened.

Old Man after you take the treasure: Thou hast no business here. Go away.

Kol Arms Merchant: We deal in weapons and armor. Dost thou wish to buy anything today? (Yes) What dost thou wish to buy? (Full Plate) The Full Plate? Then I will buy thy Half Plate for 500 GOLD. Is that okay? (Yes) I thank thee. Dost thou wish to buy anything more? (No) Please, come again.



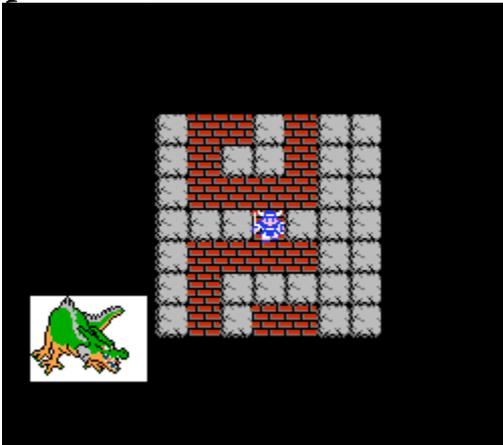
Shrine South of Rimuldar

Old Man: In thy task thou hast failed. Alas, I fear thou art not the one Erdrick predicted would save us. Go now!

Level II Promotion: Courage and wit have served thee well. Thou hast been promoted to the next level. Thy power increases by 5. Thy Response Speed increases by 4. Thy Maximum Hit Points increase by 8. Thy Maximum Magic Points increase by 9.

King Lorik: I am greatly pleased that thou hast returned, Hero. Before reaching thy next level of experience thou must gain 1100 points. ... Goodbye now, Hero. Take care and tempt not the Fates.

Swamp Cave



Battle Text: A Green Dragon draws near! Command? ...
Thou hast done well in defeating the Green Dragon.

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Princess Gwaelin: Thou art brave indeed to rescue me, Hero. I am Gwaelin, daughter of Lorik. Will thou take me to the castle? (Yes/No)

Gwaelin (if you say 'No'): But thou must. Will thou take me to the castle? (Yes/No)

In Game Narrator (when you say 'Yes'): Princess Gwaelin embraces thee.

Gwaelin (continued): I'm so happy!

Tantegel Castle

Guard in small alcove on right side of castle: Oh, my dearest Gwaelin! I hate thee, Hero.

Woman in central courtyard: Thank you for saving the Princess.

King Lorik: Forever shall I be grateful for the gift of my daughter returned to her home, Hero. Accept my thanks. Now, Gwaelin, come to my side.

In Game Narrator (continued): Gwaelin then whispers:



Princess Gwaelin (continued): Wait a moment, please. I would give a present to Hero. Please accept my love, Hero.

Princess Gwaelin (if your item list is full): And I would like to have something of thine--a token. Please give me thy <discardable item>.

Princess Gwaelin (continued): Even when we two are parted by great distances, I shall be with thee. Farewell, Hero.

Guard patrolling the throne room: Oh, brave Hero.

Princess Gwaelin (when you speak to her): Even when we two are parted by great distances, I shall be with thee.

Princess Gwaelin (when you speak to her again): Dost thou love me, Hero? (Yes/No)

Gwaelin (if you say 'No'): But thou must. Dost thou love me, Hero? (Yes/No)

Gwaelin (when you say 'Yes'): I'm so happy!

Princess Gwaelin (when you speak to her a third time): I love thee, Hero.

Guard on the left: A word of advice. Save thy money for more expensive armor.

Guard on the right: Listen to what people say. It can be of great help.

Breconary

Guard in Inn: Who touches me? I see nothing, nor can I hear.

Mountain Cave

Treasure Chest – Death Necklace (once in game)

Breconary Tools Merchant: Welcome. We deal in tools. What can I do for thee? (Sell) What art thou selling? (Death Necklace) Thou said the Death Necklace. I will buy thy Death Necklace for 1200 GOLD. Is that all right? (Yes) Wilt thou sell anything else? (No) I will be waiting for thy next visit.

Dragon Warrior I

Level 12 Promotion: Courage and wit have served thee well. Thou hast been promoted to the next level. Thy power increases by 8. Thy Response Speed increases by 5. Thy Maximum Hit Point increase by 1. Thy Maximum Magic Points increase by 7. Thou hast learned a new spell.

Princess Gwaelin (through use of the 'Gwaelin's Love' item): Heed my voice, Hero, for this is Gwaelin. To reach the next level thou must raise thy Experience Points by 1500. My hope is with thee. From where thou art now, my castle lies.. <number> to the north and.. (or <number> to the south and..) <number> to the east. (or <number> to the west.) I love thee, Hero.

Rimuldar Arms Merchant: We deal in weapons and armor. Dost thou wish to buy anything today? (Yes) What dost thou wish to buy? (Magic Armor) The Magic Armor? Then I will buy thy Full Plate for 1500 GOLD. Is that okay? (Yes) I thank thee. Dost thou wish to buy anything more? (No) Please, come again.

Level 13 Promotion: Courage and wit have served thee well. Thou hast been promoted to the next level. Thy power increases by 4. Thy Response Speed increases by 7. Thy Maximum Hit Points increase by 7. Thy Maximum Magic Points increase by 5. Thou hast learned a new spell.

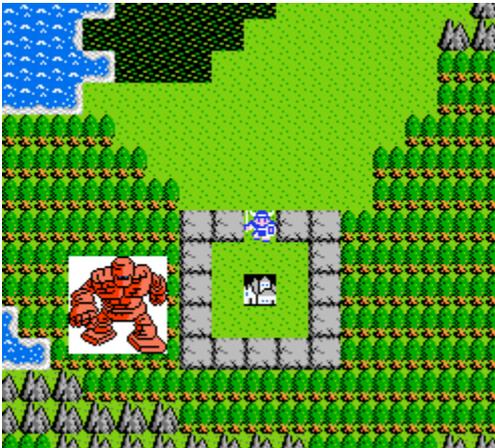
King Lorik: I am greatly pleased that thou hast returned, Hero. Before reaching thy next level of experience thou

must gain 2000 points. ... Goodbye now, Hero. Take care and tempt not the Fates.

Level 14 Promotion: Courage and wit have served thee well. Thou hast been promoted to the next level. Thy power increases by 8. Thy Response Speed increases by 6. Thy Maximum Hit Points increase by 8. Thy Maximum Magic Points increase by 6.

King Lorik: I am greatly pleased that thou hast returned, Hero. Before reaching thy next level of experience thou must gain 2500 points. ... Goodbye now, Hero. Take care and tempt not the Fates.

Cantlin



Battle Text: A Golem draws near! Command?
Item – Fairy Flute – Hero blew the Fairies' Flute.
Quietly Golem closes his eyes and settles into sleep.

Dragon Warrior I

The Golem is asleep. Command? ...

Thou hast done well in defeating the Golem.

Guard at entrance: Welcome to Cantlin, the castle town.

Guard near locked shops on east side of town: It is said that many have held Erdrick's armor. The last to have it was a fellow named Wynn.

Old Man selling Keys behind door: Magic keys! They will unlock any door. Dost thou wish to purchase one for 98 GOLD? (Yes/No)

Old Man (if you say 'No'): I will see thee later.

Merchant near empty shops on east side of town:

Grandfather used to say that his friend, Wynn, had buried something of great value at the foot of a tree behind his shop.

Old Man near southeast shops: 'Tis said that Erdrick's sword could cleave steel.

Man near southeast shops: I'm Nester. Hey, where am I? No, don't tell me!

Old Man in covered park: To learn how proof may be obtained that thy ancestor was the great Erdrick, see a man in this very town.

Merchant in southwest corner of town: My Grandfather Wynn once had a shop on the east side of Hauksness.

Woman on west side of town: What shall I get for thy dinner?

Merchant on the left on the east side of town: Come buy my radishes! They are fresh and cheap. Buy thy radishes today!

Merchant on the right at a Tool Shop: Welcome. We deal in tools. What can I do for thee? (Sell) What art thou selling? (Fairy Flute) I cannot buy it. Wilt thou sell anything else? (No) I will be waiting for thy next visit.

Guard in northwest corner of town: 'Tis said that the Dragonlord hath claws that can cleave iron and fiery breath that can melt stone. Dost thou still wish to go on? (Yes/No)

Guard (if you say 'No'): That is good. No one will say thou art afraid.

Guard (if you say 'Yes'): Thou art truly brave.

Woman south of Inn: I know nothing.

Innkeeper (merchant): Welcome to the Traveler's Inn. Room and board is 100 GOLD per night. Dost thou want a room? (Yes) Good night.

Innkeeper (the next morning): Good morning. Thou seems to have spent a good night. I shall see thee again.

Old Man across magic floor: Let us wish the warrior well! May the light be thy strength! Thou may go and search. From Tantegel Castle travel 70 leagues to the south and 40 to the east.

Princess Gwaelin (through use of the 'Gwaelin's Love' item): Heed my voice, Hero, for this is Gwaelin. To reach the next level thou must raise thy Experience Points by <number>. My hope is with thee. From where thou art now, my castle lies.. 59 to the north and.. 30 to the east. I love thee, Hero.

Cantlin Arms Merchant: We deal in weapons and armor. Dost thou wish to buy anything today? (Yes) What dost thou wish to buy? (Flame Sword) The Flame Sword? Then I will buy thy Broad Sword for 750 GOLD. Is that okay? (Yes) I thank thee. Dost thou wish to buy anything more? (No) Please, come again.

Dragon Warrior I

Level 15 Promotion: Courage and wit have served thee well. Thou hast been promoted to the next level. Thy power increases by 8. Thy Response Speed increases by 8. Thy Maximum Hit Points increase by 8. Thy Maximum Magic Point increase by 1. Thou hast learned a new spell.

King Lorik: I am greatly pleased that thou hast returned, Hero. Before reaching thy next level of experience thou must gain 3000 points. ... Goodbye now, Hero. Take care and tempt not the Fates.

Cantlin Arms Merchant: We deal in weapons and armor. Dost thou wish to buy anything today? (Yes) What dost thou wish to buy? (Silver Shield) The Silver Shield? Then I will buy thy Large Shield for 400 GOLD. Is that okay? (Yes) I thank thee. Dost thou wish to buy anything more? (No) Please, come again.

Hauksness



Battle Text: An Axe Knight draws near! ... Thou hast done well in defeating the Axe Knight.



Command: Search – Hero searched the ground all about. Hero discovers the Erdrick’s Armor.

On the ground – Erdrick’s Armor

Princess Gwaelin (through use of the ‘Gwaelin’s Love’ item): Heed my voice, Hero, for this is Gwaelin. To reach the next level thou must raise thy Experience Points by <number>. My hope is with thee. From where thou art now, my castle lies.. 70 to the north and.. 40 to the west. I love thee, Hero.

Dragon Warrior I



Command: Search – Hero searched the ground all about.
Hero discovers the Erdrick’s Token.

On the ground – Erdrick’s Token

Command: Item – Erdrick’s Token –
Hero held the Erdrick’s Token tightly.
But nothing happened.



Shrine South of Rimuldar



Old Man: Now the sun and rain shall
meet and the Rainbow Drop passes to thy
keeping.

Command: Item – Rainbow Drop – Hero
held the Rainbow Drop toward the sky.
But no rainbow appeared here.

Old Man (again): Thou hast no business
here. Go away.



Command: Item – Rainbow Drop – Hero held the Rainbow Drop toward the sky.

Charlock Castle



Command (on the throne): Hero searched the ground all about. Feel the wind blowing from behind the throne.

Command (behind the throne): Hero searched the ground all about.

Hero discovers the Secret Passage.

Dragon Warrior I

Level 16 Promotion: Courage and wit have served thee well. Thou hast been promoted to the next level. Thy power increases by 4. Thy Response Speed increases by 6. Thy Maximum Hit Points increase by 6. Thy Maximum Magic Points increase by 21.

King Lorik: I am greatly pleased that thou hast returned, Hero. Before reaching thy next level of experience thou must gain 3000 points. ... Goodbye now, Hero. Take care and tempt not the Fates.

Charlock Castle

Command: Take – Fortune smiles upon thee, Hero. Thou hast found the Erdrick's Sword.

Treasure Chest – Erdrick's Sword

Kol

Old Man past swamp in northwest corner: Finally thou hast obtained it, Hero.

Level 17 Promotion: Courage and wit have served thee well. Thou hast been promoted to the next level. Thy Response Speed increases by 7. Thy Maximum Hit



Points increase by 8. Thy Maximum Magic Points increase by 5. Thou hast learned a new spell.

King Lorik: I am greatly pleased that thou hast returned, Hero. Before reaching thy next level of experience thou must gain 3000 points. ... Goodbye now, Hero. Take care and tempt not the Fates.

Charlock Castle

- Treasure Chest (lower right) – Herb
- Treasure Chest (counter-clockwise) – Cursed Belt
- Treasure Chest – Wings
- Treasure Chest – 723 gold (varies)
- Treasure Chest – Herb
- Treasure Chest – Magic Key

Level 18 Promotion: Courage and wit have served thee well. Thou hast been promoted to the next level. Thy power increases by 13. Thy Response Speed increases by 5. Thy Maximum Hit Points increase by 15. Thy Maximum Magic Points increase by 7.

King Lorik: I am greatly pleased that thou hast returned, Hero. Before reaching thy next level of experience thou must gain 3000 points. ... Goodbye now, Hero. Take care and tempt not the Fates.

Level 19 Promotion: Courage and wit have served thee well. Thou hast been promoted to the next level. Thy

Dragon Warrior I

power increases by 2. Thy Response Speed increases by 2. Thy Maximum Hit Points increase by 15. Thy Maximum Magic Points increase by 6. Thou hast learned a new spell.

King Lorik: I am greatly pleased that thou hast returned, Hero. Before reaching thy next level of experience thou must gain 4000 points. ... Goodbye now, Hero. Take care and tempt not the Fates.

Charlock Castle

Dragonlord: Welcome, Hero. I am the Dragonlord--King of Kings. I have been waiting long for one such as thee. I give thee now a chance to share this world and to rule half of it if thou will now stand beside me. What sayest thou? Will the great warrior stand with me? (Yes/No)

Dragonlord (if you say 'Yes'): Really? (Yes/No)

Dragonlord (if you say 'Yes'): Then half of this world is thine, half of the darkness, and.... If thou dies I can bring thee back for another attempt without loss of thy deeds to date. Thy journey is over. Take now a long, long rest. Hahahaha....

Dragonlord (if you say 'No'): Thou art a fool!



Battle Text: A Dragonlord draws near!
Command?

...

Thou hast done well in defeating the Dragonlord.



Battle Text: The Dragonlord revealed his true self!
Command? ...

Thou hast done well in defeating the Dragonlord. Thou hast found the Ball of Light. Radiance streams forth as thy hands touch the object and hold it aloft. Across the land spreads the brilliance until all shadows are banished and peace is restored.



Command (outside castle): Item – Wings – Hero threw
The Wings of the Wyvern up into the sky.

Breconary/Rimuldar/Kol/Garinham

Villagers: Hurrah! Hurrah! Long live Hero!

Villagers: Thou hast brought us peace, again.

Tantegel Castle

Everyone: Come now, King Lorik awaits.

King Lorik: The legends have proven true. Thou art indeed of the line of Erdrick. It is thy right to rule over this land. Will thou take my place?

In Game Narrator: Hero thought carefully before answering. "I cannot," said Hero. "If ever I am to rule a country, it must be a land that I myself find."

Gwaelin said:

Gwaelin: Please, wait. I wish to go with thee on thy journey. May I travel as thy companion? (Yes/No)

Gwaelin (if you say 'No'): But thou must. May I travel as thy companion? (Yes/No)

Gwaelin (when you say 'Yes'): I'm so happy!

In Game Narrator: And thus the tale comes to an end... unless the dragons return again.

CONGRATULATIONS!

THOU HAST RESTORED PEACE UNTO THE WORLD
BUT THERE ARE MANY ROADS YET TO TRAVEL
MAY THE LIGHT SHINE UPON THEE.

The End