

Dragon Warrior II

Game Script
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Raw Text
Provided by
Tom-Servo

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

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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.

Also, sometimes I may describe what's going on visually in the game with braces {}. So just remember that when you see text in braces, it is my description and NOT game text.

That should do it. Please enjoy this game script for Dragon Warrior II (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



Prince of
Midenhall



Prince of
Cannock



Princess of
Moonbrooke



King of
Moonbrooke



Kings of
Torland



Guards



Men



Women



Little Boys



Merchants



Tough Guys



Dogs



Old Men



Priests



Monsters



Dragonlord's
Grandson



Hargon

PROLOGUE

Many years ago a young warrior who was of the line of the great Erdrick came to Alefgard and defeated the dreaded Dragonlord, restoring peace to the land.

For many generations the descendants of that warrior ruled Alefgard and the surrounding lands, including the Kingdom of Moonbrooke across the eastern sea from Alefgard.

There one day the King and his daughter were talking in a courtyard of the castle when the long years of peace ended suddenly!



‘What in the world is happening?’ cried the King.

‘Majesty,’ said the King’s Guard. ‘The castle is besieged by the forces of Hargon, the wizard!’

‘Hargon is here?’ asked the King.

‘Alas, sire, it is so.’

‘Then we must ride forth and do battle, for these castle walls shall not stand long against the evil magic of Hargon,’ pronounced the King.

{A monster appears and kills the King’s guard. The King then kills the monster when it approaches him.}

‘Hargon shall not rule unopposed!’

Then the King spoke to the Princess:
‘Thy life is in danger, my daughter. Hide thyself now, and whatever happens to me thou must be strong.’

‘But Father!’ cried the Princess.

‘Hurry,’ commanded the King. ‘I must go to warn my cousin, the King of Midenhall.’

{As the King leaves, a monster appears next to the Princess.}

‘Father!’ screamed the Princess. ‘They are here!’

‘Oh, such a brave beauty,’ the Monster mocked her.

The King was enraged. ‘Touch her and thou shall not survive this day!’ He challenged the fiend.

‘So,’ hissed the Monster, ‘thou must be the lord of this miserable sandcastle. But I think not for long.’

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{The monster approaches the King and attacks. The King kills the monster, but two more monsters appear and attack the King. The King of Moonbrooke is killed.}

Then the Princess gasped in horror. ‘No, Father! No!’

{Monsters appear all over the castle. A lone guard escapes the massacre.}



Moonbrooke Guard: I must reach the King of Midenhall and tell him of our defeat!

Midenhall Guard on the left: Thy wound looks serious.
Midenhall Guard on the right: What has happened to thee?



Moonbrooke Guard: Never mind me. I must see the King. I have evil tidings that cannot wait.

Moonbrooke Guard in the throne room: Hear me, oh King. The army of Hargon the Sorcerer has sacked Moonbrooke Castle from whence I came. The evil of his magic is great and I fear he will soon rule all the world.... unless a monarch as great as thyself stands against him.

King of Midenhall: Hero, my heir. Thou hast heard the tale of this man. I am old and this task must fall to younger hands. Thy destiny lies on that difficult road, just as it did for Erdrick the Great, for thou art of the line of Erdrick, and his doom is thine. Come with me now if thou art ready.



Midenhall Castle

Old Man: It is difficult to see thee go, Hero.

Guard: By land and sea and air will thy path lead, and in places I cannot see.



King of Midenhall in the castle courtyard:

Open the treasure chest and prepare for thy journey. Now listen closely, Hero. Seek out worthy companions along thy road. In Cannock and

Moonbrooke there are those who are also of Erdrick's line. They will surely help thee to defeat Hargon's dark plot.



King of Midenhall (again): Go now, my heir! Our fate is now in thy hands.

Command: Talk – No one is in that direction.

Command: Spell – Hero cannot use the spell.

Command: Search – Hero searched all about. But Hero found nothing.

Command: Search – Hero searched all about. Seeing a treasure chest, Hero opened it. And there Hero discovered the Copper Sword! And earned 50 pieces of gold.

Treasure Chest – Copper Sword, 50 gold

Guard in courtyard: Remember to equip thyself with weapons and armor when thou obtains such items.

Man in courtyard: If thy path leads west of this castle thou shall reach the town of Leftwyne.

Woman in courtyard: Although it makes me sad, thou must go forth and seek thy destiny.

Man in southwest corner of castle: In Cannock there is a young prince and Moonbrooke had a princess.

Old Man near travel door: One who sets foot upon the Travel Door is transported to a distant place.

Priest in northwest corner of castle: When in need, visit the Houses of Healing.

Guard at castle entrance: This is Midenhall Castle.

Dog: Woof, woof!

Innkeeper: Welcome to the Village Inn. It's only 4 pieces of gold for the night. Dost thou want a room? (No) Farewell, stranger.

Shop Merchant: We deal in tools. What can I offer thee? (Buy) What dost thou want? (Medical Herb) The Medical Herb, eh? I thank thee. Dost thou need anything else? (Yes) What dost thou want? (Antidote Herb) The Antidote Herb, eh? I thank thee. Dost thou need anything else? (No) Good day, then.

Shop Merchant: We deal in tools. What can I offer thee? (Sell) Which art thou going to sell? (Leather Armor) Thy Leather Armor? Well, I'll give thee 113 pieces of gold for that. (No) That's too bad. Art thou going to sell more? (No) Good day, then.

Guard in throne room: I would come with thee, Hero, but my place is here beside the King.

Old Man: Thou art now as strong as an ox and twice as good looking. That is very good.

King of Midenhall: Welcome back, Hero. Of experience points Hero needs 12 to reach the next level. Dost thou wish to save thy deeds in the Imperial Scrolls of Honor? (Yes/No)

King of Midenall (if you say 'Yes'): I have entered thy deeds in the Imperial Scrolls of Honor.

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

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King of Midenhall (if you say 'Yes'): Then farewell and good luck! All of us await the day that Hargon is cast down.

In Game Instructions (if you say 'No'): In that case, return when thou can, for Hargon does not sleep. In order to preserve the Imperial Scrolls of honor, please hold the REST button in while pushing the POWER button off.

If you turn off the POWER first, you may lose the record of your great deeds, and that would be a shame.

King of Midenhall (upon your return): Welcome back, Hero. Of experience points Hero needs 12 to reach the next level. Thy road is long and fraught with peril, but don't despair. Come see me in thy need, Hero.



Battle Text: One Big Slug, And Two Slimes appeared. Hero attacked!

Slime-A's Hit Points have been reduced by 5.

...

Thou hast defeated the Enemies. Of Experience points thou has gained 5 and earned 7 pieces of gold.

Prince of Midenhall Level 2 Promotion: Wit and courage have served thee well, for Hero has been promoted to the next level. Power increases by 2. Reaction Speed increases by 1. Maximum HP increases by 9.

Innkeeper: Welcome to the Village Inn. It's only 4 pieces of gold for the night. Dost thou want a room? (Yes)
Sleep well.

Innkeeper (the next morning): Ah, good morning. I trust thou art well rested. Goodbye.

Leftwyne

Guard at entrance: Welcome to Leftwyne.

Dog: Bow-wow!

Innkeeper: Welcome to the Village Inn. It's only 6 pieces of gold for the night. Dost thou want a room? (No)
Farewell, stranger.

Man (east side of town): If thou art poisoned, each step will weaken thee further.

Tough Guy (southeast corner of town): Oh, thou scared me! And my hiccups are cured! Thank thee, stranger.

Man (northeast corner of town): Look for the monolith by the inland sea west of this place. It is by that route alone that thou shall reach Moonbrooke.

Priest: Welcome to the House of Healing. What service dost thou require? (none) Good luck and hey, let's be careful out there.

Old Man near Armory: Northward lies the castle of Cannock, my friend.

Woman in Armory: I have heard that the heir of our good King has ventured forth to do battle with the evil sorcerer, Hargon. What? Thou art the one? Luck be with thee.

Guard in Armory: Dost thou think it was Hargon who attacked Moonbrooke and set it aflame? (Yes/No)

Guard (if you say 'No'): But I cannot think of anyone else with such power.

Guard (if you say 'Yes'): Yes, I think so, too.

Arms Merchant: We deal in weapons and armor. Dost thou wish to see them? (Yes) What would thou purchase? (Leather Shield) The Leather Shield, is it? Good choice and many thanks. Can I interest thee in anything else? (Yes) What would thou purchase? (Magic Knife) Sorry, it seems thou hast not enough gold. Can I interest thee in anything else? (No) Come again.

Cannock Castle

Woman: I saw the sky burning red on the southern horizon. Perhaps it was Moonbrooke Castle in flames.

Shop Merchant: We deal in tools. What can I offer thee? (Sell) Which art thou going to sell? (Clothes) Thy Clothes? Well, I'll give thee 23 pieces of gold for that. (Yes) I thank thee. Art thou going to sell more? (No) Good day, then.

Old Man: Listen closely. Our prince has studied the ways of magic, though with heavy armor or weapons he has no skill. Still, he seeks to fight evil.

Innkeeper: Welcome to the Village Inn. It's only 8 pieces of gold for the night. Dost thou want a room? (No) Farewell, stranger.

Guard near jail: If thou would speak to the prisoners, do so through the barred doors.

Tough Guy in first cell: Pssst. I'll tell thee a secret. There is a silver key that opens doors of silver.

Man in second cell: What does it matter if people steal things. The world is doomed no matter what happens.

Guard in northeast corner of castle: That is the chamber of Prince Orfeo's sister, Princess Halla.

Princess Halla: Who art thou? A friend of my brother's?
(Yes/No)



Princess Halla (if you say 'No'): Then I wish to be left alone.

Princess Halla (if you say 'Yes'): Then I'll give thee some advice. My brother has gone searching for the Spring of Bravery, but he travels slowly.

Guard patrolling castle: I have heard of a cave far to the east in which the Spring of Bravery rises.

Guard in throne room: Welcome to Cannock Castle.

King of Cannock: Welcome, Hero! Of experience points Hero needs <#> to reach the next level. My son, Orfeo, has already left on his journey. Please find him and take him as thy companion. ... Then farewell and good luck! With my son's help thou shall go far.

Monolith West of Cannock

Guards: The King of Cannock has left orders that none shall pass alone.

Old Man: Hast thy travels taken thee to the monolith south of Midenhall? (Yes/No)

Old Man (if you say 'No'): My brother must be there now. Will thou not go to him?



Spring of Bravery

Treasure Chest – Medical Herb

Treasure Chest – 25-29 gold

Tough Guy: Hast thou purified thy body in the Spring of Bravery? (Yes/No)

Tough Guy (if you say 'No'): That is not good. All who seek victory must first visit the Spring of Bravery.

Old Man: Welcome to the Spring of Bravery. Art thou seeking the Prince of Cannock? (Yes/No)

Old Man (if you say 'Yes'): Only moments ago he was here. I think he is going to Midenhall Castle.

Old Man (if you say 'No'): I shall anoint thee with this water and wish thee well. Know that Token of Erdrick is kept by a brave hero.

Treasure Chest – Medical Herb

Tough Guy: Hast thou purified thy body in the Spring of Bravery? (Yes/No)

Tough Guy (if you say 'Yes'): Then all is well.



Monolith South of Midenhall

Old Man: Of keys and doors I know this.

There are silver keys and golden keys,
and doors to match them each.

Seek thee first the silver key,
for this is what I teach.

That key is in the Cave of the Lake,
west of Cannock's walls.

But go only with a friend inside,
or there thou shall surely fall.

Midenhall Castle

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King of Midenhall: Welcome back, Hero. Of experience points Hero needs <#> to reach the next level. Well, thou hast missed him. The Prince of Cannock was here, but now he is off to Midenhall, looking for thee, I believe. ... Then farewell and good luck! All of us await the day that Hargon is cast down.

Leftwyne



Prince of Cannock: Hail, friend! I am Prince Orfeo of Cannock. Art thou my cousin from Midenhall? Ah, it is as I guessed. I have been seeking thee so that together we may oppose Hargon. Come, let us go forth.

Prince of Cannock Level 2 Promotion: Wit and courage have served thee well, for Orfeo has been promoted to the next level. Reaction Speed increases by 3. Maximum HP increases by 3. Maximum MP increases by 6.

Cannock Castle

Princess Halla: So, thou hast found my brother. Why dost thou tarry here when the world is in grave peril?

Princess Halla (if Cannock is dead): Oh, no! He is as dead as a pork chop.



Cave of the Lake

- Treasure Chest – Medical Herb
- Treasure Chest – 16-24 gold
- Treasure Chest – Medical Herb
- Treasure Chest – Antidote Herb
- Treasure Chest – Wing of the Wyvern
- Treasure Chest – 31-46 gold
- Treasure Chest – Silver Key



Leftwyne

Merchant: Step right up and welcome to the Lottery. Art thou going to play? (Yes/No)

Merchant (if you say 'No'): Well, perhaps some other time.

Merchant (if you say 'Yes' but don't have a Lottery Ticket): I'm afraid thou must have a Lottery Ticket. Well, perhaps some other time.

Midenhall Castle

Merchant in northwest corner of castle: The Dragon's Bane is a magic charm. It is said that it may keep one safe from the spell.

Woman in northwest corner of castle: Hero is still inexperienced. Return here in thy need.

Guard in dungeon: Hero, royalty should not venture into prisons such as this.

Tough Guy in first cell: Dost thou have the Jailor's Key? (Yes/No)

Tough Guy (if you say 'No'): Be gone with thee!



Monolith West of Cannock

Old Man: Hast thy travels taken thee to the monolith south of Midenhall? (Yes/No)

Old Man (if you say 'Yes'): Please say nothing of this.

Guards: Please go through.

Hamlin

Man near entrance: Here in Hamlin not all is as it seems. Talk to everyone, for appearances may not reflect the true person.

Dog: Woof-woof!

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Innkeeper: Welcome to the Village Inn. It's only 24 pieces of gold for the night. Dost thou want a room? (No) Farewell, stranger.

Woman: Ghosts may wander this world under moon or sun and at times they may even be recalled.

Tough Guy near Armory: Some say that there is a tall tower, and in it a brave adventurer may find the Cloak of Wind. It can save thee if thou falls from a great height.

Guard near Armory: Southwest of this village lies the castle of Moonbrooke.

Man: Dost thou have a lottery ticket? (Yes/No)

Man (if you say 'No'): Some merchants give out Lottery Tickets for free.

Man (if you say 'Yes'): The Lottery is but a game; do not take it too seriously.

Old Man: Even here thou can record thy deeds in the Imperial Scrolls of Honor. ... Then farewell and good luck! Return when in need.

Guard in northwest corner of town: After the sacking of Moonbrooke I escaped and made my way here, hoping others would follow.

Moonbrooke Castle

Spirit in southwest corner of castle: Help! Help! Hargon is coming to destroy us all!

Spirit of the King of Moonbrooke: Woe is me, for I am the unhappy ghost of the King of Moonbrooke. To make matters worse, my daughter has been cursed and transformed into a common mutt. I am burning with shame.

Spirit in northwest corner of castle: The Mirror of Ra was lost long ago in a swamp southeast of Hamlin in the place where four bridges can be seen.

Guard in castle basement: The Princess has been transformed by a curse. Only the Mirror of Ra can break the spell, for in that glass one sees her true self.



Monolith West of Moonbrooke

Dragon Warrior II

Priest: None shall pass until aid has been rendered to the Princess of Moonbrooke.



Command: Search – Hero searched all about. And there Hero discovered the Mirror of Ra!

On the ground – Mirror of Ra

Hamlin

Dog: Woof-woof!

Command: Item – Mirror of Ra – Use – Hero held up the Mirror of Ra. Behold, the mirror reflected back the image of Princess Peta. Suddenly it shattered and the enchantment was broken, freeing the princess from her furry form.





Princess of Moonbrooke: Oh, dear cousin, thou hast freed me beyond all hope. To repay this, I offer thee my loyalty and service as the Princess of Moonbrooke. Please, take me with thee on thy quest.

Moonbrooke Castle

Spirit of the King of Moonbrooke: Woe is me, for I am the unhappy ghost of the King of Moonbrooke. To make matters worse, my daughter has been cursed and transformed into a common mutt. I am burning with shame.

In Game Narrator: Then Peta cried out: “Father? Is it really thee in the flames?” And the Flame replied: “Alas, it is I. It is Hargon’s way of firing those he doesn’t need.”

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Guard in castle basement: Princess, thou art now free.



Tower of the Wind

Treasure Chest (1F) – Medical Herb

Guard (2F): Take care that thou strays not over the tower's edge.

Treasure Chest (3F) – 41-53 gold

Treasure Chest (2F) – Cloak of Wind



Command: Item – Cloak of Wind – Use
Peta donned the Cloak of Wind.

Treasure Chest (8F) – empty

Monolith West of Moonbrooke

Priest: When in need, visit the Houses of Healing.



South Dragon's Horn

Merchant: Dost thou know what I know? (Yes/No)

Merchant (if you say 'No'): These twin towers are known as the Dragon's Horn.

Merchant (if you say 'Yes'): But I have not yet spoken.

Command: Item – Cloak of Wind – Use

Remember, Peta has already put on the Cloak of Wind.

Lianport

Woman near Inn: Thou art welcome in Lianport.

Innkeeper: Welcome to the Village Inn. It's only 60 pieces of gold for the night. Dost thou want a room? (No) Farewell, stranger.

Guard: I am a soldier from Alefgard. Perhaps thou has seen ancient maps of my land, but it has changed much through the ages.

Woman in southwest corner of town: Be nice to one who lives here; she knows how to turn princes into tadpoles.

Woman in southwest corner of town (if Cannock and Moonbrooke are dead): Dost thou think I am pretty enough to be a queen? (Yes/No)

Woman (if you say 'Yes'): Perhaps the great Prince of Cannock thinks so too.

Woman (if you say 'No'): What's wrong!

Tough Guy: I have nothing to say to thee. That's right, nothing at all.

Old Man near dock: We never lend boats to strangers, sorry.

Man north of shops: Eastward, across an arm of the sea lies the kingdom of Alefgard. From there in ages past came a great warrior "a descendant of Erdrick" who slew dragons, and there came also a princess named Gwaelin.

Man inside shops: It has been rumored that the king of Tantegel Castle has disappeared.

Woman, as you approach the northwest corner of town: Help! Help! Evil has come!



Battle: Two Gremlins appeared. ... Thou hast defeated the Gremlin.

Woman, when you defeat the monsters: Thou hast saved me from the fiends. Please follow me and meet my grandfather.

Woman, at the dock, when you approach: These good people aided me in my time of need, Grandfather.

Old Man (continued): Having gallantly aided my granddaughter, I shall gladly lend thee my swiftest ship.

Woman (again): I wish thee speed and health.

Old Man (again): Farewell.

Merchant, at the docks: The pirate ship Relentless sank in chill waters with a great treasure still aboard. Bring me this treasure and I shall pay a handsome fee.



Monolith North of Lianport

Old Man: Only the golden key can open this door.

Lianport

Woman, in northwest corner of town: I am in thy debt. Please see my grandfather. He is at the port where his ship is docked.

Old Man, at dock: Oh, thou art the ones who helped my granddaughter. Many thanks.

Tantegel Castle

Guard at entrance: Thou hast come to Tantegel Castle.

Old Man: Peace be with thee.

Priest: To the noble descendant of Erdrick I bid welcome.
... Although there is no king here, I can save thy deeds.
Shall I do this? (Yes/No) ... Go in peace.

Woman in courtyard: Long ago Princess Gwaelin departed over the sea, but thy companion is her twin in appearance.

Man in courtyard: Pardon me, stranger, but I had a vision and in it descendants of the great hero Erdrick came to us in our need. Ah! So it was true. Thou art truly welcome.

Guard in throne room: The King keeps himself hidden, for he is afraid of Hargon's wrath.

Merchant in southwest corner of castle: Hast thou heard of the sunken treasure? (Yes/No)

Merchant (if you say 'No'): Speak to the merchantman in Lianport.

Merchant (if you say 'Yes'): The pirate ship sank in the wide seas of the north.

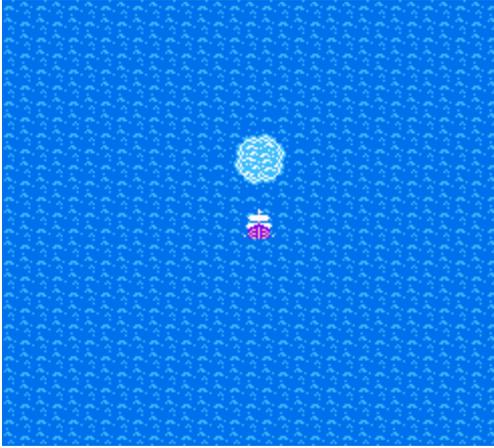
Guard at the back of the castle: The golden key opens the red door, too.

Old Man in castletown: Come here when thou art afflicted by a curse.

Man in castletown: Yes, this is Tantegel.

Innkeeper: Welcome to the Village Inn. It's only 6 pieces of gold for the night. Dost thou want a room? (No)
Farewell, stranger.

Northern Ocean



Command: Search – Hero dove overboard into the sea. And there Hero discovered the Treasures!

In the ocean – Treasures

Lianport



Merchant: Thou hast done exceedingly well. As I promised I shall give thee the Echoing Flute as thy reward.

Merchant (again): Thanks to thee I was greatly helped.

Charlock Castle



Dragonlord's Grandson: Welcome, Hero. All that Hargon threatens to take is really mine, for I am the grandson of the Dragonlord. Defeat

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Hargon and I will give thee advice. Will thou do this?
(Yes/No)

Dragonlord's Grandson (if you say 'No'): Thou art surely missing thy brain. But it is up to thee.

Dragonlord's Grandson (if you say 'Yes'): Once thou hast the five crests, seek out the good wizard, Rubiss, who dwells in the depths of the sea south of Midenhall.

Treasure Chest – Sword of Erdrick



Monolith Southeast of Tantegel

Old Man: The real descendant of Erdrick carries a token to prove his heritage. Now be off with thee, imposter.



Monolith North of Beran

Old Man: Some say that Hargon has cast a spell over his entire castle, that it looks fair and peaceful. Thou will not be deceived if thou hast the gift of Rubiss.

Beran

Merchant: We call this town Beran. Welcome.

Priest: I see that thou hast faced many dangers and the greatest lie ahead.

Guard in front of cell door: Roge Fastfinger? No, I have not heard the name.

Man in shop: Osterfair lies far south of Midenhall on a great island.

Guard in shop: I seek the Thunder Sword, for one need not know magic to use its power.

Old Man: The Leaf of the World Tree has the power to revive ghosts.

Dragon Warrior II

Innkeeper: Welcome to the Village Inn. It's only 90 pieces of gold for the night. Dost thou want a room? (No) Farewell, stranger.

Guard in Inn: If thy name is Hero, I have a message for thee. Seek the Fire Monolith and thou shall find the Sun Crest.

Woman: With the Magic Loom and Dew's Yarn thou can make the Water Flying Cloth.

Priest: Pardon me, good folk, but dost thou have the time? (Yes/No)



Priest (if you say 'No'): Then may thy ears become cabbages and thy tongue a sausage. A little courtesy never killed anyone.

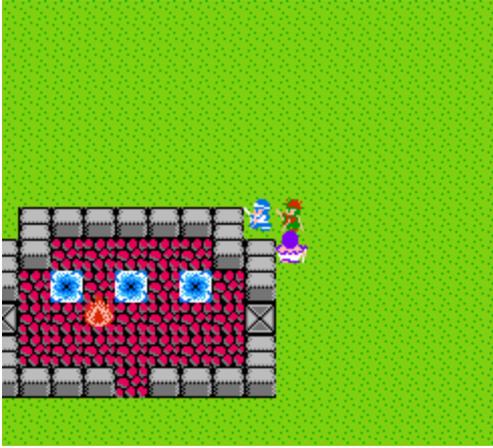
Priest (if you say 'Yes'): I thank thee very much indeed.

Guard in middle of town: Thou should see the King of Osterfair for the Moon Crest.

Old Man: Even here thou can record thy deeds in the Imperial Scrolls of Honor. ... Return when in need.

Woman in northwest corner of town: In the ocean far to the east lies an island and on it are trees from every corner of the world.

Fire Monolith



Command: Item – Echoing Flute – Use Briefly, Hero played the Echoing Flute.
On the ground – Sun Crest

Osterfair Castle

Tough Guy: Beyond lies the coliseum and the court of the King.

Woman on the right: Here in this coliseum many heroes have proven their strength.

Woman on the left: So, thou art the great warriors of which we have heard.

King of Osterfair: Thou art welcome in my castle of Osterfair. If thou entertain me, thou shall receive a valuable prize. Dost thou wish to try? (Yes/No)

King (if you say ‘No’): That’s unfortunate. Good bye.

Man in courtyard: As the story goes, it was a dark and stormy night when the pirate ship, Relentless, hit a reef

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and sank. They say that in its hold was the Echoing Flute.

Priest: The Echoing Flute blows a magical note.

On an island, in a tower, in a chamber remote,
play it and listen, a wise man once wrote.

For when the sound echoes, there shall thou find,
a crest of great power to aid thee in time.

Tough Guy near armory: I seek the Armor of Gaia. I was told that it was kept in a shop that sells armor.

Man near armory: Do not overburden thyself. Cast away those items that thou doesn't need.

Innkeeper: Welcome to the Village Inn. It's only 75 pieces of gold for the night. Dost thou want a room?
(No) Farewell, stranger.

Old Man: I'm a fortune-teller. Art thou looking for something? (Yes/No)

Old Man (if you say 'No'): So be it then. I shall tell thee nothing.

Old Man (if you say 'Yes'): I'll tell thy fortune. That which thou seeks is <direction>!

Guard in cell: In the island town of Zahan in the southern ocean lives a man named Torval who owns the golden key.

King of Osterfair: Thou art welcome in my castle of Osterfair. If thou entertain me, thou shall receive a valuable prize. Dost thou wish to try? (Yes/No)

King (if you say 'Yes'): Thou must go forth to the center of this Coliseum.



Battle: One Saber Lion appeared. ... Thou hast defeated the Saber Lion.

King, after defeating the Saber Lion: Thou hast done well. I shall give thee the Moon Crest. Thou must fight gallantly.



King, after leaving the castle and returning: Welcome back! ... Thy strength is that of many fearsome Hibabongos. The Moon Crest that I have given thee is just one of many tokens thou must collect.

Zahan

Woman at entrance: When the Moon Fragment is held upon high, the tide will rise and the seagulls cry.

Old Man: This is a town of lonely women, old men, dogs and children. What the men want of those stinking fish is beyond me.

Woman near inn: Yes, I am Torval's wife. But just between us, he loves his dogs more than me.

Innkeeper: Welcome to the Village Inn. It's only 90 pieces of gold for the night. Dost thou want a room? (No) Farewell, stranger.

Merchant in inn: So thou hast heard of the sinking of the Relentless. Some say that the pirates simply left the plug out. Fools.

Woman near magic floor: I warn thee to go back. This wizard's house may be thy ruin.

Woman near southern house: Thou hast come to Zahan at a poor time. All the men are away fishing at sea.

Woman in southern house: Many are the tales of a mountainous island in the sea and its great cavern. It is

Dragon Warrior II

said that only one who bears the Moon Fragment may enter there.

Little Boy in southern house: One day I will be a great fisherman like Papa.

Woman in southeast corner of town: Oh Formeo, Formeo, where for art thou my Formeo!

Little Boy in town square: That mutt yonder keeps pulling at my sleeve.

Dog: Bow-wow-wow!



On the ground – Golden Key

Tough Guy in northwest corner of town: I have come seeking a thief by the name of Roge Fastfinger.

Midenhall Castle

Guard in treasure vault: Thief! Thief! What? Thou art Hero, heir of Midenhall! Please forgive me.

Treasure Chest – Token of Erdrick



- Treasure Chest – empty
- Treasure Chest – 94-101 gold
- Treasure Chest – Wing of the Wyvern
- Treasure Chest – Medical Herb

Osterfair Castle

Merchant (from behind armory counter): Do not enter this place!



- Treasure Chest (upper) – Armor of Gaia
- Treasure Chest (lower) – Magic Knife

Cannock Castle

Old Man: Well, don't just stand there. Open the treasure chest.

Treasure Chest – Shield of Erdrick

Old Man (again): Well, don't just stand there. Open the treasure chest. So you've already peeked, eh?



Hamlin

Monster, behind jail doors: Aiyee!

Old Man: There is a legend that tells of a great and good wizard who lives in a cave in the sea. If thou hast the five crests he will come to thee.

Monolith Southeast of Tantegel

Old Man: I have been waiting for thee to come. I will trade the Helmet of Erdrick for the token thou carries.



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

Tantegel Castle

Woman: This is a sewing shop, true, but I do not have the Dew's Yarn. Dost thou seek the Dew's Yarn, too? (Yes/No)

Woman (if you say 'No'): Stop again if thou art near.

Woman (if you say 'Yes'): Alas, I have no more of the Dew's Yarn, but I know where thou may seek some, for it is a substance made of wind and water and it drifts aloft until it lands on the third floor in the North Tower of the Dragon's Horn.

King of Tantegel (in room above armory): So thou has come even here to this simple room. I cannot help thee. My hope fled long ago.

Charlock Castle

Treasure Chest - 104 gold

Treasure Chest - Wing of the Wyvern

Treasure Chest - Lottery Ticket

Treasure Chest - Medical Herb

Monolith North of Midenhall

Priest: Hast thou found the Eye of Malroth? (Yes/No)

Priest (if you say 'No'): Once thou hast the Moon Fragment thou may enter the island cave where the Eye of Malroth is kept in darkness.



Island Tower South of Tantegel

Command: Item – Echoing Flute – Use Briefly, Hero played the Echoing Flute.

Treasure Chest 1F – 38-52 gold

Treasure Chest 5F – Chain Sickle

Treasure Chest 4F – 127 gold

Treasure Chest 2F – Fairy Water

Guard on 8F: For long ages have I guarded the Chamber of Hargon. There is a land called Rhone, high in the mountains in the middle of a great continent. There shall thou find Hargon.

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Old Man on 7F: Thou need not speak for I know thy mind well. Come, follow me. I will guide thee to the place where thou shall find the Crest.



Old Man on 2F: Open now the treasure chest.

Command: Search – Hero opened the Treasure Chest and found that it was empty.

Old Man: Haha! Into my trap thou hast stepped! It shall be thy last.

Battle: Four Gremlins appeared. ...



Thou hast defeated the Gremlin.

In Game Instructions: Thou hast found the Stars Crest.

Tuhn

Old Man at entrance: Hello. This is the village of Tuhn.

Guard: Far and wide I have sought a master weaver who makes Water Flying Cloth, and they say such a man lives here.

Man just west of stream: It is said that the Tower of the Moon holds a piece of the moon.

Man near armory: Thou hast heard of Roge Fastfinger I see. Well, he stole the key to our watergate, the scoundrel. We would dearly love to have it back.

Woman on west side of town: Many years have passed since the Tower of the Moon could be reached by ship. It lies to the south.

Woman near Don Mahone's house: I'm Jena. If thou meets my husband, tell him that my father's name was Ruffles.



Don Mahone: Yes, I am Don Mahone. Once I was a famous weaver, but my loom was stolen. Will thou help me? (Yes/No)

Don Mahone (if you say 'No'): That's too bad. We could help each other.

Don Mahone (if you say 'Yes'): Good, good.

All I can tell thee is that the loom was taken by someone who smelled like fish.

Innkeeper: Welcome to the Village Inn. It's only 120 pieces of gold for the night. Dost thou want a room? (No) Farewell, stranger.

Old Man north of stream: If the watergate were to be raised, water would once more fill the dry riverbed.

Dog: Ruff, ruff...

Tough Guy, north of village: If Jena sent thee, tell her I would not name our dog Ruffles for all the dragon's gold in Alefgard.

Wellgarth

Man outside town: Where has everyone gone? Dost thou think it is my breath?

Dog: Yip, yip, yip!

Woman near entrance stairs: I bid thee welcome to Wellgarth Town. I shall sing for thee.

Man: It is said that the greatest shall fall by a spell of his own devising.

Guard in prison: It is true enough. I locked Roge Fastfinger in prison and threw away the key. But he has escaped.

Guard in House of Healing: There is an isolated valley northwest of the town where once a road led to Rhone.

Dragon Warrior II

Innkeeper: Welcome to the Village Inn. It's only 120 pieces of gold for the night. Dost thou want a room? (No) Farewell, stranger.

Woman in inn: How dare thou enter a lady's room unbidden!

Priest: Let me tell thee, Hargon is a master of disguise, but if thou hast the Charm of Rubiss thou will see through the deception.

Tough Guy in central shop: Tell me, did thou come to buy the Jailor's Key? (Yes/No)

Tough Guy (if you say 'No'): Perhaps I should not say anything more.

Tough Guy (if you say 'Yes'): I heard that it is sold here, but perhaps that is a lie.

Tough Guy's shop: We deal in tools. What can I offer thee? (Buy) What dost thou want? (blank) So thou hast heard about my wares. A bit expensive, maybe, but such fine



craftsmanship! Will thou take it? (Yes) Tell nobody that I have sold it. Who shall take it? (Name) I thank thee kindly. Dost thou need anything else? (No) Good day, then.

Old Man in northwestern house: For the finest Water Flying Cloth I recommend Don Mahone who lives in Tuhn.

Old Man in prison: Hargon dwells on the high plateau of Rhone. Only one who has the Eye of Malroth can find the road to that place.



Roge Fastfinger: Curses, I am found! Yes, I am Roge Fastfinger and here is the watergate key.

Roge Fastfinger (if you have too many items): But thou hast many things. See me again later.



Roge Fastfinger (again): I'm sorry; I will not do that anymore.

World Tree Island

Command: Search - Hero searched all about. And there Hero discovered the Leaf of The World Tree!



Zahan



Treasure Chest (left) - Magic Loom
Treasure Chest (right) - empty

Midenhall Castle

Tough Guy in first cell: Dost thou have the Jailor's Key?
(Yes/No)

Tough Guy (if you say 'Yes'): Open this and I shall give thee some news.



Tough Guy (when you open the door): As a reward for opening the door, let me tell thee of the Crest of Life. Find it on the dark road that leads to Rhone.

Priest in second cell: Would thou allow me to escape and tell Hargon many tidings? Oh, but thou art such a fool.



Battle: One Evil Clown appeared. ... Thou hast defeated the Evil Clown. ... Evil Clown had the Treasure Chest.

Seeing a treasure chest, Hero opened it. And there Hero discovered the Staff of Thunder!



Osterfair Castle

Saber Lion in cage: Roarrrr....!

Hamlin



Battle: Two Ozwargs appeared. ... Thou hast defeated the Ozwarg.

Command: Search - Hero searched all about. Thou hast found the Water Crest.



North Dragon's Horn



Command: Search – Hero searched all about.
And there Hero discovered the Dew's Yarn!

Tuhn

Don Mahone: Ah, so thou has found my loom, and the Dew's Yarn, too. I shall weave thee a Water Flying Cloth, but it will take time. Please come back in a day or so.

Command: Item – Watergate Key – Use
The water gate opened.

North Dragon's Horn

Command: Search – Hero searched all about. And there Hero discovered the Dew's Yarn!

Zahan

Treasure Chest (left) – Magic Loom

Beran

Tough Guy in cell: Having come this far, thou may as well try the door there to the left.



Monolith South of Rhone

Old Man: The ancient road to Rhone was once west of this monolith.



Monster, through hidden passage one step north of travel door: Please, please, do not hurt me! I can tell thee of a secret. In Hamlin Village there is a Water Crest. Seek it!

Tuhn



Don Mahone (after saving the game and returning): Hello. I've just finished. See that the princess wears this.

Don Mahone (again): Ah, so thou has found my loom, and the Dew's Yarn, too. I shall weave thee a Water Flying Cloth, but it will take time. Please come back in a day or so.

Don Mahone (again): Sorry. I haven't finished it yet.
Please be patient.

Don Mahone (after saving the game and returning):
Hello. I've just finished. See that the princess wears this.

Tower of the Moon

- Treasure Chest (3F) - 127 gold
- Treasure Chest (1F) - Medical Herb
- Treasure Chest (4F right) - Bamboo Stick
- Treasure Chest (4F left) - 266 gold
- Treasure Chest (7F) - empty

Old Man: As the full moon waxes and wanes so too the tide rises and falls.

- Treasure Chest (1F) - Moon Fragment



Sea Cave

Command: Item - Moon Fragment - Use
Hero held the Moon Fragment overhead.

- Treasure Chest (B1) - 141 gold
- Treasure Chest (B1) - Medical Herb

Command: Search (B2) - Hero searched all about. The treasure chest was a trap! Hero's HP is reduced by <#>.

Guard (B2): In ancient times a volcano rose from the seabed, and inside was a deep cavern.

- Treasure Chest (B2) - 79 gold

Guard (B2): Hast thou found the Wizard's Home?
(Yes/No)

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Guard (if you say 'No'): Thou art close to the island cave wherein lies an object of great power and greater peril!

Guard (if you say 'Yes'): Go then, for thou must defeat Hargon.

Command: Search (B3) – Hero searched all about. The treasure chest was a trap! The poison weakened Hero.

Treasure Chest (B3) – 149 gold

Treasure Chest (B4) – Dragon's Bane

Priest (B5): Such rudeness in a Wizard's Home is not acceptable. Perhaps I should turn thee into a frog!

Battle: Two Evil Clowns appeared.



Treasure Chest (B5) – Eye of Malroth

Monolith North of Midenhall

Priest: The Eye of Malroth sees much that is not readily apparent. Use it in the swamp of the hidden valley and perhaps thou will see a way to Rhone.

Rhone Cave



Command: Item – Eye of Malroth – Use
Hero held high the Eye of Malroth.



Treasure Chest (B1) – Life Crest

Monolith of Rubiss



Voice: I hear a mortal voice calling me.
Ah, three descendants of Erdrick. Yes, I shall help thee. I am Rubiss, an Enchanter, and long ago I promised Erdrick to help when the time came. Now is the time. Receive now my charm and my spell of protection.

Rhone Cave



Treasure Chest (3F) – Lottery Ticket
Treasure Chest (5F) – Armor of Erdrick

Dragon Warrior II

Treasure Chest (5F) – 146 gold
Treasure Chest (3F) – 136 gold
Treasure Chest (5F) – empty
Treasure Chest (5F) – 606 gold
Treasure Chest (3F) – Thunder Sword



Monolith of Rhone

Priest: May the light shine upon thee, Hero. ... Go now, Hero.

Woman: This travel door takes one back to the underworld. If that is thy wish, please enter.

Hargon's Castle

Command: Item – Charm of Rubiss – Use
With one hand, Hero held aloft the Charm of Rubiss.
Hero could hear a voice drawing near.
'Hero! Be not deceived by false visions.'



Spirit: Welcome to Bragol's Tools. May I help thee?

Spirit: Greetings. I am the Keeper of this Inn.

Spirit (through the left or right doors):

Spirit: Thou hast come to Midenhall.

Treasure Chest (left) - empty

Treasure Chest (right) - empty

Monster (on the right): The fool's false paradise suited thee better. Thou shall regret meddling in Hargon's affairs.

Command: Item - Eye of Malroth - Use
Hero held high the Eye of Malroth.

Hargon: Who comes hither to disturb the Great Hargon?



Dost thou know who I am? (Yes/No)

Hargon (if you say 'No'): Then I shall teach the proper respect!

Hargon (if you say 'Yes'): Such audacity is unforgivable!



Hargon (when you defeat him): So thou hast proven a mighty warrior, mightier even than Hargon the Great. But there is one even greater than I, a sorcerer of the Shadowtime, a being of pure malice that

Dragon Warrior II

none shall overcome. I send thee now to meet Malroth!

Battle Text: Thou hast defeated the Malroth.

Rubiss: Thou hast delivered the world from Malroth's evil. Great is the victory and greater the rewards. I, Rubiss, have watched thy struggles and I am proud of thee. Go now!

All Priests: The people will be free again, for the evil magic has dissipated like smoke in the wind.

All Women: Oh, it is like a dream—to think that someone had the power to destroy Hargon.

All Monsters: Rrrrrr...

All Old Men: Thanks to thee, peace has returned.

All Guards: Thou art Great Warriors!

All Men: Hargon doesn't exist anymore, does he?

All Tough Guys: Thou hast done exceedingly well.

All Merchants: Thanks to thee, peace has returned.

Spirits in Moonbrooke: See a light—that is the pure light of Rubiss rising from the sea. We thank thee for all that thou hast done.

Princess Halla: Brother, thou hast done well. I shall never doubt thee again.

King of Cannock: Once again the line of Erdrick has proven true. Orfeo, my heir, thou hast gained a great victory, and I am proud of thee. To thy new duties must thou go now, Hero.

Dragonlord's Grandson: Thou hast done well, Hero. Let bygones be bygones and we shall be friends.

King of Tantegel: I apologize for deceiving thee. I am the King of this castle. Ha! Ha!

King of Osterfair: Thou art strong and noble, Hero. Well done.

Little Boys: Hurrah! Hurrah!

Dogs: Bow-wow-wow.

Midenhall Guards: Now thou art King of Midenhall and must take thy throne!

Orfeo: Thou shalt go.

Peta: What? I seek not the crown.

King of Midenhall: Hero, thou art of the line of Erdrick and have proven thy heritage by thy deeds. Now is the time for thee to take the throne. Will it be so? (Yes/No)

King of Midenhall (if you say 'No'): Be careful, Hero. Do not be selfish.

King of Midenhall (when you say 'Yes'): Hail all to the new monarch of Midenhall! Now, Orfeo, Prince of Cannock, come forth. Peta, Princess of Moonbrooke, come forth. This charge I lay on the three heroes, that for evermore they guard against evil.

Midenhall Guards: Three cheers for the new monarch of Midenhall! Hip-hip-hooray!

Then peace returned.

The End