First character Narration:

* (The player enters a small shack that’s pretty close to the starting area and they initiate dialogue with a character they find sitting in there)
* You meet a guy who seems really worked up to tell you about things you’re pretty sure you’d rather figure out yourself.
* He says the world is chocked full of mysteries that are definitely cool to solve. But he’s not looking so great all of the sudden and mentions that a really close friend of his went up to solve them and he never saw her again.
* He seems to want to know what your deal is, so you mention you’re keen on solving those world puzzle things and maybe getting some treasure out of it or something.
* He says “life isn’t only about getting treasure”. There’s a sort of awkward silence for a while because you aren’t entirely sure you agree with what he just said.
* Now he’s looking worried again, and just mentions you can hang around his place, if you’re into that.
* (when exiting the room) While walking out he catches you off guard saying “see ya!”, and looked really desperate for a reply. Since you had your back turned already it was awkward and you didn’t end up saying anything back.