Scene 1-3

\*\*after player reaches location X activate this cut scene\*

Gwyn and Ceryz arrive at the border leading into Solise

G: Gwyn

C: Ceryz

C: We’ve made it to the border, do you want to stop for food now or push on to Solise? There should be a good fishing spot just up ahead, on the edge where our borders meet.

G:\* Remains quiet with a puzzled look.\*

C: Is everything alright? It’s not like you to pass up on decent meal.

G: Don’t you find it strange how quiet it is? This place is usually crawling with wild life, but we haven’t run into anything, not even a bird or deer which heavily populate the area.

C: Now that you mention it something does feel a bit off, its as if the forest its self has just stopped with time.

G: Look just above the tree line, there seems to be a big cloud of smoke hovering around Solise, we should hurry.

\*Gwyn takes off \*

C: WAIT, ugh, always just goes running off before even examining the situation, for all we know they’re setting up a feast for our arrival or anything really. Doesn’t always have to mean danger.

\*scene transition to 1-3.2\*

\*change background to the burnt village\*

\*Ceryz catches up to Gwyn\*

C: \*huff\* \*huff\*, by the primordials, I swear you’ll be the death of me.

\*Ceryz then lifts her head to see the burnt down village and a section of the forest cut down\*

C: \*gasp\*.

G: No, who could have done this. We should check for survivors, at the very least we can find someone alive, who can hopefully fill us in on what happened, then report back to my mother.

N1: If you would have just handed over the Zotun crystal, this could have all been avoided!

G: What was that? I think I heard something coming from over there.

\*transition to 1-3.3\*

G: Back away from him now!

N2: \*clicks tongue\* looks like we’ve got some more stragglers.

N1: you heard Garland, no survivors. Wiggs, Blank dispose of them quickly.

W&B: YESSIR!

\*transition to battle scene\*