Greetings

[Adila should have no generic greetings until **BRAVE** is unlocked]

* [initial] [nervous] Are you a grahl in disguise? Ma says some strangers are.
* **[FEAR]** Did you meet Arn? He nearly died in the war, from what he told me. It sounds awful.
* **[FEAR]** [slightly nervous] Are you from the mainland? How many trolls have you met there?
* **[FEAR]** [serious] I'm not allowed to go outside the palisade. But I don't want to. I think the shorecrabs would eat me.
* **[locked] [BRAVE]** I think I'll be better at archery than sword fighting. You can stay further back from the nasty things. Swords are good too, though.
* **[locked] [BRAVE]** I talked to the ghost under my bed. It seems all right, actually. For a ghost.
* **[locked] [BRAVE]** Pa says, if we ever have to leave Crane Shore, we'll all go together.

Dialogue

1. **[FEAR] You seem a little nervous.**
   1. [nervous] Well, I... I guess it's just that you're a stranger, and ma says strangers hurt kids like me.
   2. [hurried] Not that I think you're going to hurt me. But maybe you just want to. Or don't want to. I don't know, I'm sorry.
      1. **I won't hurt you. I promise.**
         1. [hesitant] You... won't? All right, I'll believe you. Only don't explode into flames or turn into an atronach or anything. Because I know you probably could. [back to options]
      2. **What's scaring you so much?**
         1. [first sentence loud whisper] The outside world. Ma says that every second thing out there wants to eat you or grind up your bones for potions.
         2. [slightly whiny] I don't want to be lunch for monsters, or an ingredient in a witch's stew. I'm not even ten yet.
         3. I shouldn't be talking to you. Not without papa nearby. He's got a sword, from the war, so no one messes with him. Not even strangers. [end dialogue] [unlock **KID** in Marille Nade's dialogue]
2. **[REASON] [unlocked in Marille Nade's dialogue] I talked to your mother about the monsters.**
   1. The ones outside the walls? Or in pa's storage chest? Because that one's a ghost, not a monster. I told ma that yesterday.
      1. **Your mother is worried you might be taking the monsters too seriously.**
         1. That makes no sense. Monsters are a serious thing! The most serious! They could kill me, rip me up like shreds of old fish netting. It's awful! [back to options]
      2. **I've fought monsters, and I'm still here. (Persuade) [easy]**
         1. [success] [cautious] You... you have? Big ones, like grahl and gehenoth and trolls? [to **LEARN**]
         2. [fail] You're way bigger than me. And from the mainland, which means you're a little touched in the head to begin with.
         3. I'll stick with avoiding the monsters, thanks. I like being a living kid, not a snack for a bear. [end dialogue]
3. **[LEARN]** You do look like you could win in a fight. But what about me? I'm just a kid.
   1. **You could learn to fight.**
      1. True... Maybe pa could teach me. Or Arn. Or I could be an archer. I have good aim when I throw things.
      2. [worried] But what if I get out beyond the palisade and I get too scared? What if a grahl comes at me and I freeze like an ice floe?
         1. **I believe you'll find your courage somehow.**
            1. I hope you're right. I heard one of the neighbors whisper something about me, the other day.
            2. I think she thought I was touched in the head for being so scared all the time. It doesn't feel great, when people think you're daft.
            3. But I can try to be braver. Even if just during the daytime. And I can ask pa about getting a bow my size.
            4. [shy] Thanks, stranger. I know the monsters are still out there, but... I'll try to be a bit braver about it.
            5. I don't have to just sit around waiting for them to eat me, after all. [unlock all **BRAVE**] [lock all **FEAR**] [lock **REASON**] [end dialogue]
         2. **Just make sure you don't go out alone.**
            1. [sheepish] Oh, that's... that's a good point.
            2. If someone else is with me, someone with an axe or a lot of magic, that might help. Or at least, it might give me time to run.
            3. [shy] Thanks, stranger. I know the monsters are still out there, but... I'll try to be a bit braver about it.
            4. I don't have to just sit around waiting for them to eat me, after all. [unlock all **BRAVE** in Adila and Marille's dialogue] [lock all **FEAR**] [lock **REASON**] [unlock generic greetings and farewells] [end dialogue]

Farewells

[Adila should have no generic farewells until **BRAVE** is unlocked]

* **[FEAR]** [nervous] Well... bye then. Stay safe.
* **[FEAR]** [serious] Don't go outside 'less you have to. It's bad out there.
* **[BRAVE]** Bye, friend! Keep your sword sharp, or whatever it is you use to fight the grahl!
* **[BRAVE]** When you come back to Crane Shore next, tell me about your adventures. I won't be scared, I promise.