

**Doctor - #1**

*Key Item (receive) - medicine*

*Key Item (give) - cloth (tailor)*

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***Initial Meeting (lighting the fire)***

(As the doctor walks out, she looks and calls back into the house before closing the door.)

--and don't remove this bandage here until I come back.

(She turns to you, taking a deep breath before standing up straight again.)

I don't know who you are, but thank you for lighting that fire. It's totally slipped my mind, what with patching people up and all.

Are you feeling ill at all? There's been a sickness floating around town. Here, take some medicine. Can never be too prepared.

I know it's a lot to ask from a stranger, but if you come across any medical supplies, it would mean a lot to have some spares.

Not everyone comes here for help, but I help those who do. I wish I had time to get more, but I've been occupied, unfortunately.

Thank you again. Sometimes you forget the little things matter, too.

~end, (receive **medicine**)~

***Second meeting/level (receiving supplies)***

Oh! Hello again.

Cloth? Well, it isn't a proper bandage *per se*, but I can use it. It'll work, don't worry!

I don't know how I can express my thanks. Honestly. I've been so back-and-forth here.

This will help so, so much.

If there's anything I can do, if you're ever in need, I'll do what I can to help. I wouldn't want to lose someone like you, too.

~end~

***Meeting (no supplies)***

Oh! Hello again.

Have you found any more medical supplies? I could always use more.

~end~

***Give: bonus item (apple) ~ success***

Ha ha. Very funny.

~end~

***Give: bonus item (needle) ~ failure***

I don't think this is quite the kind of needle I might need for medical reasons. I appreciate the thought, though.

~end~

***Give: bonus item (whetstone) ~ failure***

I have no idea what this is, and even if I did, I wouldn't know what to use it for. Thank you for the thought, though.

~end~

***Give: bonus item (nails) ~ failure***

Where did you get these? What am I supposed to do with them, even? Put them back where you found them, I'm sure it would be more useful there.

~end~

**Hunter** - #2

*Key Item (receive) - pelt*

*Key Item (give) - spices (chef)*

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***Initial Meeting (lighting the fire)***

(He sees your gesture of lighting the fire, and gives you an affirming nod.)

Y'look like y'could use sumthin' to keep ye warm when yer not by a fire, y'know?

~(receive **pelt**)~

(He picks up a strip of overcooked meat and bites into it.)

Can't cook good meat without a fire, and y'did me well sparkin' that fer me.

This meat a'int no good without a little sumthin', y'know? Y'bring me something to make it taste good, I can get ye somethin' a little warmer.

~end~

### ***Second meeting/level (receiving supplies)***

Ay! There we 'ave 'em.

(he pours a gratuitous amount of spice on the cooked meat, and hands some to you.)

Now THAT is some quality grub.

~end~

### ***Meeting (no supplies)***

Keepin' warm? I'm dreamin' 'bout the stuff the town chefs used ta cook fer me.

Keep yer eyes peeled fer some of that stuff, will ye?

~end~

### ***Give: bonus item (apple) ~ success***

(he takes a large bite of the apple, and then another bite from a spit of darkened meat.)

Fhransk.

~end~

***Give: bonus item (needle) ~ failure***

Ye know, I can't think of a single reason why I would use this over a good knife. Take 'er back.

*~end~*

***Give: bonus item (whetstone) ~ success***

My, my, this is one mighty fine sharpenin' rock! I could use sumthin' like this. Thank ye.

*~end~*

***Give: bonus item (nails) ~ failure***

Whatcha want me to do with these? Poke a bear to death? Don' give 'em to me.

*~end~*

**Carpenter** - #3

*Key Item (receive) - ale*

*Key Item (give) - lumber (lumberjack)*

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***Initial Meeting (lighting the fire)***

Nothing like a little ale and a warm fire after a hard day's work, eh?

Thank you, friend. Come, have a seat. I'll get you an ale, if you fancy that.

Papa and I built this house. After the last storm, a lot of places around town fell apart...including ours.

As you can tell, we're in need of a lot of lumber. Lucky for us, there's lots of trees around here, but it's quite a process to get all that cut and processed.

In either case, I appreciate the company. Please, stop by anytime. It's always nice to see a friendly face around here.

~end~

***Second meeting/level (receiving supplies)***

Wait, you've brought lumber for me to use? You've saved me a lot of time, friend.

I'm sorry that I don't have much to give in return, but it will be put to good use. There are a few places in town that could use some fixing up.

~end~

***Meeting (no supplies)***

Hey, friend! It's good to see you. If you find any good lumber laying around, send it my way!

***Give: bonus item (apple) ~ success***

An apple a day keeps the doctor away, eh? Also could make a good cider from this.

Thanks, friend.

~end~

***Give: bonus item (needle) ~ failure***

I appreciate the gesture, but I just don't see how I could use this. Perhaps someone else might, say, see the point of it.

~end~

***Give: bonus item (whetstone) ~ failure***

A whetstone, hm? Unfortunately, I tend to work with blunt tools. Perhaps someone else could use it.

~end~

***Give: bonus item (nails) ~ success***

These are a good set of nails! I don't know where you got them, but they're always quite handy to have around. Thanks, friend.

*~end~*



**Lumberjack - #4**

*Key Item (receive) - lumber*

*Key Item (give) - ale*

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***Initial Meeting (lighting the fire)***

(The lumberjack grunts, cleaves his axe into a nearby stump, and squats next to the fire.)

Thanks.

(He motions to a pile of lumber, and points to you).

Take it.

*(receive lumber)*

~end~

***Second meeting/level (receiving supplies)***

(For the first time, you think the woodsman smiles, as he grabs the ale from your hand.)

You need wood? Some ready for you. Take it.

***Meeting (no supplies)***

Sorry. No wood today. Come back later.

***Give: bonus item (apple) ~ success***

(he takes the apple, and glares at you blankly. He takes a bite of the apple, gaze never wavering.)

*~end~*

***Give: bonus item (needle) ~ failure***

(he sees you hold out the needle in offering. He shakes his head, and turns back to chopping wood.)

*~end~*

***Give: bonus item (whetstone) ~ success***

(he takes the whetstone, and for a moment, you thought you caught a smile.)

(the thought disappears as he immediately begins to sharpen his axe with a grisly demeanor.)

*~end~*

***Give: bonus item (nails) ~ failure***

(as you offer the nails forward, some fall from your hand to the ground. He looks down to where you drop them, and looks back up at you.)

(he continues to chop wood, completely ignoring the embarrassing moment that just transpired.)

*~end~*

**Chef** - #5

*Key Item (receive) - spices*

*Key Item (give) - medicine (doctor)*

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### ***Initial Meeting (lighting the fire)***

Ahh, nothing like a fire to warm the spirits - and the appetite, you know what I mean? It's been chilly recently, don'tcha think? Always love a good fire. As my mother side, nothing burns quite like a pine fire - or a ghost pepper, you know what I mean? Ahh...anyways, thank you for lighting that. I ought to cook you a meal, or something! I'm afraid recently all I've got in store is some extra spices. Could always make your own! Sadly a lot of the cooks I work with have been getting sick. Lots of...unpleasant reactions. And !! I make the best foods in town, you know what I mean? If you find anything that might make them feel better - besides food, of course! - please, do let me know.

~(receive **spices**)~

### ***Second meeting/level (receiving supplies)***

My goodness, this sort of remedy is hard to make! Well, at least, from a chef's point of view, you know what I mean? I'm no apothecary. Thank you, thank you. I promise, once all the cooks are better, you will have the meal of a lifetime! You are always welcome by me.

~end~

### ***Meeting (no supplies)***

Hello there, hello there!

As mother always said, don't eat on an empty stomach! Unfortunately, most of my cooks have empty stomachs due to their sicknesses.

Keep an eye out for anything that might help, you know what I mean?

~end~

***Give: bonus item (apple) ~ success***

Beauty is in the eye of the beholder, or what will be in my case, in the stomach of the beholder, you know what I mean? Thank you, mon frere!

~end~

***Give: bonus item (needle) ~ failure***

I can't cook with this, I can't eat this...a chef cannot use this, you know what I mean?

~end~

***Give: bonus item (whetstone) ~ success***

A little primitive, and a little worn, but I could make use of this. Thank you, mon frere!

~end~

***Give: bonus item (nails) ~ failure***

(he places his face in his hands, and quietly shakes his head. You slowly put the nails back in your backpack.)

~end~

**Tailor - #6**

*Key Item (receive) - cloth*

*Key Item (give) - pelts (hunter)*

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***Initial Meeting (lighting the fire)***

I see. A man of...

...sophisticated culture.

One must keep warm, though, I will admit. For that, I will thank you.

(he pulls a handkerchief out of the inside of his immaculate coat.)

Here. I'm sure you will find some...use for it.

Come find me when you have something a little more vogue.

~(receive cloth)~

***Second meeting/level (receiving supplies)***

Animal fur, hmm?

I see you've taken the liberty to have had it cleaned.

No matter. I will make good use of it.

Now, now. Off with you.

~end~

***Meeting (no supplies)***

If you have nothing of use for me, then I do not believe we have business to discuss.

~end~

***Give: bonus item (apple) ~ failure***

I do not eat such foods which are not properly cooked. Off with you.

~end~

***Give: bonus item (needle) ~ success***

Your ability to hone in on what I may use is...

...similar to the circumstances where one might find such a thing.

I accept your offer of gratitude. Off with you.

~end~

***Give: bonus item (whetstone) ~ failure***

A rock? You insult me. Off with you.

~end~

***Give: bonus item (nails) ~ failure***

(surprisingly, he holds out his hand and lets the nails fall into them. Unsurprisingly, he turns his hand to let them fall to the ground, and walks back inside his house.)

*~end~*



## **Bard - #7**

Include beats (brief pauses) after each line to complete line in case we need to chop up the file more.

### **Level 1 (lighting the fire)**

#### **<bard\_intro>**

Thank you, say I, / to you, who comes by / and sets this brasier aglow.'

As it occurs, / I am a connoisseur, / of sundry splendid stories to tell.

There's one tale I declare, / of a town who does fare, / quite poorly if I'm being quite honest.

A city of grief - / one that feels no relief - / in the constant destruction that haunts them.

#### **<bard\_disaster\_0>**

O, my visitor /

With help you could produce / with us, a useful wooden sluice.

For times show torrential downpour, / which may engulf us...dare I say? / Dare I say, forevermore.

#### **<bard\_clues\_listen>**

Listen carefully, my guarantor: / one must explore, / the lives of the people who have lived here before.

#### **<bard\_clues\_0>**

Those who fashion, / who ration, / would be most prepared / to survive such disasters so proudly declared.

#### **<bard\_outro>**

So here is our song, / of a town who longs / to survive a day, / just one day more.

### **Level 1 Recap**

**<bard\_recap\_0>** With complete disregard, the rain fell down, / and our visitor met with people in town. / The actions of our visitor, I began to shout, / and as I recall, some events stood out.

**<lumberjack\_success\_0>** Damming the floods, with provision of lumber

**<lumberjack\_failure\_0>** The floods rushing past with what little lumber

**<hunter\_success\_0>** Tastes of spices truly inspiring our hunters

**<hunter\_failure\_0>** Bland meats truly discouraging our hunters

**<tailor\_success\_0>** With fine pelts, clothes showcasing bright colors

**<tailor\_failure\_0>** Without fine pelts, clothes showcasing muted colors

**<chef\_success\_0>** Battling sickness, chefs producing fine custard

**<chef\_failure\_0>** Succumbing to sickness, chefs becoming quite flustered

**<carpenter\_success\_0>** Sturdy houses standing thanks to our carpenters

**<carpenter\_failure\_0>** Flimsy houses crumbling without our carpenters

### **Level 2**

**Insert <bard\_intro>**

**<bard\_disaster\_1>**

O, my visitor /

Could you accost / the invocation of an imminent frost? /

For times ahead show an icy demise, / a shower of white sleet falling fast from the skies.

**Insert <bard\_clues\_listen>**

**<bard\_clues\_1>**

One to cut, one to shape, / one to dress wounds, and one to dress capes. /

A fantastic four who remind / us of our fates, so gently intertwined.

Insert <bard\_outro>

### **Level 2 Recap**

<bard\_recap\_1> Like the rains / the snow fell fast / and our visitor obtains / knowledge  
of our peoples' past. / Perhaps it's a story / that I could tell / of our visitor who tried /  
another disaster to quell.

<tailor\_success\_1> Fashioning warm mantles, all made from fur

<tailor\_failure\_1> Shivering in worn fabrics, beautiful, they were

<carpenter\_success\_1> Relaxing in warm walls with a hearty liqueur

<carpenter\_failure\_1> Relying on the aching warmth of liqueur

<lumberjack\_success\_1> Strong wood to prevent nature's own saboteur

<lumberjack\_failure\_1> Weak wood fashioned, surely, by an amateur

<doctor\_success\_1> Knowledgeable doctors to provide relief and succour

<doctor\_failure\_1> Medical assistance that is unlikely to occur

### **Level 3**

Insert <bard\_intro>

<bard\_disaster\_2>

O, our visitor, /

What a challenge to feed / a community of those suffering in need.

For times ahead show no food within sight, / a dry, barren wasteland, of infertility and  
blight.

Insert <bard\_clues\_listen>

### **<bard\_clues\_2>**

Antidotes to seek, / culinary mystique, / and last but not least, / one with tracking techniques.

The skillful masters, we must appeal / for our future, otherwise, lies dark, and concealed.

Insert **<bard\_outro>**

### **Level 3 Recap**

**<hunter\_success\_2>** In depths of the forest, a hunter's cleverness shows

**<hunter\_failure\_2>** In depths of the forest, a hunter cowers in shadows

**<chef\_success\_2>** Maximizing efficiency, chefs leave none to dispose

**<chef\_failure\_2>** Hoarding food, chefs regulate, dictate, and impose

**<doctor\_success\_2>** With benevolent aptitude, doctors stay composed

**<doctor\_failure\_2>** Under selfish drives, doctors resort to repose

### **Final Game Screen**

#### **<bard\_gameover>**

All in all, / our visitor tried, / to be a good person, / to those outside.

What matters most, / were not actions, perfected, / but values instilled, / of lives, affected.

So ends our tale, / of our visitor here, / who tried their best / to their values, adhere.

Certainly a question, / of what is so focal, / of whose home matters more, / a stranger's or local's?

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Then we display total score out of 21 or whatnot. :)