# SCRIPT

## OPENING

Black screen:

Split Face [unseen, does not appear in the game]: Got the message from your handler, [PC name]. I’m sending you to Bryson City in Swain County. Seems they got a whole heap of problems ripe for work. Now, the highway near there’s busted up, so you won’t be able to drive all the way there. I’ll give you provisions for the trip, but the rest is on you. Get packed and leave soon as you’re ready.

“Days later….”

## BRYSON HIGHWAY

Fade in to scene. PC stands on highway next to a sign saying “Bryson City Next Exit”

PC: (Finally, almost there.)

UI TEXT: Use WASD or the arrow keys to move. You can also left-click where you want to go. Pause by pressing ESC. Tutorial text can be turned off from the pause menu.

At first monster encounter:

PC: (Monsters this close to a town? Not a good sign.)

UI TEXT: Right-click an enemy to move to it and attack. Your special skills are assigned to the number keys and can be changed from the pause menu.

Upon leaving the road:

UI TEXT: In certain areas, you can attempt skill checks such as observation or scavenging. You’ll know you’ve found such a spot when the border of the number key to which the skill is assigned lights up.

At final area encounter:

PC: (Ugh, that stench! What are they eating? Wait, is that a…?)

After beating the monsters:

PC: (I was right. Human bodies.)

Upon examining the bodies:

PC: (These aren’t recent, at least not very. So if monsters are only getting to them now, they must have just started appearing.)

UI TEXT: Certain interactive objects will allow you to attempt skill checks. Sometimes you will be prompted to do so, and other times the assigned skill key will light up to indicate the option.

Upon examining the bodies:

UI TEXT: Observation check?

PROMPT: Yes / No

## OPTIONAL SIDE AREA

Upon catching the runaway monster:

PC: There you are!

When the other monsters surround the PC:

PC: Tch. Should have known.

Upon examining the stone circle:

PC: (Never seen these before, but I don’t like the chill in the air.)

Upon encountering the rune-covered monster:

PC: Oh no. (Not sure I’m ready for this one.)

UI TEXT: There are two ways to escape combat. You can try a [skill] check, or simply move away from the enemies until they cease pursuit.

## BRYSON CITY

At the gate:

Guard: Hey there! You! What business do you have here?

Prompt: A: I was chartered by the mayor / B: I can’t say / C: What’s it to you?

If option A:

PC: I was chartered by the mayor. You should have received my information from my handler.

Guard: (mumbling, opens the gate)

if option B or C:

PC (B): I can’t say. That’s between myself and another.

PC (C): What’s it to you?

Guard: You tryin’ to start somethin’? Get lost!

[Avery enters]

Avery: Oh, good! You’re the one my father hired, right? You fit the description the handler gave. Come on, I’ll take you to his office.

Avery (to guard): Hey! Open it up already!

Guard: (mumbling, opens the gate)

[Avery walks to where the mayor and Frith are arguing]

On reaching the mayor:

PC: (Sounds like an argument.)

When the PC reaches Fredricks and Frith:

Frith: Mayor Fredricks, all we want is to have a roof over our heads, fields to tend, and a little bit of safety. You don't know how bad it is out here! We got wolf women, deer men, and all sorts of bad walking around out there killin’ my men. Just get rid of your new pets and let us live in peace!

Fredricks: James, you know I can't give up the hotel. Those...um...things have a right to a home just like any of us. I say leave them alone. You have the entire lake. A more secure home you will not find in these parts.

Frith: I can’t believe you’re going to pick a bunch of monsters over your own kind. All you have are kids and old people. You know this pack of old farts can’t protect themselves. Your young have either joined us or run off to find a city. You’re all alone and we’re your own kind!

Fredricks: Really? You see yourself as protecting us?

Frith: You’re damned right! We’re equipped and willing. All you have to say is ‘yes’.

Fredricks: “You know, James, things are getting pretty rough around here. Three days ago, someone killed the Claydon family. In fact, we all figured it was one of those strange folk who wandered in from the Mists.

Frith: Like those little monsters!

Fredricks: Yes, like those ‘little monsters’.

PROMPT: A: Keep listening / B: take Fredricks’s side / C: take Frith’s side

If option A, conversation continues as normal:

Frith: You see, we need each other!

Fredricks: Not quite. You see, it wasn’t until little Jenna wandered in that we got a clearer picture of what happened.

Frith: That little tramp lied! We didn’t chop up those bodies. It was those monsters you’re protecting.

Fredricks: I never said the bodies were chopped up.

A pause. Frith should have a visible reaction.

Fredricks: And I find it hard to believe an eleven-year-old girl can be much of a tramp. You see, her momma told her to hide in the cabinet and be quiet. She watched. It took two days of calming her down to get the full story out. Turns out the flotilla is the only wound festering in these parts. It’s diseased just like the men who live on it. You have nothing to offer us, Frith. YOU need US to become a friendly mask to draw outsiders in while you free them of their goods – and you don’t care if you have to still a heart to do it. Those little monsters have shown more gratitude, more willingness to be part of our community, than you ever did. I don’t care if they look like us or not.

Fredricks calmly steps back from the meeting, his men remain facing the opposing group. He finishes as he turns his back to Frith.

Fredricks: We’ll take our chances with the freaks before throwing in with the likes of you. Don’t come back to Bryson City.

If option B:

PC: The only monsters around here are the ones nearby on the roads. Not to mention people who cause trouble.

Fredricks: [glances at PC and reacts positively before turning back to Frith] Exactly. You see, it wasn’t until little Jenna wandered in that we got a clearer picture of what happened.

The conversation continues as normal from option A. bandit enemies will be slightly more common now.

If option C:

Frith: [glances at PC and reacts positively before turning back to Fredricks] You see, we need each other!

The conversation continues as normal from option A. Bandit enemies will be less common now.

Fredricks notices the PC and walks toward them while Frith’s group leaves.

If option C was chosen:

Fredricks: Step inside my office. [goes into the building]

Fredricks: Well, friend, it seems we’re in a bind. I got bandits making all sorts of mischief, missing medics, and, of all things, a damned spaceship crashing near the river.

PROMPT: Ask about the Ufo / Ask about the bandits

if UFO:

PC: A spaceship crashed? What’s that about?

Fredricks: Only things I know about UFOs are from pre-Broadcast movies, but my hunters told me there were some lights still on. I figure if lights are still on after that thing crashed two weeks or so ago, then there must be a mighty nice power source on board. Having access to that thing would make life a whole lot better for our little community.

If bandits:

PC: Tell me about the bandits.

Fredricks: Life’s tough out here. There’s only pirates and a few homesteads along the stretch from here to Charleston. Frith and his gang, the ones living on the flotilla on the lake, cause trouble on a weekly basis, but have left us alone for the most part. But the murder of the Claydon family has left us feeling rattled. They’ve never been so bold.

he pauses as a young woman brings him a glass of juice. As she steps back, she turns toward the PC. As she walks away, Fredricks continues,

Fredricks: My daughter. She’s a treasure around here. We don’t have many children and she’s as tough as any man. Lately, she’s been scouting the region keeping the scattered homesteads in touch with one another.

PROMPT: Agree to assist / Ask about the flotilla / ask who lives nearby / ask about the Claydons / depart. The player can cycle through the dialogue options or come back later to hear the rest.

if ask about flotilla:

PC: I heard you talking to Frith about a flotilla.

Fredricks: No one actually owns the area, but some gang living on a flotilla has claimed the place where the UFO crashed. We’ve long suspected them of threatening the families around there, but no one’s come forward about it.

If ask about who lives around:

PC: Who lives in the area?

Fredricks: Well, a Mist incursion dumped a colony of goblins near Cherokee, but they’ve pretty much assimilated into the community there. The rest are mostly isolated families scattered around the mountains and valleys. Those living near the flotilla seem pretty loyal to those who live there.

If ask about Claydons:

PC: Who are the Claydons?

Fredricks: They’re a family that lives close to town. Little Jenna’s father, Gar, used to be one of Frith’s men, but he left and sought asylum here. His family moved into an abandoned home in the woodland northeast of us. I’ve kept that a secret from Frith. Unfortunately, most of them were killed recently.

If depart:

PC: I’ll need to do some more investigating on my own.

Fredricks: Fine, just don’t stir up trouble. And come speak to me in my office later. (this ends the conversation and prevents the “agree” option from being selected in the future)

if agree to help:

PC: Well, that’s why I’m here. Consider me at your service.

Fredricks: Thanks. I appreciate your help. Come speak with me in my office when you get the chance. (this ends the conversation and prevents the “depart” option from being selected in the future)

TEXT: You gained 1 Skill Point.

If Option A from the Frith conversation was chosen:

Fredricks: By the way, here. This will help get you started in town.

TEXT: You receive 10 metsal.

Fredricks goes into his office.

If the player attempts to leave town before speaking with Fredricks in his office:

Avery [walks in from off-screen]: Dad says you might want to speak with him before you leave. He and Little Feather drew up maps from the scouts. If you’re in a rush, Dad said to skip him, but you really should visit Little Feather to hear what he has to say.

PROMPT: Later / Ask where to find him

if later:

PC: I might go there later.

If ask:

PC: Where can I find him?

[Avery leads the player to LF’s home]

Avery: Here you are.

PC: Thank you.

[Avery leaves]

### At Little Feather’s School

Little Feather: Avery told me you were thinking of doing work for our community. I’m pleased to finally meet you. It’s not often we get newcomers east of the mountains. The children will be delighted to know I’ve spoken with you.

Brief pause. Thinking bubble above LF

Little Feather: You know, I have a map of the region that you may find useful. There are a few finishing touches needed, but I can have it ready for you in a couple of days. I hate asking this, but if you’re willing to keep me in mind during your travels, I’d be willing to trade it to you. We’re in constant need of material – books, magazines, writing supplies, things like that. Books especially. If you find anything usable, please keep us in mind. I’d be willing to give you the map for five books. Anything above would be marvelous.

[For every six books delivered to Little Feather, 1 Skill Point is awarded, up to a maximum of 3 points. The map Little Feather produces awards all PCs a +1 on Survival checks relating to either Temperate or Mountainous. This bonus applies as long as PCs are within the Smoky Mountain – Cherokee – Fontana Lake region.

### At Angie Karr’s Home

#### First time:

Angie: “I’ll be with you in a moment. Fill out a form or just… nevermind.”

Angie walks over to the party.

Angie: Now, who’s first?

TEXT: Your LP and MP are fully restored.

Angie: So, anything else I can do for you?

PROMPT: Inform her of the dead bodies / Leave [leave only appears if inform has not been done. If it has been done, the conversation proceeds to the leave text]

if inform:

TEXT: You present the backpacks found on the bodies.

Angie: [exclamation bubble, pause] I loved them so much. They were the best moms we could ever ask for. Avery needs to hear if Mr. Fredricks hasn’t already told her. They were visiting Davis Gap. There’s a few residents who’ve set up camp in the area. They’re reclusive and keep to themselves, but they were friendly toward Martha and Kimberly.”

TEXT: You gained 1 Skill Point.

if leave:

PC: Thanks for your help.

Angie: Come back if you get banged up.

#### Subsequent times:

Angie: Back again? Let’s get you fixed up.

[proceed from first “TEXT” line from first visit]

### In Fredricks’s Office

Upon entering:

Fredricks: [walks to a cork board] Here you go, friends. Beside my missing medics and a space ship full of God-knows-what, these are the jobs that need doing.

When examining the cork board, PROMPT: Missing Medics / Generally Good / Medicine Vault / Keeper of the Law / Current major story segment

#### Missing Medics

Missing Medics description: Two of Bryson City’s medics have gone missing.

Upon clicking/confirming choice:  
 Fredricks: Those two women went through a lot before the Broadcast and have been through even more since. Despite everything, they’ve always been there for this town and for my baby girl, Avery. Their disappearance has everyone spooked.

If PC has the backpacks:

TEXT: You hand over the backpacks from the womens’ bodies.

Fredricks: I figured as much. I knew I should have sent someone along with them. Thanks for this.

TEXT: He picks up the drawing from the backpack.

Fredricks: “My baby drew this for them when she was little. I had no idea they cared so much. You find me what I need and I’ll make it right by them. I swear to God, I will. But for now, the living need us more than the dead. I need that power supply from that ship before those bastards on the flotilla get hold of it. My hunters are scouting it out now, but they are probably ill-equipped to do the job. They should be back within a week or so. If the power is still on, we’ll do what we have to do to get it back here.”

PC: Maybe I can follow up in the meantime.

Fredricks: You can. Speak with Angie Karr. She’s Martha’s niece, one of the medics. Give her the rest of what’s in the backpacks. Find who killed them and I’ll pay you fifty metsal.

TEXT: Fredricks hands you the backpacks.

#### Medicine Vault [note to self: this takes place on the road to davis gap, not the side trail from the starting area]

Medicine Vault description: Avery found a source of medicinal plants outside town that need retrieving.

Upon confirming:  
 Fredricks: My daughter Avery came back from scouting and found some useful plants, but she got hurt trying to retrieve them. Come to Commercial Bank when you get a chance and we’ll fill you in once we get the details from her.

If the player Observes outside the bank:  
observe vs 10: The mayor and a few others are standing around a seated person.  
Observe vs 12: Several long quills lie on floor around them.  
Observe vs 14: As those gathered shuffle around, you see the seated person is female.

In Commercial bank:

Avery: No Dad, they just swarmed me. It’s not like I was expecting them. There were like a million of them, and they were everywhere!”

Fredricks: I’ve told you time and time again, I want you to start taking someone out there with you. Things aren’t the same as they were just last spring. How are we to know what these things are?

Big John: “To be honest, Matt, we may need to send someone to find out what they are. If they can pose a threat to a lone hunter with her skills, they might pose a threat to the town as well.

Fredricks: I hope you don’t think I’m sending her out again?!

Sal [turns toward player]: What about the visitors?

TEXT: Avery’s face, arms, shoulders, and legs are covered with scratch and bite marks. Long quills poke from her shoulders, giving her neck a frilled appearance. Her arms are crossed in stark defiance of the group’s attention. Her gentle face is marked by a disapproving frown.

Avery: Well, I suppose I can tell you about what happened. I went to check the place where you found the bodies, to see if you missed anything. From there I followed a game trail to a cliff and got attacked by reptilian monsters. Ad as I was escaping, I saw some pusswort growing on the cliff’s rock face. My aunt taught me they have medical use, and I intend to go back and collect them.

Angie [turns to Fredricks]: Matt, you know we need that plant. If it’s growing that close to us, we could possibly cultivate it.

Fredricks: [sighs and turns toward player]: If you’re still in the business of helping out the needy, we can promise… [turns momentarily toward Angie before turning back toward player] … twelve doses of salve once the plant is processed.

PROMPT: agree / decline

if agree:

PC: Of course I’ll help.

[NPCs display sun bubble]

Avery: That settles it, we’re getting that pusswort one way or another. Meet me at the gate to the highway when you’re ready.

If decline:

PC: I need to consider the risk.

Fredricks: Well she’s not going back there alone, and I’m not budging on this.

Additional dialogue:

Angie, Big John, and Sal: We really do need those plants….

Fredricks if declined: She’s not going back there alone, and I’m not budging on this.  
Fredricks if agreed: Don’t let anything, and I mean *anything*, happen to my girl out there.

Avery if declined: Well? Change your mind? [same prompt as before is given]  
Avery if agreed: Meet me at the gate to the highway when you’re ready.

At the gate:

Avery: Ready?

PROMPT: Yes/No

if no:

Avery: Then hurry and get ready.

If yes:

Avery: Then let’s not waste any more time.

While on the trail [the runed coyote encounter and first trog ambush will not occur during this side mission], if the player initiates converse checks and gets >= 9, one of the following is given in order [retriable until all dialogues are seen]:

 PC: Is medicine hard to get? Everyone sounded pretty desperate for this pusswort.

Avery: The last disease outbreak happened when I was a little girl, almost ten years ago. It wiped out nearly half the town. Angie said it was the common flu.

PC: (Common flu did that!?)

 PC: I take it from Mayor Fredricks’s tone, you hunt alone a lot?

Avery: Not really. Angie used to travel with me when I was younger, but she he stopped after she got swallowed by a Mist incursion. It was only for a few minutes and all that happened was her hair changed from black to red.

 PC: How far out did you go? It couldn’t have been anywhere close to town, could it?

Avery: Not back then. Mist incursions used to not happen in cities. However, something is causing the ones around here to happen closer and closer to Bryson City.

 PC: Close to the city, huh. I take it the scouts are keeping track of it, then?

Avery: Them, and my dad has an old radio built by my boyfriend’s grandfather. It uses dials to tell how far a Mist incursion is. But it only works if someone is watching it all the time.

The next two regarding Grant and the antennae can appear in either order.

 PC: How long have you and Grant been seeing each other? [this only appears if Grant has been encountered in the \_\_\_\_\_ mission]

Avery: Nearly a year now. Dad doesn’t mind, but he wants the family to relocate to Bryson City and assist in rebuilding it.

 PC: How come the radio only works if it’s being monitored?

Avery: Dad suspects someone in town has a broadcast antennae. Sometimes the Mist detector activates and all he gets is electronic static. We need someone watching to know whether the alert is real or a false alarm.

This last one only comes up if the player has not been to Davis Gap.

 PC: By the way, has anyone else besides me ever come to Bryson City? Seems you only let certain people in.

Avery: Yeah. Strangers who wander into town often end up in Davis Gap. They can live in peace there.

PC: What’s it like? And what kind of strangers?

Avery [sun bubble]: The ones living there now are great people. Davis Gap itself is a marvelous place everyone should visit at least once.

PC: Where is it located?

Avery [sweat bubble]: … In the east….

PC [question bubble]: ….

The target area branches from the path with the runed stones. If the player attempts to go down the runed-stone path:

Avery: Hold up. That’s past the place where I found the pusswort. We need to take the other trail.

When the player enters the area with the pusswort:

Avery: That’s it, growing there near the cliffs.

When the scripted trog attack happens:

Avery: Figures. Let’s grab as many of the flowers as we can while we fight them off.

[trogs will spawn continuously until all 5 plants are harvested, at which time any left alive will leave. Harvesting goes faster the more skill points are invested in herbology]

Avery: That’s everything we need. Let’s head back.

On returning the plants to Angie:

Angie: Oh, you brought them! Bless you!

TEXT: You gained 1 Healing Poultice, 50 metsal, and [1-2] Skill Point[s]. (extra skill point for killing at least 5 trogs. Trogs killed by Avery count toward the total)