

STORY SCENES

Necessary, required for progress.

STORY SCENE 4 - Off we go!

[Morning, at apothecary]

LUCIA

Okay. I know where the entrance to the ruins is, just stay by me.

ADEL

And the monsters?

LUCIA

They're mad, and there are a lot of them. Look like they're straight out of one of Pa's stories.

LUCIA

Should've listened, I guess.

ADEL

Yeah, well.

LUCIA

In any case, it shouldn't be too bad. We just have to stick together, yeah?

ADEL

Like glue.

LUCIA

Not that sticky.

(End)

STORY SCENE: Forest Beginning

LUCIA

Welcome to the woods. You ready?

ADEL

1. As I'll ever be.
2. Of course I am.
3. Wow, those are big trees!

LUCIA

1. Stop trying to be cool. It's not working.
2. Suuuuuure.
3. Yeah, they're awesome—hey, don't distract me.

LUCIA

Let's be off, then.

SPIRIT

Don't worry. I'll make sure you can protect her.

(End)

STORY SCENE 5 - Apothecarrying

[Triggers upon first gathering of plants]

LUCIA

Look! Echinacea!

ADEL

...What?

LUCIA

Echinacea! Or the purple coneflower, if you want to be boring.

ADEL

I'm not boring.

LUCIA

Suuuure.

ADEL

I'm not.

LUCIA

Uh-huh. But I can use this—I can make you a poultice or something, if you want. Purple coneflower helps out with infections! It's one of the more popular remedies I sell, since it's so easy to find and so versatile.

ADEL

1. That's amazing, Luce.
2. Am I gonna have to pay you for it?

3. You don't have to go through all that effort for me.

LUCIA

1. Thank you!
2. Well, now that you mention it... I never did instate a brother discount.
3. What? Pssh, this is my job, it's hardly a hefty task.

Just drop me off at the apothecary, and I'll whip you something right up.

ADEL

Thanks.

(End)

STORY SCENE 6 - Spirit Does Stuff

[Triggers after first battle, ideally only if magic was used?]

LUCIA

Woah, what was that?

SPIRIT

See? See what we're capable of, now? Isn't it incredible?

ADEL

...I see.

LUCIA

See what? What are you seeing? Because I just saw you do magic. Actual magic. Adel—

SPIRIT

She won't believe you, Adel. There's a reason only you can hear me. There's a reason I chose you, not her.

ADEL

1. Don't worry about it, Lucia.
2. Later.

LUCIA

1. I'm worrying about it. A lot, actually.
2. Oh, I see how it is.

(End)

STORY SCENE 7 - The Gates

SPIRIT

Yes... this is it. This is it!

LUCIA

These gates lead into the ruins... I'm sure it's where the monsters are coming from.

SPIRIT

Still following my orders after all this time... incredible.

ADEL

What are you talking about?

LUCIA

...The monsters, Adel. The ones you were just killing.

SPIRIT

You're a gullible man, aren't you, Adel. One sob story and you let me in? You let me into your soul? And now...

LUCIA

Adel.

SPIRIT

Now...

LUCIA

Adel!

SPIRIT

How are you going to survive without me?

LUCIA

Adel!

SPIRIT

Weak, foolish Adel... weak enough to need me. Weak enough to lead me here. Weak enough to bring me home. Eventyr is my land, boy. I will have it back.

LUCIA

ADEL!

SPIRIT

Will you shut her up?

ADEL

1. Lucia, shut up!
2. Stop it, both of you!
3. ...

LUCIA

1. No! I won't!
2. Both? Adel, both?
3. Adel. Look at me. What is going on?

SPIRIT

Pathetic. You can't even stop your own little sister from intervening.

LUCIA

Adel.

SPIRIT

You'll never be rid of me.

LUCIA

Adel—

ADEL

Something's wrong. I... something's wrong.

(End)

FOREST SCENES

- Extra forest dialogue.
- Does not include conversations with Lucia or the Spirit, those are in GB - BANTER, as they are intended to be triggered by choosing to talk to Lucia

FOREST SCENE - Good Creature 1

MONSTER

Please... Gaberbocchus... m-mer... m... mercy...

SPIRIT

Why are you bothering to speak to these things?

(end)

FOREST SCENE - Good Creature 2

MONSTER

Ille... autem gladium... v-vorp...vorpalem cepit... et... et hostem...

(end)

FOREST SCENE - Good Creature 3

MONSTER

We didn't want this! Please! Please, we didn't want this! Faedarpax, can you hear us? Please!

(end)

FOREST EXAMINE

Optional, via exploration

CREATURE

It looks almost... sickly.

TREES

These trees look ancient. How old is this forest?