

## 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.

(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 - The Gates

**LUCIA**

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

**ADEL**

1. All we have to do is go in.
2. I wonder who built all this...?
3. You scared?

**LUCIA**

1. You make it sound so simple.
2. I'm not... sure, exactly, but those monsters...
3. Pfft. Of course not.

**LUCIA**

Ready to go?

**ADEL**

Ready.

(End)

### FOREST SCENES

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

### FOREST SCENE - Good Creature 1

**MONSTER**

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

(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?