

## STORY SCENES

Necessary, required for progress.

### Story Scene 8 - Temple Intro

#### **LUCIA**

That's it. We're... we're here. Are you going to be okay?

#### **ADEL**

1. Yeah.
2. Maybe?
3. Probably not.

#### **LUCIA**

1. If you say so. When we're done here, we're having a very long conversation about this, by the way. I wish we weren't trying to save a town right now.
2. Adel... you... actually, never mind.
3. That's not reassuring. You don't want to see me with a sword, it's not pretty. Hate to say it, but I need you to hang on until we're done here. And then we're going to talk.

#### **ADEL**

...

#### **LUCIA**

This is definitely the source of the monsters, though. The forest is... different, here?

#### **ADEL**

1. How can you tell?
2. Ooooh, is someone a tree psychic now?

#### **LUCIA**

1. It's growing oddly. I'm used to foliage and, you know, the way it blooms and spreads. This is... strange. And new, like how moss and ferns grow over burned ground. Nothing should be new here. This forest is ancient.
2. Shut up, you're the one hearing voices in your head.

#### **LUCIA**

We need to keep moving.

#### **ADEL**

1. Don't worry. I'll make sure we're alright.
2. Ladies first.
3. What are you thinking?

**LUCIA**

1. Make sure we're both alright, okay? That means you too.
2. Oh, go right ahead, get me killed.
3. ...Just talk to me next time, okay? Please? Tell me when things happen to you.  
Especially when I'm not across an ocean anymore.

**SPIRIT**

This is what happens when you're weak, Adel. She doubts you. She doesn't trust you anymore.

**SPIRIT**

You need me to keep being strong.

**ADEL**

1. ...
2. Shut up.
3. I know, I know.

**LUCIA**

1. Come on, Adel, what are you waiting for? We've got a temple to explore! Like we're kids again.
2. Hey, you can't tell me what to... do... were you even talking to me?
3. ...Adel? Hey, don't look at me like that.

(End)

STORY SCENE 9 - Temple Interior Intro

**SPIRIT**

Incredible... exactly as I left it.

**LUCIA**

Wow... do you think the monsters built this, or something else? Who was it for? The dedication to build this much, this tall...

**SPIRIT**

Dedication is not the only motivator, Adel. Take note of that.

**ADEL**

But the monsters are recent, aren't they?

**LUCIA**

Yes, they are. Something must have happened.

**SPIRIT**

Idiotic, ungrateful creatures. Only a few were worth my time. Worth our time. Do you remember them, at the edge of your sword?

**LUCIA**

It's so empty in here. I wonder what made them all leave?

(End)

STORY SCENE 10 ver 1 - No Power Use

**SPIRIT**

Why are you doing this to yourself, Adel? Don't be foolish. Your sister needs you, and you need me.

**SPIRIT**

Adel.

**ADEL**

...

**LUCIA**

You okay?

**SPIRIT**

You're going to regret avoiding me. I'll make sure of that.

(End)

STORY SCENE 10 ver 2 - Yes Power Use

**SPIRIT**

You're doing so well... just a little more.

**SPIRIT**

Just a little more. We're so close, Adel!

**LUCIA**

Adel?

**ADEL**

Yeah?

**LUCIA**

...Nothing.

(End)

STORY SCENE 11 - Faedarpax Entrance

[Faedarpax presumably smashes down from above]

**FAEDARPAX**

Trespassers.

**FAEDARPAX**

Why can we never be left alone?

**SPIRIT**

USURPER!

**LUCIA**

Watch out! That's him, that's the one leading the monsters!

[Cue battle]

(End)

STORY SCENE 12 ver 1 - Faedarpax (No Power Usage)

**FAEDARPAX**

Stop, stop! Why is... why are you...

**ADEL**

...?

**FAEDARPAX**

Gah! Fool human, what do you want from me?

**LUCIA**

What do we want?

**LUCIA**

What do you think we want? We want you to stop attacking us! We want you to leave us alone!

**FAEDARPAX**

Attacking you? I have done no such thing—

**LUCIA**

Then explain the monsters, explain my wounded, explain the forest!

**FAEDARPAX**

That is not my doing. That has nothing to do with me! Imbeciles!

**LUCIA**

If not you, then who?

**FAEDARPAX**

It must be him. That foul demon... that poor excuse for a god... Gaberbocchus.

**SPIRIT**

I really must thank you, Adel.

**LUCIA**

What? Who's there? What's—

**FAEDARPAX**

I thought you were dead. I thought we finally killed you!

[Gaberbochus appears]

**GABERBOCCHUS**

Foolish of you, really. You can't kill a god.

**FAEDARPAX**

Run, humans, run! That's the monster you're looking for!

[Faedarpax runs]

**LUCIA**

Adel—

**GABERBOCCHUS**

Well, Adel? Are you going to do the impossible?

**ADEL**

Why did you do it?

**GABERBOCCHUS**

Does it matter?

**ADEL**

It does to me.

**GABERBOCCHUS**

I can hardly let a foolish thing like Faedarpax usurp my throne, can I? My people were told to attack, and attack they shall. They know their place. That they will never truly stand.

**GABERBOCCHUS**

Those simple townsfolk are a blight upon this forest in any case. I should have had them burned when I had the chance.

**LUCIA**

You!

**ADEL**

I don't care if you're a monster or a god.

**ADEL**

I'll run my sword through you anyway.

[Final battle commences]

(End)

## STORY SCENE 12 ver 2 - Faedarpax (Yes Power Usage)

**FAEDARPAX**

Stop, stop! Why is... why are you...

**ADEL**

...?

**FAEDARPAX**

Gah! Fool human, what do you want from me? Why do you use that accursed magic?

**LUCIA**

What do we want?

**LUCIA**

What do you think we want? We want you to stop attacking us! We want you to leave us alone!

**FAEDARPAX**

Attacking you? I have done no such thing—

**LUCIA**

Then explain the monsters, explain my wounded, explain the forest!

**FAEDARPAX**

That is not my doing. That has nothing to do with me! Imbeciles! Devil-cursed!

**LUCIA**

If not you, then who?

**FAEDARPAX**

It must be him. That foul demon... that poor excuse for a god... Gaberbocchus. First he sickens our people, now this?

**SPIRIT**

I really must thank you, Adel.

**LUCIA**

What? Who's there? What's—

**FAEDARPAX**

I thought you were dead. I thought we finally killed you!

[Gaberbochus appears]

**GABERBOCCHUS**

Foolish of you, really. You can't kill a god.

**FAEDARPAX**

Run, humans, run! That's the monster you're looking for!

[Faedarpax runs]

**GABERBOCCHUS**

Oh, come now, Adel. Are you really going to try and kill me? After all I've done for you? After everything we've built together?

**LUCIA**

You come for my town, you come for me. You come for me, you come for my brother. That's how it works.

**GABERBOCCHUS**

There's not much left of your brother at all, little Lucia. Just look at him. I could kill you in an instant, and he'd hardly be able to lift a finger for you...

**LUCIA**

That's not true! I don't know what you've done to him, but I—

**GABERBOCCHUS**

Everything you are is mine, Adel. Don't you ever forget that.

[Final battle commences]

(End)

STORY SCENE 13 ver 1 - Good Ending

**LUCIA**

You did it. You did it! Adel, you did it!

**ADEL**

He's gone.

**LUCIA**

You saved us!

[Enter Faedarpax]

**FAEDARPAX**

Is he dead?

**LUCIA**

Very. Are you going to try to kill us next?

**FAEDARPAX**

What? No. Leave us alone, and we'll leave you alone.

**LUCIA**

Simple as that?

**FAEDARPAX**

Extremely.

**LUCIA**



I'll hold you to that.

**LUCIA**

It's over... thank goodness. I can't wait to go home.

**ADEL**

Yeah.

**LUCIA**

Want to go announce our victory to Eventyr?

**ADEL**

1. I've never wanted anything more.
2. Won't they make it a big deal?
3. Not gonna ask about the monstrous god-demon or anything?

**LUCIA**

1. Come on, then.
2. Of course they will! It's part of their charm. Come on.
3. Oh, I will. Just... not right now. I'm too happy to care. I want to keep it that way for a little longer.

**LUCIA**

Let's go home.

(End)

### STORY SCENE 13 ver 2 - Bad Ending

**LUCIA**

Adel?

**GABERBOCCHUS**

And all is it should be.

**LUCIA**

Adel!

**GABERBOCCHUS**

I did warn you, you know. You should have listened... you should have remembered just how much you needed me.

**LUCIA**

Adel, please!

**LUCIA**

Get up, Adel, please, come on, get up!

**LUCIA**

Please!

[Death of Adel. In theory I could have him kill Lucia first and then Adel, but that seems a littleeeeeee *too* dark for our vibes.]

(End)

**TEMPLE EXAMINE**

Optional, via exploration

**TORCHES**

...Who lit these?

**STAIRS**

There has to be a limit on how many stairs you're allowed to have, right? This has to be too many stairs.

**BIRD PAINTING**

Some sort of mural, or maybe a really big glyph. It's not any species of bird that you recognize.

**ARENA CIRCLE ART THING**

Strange, and haunting. You are mildly uncomfortable with the skulls.