

STORY SCENES

Necessary, required for progress.

STORY SCENE 1: Dock Intro

[Adel is either on dock, or can walk from boat to dock.]

LUCIA

Hey! Heeeey! Adel!

[Lucia comes running up to Adel → joins, begins following]

LUCIA

Welcome to Eventyr! Glad you're alive. And I'm only saying this once, so listen up: Thank you so much for coming out here for me.

ADEL

1. No problem.
2. Sorry, couldn't hear you, wanna say that again?

LUCIA

1. Yes problem, actually, we have so many problems.
2. Nope! I don't know what you're talking about.

ADEL

What do you need me for? Your letters are always so vague.

LUCIA

I have a right as your sister to be as vague as I please, but I'll tell you later—once we're not out in the open. Get yourself situated around town first, and we can head to the apothecary once you're done. I'll explain everything there.

ADEL

Is that really necessary?

LUCIA

Yes.

(End)

STORY SCENE 2: Apothexposition

[Adel and Lucia enter the apothecary.]

LUCIA

Welcome to my humble shop. Also known as the only reason anyone in this town is still alive.

ADEL

1. Wow, that's a lot of books.
2. ...You deal with a lot of injuries here?

LUCIA

1. Obviously I've got a lot of books, Adel, you don't learn decades-worth of medical knowledge through trial and error.
2. Yeah, Pansy has a tendency to get into knife accidents. Ironically, pansies are really only useful for skin and lung diseases. I use marigolds for her.

ADEL

...Okay. Anyway. You said something about explaining?

LUCIA

Right.

LUCIA

We're under siege. Or we're about to be, anyway.

LUCIA

There are... creatures in the forest. Dangerous ones. They used to stay in the deep woods, but they've become restless as of late... destroying crops, attacking townsfolk. One of them almost killed Sister Margaret. Couldn't move her arm for weeks... I did what I could, of course.

LUCIA

But we're just not safe.

ADEL

What do you need me for? I can protect you just fine, but I can't be everywhere at once.

LUCIA

I think I know how to stop it. But I can't do it myself. I can't fight those things. And... and I love this town, but the people here just don't have your skill.

LUCIA

Most of the town avoids heading out to the woods, but I need to gather my herbs. There's only so much you can garden. So I'm familiar with the area, to say the least. There are ruins everywhere in the deep woods—some kind of destroyed city. It's been abandoned for a long time.

LUCIA

But the monsters are coming from there, I'm certain of it. And if we can find the source...

ADEL

We can end it.

LUCIA

Exactly. Are you in?

ADEL

1. Got nothing better to do.
2. You sure about this?

LUCIA

1. Alright. Tomorrow, then. Tonight, just... get some sleep. Head upstairs.
2. As sure as I've ever been.

ADEL

1. (Convo Ends)
2. Then... okay. I'm in.

LUCIA

1. (N/A)
2. We head out tomorrow, then. Tonight, just... get some sleep. Head upstairs.

(End)

STORY SCENE 3: Spirit Dream Sequence

[Black?]

???

Adel.

???

Hello, Adel.

[Dream world appears?]

SPIRIT

Isn't it lovely?

[Pause.]

SPIRIT

I have a proposal for you, Adel.

SPIRIT

You see... I'm afraid that Eventyr's great peril is my fault.

SPIRIT

Once, I was something more than this... I was a powerful spirit. A ruler, over a great stone city, with the forest as my domain.

SPIRIT

But my subjects wanted more. I was attacked. Nearly murdered. Nearly killed, for nothing more than a bloodied dream of conquest.

SPIRIT

I am forced to remain like this... small and forgotten. I have even forgotten my home. But you could help me, Adel, and in doing so, help Eventyr. Help your sister and her beloved town. Be the hero they're so desperate for.

SPIRIT

I will give you power. Power and guidance. Abilities beyond anything you've ever seen... and the wisdom of a once-great spirit, for whatever that is worth to you.

SPIRIT

All I ask in return is that you take me home.

SPIRIT

If I can reclaim my home, my former subjects... my former people... they will not be a danger to you anymore. I'm certain of it.

SPIRIT

Please, Adel.

SPIRIT

Everyone needs you.

[Pop-up choice]

ACCEPT THE OFFER?

1. Yes
2. No

SPIRIT

1. Thank you.

2. Very well.

(End)

STORY NOTE

- From this point on, the main story script splits. See GB - SPIRIT ROUTE for the storyline that follows from accepting the offer. See GB - JUST SAY NO ROUTE
- For random dialogue with Lucia to be triggered by talking to her, see GB - BANTER

TOWN SCENES

Optional, via expiration around Eventyr. This is for Intro only—town dialogue will change after leaving and returning.

TOWN SCENE: Dock 1

QUINT

Fresh off the boat, aye? Welcome to Eventyr.

ADEL

Thanks.

QUINT

...Run into any sharks? I haven't seen 'em yet, but I know they're out there. Big ones. Swallow you whole.

ADEL

What?

QUINT

One of these days, I'm gonna tell the kids I'm going fishing and catch myself something real big.

ADEL

...Okay?

QUINT

I'm gonna need a bigger fishing rod.

(End)

TOWN SCENE: Dock 2

DOC HANDE

Hey, welcome to Eventyr. Lucia, this the brother you mentioned?

LUCIA

Sure is! Adel, say hello to Doc.

ADEL

Hello to Doc.

LUCIA

Ha. Ha. Very funny.

DOC HANDE

Good luck, Adel. You're gonna need it.

(End)

TOWN SCENE: Butcher

PANSY

Hey there, hi there! Name's Pansy, 'cause you can't be one of those if you got this kind of job.
What can I do for ya?

LUCIA

Just saying hi.

PANSY

Hi there, Lucy!

LUCIA

Hi, Pansy!

ADEL

...Her name is Lucia, actually.

LUCIA

Don't bother. Pansy, this is my brother Adel.

PANSY

Nice to meetcha, Aiden!

(End)

TOWN SCENE: Church 1

MARGARET

Hello, Lucia. Is this...?

LUCIA

Sister! It's great to see you feeling better!

MARGARET

I'm as well as can be expected.

LUCIA

Thank goodness. Oh, right—this is my brother, Adel. Adel, say hello.

ADEL

Hello.

MARGARET

It's a great relief that you're here, Adel. I will be praying for your journey. And for you, since you will be accompanied by Lucia.

LUCIA

Hey!

MARGARET

Only kidding.

(End)

TOWN SCENE: Church 2

MARGARET

And before you ask, no, I don't have a blind son.

ADEL

What?

MARGARET

Especially not one that does parkour.

(End)

TOWN SCENE: Blacksmith

FERRUM

Well, if it isn't the bunny-rabbit herself. How are you, Lucia?

LUCIA

Just fine.

FERRUM

Great to hear. How's my order?

LUCIA

Fermenting. Give me another day or two, I'll have it ready.

FERRUM

Sounds good. This the infamous brother?

ADEL

Infamous?

FERRUM

Lucia likes to talk.

ADEL

I've noticed.

LUCIA

Yes, this is Adel, my very non-famous brother.

FERRUM

Good to finally meet you.

(End)

TOWN SCENE: Farm/Wherever you meet the farmer

JIMSON

Why hello there!

LUCIA

If it isn't Jimson Fiskars!

JIMSON

It always is.

LUCIA

I want you to meet my brother, Adel.

JIMSON

You seem like a hardy kid. At least you're tall. Fancy a pitchfork, boy?

LUCIA

(Say no, say no, say no—)

JIMSON

Did you know there are eleven kinds of pitchforks? I got 'em all!

ADEL

1. Sure, I'll take a pitchfork.
2. No thanks.

LUCIA

1. No. You're already armed. I don't need you in possession of any more sharp objects.
Thanks Jimson, but we'll be leaving now.
2. Sorry Jimson, maybe next time.

JIMSON

Worth a try.

(End)

TOWN SCENE: Street 1

HESCHIER

UNGUIBUS ILLE RAPIT, DENTIBUS ILLE NECAT!

(End)

TOWN SCENE: Street 2

HESCHIER

Beware the Jabberwock, my son! The jaws that bite, the claws that catch!

ADEL

...?

(End)

TOWN SCENE: Street 3

HESCHIER

'Twas brillig, and the slithy toves... plurima gyrabant gymbolitare vabo...

ADEL

I don't understand.

HESCHIER

CAVE! She may be too late already.

(End)

TOWN EXAMINE

Optional, via expiration around Eventyr. Thes do not change.

TOWN EXAMINE: Dock

BIG BARREL

Wow, what a large barrel!

SMALL BARREL

This barrel is disappointingly small.

BOAT

The trip here was... well, let's just say you're glad to be on dry land.

EDGE OF DOCK

Fish!

TOWN EXAMINE: Apothecary

SHELVES

Seriously, how did Lucia get so many books?

FOREST MONSTER HEAD

The head of a creature... probably one of the forest monsters Lucia was talking about. Why did she keep its head, though?

[Pause]

...Meh, she's always been a little weird.

BOTTLES OF STUFF

Apparently, Lucia's business is booming. Who would've thought?