

## STORY SCENES

Necessary, required for progress.

### Story Scene 8 - Temple Intro

**LUCIA**

Woah, it's huge! Doesn't look much like ruins at all, just... empty. Strange!

**ADEL**

Is this the right place?

**LUCIA**

It has to be. 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. Yes, I am! O great trees of the ancient forest, tell me what you see!

**LUCIA**

...We should keep moving, yeah?

(End)

### Story Scene 9 - Temple Interior Intro

**LUCIA**

Ooooh...

**ADEL**

I know some people who'd love to study this.

**LUCIA**

You mean me? 'Cause I could spend hours in here.

**ADEL**

1. We have a job to do.
2. We can come back if we don't die.

**LUCIA**

1. I know, I know.
2. If either of us die, that's on you.

(End)

Story Scene 10 - Lucia Convo

**LUCIA**

Hey.

**ADEL**

Hm?

**LUCIA**

I... you know... well...

**LUCIA**

Yeah, never mind. Just be careful, okay? Whatever we find?

**ADEL**

Of course.

(End)

Story Scene 11 - Faedarpax Entrance

[Faedarpax presumably smashes down from above]

**FAEDARPAX**

Trespassers.

**FAEDARPAX**

Why can we never be left alone?

**LUCIA**

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

[Cue battle]

(End)

Story Scene 12 - Oops and Ending

**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.

**LUCIA**

Gaber-what-now?

**FAEDARPAX**

He should be dead. We killed that tyrant, and he punished us for it. Nearly wiped us to extinction. If he has returned, somehow, if he is threatening us and your village...

**ADEL**

Then we need to take care of him.

FAEDARPAX

Or evacuate.

LUCIA

If he ever shows his face, we'll know what to do.

FAEDARPAX

Run for our lives?

ADEL

1. Preferably stab him.
2. That's a good idea, actually.
3. Die?

LUCIA

1. Exactly.
2. What? No. We kill him. Like we were planning to kill this guy.
3. Absolutely not. I am never relying on you for help again.

(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.