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### Legend:

Text text text - directions (mostly relevant for setting & backgrounds)

Text text text - directions involving something happening in the game e.g. add item, switch to level...

Text text text - dialogue etc

[text.png](#) - background picture title

[text.mp3](#) - track title

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riser-42-medieval-witcher-by-soundcloud-tri-tachyon.mp3 - boss/something important going down

traditional-eastern-instrument-sargija-by-boris-todorovic--tomlija-on-freesound.org.mp3 - magical creatures/mysticism/supernatural theme

zajdi-zajdi-by-EKVelika-on-freesound.org.mp3 - humans/home/the known world theme

Balkan-reggaeton-loops-balreg3-by-nemaavl-a-on-freesound.org.mp3 - playable levels and outro

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## Home

### Prologue.

*Scenes from the village, first from far away, then up close, then in the yard of the hero's house.*



[prologue1.png](#)



[prologue2.png](#)

[zajdi-zajdi-by-EKVelika-on-freesound.org.mp3](#)

MOTHER calling from inside the house: Come quick! Gencho! Son, come quick!

### Scene 1.

*In the hero's family house. Conversation between Mother and Yunak.*



home-scene1.png

YUNAK: What is it? What happened?

MOTHER: Your brother has a high fever. He won't eat and it's getting worse. Go fetch Baba Stoyna!

### Scene 2.

*Scene of a village road, then of another house yard. Conversation between Yunak and Wise Woman.*



home-scene2.png

YUNAK: Babo, babo! My little brother is ill and mother calls for you.

WISE WOMAN: Come on then, tell me on the way.

### Scene 3.

*In the house. Conversation between Mother and Wise Woman, which has seemingly been going on for a while already.*



home-scene3.png

MOTHER: So there's nothing else you can do?

WISE WOMAN: I'm afraid not. There's nothing here that can help him.

## Scene 4.

Out in the yard, Wise Woman on her way out is stopped by Yunak.



home-scene4.png

YUNAK: Babo Stoyno, don't spare me the truth. Is my brother going to die?

WISE WOMAN: Only the living water could save him now, son.

YUNAK: The living water?

WISE WOMAN: It is said that if one travels far, through nine mountains and then into a tenth, can find there the living water. Whoever drinks of it is cured of all disease and heartbreak.

YUNAK: Then I must find it.

WISE WOMAN: The journey is perilous and the water could be just a legend, son. Are you sure you want to leave your mother?

YUNAK: I must! You say there is no other hope.

WISE WOMAN: Very well, son. If you go, know my blessings go with you.

## Scene 5.

Back at the house. Yunak speaks to Mother.



home-scene5.png

[traditional-eastern-instrument-sargija-by-boris-todorovic--tomlja-on-freesound.org.mp3](#)

MOTHER: Gencho, it sounds dangerous. What if I lose you both?

YUNAK: It's better than sitting around and watching him waste away.

MOTHER: If your heart is set on it, take your father's old sword. The roads are dangerous. Who knows what you'll meet out there. And here - for the road, take this pelin too.

*She gives him the Sword and a flask of Pelin - SWORD, PELIN added to inventory.*

YUNAK. Thank you. I'll be back before you know it.

MOTHER: Be safe, son.

## Mountain 1.

### Scene 1.

A hilly forest beyond the hero's village. The hero is lost and sees Lesnik in his old man form.



m1-scene1.png

[traditional-eastern-instrument-sargija-by-boris-todorovic--tomlija-on-freesound.org.mp3](#)

YUNAK: Excuse me, hello, I'm very lost. Do you know how to get through the forest and come out on the eastern side?

LESNIK *in old man form*: There are many paths through the forest, hmm. Say, how did you end up lost here?

YUNAK: I have to travel far and look for a cure for my little brother. But here I am already lost.

LESNIK: A cure, you say. There is no cure in this forest.

YUNAK: I'm only passing through. I was told the right road is beyond, to the east.

LESNIK: Hm, hmf. You have told me no lies, young man.

*The Lesnik changes into his creature form.*

YUNAK: Oh... You are the lesnik. I've heard tales of you as a child. All I want is to pass through and be on my way.

LESNIK *in creature form*: I see you don't mean harm to my home. So what kind of cure are you looking for, young man?

YUNAK: I'm headed to find the living water.

LESNIK: Hmf, hmpf. The living water you say. Well, follow this path on the right, young man. The forest will not stop you.

YUNAK: But tell me, do you know where it is? The water?

LESNIK: Hm. No. But I can tell you, young man, that only those who are worthy could ever find it.

*The lesnik disappears.*

## Mountain 2.

### Scene 1.

*It's night. The hero reaches a crossroad and is stopped by a Karakondzhul.*



m2-scene1.png

traditional-eastern-instrument-sargija-by-boris-todorovic--tomlja-on-freesound.org.  
mp3

KARAKONDZHUL: Oi! Who goes there?!

YUNAK: Just me.

KARAKONDZHUL: You! You? Who are you?

YUNAK: A traveller. Move away so I can pass!

KARAKONDZHUL: No no no. No moving. No pass. We play riddles!

YUNAK: I'm in a hurry, you wretched furball. We're not playing riddles!

KARAKONDZHUL: We. Play. Riddles. Or I gnaw on your bones!

He growls.

YUNAK:

- A. Fine, fine! Riddles. What are the rules?
- B. I don't have time for this.
- C. [use item] Go to inventory and pick PELIN. If the wrong item is picked, go back to dialogue screen. If the right one is picked, proceed to path C below.

KARAKONDZHUL:

- A. Ohhh riddles. I ask, you answer, yes. Three riddles! If you win, I let you go. If I win, I gnaw on bones.
- B. No deal! Karakondzhul attacks, go to challenge level.
- C. Aaaah! Put this cursed herb away, away! Horrible, terrible liquor! Karakondzhul runs away.

YUNAK:

- A. What are the riddles?

KARAKONDZHUL:

- A. It flies, it flies, yet it has no wings! What is it?

YUNAK:

- A.
  - a. An arrow.
  - b. Time.
  - c. My fist in your face.

KARAKONDZHUL:

- A.
  - a. Wrong! Wrong! Karakondzhul attacks, go to challenge level.
  - b. You guessed it. I have a harder one! A colourful stick, through the grass moves quick. What is it?
  - c. We will see! Karakondzhul attacks, go to challenge level.

YUNAK:

- A. b. **A.** A snake.
- B.** Fire.
- C.** A stream.

KARAKONDZHUL:

- A. b. **A.** You're lucky, you are! Final one: It has horns but it's no ox. It gives milk but it's no cow. Its beard is long but it's no priest. What is it?
- B.** Ha! Wrong! Karakondzhul attacks, go to challenge level.
- C.** Wrong! Wrong! Karakondzhul attacks, go to challenge level.

YUNAK:

- A. b. **a.** A moose.
- b.** A goat.
- c.** A sheep.

KARAKONDZHUL:

- A. b. **a.** Wrong! Karakondzhul attacks, go to challenge level.
- b.** You got them right! All of them! You better not have cheated. You can go, but only because I didn't see you cheat!
- c.** You got it wrong! Karakondzhul attacks, go to challenge level.

## Scene 2 - Optional.

Can occur at three points:

- If the Pelin was used: after the Karakondzhul runs away.
- If the challenge is triggered at any point: after it is done.
- If all riddles are solved: right after.

The hero follows the Karakondzhul into its cave. It has its back to the entrance so he is able to sneak in. The Belt is in the background - either lying around or in a chest - and the hero has the chance to take it. BELT added to inventory.



m2-scene2.png

## Mountain 3.

### Scene 1.

Village seen from afar, then a farmyard at the edge of the village. The hero, tired, stops at the yard and looks around for the inhabitants. He is met by the Dvornik. Zhar bird can be seen in the background of the yard, perching, but it doesn't do anything.



m3-scene1-1.png



m3-scene1-2.png

[zajdi-zajdi-by-EKVelika-on-freesound.org.mp3](#)

YUNAK: Oh! Who are you?

DVORNIK: I live here! Who are you?!

YUNAK: I'm a traveller, only passing through. I was wondering if you might have some water.

DVORNIK: Water?... Yes. There's the cheshma. Drink your fill, but you should be on your way after that!

YUNAK: I mean no harm! I'm curious, what do you do here on this farm?

DVORNIK: I guard it, of course. I help around. They'd be lost without me. I care for everything from the chicken coop to the barn.

YUNAK: All alone? You must be very busy.

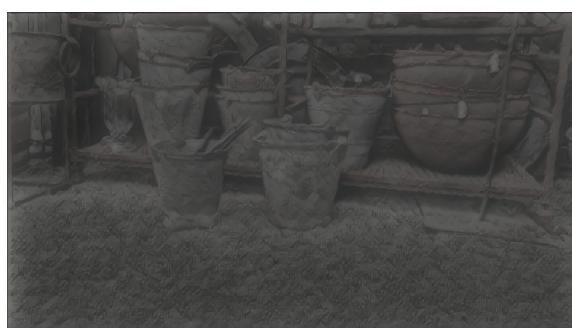
DVORNIK: Eh, there's also the other one. But he's lazy I tell you. Holed up in that zimnik all day long, no help at all in the gardens.

YUNAK: Other one? There are others like you? I have to admit I'm curious.

DVORNIK: Well, you seem like a good lad, go see him if you want. Tell him I sent you.

## Scene 2.

*The hero enters what looks like a cool, sturdy shed for storing food - the zimnik. The Ovinnik is perched up on a barrel and looks at him curiously.*



m3-scene2.png

[zajdi-zajdi-by-EKVelika-on-freesound.org.mp3](#)

OVINNIK: A visitor! I never get visitors.

YUNAK: Your friend outside said I could come talk to you.

OVINNIK: Friend? He's not much of a friend, no help at all, no help with the animals, knows nothing of food preservation, constantly out in that garden. Couldn't even make sure the pickled cabbage stays good through the winter.

YUNAK: I guess it's very well that there's two of you then!

OVINNIK: Hm. I suppose you could say that. Who are you, young man?

YUNAK: I'm just a traveller from the village to the west of here. I'm on my way to find a cure for my ill brother.

OVINNIK: Ill you say. What kind of cure would be so far from home?

YUNAK: I am told I must find the living water.

OVINNIK: The living water? Hm. Hm. Well. I tell you what, why don't you have these things I have lying around here. Maybe they could help you on your journey.

*The Ovinnik gives him a red Ball of Yarn and a nice Aspen Walking Stick. BALL OF YARN, ASPEN WALKING STICK added to inventory.*

YUNAK: Thank you very much! I'm sure I'll find a use for these. Everyone needs a good walking stick.

OVINNIK: Yes, and it sounds like you'll be walking far. Good luck, young lad.

### Scene 3 - Optional.

*On his way out of the village, the hero sees a Zmey in human form talking to a woman who then abruptly leaves. He approaches the Zmey.*



m3-scene3.png

[traditional-eastern-instrument-sargija-by-boris-todorovic--tomlja-on-freesound.org.](https://freesound.org/people/boris-todorovic/sounds/10144/)

mp3

YUNAK: Greetings, what's going...

Zmey turns into his monster form.

ZMEY: What do you want, human?

YUNAK:

- A. Nothing! I was just leaving! Bye! End encounter, Zmey does not become available for summon.
- B. Just to talk. Saw you weren't having a great day.
- C. Uh... um...

ZMEY:

- B. It's the first time this has happened. They usually really like me!
- C. What? Did you swallow your tongue, human?

YUNAK:

- B.
  - a. I'm sure it's nothing to do with you. Not everyone is for everyone.
  - b. Her loss. You seem great.

- c.** Well, better luck next time my friend. Goodbye! End encounter, Zmey does not become available for summon.
- C. **a.** Uh... no! I'm in a hurry actually, farewell! End encounter, Zmey does not become available for summon.
- b.** Well, you're clearly looking for trouble, and you've found it. Zmey attacks, go to challenge level; Zmey does not become available for summon.
- c.** Let's not get off on the wrong foot. I see you're already having a bad day.

ZMEY:

- B. **a.** I'm for everyone! I am very charming.
- b.** I know, right? You seem great too, for a human. Why don't you call for me if you need company sometime. Just sing: "Zmey, oh zmey! I am far away, but quickly fly to me over hill and tree!" and I'll be around. Zmey becomes available as a summon in the final boss encounter with Lamya.
- C. **c.** "Bad" is an understatement! I'm usually so popular with human women.

YUNAK:

- B. a. **a.** I agree! I'm sure you'll find somebody. Good luck and goodbye! End encounter, Zmey does not become available for summon.
- b.** You're the opposite of charming, to be honest. Quite ugly too. Zmey attacks, go to challenge level; Zmey does not become available for summon.
- c.** You're very charming indeed, it's totally her loss.
- C. c. **a.** I see no reason you wouldn't be! You're handsome and strong.
- b.** Well, I can see why that is! But maybe even the best-looking man would not have been right for her. You'll have better luck next time.
- c.** I'm sure you'll find somebody. Good luck and goodbye! End encounter, Zmey does not become available for summon.

ZMEY:

- B. a. **c.** I agree. Maybe at least I'll make a friend today. Why don't you call for me if you need company sometime. Just sing: "Zmey, oh zmey! I am far away, but quickly fly to me over hill and tree!" and I'll be around. Zmey becomes available as a summon in the final boss encounter with Lamya.
- C. c. **a.** I am indeed. Very strong. Why don't you call for me if you need company sometime. Just sing: "Zmey, oh zmey! I am far away, but quickly fly to me over hill and tree!" and I'll be around. Zmey becomes available as a summon in the final boss encounter with Lamya.
- b.** It happens, I suppose. But I met you instead. Why don't you call for me if you need company sometime. Just sing: "Zmey, oh zmey! I am far away, but quickly fly to me over hill and tree!" and I'll be around. Zmey becomes available as a summon in the final boss encounter with Lamya.

YUNAK: Thank you! Goodbye.

ZMEY: Until we meet again, human.

## Mountain 4.

### Scene 1.

*Twilight is falling, scene of a forest cottage from the outside and Baba Yaga in front.*



m4-scene1.png

[traditional-eastern-instrument-sargija-by-boris-todorovic--tomlija-on-freesound.org.mp3](#)

YUNAK: Good evening! I did not expect to find anyone living out here.

BABA YAGA: Ah! A nice young man. What a surprise! Say, how did you end up at my lonely cottage?

YUNAK: I'm traveling, but the sunset caught me in the woods.

BABA YAGA: Well, well, these parts are dangerous. Why don't you stay the night in my cottage?

YUNAK: Thank you! That would save me a lot of trouble.

### Scene 2.

*Inside Baba Yaga's cottage. It's decrepit and dark, spider webs are everywhere.*



m4-scene2.png

[riser-42-medieval-witcher-by-soundcloud-tri-tachyon.mp3](#)

YUNAK: It's a little cold in here...

BABA YAGA: Oh, don't worry, my boy. I'll be putting the furnace on soon enough.

YUNAK: Uh... so... do you live all by yourself here? Isn't it a little scary?

BABA YAGA: It is, depending on whom you ask.

YUNAK: Uh... thank you for your hospitality but on second thought I better press on.

BABA YAGA: Oh no, no! We can't have that, can we. How else will we have you for dinner? Let me fetch some firewood.

*Baba Yaga exits the cottage, locking the hero inside.*

### Scene 3.

Still inside the cottage, the hero, now alone, looks for a way to escape.



m4-scene3.png

riser-42-medieval-witcher-by-soundcloud-tri-tachyon.mp3

YUNAK to himself: Oh I am so stupid! This old baba is definitely Baba Yaga. She's going to roast me in the furnace! I don't have much time. There has to be a way out of here!

Go to a timed puzzle level which, if solved, ends with the hero escaping through a window or back door. As the level is solved, play the sound of a door creaking.

BABA YAGA offscreen: My boy! I'm back with the firewood! Now where did this sweet child go...

As the hero exits, provide a choice:

- Use a conveniently placed torch to set the cottage on fire with the witch inside before exiting - counts towards a worse ending
- Do not burn the cottage and escape, leaving the witch unharmed, but place a nearby rock or similar heavy object at the exit to impede her - counts towards a better ending

### Mountain 5.

#### Scene 1.

Escaping from Baba Yaga, the hero runs into a Samodiva meadow. Scene of the meadow with several Samodivi dancing to quiet music.



m5-scene1.png

traditional-eastern-instrument-sargija-by-boris-todorovic--tomlija-on-freesound.org.mp3

#### Scene 2.

*Same meadow, the hero has a conversation with a Samodiva after watching the dance. Zhar Bird can be seen in the background upon a large boulder between the trees.*



M5-scene2.png

traditional-eastern-instrument-sargija-by-boris-todorovic--tomlija-on-freesound.org.  
mp3

SAMODIVA: Hello. Who are you?

YUNAK: Um, hello. Hi. I come from a village to the west.

SAMODIVA: Well, villager from the west, what are you doing here? We don't get many visitors.

YUNAK: I... just escaped death, I think? I was just traveling. I'm looking for a cure.

SAMODIVA: A cure? A cure for what? You look pretty healthy to me.

YUNAK: For my little brother, he's sick, only the living water can save him.

SAMODIVA: Oh. I'm sorry. You won't find that here.

YUNAK: Do you know where I should go?

SAMODIVA: No. But maybe my sisters the samovili know. Continue on your path - they live far from here, up on the tallest peak of the mountains. You will find them.

YUNAK: Thank you very much, beautiful lady. I should be on my way then.

SAMODIVA: Wait a little. I have no living water, but I can give you some healing herbs from our meadow. Maybe they will help you when you have need.

Add VERBENA to inventory (it can be attached to the top of the hero's walking stick in visuals).

Scene 3 - Optional.

If the hero has the Belt item, continue in the same setting.



m5-scene3.png

traditional-eastern-instrument-sargija-by-boris-todorovic--tomlija-on-freesound.org.  
mp3

YUNAK: Thank you. I have a gift for you too. He *gives her the Belt* - remove BELT from inventory.

SAMODIVA: That's very kind. I've never received a gift before. I wish you good fortune on your quest, but if you ever decide to come back here again, you can find me... Maybe I can teach you more about healing herbs.

YUNAK: That sounds lovely... Wait! You don't mean to trap me, do you? I've heard tales of men who went into the woods and never came back out.

SAMODIVA: Ha! They are silly tales. You should consider that maybe they never wanted to come back out. Otherwise, would I be letting you go?

YUNAK: Um, that is a fair point... But you are letting me go, aren't you?

SAMODIVA: Only if you hurry up!

YUNAK: Time for me to leave then. Thank you again for your help.

SAMODIVA: And thank you for the gift. Promise to come see me again!

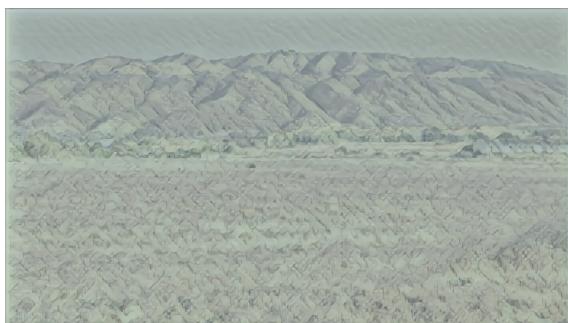
YUNAK: Um, I promise.

SAMODIVA: Farewell then, traveller.

## Mountain 6.

### Scene 1.

A village near a field. The hero meets a farm worker having his lunch break.



m6-scene1.png

[zajdi-zajdi-by-EKVelika-on-freesound.org.mp3](#)

FARM WORKER: Hey there! What brings you to these parts, traveller? How are things on the roads?

YUNAK: Hello! I'm on my way east to find a cure for a deadly illness. But you won't believe the things I've seen and met since I left my village.

FARM WORKER: Well well! I love tales. You should join me for lunch. You must be hungry and weary. Here, I've got an extra bag! He *gives the hero the Pack of food* - add PACK OF FOOD to inventory.

YUNAK: Why thank you, I'm starving!

FARM WORKER: It's simple, but it's hearty - I make this lukanka myself. So, what wonders did you meet on the road? Are there haidutsi in the woods?

YUNAK: Not that I've seen. They must've been scared away by the karakondzhuli and witches.

FARM WORKER: Karakondzhul! You don't say!

YUNAK: I swear to God, I met one on the road. Threatened to gnaw on my bones if I didn't play riddles.

FARM WORKER: Riddles! Now that's straight out of a fairytale.

YUNAK: I thought the same. I'm lucky to still have my skin on, considering what lives in that old forest to the west.

FARM WORKER: Tsk, tsk. Sounds like you had quite the journey. Come, let's rest in the shade before you go, and you can tell me more. These parts ain't safe at high noon either.

*The characters leave; hold the background for a little longer before switching to the next one.*

## Scene 2.

*The hero is on his way out of the village after resting with the worker and passes through an expansive field of wheat or rye. Show the hero first, then a Polevik appears in front of him.*



m6-scene2.png

POLEVIK: Oi! Oi! What's this?

YUNAK: Oh, hello there. I'm a passer-by, don't be afraid!

POLEVIK: Hi! Hi!

YUNAK: Do you live here, in the field?

POLEVIK: Yes yes yes. Live here. But we have to be sneaky! Not past noon yet.

YUNAK: Sneaky? What do you mean? Is there something else here that's dangerous?

[riser-42-medieval-witcher-by-soundcloud-tri-tachyon.mp3](#)

POLEVIK: She's coming! Have to hide! Quick quick! Run run!

*The polevik disappears at once.*

YUNAK: Wait! Who's she? Who is coming?

*The Poludnitza appears. Go to a level where the hero needs to escape quickly: she cannot be fought, the only option is to run away from her or die.*

## Mountain 7.

### Scene 1.

*The hero, after escaping the poludnitza, is walking across a graveyard or barrow in the quickening dusk when he meets a disheveled looking, pale man.*



m7-scene1.png

[riser-42-medieval-witcher-by-soundcloud-tri-tachyon.mp3](#)

YUNAK: Hello? Well met, stranger.

Vampir stares silently.

YUNAK: Are you feeling good? You look a little pale.

Vampir stares silently.

YUNAK: Is everything alright?

VAMPIR: Hungry...

YUNAK: I have some food here. Would you like some food?

Vampir stares silently.

YUNAK: Some bread and cheese?

VAMPIR: Blood...

YUNAK: Ohhh... Oh. This can't be good.

YUNAK:

A. You're dangerous. I have to get rid of you. Go to challenge level where the goal is to stab the Vampir through the chest. Counts towards a worse ending.

B. How about you try this lukanka instead? It's homemade. Go to a level where the goal is to run away from the vampir. Counts towards a better ending.

C. [use item] Go to inventory and pick VERBENA or ASPEN WALKING STICK (mentioned in Bestiary).

- If the wrong item is picked, go back to dialogue screen.

- If the VERBENA is picked, the Vampir runs away. Counts towards a better ending.

- If the ASPEN WALKING STICK is picked, go to challenge level where the goal is to stab the Vampir through the chest. Counts towards a worse ending.

## Scene 2 - Optional.

Having dealt with the Vampir one way or another, the hero is trying to get away from the burial ground. He runs into a Talasum who is sitting in front of a small shed.



m7-scene2-1.png

[traditional-eastern-instrument-sargija-by-boris-todorovic--tomlja-on-freesound.org.](#)  
[mp3](#)

YUNAK: Oh god, another one? Do you want to eat me too?

TALASUM: Eat you? Eat you? Are you any good?

YUNAK: Absolutely not. I taste terrible.

TALASUM: Are you sure?

YUNAK:

- A.** Yes. Positively sure. And in fact, I was just leaving. [Leave the encounter, continue to the next level.](#)
- B.** Yes, but I do have some other food... Why don't we hide from the wind in that shed and have dinner?
- C.** You know what, I'm not risking you eating me. [Go to a challenge level where the hero can kill the Talasum. Counts towards a worse ending.](#)

TALASUM:

- B.** Oh? What kind of food?

YUNAK:

- B.** Really nice. And I have something to show you as well. Let's go in there, you first!

TALASUM:

- B.** Yes, yes, let's go.

*Change the setting to the inside of a shed.*



m7-scene2-2.png

[traditional-eastern-instrument-sargija-by-boris-todorovic--tomlja-on-freesound.org.](#)  
[mp3](#)

YUNAK: Well, here's the food. [Remove PACK OF FOOD from inventory.](#)

TALASUM: Tasty food!

YUNAK:

- A. Yes, and look what I have here as well! [use item] Open the inventory. If the wrong item is picked, go back to dialogue options. If the BALL OF YARN is picked, continue. Information on this method to defeat the Talasum is in the bestiary.
- B. Yeah. You know what, I forgot my... bag... out there, I should go get it. You wait here, alright?
- C. [attack the creature] Go to a challenge level where the hero can kill the Talasum. Counts towards a worse ending.

TALASUM:

- A. What is it? Ohhh...
- B. You! You try to trick me, sneak around! Talasum attacks, go to challenge level.

YUNAK:

- A. Yes, unfortunately, my ball of yarn is all tangled. It would take ages to untangle! I've given up on it. I'll just give it to you. Remove BALL OF YARN from inventory.

TALASUM:

- A. Bad human. Look at how knotted it is! Give it here! The talasum becomes absorbed in untangling the knotted yarn and the hero is able to slip out, leaving it trapped in the shed.

## Mountain 8.

### Scene 1.

After the ordeal in the barrows, the hero is climbing further up and sees a mountain cottage. Alone in the woods and thinking there probably isn't a second Baba Yaga, he decides to risk it and ask for shelter for the night, so he approaches. A much less scary-looking old woman than last time is sitting outside.



m8-scene1.png

YUNAK: Good evening. I hope I'm not intruding, but I'd be really grateful if you had a barn or somewhere else I could spend the night. It's been a long journey.

OLD WOMAN: Good evening, traveller. It's dangerous to be out here at night. Why don't you come in and warm up?

YUNAK: Thank you very much.

### Scene 2.

Inside the old woman's cottage.



m8-scene2.png

[zajdi-zajdi-by-EKVelika-on-freesound.org.mp3](#)

YUNAK: It's so cosy and warm here.

OLD WOMAN: It's the dark forest outside that makes it so lovely to be indoors next to the hot stove.

YUNAK: Do you live out here all alone? Aren't you afraid? There are scary things out there in the woods.

OLD WOMAN: I'm very old, traveller. There's not much I'm afraid of. Vampiri and talasumi dance their nightly horo, but they don't bother me.

YUNAK: So you've seen them too? They almost killed me before I got here.

OLD WOMAN: Yes. But let us not speak of dark things lest we invite them in. Night is the time to rest. Some of my dinner is left over in the pot, so help yourself. There are blankets in the corner. Goodnight, traveller.

YUNAK: Goodnight. And thank you again for your hospitality.

*The old woman leaves to go to sleep.*

### Scene 3.

*After the old woman has gone to bed, the Stopan appears in order to investigate the strange guest.*



m8-scene3.png

[zajdi-zajdi-by-EKVelika-on-freesound.org.mp3](#)

STOPAN: Hey! Who are you?

YUNAK: I'm a guest, spending the night. Who are you? How did you get in here?

STOPAN: I live here, you idiot. I've lived here as long as the house has stood on the mountain. Now how did you end up in my home?

YUNAK: The lady who lives here invited me in. There were dangerous creatures outside. I got attacked by a vampir.

STOPAN: Yes, him. It was my job to protect everyone, but I couldn't. He drowned in the river many years ago. Now I guard her who is left behind. So don't get any ideas!

YUNAK: Wait, he lived here? You knew him?

STOPAN: He was her brother. They were both young when it happened, almost children still. A few years after that, their parents passed on too, so now it's just the two of us.

YUNAK: What happened? How did he end up... like that?

STOPAN: They were near the river foraging for nettles in the spring. He fell in, hit his head on a rock and sank, from what I heard. They buried him that next Sunday, and three nights later a cat crossed the grave.

YUNAK: I'm sorry.

STOPAN: It was long ago. Maybe it is good that you're here. I haven't had such a long conversation in decades! But it's late, time for you to sleep. I need to look after the hearth or it will go out.

*The Stopan disappears, leaving the hero alone in the dark room.*

#### Scene 4.

*It's the next morning; the hero and the old woman have come back outside. Zhar bird is perched in the background, silent.*



m8-scene4.png

[traditional-eastern-instrument-sargija-by-boris-todorovic--tomlija-on-freesound.org.mp3](#)

YUNAK: You know, I keep seeing birds like this one. Very pretty. But I have this weird feeling like it's always the same bird and it's following me.

OLD WOMAN: Stranger things have happened. Maybe he's a sign from the heavens that something good is coming.

YUNAK: I hope so. I might just need a miracle.

OLD WOMAN: Everyone does. Me, however - I need some firewood. You're young and strong, would you chop up some before you go on your way?

YUNAK:

A. Of course! Where's the axe? Counts towards a better ending.

B. I would be very rude not to after you have been so kind. Counts towards a better ending.

C. I must hurry on as soon as possible. But you can handle it, right? Counts towards a worse ending.

OLD WOMAN:

A. It's right at the back of the house. Thank you, traveller. Be careful, the danger is not behind you yet.

B. Ah, I enjoyed the company. I don't get many visitors. Take care. The woods are safer here than ahead.

C. I can handle many things, traveller. Goodbye.

The scene fades to black before moving on to the next Mountain.

## Mountain 9.

Scene 1.

A tall mountain peak is seen in the background. In front, the lamya stands guard.



m9-scene1.png

[riser-42-medieval-witcher-by-soundcloud-tri-tachyon.mp3](#)

YUNAK: Um... Hi?

LAMYA: Hello, yunak. I haven't seen one of you up here in a while. Have you come to challenge me?

YUNAK: Uh, no, not at all, in fact if that's alright, I would like to just go on my way. I'm looking for the samovili. I need their help.

LAMYA: The way is shut! I guard this mountain pass. None have gone through.

YUNAK: Are you sure you can't make an exception?

LAMYA: Are you mocking me, yunak?

YUNAK: Look, I don't want any trouble. I just want to go through.

LAMYA: I should not only eat you, but also bar the river from the source. Maybe then you humans will learn not to come here and demand things. Yes, a drought should put the fear of me into those sad villagers, if they survive it.

YUNAK: I can't let you do that, lamyo. And if I have to kill you to pass, I will do so.

The Lamya attacks. If the hero did not earn help from the Zmey, go to a level where he has to defeat all three heads of the lamya. If the Zmey's help has been earned, go to Scene 2.

Scene 2 - Optional.

Continue in the same setting. If the hero has won the Zmey over in Mountain 3, he calls him to aid in the fight.



m9-scene2.png

[riser-42-medieval-witcher-by-soundcloud-tri-tachyon.mp3](#)

YUNAK: Well, there won't be a better time for this. Zmey, oh zmey! I am far away, but quickly fly to me over hill and tree!

ZMEY from offscreen, travelling: I hear you! You better be calling me for something fun!  
Go to a level where the hero has to defeat the Lamya - one of her heads is automatically defeated by the Zmey, so the hero only needs to do two heads. Continue dialogue between Yunak and Zmey after the fight.

YUNAK: Thank you, my friend!

ZMEY: It was a pleasure. I hate these slithery things. So barbaric. But next time you call me, make sure it's for drinks!

Zmey disappears.

## Mountain 10.

### Prologue.

A tall, exposed peak. The samovili are gathered in a circle. One approaches the hero to talk.



m10-prologue.png

[traditional-eastern-instrument-sargija-by-boris-todorovic--tomlja-on-freesound.org.mp3](#)

SAMOVILA: How did you get up here?

YUNAK: I defeated the lamya. I've come through nine mountains and climbed up a tenth to see you. I heard from your sisters in the forest that you may know something about the living water and where to find it. Please, I really need to get the water. It's the only thing that will save my little brother.

SAMOVILA: You've travelled far, yunak, and it pains me to tell you this, but we don't know where to find living water. We heal with herbs, not miracles.

YUNAK: Then all is lost? I've come all this way for nothing?

SAMOVILA: We don't help humans. But if my sisters liked you and let you through, you must be different. Maybe I could give you some herbs to bring to your brother.

YUNAK: I was told no herbs would help, but I will take any chance.

A bright light flashes. In place of the samovila, Zhar bird is perching and looking at the hero.

YUNAK: You're the bird that's been following me. What do you want with me? I'm desperate. I have nothing to give.

Zhar bird remains silent.

YUNAK: Do you know where the living water is?

Ending 1.

Bright flash of light, then an image of a Golden Apple appears on top of the background.



m10-ending1.png

[riser-42-medieval-witcher-by-soundcloud-tri-tachyon.mp3](#)

MYSTERIOUS VOICE: Kindness is rewarded with kindness. Bring this apple to your brother and make sure he eats it. Then, he will be well.

An image of Zhar bird lifting the hero in the air in front of the background.

Ending 2.

Bright flash of light, then an image of a Golden Apple appears on top of the background.



m10-ending2.png

[riser-42-medieval-witcher-by-soundcloud-tri-tachyon.mp3](#)

MYSTERIOUS VOICE: Good intention is rewarded with mercy. Bring this apple to your brother and make sure he eats it. Then, he will be well.

A sequence of some of the previous background images is shown in reverse order to communicate the hero is travelling back home.

m9-scene1.png

m6-scene1.png

m3-scene3.png

prologue1.png

### Ending 3.

*Bright flash of light, then an image of Zhar bird appears in the center of the background.*



m10-ending3.png

riser-42-medieval-witcher-by-soundcloud-tri-tachyon.mp3

MYSTERIOUS VOICE: Malice begets misery. You were unkind, and will return to your family empty-handed.

*A sequence of some of the previous background images is shown in reverse order to communicate the hero is travelling back home.*

m9-scene1.png

m6-scene1.png

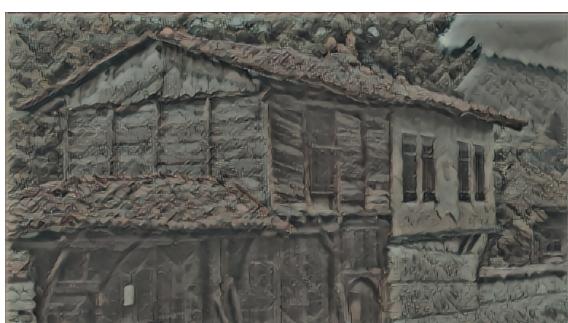
m3-scene3.png

prologue1.png

### Epilogue: Back Home.

Scene 1 - corresponds to Endings 1 and 2.

*An image of the hero's house outside, then inside.*



epilogue1.png

zajdi-zajdi-by-EKVelika-on-freesound.org.mp3

YUNAK: Mother! Mother! I'm home!

MOTHER: Gencho! You're alive and well! Thank God.

YUNAK: I've brought a golden apple to heal my brother. Come, let's give it to him together.

MOTHER: My little yunak! I'm proud of you, son.



epilogue2.png

Go to the outro.

Scene 2 - corresponds to Ending 3.

An image of the hero's house outside, then inside.



epilogue1.png

YUNAK: Mother, I'm home!

MOTHER: Thank God! Did you find a cure, son?

YUNAK: I couldn't, mother. I'm sorry. We will have to find another way.

Allow the player to choose whether to start the game over at this point. If they choose not to, go to the outro.



epilogue2.png

Outro.

Credits roll over an image of the hero's village overlaid with the playable level music.



outro.png

balkan-reggaeton-loops-balreg3-by-nemaavla-on-freesound.org.mp3