### CH 4 Museum All NPC Dialogue

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### --Dr. Evelyn Marks (Museum Curator)

local Dialogue = {

Start = {

Text = {

"Oh, visitors! How exciting. Are you here to learn about the city’s hidden past?",

"The exhibits are fascinating, but some things are better left... unexplored.",

"Still, I suppose a little curiosity never hurt anyone."

},

Responses = {

{Text = "What do you mean by 'better left unexplored'?", NextNode = "Unexplored"},

{Text = "Have you noticed anything strange here?", NextNode = "Strange"},

{Text = "Goodbye.", NextNode = "Goodbye"}

}

},

Unexplored = {

Text = {

"Oh, just rumors. You know how people love to spin tales about curses and secret societies.",

"The museum’s collection includes some... controversial items, but they’re just artifacts. Nothing more.",

"If you’re looking for answers, I suggest starting with the Ancient Relics exhibit."

},

Responses = {

{Text = "Thanks for the suggestion. Goodbye.", NextNode = "Goodbye"}

}

},

Strange = {

Text = {

"Strange? Oh no, nothing like that here.",

"Though, some staff have mentioned seeing shadows where there shouldn’t be any.",

"I’m sure it’s just their imagination. Now, if you’ll excuse me..."

},

Responses = {

{Text = "I’ll look around. Goodbye.", NextNode = "Goodbye"}

}

},

Goodbye = {

Text = {

"Enjoy the exhibits. And remember: history is often stranger than fiction."

}

}

}

### --Martin Grant (Library Researcher)

local Dialogue = {

Start = {

Text = {

"Shh! Keep your voice down. If they hear us, we’ll both be in trouble.",

"You’re looking into The Watchers, aren’t you? You don’t know what you’re dealing with.",

"But... I can help. If you’re willing to take the risk."

},

Responses = {

{Text = "What do you know about The Watchers?", NextNode = "Watchers"},

{Text = "Why is this so dangerous?", NextNode = "Dangerous"},

{Text = "Goodbye.", NextNode = "Goodbye"}

}

},

Watchers = {

Text = {

"They’re everywhere. Politicians, scholars, even museum curators.",

"They’ve been manipulating events for centuries, all leading to their ultimate goal.",

"If you want to stop them, you’ll need to find their hidden base."

},

Responses = {

{Text = "Where is their hidden base?", NextNode = "Base"},

{Text = "Thanks for the warning. Goodbye.", NextNode = "Goodbye"}

}

},

Dangerous = {

Text = {

"The Watchers don’t take kindly to interference. I’ve seen people disappear for asking the wrong questions.",

"They’ll do anything to protect their secrets. Be careful who you trust."

},

Responses = {

{Text = "I’ll keep that in mind. Goodbye.", NextNode = "Goodbye"}

}

},

Base = {

Text = {

"The old library basement. There’s a secret passage leading to their meeting room.",

"But it’s guarded—both by people and... other things. You’ll need to be prepared."

},

Responses = {

{Text = "Thank you. I’ll check it out. Goodbye.", NextNode = "Goodbye"}

}

},

Goodbye = {

Text = {

"Good luck. You’ll need it."

}

}

}

### --Clara (Local Historian)

local Dialogue = {

Start = {

Text = {

"Oh, hello! You’re interested in the city’s history? Wonderful.",

"There are so many untold stories here—hidden places, secret societies.",

"I’ve been researching a group called The Watchers. Have you heard of them?"

},

Responses = {

{Text = "What have you learned about The Watchers?", NextNode = "Watchers"},

{Text = "Why are you researching them?", NextNode = "Research"},

{Text = "Goodbye.", NextNode = "Goodbye"}

}

},

Watchers = {

Text = {

"They were an influential group, operating in the shadows for centuries.",

"Some say they protected the city, while others claim they had darker motives.",

"If you’re investigating them, look for symbols—a key part of their rituals."

},

Responses = {

{Text = "What kind of symbols?", NextNode = "Symbols"},

{Text = "That’s helpful. Goodbye.", NextNode = "Goodbye"}

}

},

Research = {

Text = {

"Their influence is everywhere, from architecture to historical records.",

"I want to understand their true purpose—were they guardians or manipulators?",

"If you find anything, let me know. I’d love to compare notes!"

},

Responses = {

{Text = "Will do. Goodbye.", NextNode = "Goodbye"}

}

},

Symbols = {

Text = {

"They’re intricate—circles within circles, with strange runes etched inside.",

"I’ve seen some on old blueprints, especially in the library and museum.",

"If you find one, pay attention to its alignment. It might open hidden paths."

},

Responses = {

{Text = "Thanks for the advice. Goodbye.", NextNode = "Goodbye"}

}

},

Goodbye = {

Text = {

"Happy hunting! History always leaves clues for those who look."

}

}

}

### --Masked Figure (Society Member)

local Dialogue = {

Start = {

Text = {

"You shouldn’t be here. Do you have any idea what you’re meddling with?",

"The Watchers have protected this city for centuries. You’re endangering everything.",

"Leave now, or face the consequences."

},

Responses = {

{Text = "What are The Watchers protecting?", NextNode = "Protecting"},

{Text = "I’m not afraid of you.", NextNode = "Defiance"},

{Text = "Goodbye.", NextNode = "Goodbye"}

}

},

Protecting = {

Text = {

"The fabric of our world is fragile. Without us, it would tear apart.",

"We do what’s necessary, even if others can’t understand.",

"If you disrupt our work, the consequences will be catastrophic."

},

Responses = {

{Text = "I need to stop you. Goodbye.", NextNode = "Goodbye"}

}

},

Defiance = {

Text = {

"Bravery? Or foolishness? It makes no difference.",

"You’ll regret crossing The Watchers. Mark my words."

},

Responses = {

{Text = "We’ll see about that. Goodbye.", NextNode = "Goodbye"}

}

},

Goodbye = {

Text = {

"You’ve been warned. Do not interfere again."

}

}

}