**Upon interacting with:**

“Help! PLAYERNAME, please, my daughter Calypso got away from me and I can’t find her! Find them, bring her back to me, please…”

Options:

A-“Of course!” +5

B-“Not right now, I’m busy.” -2

C-”Ugh, fine.” + 1

D-”I’m sorry, I can’t help you.” + 1

**Upon returning the child:**

“Calypso! Hold my hand, DON’T LET GO. Thank you, PLAYERNAME.”

*Calydria and Calypso will remember this*

**Upon plea rejection:**

*Calydria and Calypso will remember this*