# **Mentor**

## **Mentor Opening Dialog Zombie Tutorial**

**Mentor:** Hello there young one. Planning to raise the dead are you? Good to see such *spirits* from today’s youth. Hehehe.

**Mentor**: Ah, but you can’t raise such spirits without some tools. Thankfully our art isn’t as complex as it once was.

**Mentor**: Ah, the days of ceremonies and exotic sacrifices. Today it’s much simpler, and faster, to raise the dead. Or even create monsters.

**Mentor**: Ah, but to raise a monster, you’ll have to plant it. While we used to rely on dead bodies, today we have handy, and easy to move, seeds instead. Here are some, as a gift.

*[Player receives basic seeds]*

**Mentor**: You’ll need some ‘sacrifices’ to raise that seed to maturity. Here is some flesh for it.

*[Player receives flesh resource. Enough to raise a zombie]*

**Mentor**: Flesh is a common enough resource. Easily obtained, and easy to feed to a monster plant.

**Mentor**: With that much Flesh, you should be able to raise a zombie from this seedling. Just don’t let the little fella nip any digits off your hand. They can be a bit feisty at first.

## **Mentor Seed Unlocks**

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### **Mentor Jiang-Shi Seed Unlock**

**Mentor:** You are making great progress. I believe you are ready to raise a more complex creature.

**Mentor:** These are the seeds for a Jiang-shi. Otherwise known as the hopping vampire. Although it’s more similar to a zombie than a vampire.

[Player receives Jiang-shi seeds]  
**Mentor:** You’ll need a different kind of sacrifice to raise this seed to maturity. Here are some Souls.

*[Player receives soul resources. Enough to raise a Jiang-shi]***Mentor:** No one is quite sure what exactly Souls are. We know they come from people when they die, but they don’t seem to reflect anything about the person they are from.

**Mentor:** What we do know is that monsters such as the Jiang-Shi feed on them, so they are perfect for growing monsters that don’t consume flesh and blood, but don’t use magic.

### **Mentor Mummy Seed Unlock**

**Mentor:** You’re making excellent progress so far. Now let’s have you work on something very difficult to see how good you really are.

**Mentor:** Here are some seeds for growing a Mummy. And the resources needed to grow it. Magic.

[Player receives magic and Mummy seeds]

**Mentor:** Magic can be hard to acquire, at least in a usable form. It takes skill to take the magic that is everywhere in our world, and condense it into a usable substance.

### **Mentor Lich Shoot Unlock**

**Mentor:** Well done! Well done! You’re doing extremely well! Now shall we try something a bit more difficult?

**Mentor:** [Player receives Lich Shoot]

**Mentor:** That is a rare piece of a kind of creature known as an Ossa Amet. Think of it as a natural undead plant. What you’re going to do is grow a Lich from that shoot there.

**Mentor:** You’ll need Magic to grow this undead. Where do you get Magic? Well, it’s everywhere, you just have to condense it into a usable form.

**Mentor:** A lich is very powerful, very hard to raise, and very rare. Ossa Amet don’t turn up everyday, and getting a shoot from one is even harder. So take care of that thing.

## **Mentor Minigame Introductions**

### **Mentor introducing the Soul Wrangler minigame**

**Mentor:** To get souls you’ll need to catch souls. Necromancers used to use burlap sacks, now we use nets. Nets specially weaved to capture souls.

**Mentor:**\*Rest of the information on minigame to be decided.\*

### **Mentor introducing the Brewing Mama minigame**

**Mentor:** To get magic you’re going to have to brew a special potion. The potion absorbs ambient magic, so you can use the potion as a way to channel magic.

**Mentor:** You will have to add ingredients to the brew at certain times. You’ll be notified of which ingredients you need when by a flashing picture.

### **Mentor introducing Mastermind minigame**

**Mentor:** A good way of collecting souls is to open a gate to the other side to freely collect souls. But to do this we’ll have to perform a tricky ceremony. To do this we need 6 runes.

**Mentor:** You need 4 runes in the correct order to resonate with and open the gate, however, it’s random each time. You may have to use 2 or 3 of the same rune to open the gate. But you can only try a few times before the gate no longer responds.

# **Elder**

## **Elder Exposition Dump Early Game:**

**Elder**: Ah come to chat with an old fellow like me? Or learn a bit more about necromancy in the old days?

### ***Optional Dialogue 1***

**Elder**: Necromancy used to be far more complex than it is now. It didn’t even allow you to raise the dead, just summon the dead. It took days, weeks, or in rare cases, years to do.

### ***Optional Dialogue 2***

**Elder**: Necromancy used to be generally accepted in specific circumstances a long time ago. If you invoked a holy name, you could raise the dead in peace.

**Elder**: Funny isn’t it? Raising the dead who were at peace, in peace. At Least they weren’t raised in pieces.

### ***Optional Dialogue 3***

**Elder**: Did you know that the earliest recorded idea of necromancy is from the Odyssey? Tells you right there how old the idea of necromancy is. Though this was a case of summoning the dead for a question.

**Elder**: The living asking the dead for advice for the future. Why don’t they just ask their elders for that advice? I’d rather ask my grandmother for her cookie recipe in her room than go to the underworld and summon her for it.

# **Merchant Dialogue**

## **Merchant lines for welcoming the player to the shop:**

“Welcome. Buy something, will you?”

“Buy something before I change stock.”

“Just buy something already!”

“Welcome. If you see something interesting… Buy it!”

## **Merchant if you purchase something:**

“I can’t believe someone bought that!”

“Thanks for taking that off my hands! No refunds.”

“Thank you. That was about to expire too!”

## **When the player examines an item in the shop**

“Sure, I’ll sell that to you, for a price…”

“Are you sure? No refunds…”

“You break it, you buy it!”

“Don’t worry…. You won’t get a discount.”

## **The player leaving the shop:**

“Come back and spend teeth here again some time!”

“Come back when you have more teeth.”

“Don’t come back until you have more teeth to spend!”

“Goodbye! Bring me more teeth soon!”

## **Extra lines:**

“What do I use the teeth for? Tuesday afternoons…”

“Look, let me explain some things. Some questions are the wrong type of question to ask me.”

“Have you noticed it’s always night around here? How does anyone know what time it is?”

“You’ve…. You’ve got something in… in your…. Nevermind… It’s hardly noticeable anyway.”

## **Sale (Possible idea)**

“I’ve got too many souls. Buy some will you?”

“I’ve got so much flesh in stock it’s stinking the place up. Hurry and buy some!”

“Magic is everywhere here. I’ve got so much magic I can barely move. Buy some now please!”

“I’ve got so many souls this place is practically haunted. Take some off my hands.”

## **Purchase Cancelled Dialogue(Not enough resources to buy)**

“You ain’t getting that! Get more teeth, or you get nothing!”

“I ain’t running no charity! You can either buy it or walk away.”

“No teeth, no deal.”

“Having that item is like having the Teeth to buy it. You either have it or you don’t. You don’t have either.”