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**--Chapter 9: Journeys--**

*Crow flies around Marcuria looking for Zoë as everyone prepares for the Reapmoon festival.*

CROW:

“Zoë? Zoë? Zoë? Zoë? ZOË!”

*Despondent, Crow goes to the Rooster and Kitten and drinks from a flagon.*

ULVIC:

“Shoo, bird!”

CROW:

“Oh, shoo yourself, you big hairy lug.”

ULVIC:

“What in Jaal's name—I know you. You arrived with that Stark girl yesterday. You're her bird.”

CROW:

“Her. Bird. I am my own bird, I'll have you know! 'Her bird'...pft! The nerve of some people...Besides, I lost her. She done gone vanished on me. I am, it seems, an expert at misplacing beautiful young women.”

ULVIC:

“She's not misplaced, she's with...the resistance.”

CROW:

“The resistan—So she did find the rebels! And she didn't think to tell me? Well, some friend she turned out to be.”

ULVIC:

“To be fair to the girl, it wasn't entirely...voluntary.”

CROW:

“What do you mea—They kidnapped her? Crow the rescue! Uh, so, where exactly did they kidnap her to?”

ULVIC:

“I'm not supposed to...Well, I reckon the chances of you being an Azadi spy are rather remote. And that poor girl could probably use a friend. Do you know the old Sentinel library outside the city? It's in ruins now, but beneath it, in the Enclave...You'll find your girl. Unless they took her head, in which case--”

CROW:

“Hold on, Zoë! Hold on to your head! I'm on my way!”

*If Kian did not return the pipe worker's tools in Chapter 6:*

*Ulvic is approached by some Azadi soldiers.*

SOLDIER:

“Ulvic the...the Ever-Thirsty?”

ULVIC:

“Aye, that's me. What can I help you with, dar? A bit too early in the day for a drink, is it not?”

SOLDIER:

“We're taking you in for questioning in relation to Azadi property that was stolen in your establishment the over evening.”

ULVIC:

“Oh, I'm afraid I know nothing about that, dar.”

SOLDIER:

“Good, then this should be quick. Please come with us, Mr...Ever-Thirsty.”

ULVIC:

“And what about my tavern? My customers? It's the Reaping, people expect the taps to be open and the beer to be flowing!”

SOLDIER:

“They're going to have to visit some other establishment today.”

*Zoë is being interrogated by Shepherd in the Enclave. Crow flies into the room.*

SHEPHERD:

“I trust you got some sleep last night.”

ZOË:

“I would have...if you guys believed in bed sheets. And pillows.”

SHEPHERD:

“You are fortunate to be alive, girl. Who are you? Why do you ask questions about the resistance?”

DIALOGUE CHOICES:

Help: *I'll keep it simple.*

ZOË:

“I'm Zoë. I need your help.”

SHEPHERD:

“Our help? With what?”

ZOË:

“I didn't know who else to ask. I need to get to the Purple Mountains.”

*(conversation progresses)*

Resistance: *Or maybe it's better to mention the rebels?*

ZOË:

“Last time I visited, I helped the resistance. I thought maybe you'd want to return the favour.”

SHEPHERD:

“You...helped us? I'm sorry, but I do not know you.”

ZOË:

“Zoë Castillo. I'm on your side. I'm just trying to find the Purple Mountains.”

*(conversation progresses)*

Apologies: *On the other hand, asking for the rebels is what got me in trouble in the first place. Deny everything?*

ZOË:

“I was just lost. Confused. I wasn't really looking for you guys.”

SHEPHERD:

“So what are you looking for?”

ZOË:

“Someone who can help me get to the Purple Mountains.”

*(conversation progresses)*

SHEPHERD:

“I don't know where that is.”

ZOË:

“What about the Oular?”

SHEPHERD:

“I'm sorry.”

ZOË:

“Abnaxus? Of the Venar?”

SHEPHERD:

“I have heard of the Venar, but they left the Northlands. And Abnaxus...Maybe a whisper, long ago? Nothing more. I cannot help you.”

ZOË:

“Damn. Is there anyone here who would know?”

SHEPHERD:

“Perhaps. But you haven't answered my question, girl. Why should we help you? For all I know, you're an agent of the Azadi.”

ZOË:

“No! I'm--”

CROW:

“Zoë! She's Zoë!”

SHEPHERD:

“Balance...”

CROW:

“Don't you dare touch her head. She's on an important mission!”

SHEPHERD:

“I see. And who are you?”

CROW:

“Crow. Honorary rebel, long-term avian buddy and occasional sidekick of April Ryan, rebel learder, adventurer, hero, saviour of the Balance. That's right. Here's Crow, this is him, I'm me. Sooo...Where's April? She can vouch for Zoë. They're best friends, tight as two chicks in a nest. I don't see April. Is she out on a mission, or sleeping in, or...? Why are you both looking at me like that?”

ZOË:

“I—I thought you knew.”

CROW:

“Knew what? What's going on? What!”

SHEPHERD:

“April Ryan is dead, bird. She was assassinated during an Azadi raid on Myria the winter before last. She died a hero's death and was given a hero's burial. We remember her fondly.”

CROW:

“What.”

ZOË:

“I'm so, so sorry—Crow. Crow! Okay, I'm an idiot.”

SHEPHERD:

“I've heard of this bird. Crow. So you knew April Ryan?”

ZOË:

“We met, a couple of times. I...I was there when she died. I found her. I tried to save her, but...I couldn't. So, yeah, I guess I knew April.”

SHEPHERD:

“You're the Stark girl. The one who dreams. They spoke of you, Bachim, Brynn. Chawan... They said you were one of us. Oh, this certainly changes things. But how did you--”

*If Kian took Likho with him on the cloudship in Chapter 8:*

ENU:

“He's gone! Of course he's gone. I should've seen that coming. It's not like he could just let Kian go, without...ugh! He's suh a—Oh. Oh! Hey, your hair. It's so pretty!”

ZOË:

“Thanks?”

SHEPHERD:

“Who's gone, Enu?”

ENU:

“What? Oh. Oh! Likho! He vanished in the middle of the night. Chasing Kian, of course. Idiots, the both of them.”

SHEPHERD:

“Maybe this is for the best. If Likho can help Kian...”

*(conversation progresses)*

*If Kian did not take Likho with him on the cloudship in Chapter 8:*

ENU:

“Likho's wondering, now that Kian's gone, if we should maybe—Oh. Oh! Hello. You have lovely hair!”

ZOË:

“Um.”

SHEPHERD:

“I'll speak with Likho, Enu. With Kian gone, we need to change our plans.”

*(conversation progresses)*

ZOË:

“Kian? Big Azadi guy? People call him the Apostle--”

SHEPHERD:

“You know him.”

ZOË:

“We...met once, briefly. He was kind to me. But isn't he the enemy?”

ENU:

“Was. He's with us now. Defected. Yup. Well, except that he abandoned us again to go on a crazy suicide mission to--”

SHEPHERD:

“He left last night.”

ZOË:

“Of course. After everything that's happened, we just miss each other.”

SHEPHERD:

“Oh, Enu, this is...Zoë, am I saying that correctly?”

ZOË:

“Yeah. Hi. Nice to meet you, Enu.”

ENU:

“You're so pretty! That came out wrong. Want to be friends? Ugh, sorry.”

SHEPHERD:

“Zoë needs our help. She has questions. Maybe you can--”

ENU:

“Of course! No problem. Leave this to me, Shepherd.”

SHEPHERD:

“I'm sorry for questioning you, Zoë. And I'm sorry I could not be of any assistance. Please, stay, speak with Enu and the others. Perhaps someone here has the answers you're looking for.”

ZOË:

“Thank you, Shepherd.”

ENU:

“Where are you from? Your clothes are amazing! Where did you get them?”

ZOË:

“They...came with the jump. I'm from Stark. That's--”

ENU:

“Across the Divide! On the flip side of the Balance! The world of science! Are you serious? That's incredible! I have so many questions, I don't even know where to start. I—I'm—I'm seriously worried my head might explode. I think I need to sit down.”

ZOË:

“Oh, don't...explode. I'm not that special. I mean...you're orange! And the ears--”

ENU:

“Oh, I'm just a boring old Zhid, it's totally normal. Holy crap, Stark! I can't believe it! How did you get here? Are you a—Are you a Shifter?”

ZOË:

“A Dreamer. I just...dream myself here.”

ENU:

“Just dream yourself here. That's it. No biggie. You are the best thing I have ever seen! Seriously!”

ZOË:

“Really? Okay. Thank you.”

ENU:

“So what do you need help with? Shepherd said--”

ZOË:

“I'm trying to find the Purple Mountains. And a tribe of magical creatures called the Oular. Someone, a Venar named Abnaxus, told me to--”

ENU:

“Woahwoahwoahwoah, slow down! Okay. Purple Mountains, Oular, Venar, Abnaxus. Right? Nope. None of that sounds remotely familiar. I have never heard any of those words before. Of course, there are lot of things I don't know. I'm a—I mean, I was a farm girl. A silly Zhidling. There's so much I don't know. But I do know where to look for answers!”

ZOË:

“Oh? Where?”

ENU:

“The library! The library holds all the answers. Do you have libraries in Stark? Never mind, silly question, of course you don't. I'll go to our library right now and start looking. Purple Mountains. Oular. Abnaxus of the Venar. Come find me when you're ready? I can't wait to spend more time with you! Ugh, sorry.”

***Content added 5/5/2017 in console version and 7/21/2017 in PC version:***

**April Ryan**

**April Ryan was born in our world, in the year 2191. When she was 18 years old, she learned that she was a Shifter – a person capable of opening portals between the twin worlds of science and magic.**

**April traveled from Stark, the world of science, to Arcadia, the world of magic. There, she learned of a great threat to the Balance between the twin worlds. Believing this to be her destiny, she set out on a long journey to save the Balance, accompanied by her best friend Crow.**

**Following these events, April and Crow spent several years traveling the Northlands, before events led to their estrangement. After the Azadi invaded the Northlands, April joined the resistance, and she soon became their leader. It was during her time as rebel leader that April met Zoë, and Zoë helped April regain her faith in humanity, and herself.**

**But Zoë couldn’t save April’s life.**

**April was killed by Azadi soldiers in a raid on the rebel base in Myria, the swamp city, after Kian Alvane inadvertently led the Azadi forces there. Her body was burned in a traditional Myrian funeral, but her presence is still felt amongst the rebels.**

*Examine: Dragon's head*

ZOË:

“I assume it's not an actual dragon's head but you just never know in this world.”

***Content added 5/5/2017 in console versions and 7/21/2017 in PC version:***

***Examine: Dragon’s head***

**ZOË:**

**“Maybe a petrified dragon’s head? Do dragons turn to stone in daylight? No, that’s trolls. And vampires.”**

*Examine: Round table*

ZOË:

“A round table? Check. Chivalrous knights? Check. Magic? Check. That's right, this would make for a great theme restaurant.”

*Examine: Round table*

ZOË:

“Great plans are probably laid here. Also dinner.”

*Examine: Shepherd*

ZOË:

“Shepherd, leader of the rebels. I wouldn't want to get on her bad side. She scares me a bit.”

***Content added 5/5/2017 in console versions and 7/21/2017 in PC version:***

***Examine: Shepherd***

**ZOË:**

**“She’s really beautiful. Alien, intimidating, but statuesque and elegant.”**

*Speak to: Shepherd*

SHEPHERD:

“I wish I could have been more helpful...and inviting. If I'd known--”

ZOË:

“I understand. You have to be cautious.”

SHEPHERD:

“There's much I'd like to ask you, much I'd like to learn. But with Kian gone, my workload has increased twofold. Perhaps another time, when we're both not so preoccupied.”

ZOË:

“I'd like that.”

SHEPHERD:

“I don't know what your mission is, but I have a feeling it's important and that our destinies are entwined. We shall speak again, Zoë Castillo. When the winds have quieted, the clouds have parted and the grass on the great plains stands straight and tall once more.”

*Speak to: Shepherd*

SHEPHERD:

“Maybe someone in the Enclave has the answers you're looking for? I'm certain they'll be happy to help.”

*Speak to: Shepherd*

SHEPHERD:

“Have you spoken with the others? If the gods look upon you with favour, one of them may know something.”

*Speak to: Shepherd*

SHEPHERD:

“Isn't Enu in the library looking for answers to your questions? You may want to speak with her again.”

*Examine: Crow*

ZOË:

“There he is. I should go talk to Crow. I can't believe he didn't know about April.”

***Content added 5/5/2017 in console versions and 7/21/2017 in PC version:***

***Examine: Crow***

**ZOË:**

**“Crow and I need to have a heart to heart.”**

*Talk to: Crow*

ZOË:

“I'm so, so sorry, Crow. I thought you knew.”

CROW:

“It's fine. It's not your fault. I just can't—I can't believe she's gone. But I sort of knew, you know? I felt it. In my heart. And that final time we were together, it wasn't...It wasn't like it used to be. It was weird. Like too much time had passed and we'd drifted apart? I should've known it wouldn't last.”

DIALOGUE CHOICES:

Knowing: *How can you ever know something like that?*

ZOË:

“You never know. You can't know.”

CROW:

“Maybe you can't.”

*(conversation progresses)*

Feeling: *He's not alone in feeling that...*

ZOË:

“I know that feeling. It's something you just have to learn to live with.”

CROW:

“I know. I will.”

*(conversation progresses)*

CROW:

“Were you there when she...”

DIALOGUE CHOICES:

Brutal: *I witnessed the whole thing, but should I tell Crow that?*

ZOË:

“I was there. I saw it happen. I tried to help her, to save her. I know I was supposed to, but I...couldn't.”

CROW:

“Not your fault. Bad things happen. People die. Life goes on.”

*(conversation progresses)*

Vague: *Perhaps better to avoid the topic and get him thinking about other things.*

ZOË:

“No, I—They said it was quick. I'm sure she didn't suffer.”

CROW:

“She was already suffering. April was lost after she saved the Balance. We wandered the same paths for a while, had some adventures, saw some sights, but then...Things happened. And we lost each other.”

*(conversation progresses)*

CROW:

“Anyway. Did I help? With, you know, the rebel thing. Did they believe you? That you're not a spy?”

ZOË:

“You did. They do. It's fine now. They'll help us.”

CROW:

“Good. Good. Good. They're not gonna cut your head off?”

ZOË:

“What? No.”

CROW:

“Good. Good. I wish I could've been more helpful, but it was ten years ago, and I didn't really pay attention to what April said about that Abnaxus chap.”

ZOË:

“It's okay.”

CROW:

“If you don't mind, I need to be alone for a little while. Clean my feathers, sharpen my beak, reflect on the nature of life. Bird stuff.”

ZOË:

“Totally understand.”

CROW:

“I'll find you in the city.”

*Examine: Rebel*

ZOË:

“They look ready to go to war. I hope they won't have to.”

***Content added 5/5/2017 in console versions and 7/21/2017 in PC version:***

***Examine: Rebel***

**ZOË:**

**“There are fewer rebels than I thought. Having seen what they’re up against, I’m worried.”**

***Examine: Rebel***

**ZOË:**

**“Equipment wise, the Azadi are definitely winning. But righteousness counts for a lot.”**

*Talk to: Rebel (near stairs)*

REBEL:

“I'm not the one you should be speaking to. Try Shepherd, or Enu. She's in the library. Or maybe the General, if you can find him.”

*Talk to: Rebel (near stairs)*

REBEL:

“A shame Kian's away. He's knowledgeable. But he's on a s--, uh, a secret mission. I'm not supposed to say anything more than that. I wasn't even supposed to mention a secret mission in the first place.”

*Talk to: Rebel (near stairs)*

REBEL:

“Sorry about the rough treatment yesterday. You were asking questions. We thought maybe you were an Azadi spy, what with all those questions you were asking. In short? Too many questions.”

*Talk to: Rebel (near stairs)*

REBEL:

“The library's in the back, if you're looking for Enu. Feel free to wander around up here, but downstairs is off-limits.”

*Examine: Mural (of Maerum)*

ZOË:

“They look like some sort of mer-people. I wonder if they're real, or just a myth.”

***Content added 5/5/2017 in console versions and 7/21/2017 in PC version:***

***Examine: Mural (of Maerum)***

**ZOË:**

**“It must be difficult to separate the truth from fairy-tales in Arcadia. The truth is a fairy-tale. Fairy-tales are true. It’s very confusing.”**

*Examine: Tapestry*

ZOË:

“They add colour to the place, if nothing else.”

***Content added 5/5/2017 in console versions and 7/21/2017 in PC version:***

***Examine: Tapestry***

**ZOË:**

**“Beautiful colors, intricate weave. These would work really well in my apartment.”**

*If Kian did not take Likho with him on the cloudship in Chapter 8:*

*Examine: Likho*

ZOË:

“He looks less than friendly. I'm not sure I want to speak with him.”

***Content added 5/5/2017 in console version and 7/21/2017 in PC version:***

***Examine: Likho***

**ZOË:**

**“No question what this guy’s role is. He’s a hardened warrior, probably hates humans. Dismissive of women.”**

*Talk to: Likho*

LIKHO:

“You knew April. You were there when she died. Shepherd told me. I was—I wanted to know what you saw.”

ZOË:

“I saw April and Kian, talking. Then the Azadi soldiers arrived, and April was...stabbed with a spear. She fell into the water. Kian was arrested. He was obviously distraught. I tried to save her. But I was too late.”

LIKHO:

“Against the entire Azadi army, there wasn't much you could do.”

ZOË:

“You two were friends?”

LIHKO:

“For a time, we were more than—Friends. We were good friends. She was the strongest and bravest woman I ever knew. I respected her. I loved her.”

DIALOGUE CHOICES:

Purple Mountains: *Shepherd said to ask around, and this guy looks sort of purplish. Maybe there's a connection!*

ZOË:

“Have you heard of the Purple Mountains?”

LIKHO:

“I have not. I don't know the Northlands and I have no inclination to know it any better than I do. When this war is over, I'm going back to our homelands. My people need me.”

*(return to dialogue choices)*

Abnaxus: *It can't hurt to ask.*

ZOË:

“Does the name 'Abnaxus' mean anything to you?”

LIKHO:

“No.”

*(return to dialogue choices)*

The Oular: *He's a magical. Magicals must know something about other magicals, right? Is that racist? Speciesist?*

ZOË:

“Do you know anything about the Oular?”

LIKHO:

“What are they?”

ZOË:

“A magical people. They live in the Purple Mountains.”

LIKHO:

“Outside the Southlands and Azadir, I haven't seen much of this world. I don't know the Oular.”

*(return to dialogue choices)*

Home?: *Maybe he'll warm up a little if I ask him a personal question.*

ZOË:

“Where is home for you?”

LIHKO:

“The continent you know as Azadir, my people's ancestral home. We call it Intiqua-Aba, Land of the Setting Sun. We are the Dol-Intiqua, and we were there first. When our enemy's been sent scurrying from this place, we're taking the war home.”

ZOË:

“Well, uh, good luck!”

(*return to dialogue choices)*

Thanks: *I don't think he's in the mood for conversation.*

ZOË:

“I'm going to keep looking around.”

LIKHO:

“You go ahead.”

*(conversation ends)*

*Examine: Likho*

ZOË:

“Okay, he looks scarier than he is, but still not the friendliest rebel I've met.”

*Examine: Cell*

ZOË:

“They kept me locked up in one of those cells all night. This may not be a prison, but it's not far from it.”

*Examine: Cell*

ZOË:

“I miss my tiny apartment now.”

*Use: Cell*

ZOË:

“One night in a cell was plenty. I have no wish for a repeat visit.”

*Examine: Jakai*

ZOË:

“What's he doing? He looks nervous. Should I interfere, or wait until he's done?”

CHOICE:

Observe (or let the timer run out): *What's he doing? Maybe I shouldn't interrupt him.*

JAKAI:

“Oh. I-I didn't—I didn't see you there. Hey, are you supposed to be out on your own?”

*(conversation progresses)*

Interrupt: *That's the guy who put a bag over my head.*

ZOË:

“Hey.”

*(The conversation begins here if Zoë just goes up to him without examining him and triggering the choice:)*

JAKAI:

“Gods! You gave me a fright! I-I was just...uh. I'm not—Are you supposed to be walking around on your own?”

(conversation progresses)

DIALOGUE CHOICES:

Suspicion: *He looks guilty. What's going on here?*

ZOË:

“Is this your room?”

JAKAI:

“Well, we don't... We don't have our own rooms. Anyway, Kian's gone. I was just looking for...uh.”

*(conversation progresses)*

Respond: *This doesn't look right, but I probably shouldn't be snooping.*

ZOË:

“Shepherd let me go. We're good.”

JAKAI:

“I see. Alright. Good. I...apologise for tying you up and putting a bag over your head. You were asking questions.”

*(conversation progresses)*

JAKAI:

“It's Zoë, is it not? I'm Jakai, Benrime Salmin's nephew. She said some very nice things about you.”

ZOË:

“You'll have to give her my regards. How is Benrime? I noticed the Journeyman was closed down...”

JAKAI:

“Yeah, she's in Cold Stone. They...arrested her for colluding with the resistance.”

*If Kian did not kill the Warden in Chapter 2:*

JAKAI:

“She was sentenced to ten years in the dungeons. I don't know if she'll survive that.”

*(conversation progresses)*

*If Kian killed the Warden in Chapter 2:*

JAKAI:

“She...she's due to be executed next week, unless I--”

*(conversation progresses)*

JAKAI:

“Anyway. I'm sure she'll be happy to hear that you're back in town.”

ZOË:

“I'm sorry about your aunt.”

JAKAI:

“Yes... Thank you. I don't know what I'll do without her. She's the only family I have. I'm—Look, I have to go into town on an errand now, but please let me know if there's anything I can do for you.”

*Examine: Mural (of elgwan)*

ZOË:

“One of those big cow-turtle things I saw back in town. One thing's for sure. I'm never, ever riding one.”

***Content added 5/5/2017 in console versions and 7/21/2017 in PC version:***

***Examine: Mural (of elgwan)***

**ZOË:**

**“I’m scared enough of cows and horses. Adding a turtle’s shell and a giraffe’s neck really doesn’t help matters much.”**

*Examine: Mural (of White Dragon)*

ZOË:

“A White Dragon. There's only supposed to be one of those at any given time. I met the current one. She was beautiful, and eccentric.”

***Content added 5/5/2017 in console versions and 7/21/2017 in PC version:***

***Examine: Mural (of White Dragon)***

**ZOË:**

**“There’s supposed to be several different dragons in different colors. Or maybe that’s just the name they’re given? I don’t know if the blue dragon is actually blue. I don’t even know if they’re actual dragons.”**

*Examine: Shelves*

ZOË:

“So many books. Which makes sense, given that this used to be a library.”

*Examine: Shelves*

ZOË:

“I hope Enu finds a clue in one of these books.”

*Examine: Shelves*

ZOË:

“Part of me wishes I had time to stay here, read, and learn more about this strange world.”

ENU:

“Abnaxus, Purple Mountains, Oular... Nope, nothing no.”

ENU:

“Books, please don't fail me now!”

ENU:

“'On abscesses'? No, that's a different type of Ab.”

ENU:

“'The Turtle Mountains'? “Believed to be the petrified remnants of three titan turtles that rose from--” Enu. Interesting? Sure. Relevant? No.”

ENU:

“'Orlowol', 'Oumpas', 'Oxmen', 'Oygard', 'Ozzers'... No Oular anywhere. Shadow! Oops. Sorry.”

ENU:

“Come on, library! Show me what you're made of! Knowledge! All the knowledge!”

*Examine: Enu*

ZOË:

“Enu's really weird and very sweet and I like her a lot.”

*Examine: Enu*

ZOË:

“When I was twelve, I was a lot like her. Awkward, and—Strike that, I'm still a lot like her.”

*Examine: Enu*

ZOË:

“She's Zhid, I believe. They're beautiful. For my next Halloween party, I'm going as Zhid. Or is that racist?”

*Touch: Enu*

ZOË:

“I have to resist this intense desire to stroke her yellow fur. I don't think that'd be kosher.”

*Talk to: Enu*

*If Zoë hasn't talked to Crow yet:*

ENU:

“There must be something in one of these books that'll help you find what you're looking for. I'm going to keep looking until I find it!”

ENU:

“Give me a little more time? I'm still searching, I'm sure I'll find something useful. Eventually.”

ENU:

“I'm so sorry, I haven't found anything yet. Let me check a few more shelves, okay? So many shelves!”

ENU:

“I don't know what's wrong, maybe the library's in a bad mood or something. It usually delivers!”

ENU:

“Nothing yet. Feel free to wander around and say hello to people while I keep looking.”

*Talk to: Enu*

ENU:

“I've been trying to find a book or scroll or a manuscript or map or torn note page or ancient magical tome or pamphlet or piece of cloth that mentions the Purple Mountains or the Oular, but...No luck. It's really frustrating! This library has never let me down before. Bad library!”

DIALOGUE CHOICES:

Introductions: *She seems so curious about me, and I haven't asked her a single question.*

ZOË:

“Enu, right? I don't feel we were properly introduced.”

ENU:

“I know you are. I mean, no, uh, yes, you're right. Enu. I am Enu. I hope you're staying a while. It would be so great to have someone around who's not a surly warrior with mommy issues, or a stoic leader or a battle-hardened soldier. Or just...bat-shit insane. I mean, there's Jakai. He's pretty normal, except for his aunt issues, but he's a bit too...uh. Hey, so, uh, what do you do when you're not saving the world?”

*If Zoë chose The Path That Was in Chapter 1:*

ZOË:

“I go to school. I mean, I did. Then my world started shutting down so...no more school.”

ENU:

“I went to school too! Until I was ten, and then my father taught me how to ride a Leapfur and hunt jumpers in the jungle. Also, I had to work at the farm. Didn't leave a whole lot of time for schoolwork. Or anything else. I feel we have so much in common!”

ZOË:

“Okay. Yeah. Maybe?”

*(conversation progresses)*

*If Zoë chose The Path That Might Be in Chapter 1:*

ZOË:

“Neural programming. I mean, I did. Then my world shut down and now I just watch a lot of shows and eat. Uh. Sorry.”

ENU:

“Didn't understand any of that but it was still amazing. Tell me again?”

ZOË:

“Maybe...next time?”

*(conversation progresses)*

ENU:

“I can't wait to talk more about all these things we have in common. We must have a sleepover!”

*(return to dialogue choices)*

Enu: *This is where I try to connect and make friends.*

ZOË:

“You just joined the resistance?”

ENU:

“Oh, yes. No. Not really 'just'. About half a year ago? Wait, more than that. Time flies when you're having fun! Well. 'Fun.'”

ZOË:

“Sometimes you need to make the best out of a bad situation.”

ENU:

“Right. And it's my duty. We're doing good, important work here. Also, I didn't want to end up living the life my parents wanted for me.”

ZOË:

“I can identify with that.”

ENU:

“This is so nice! I wish we were sisters. Can we be sisters? You don't have to answer that. Um, do you have any siblings?”

ZOË:

“I did. Sort of. Long story. You?”

ENU:

“Oh, lots. Boyfriend? Do you have one of those?”

*If Reza did not leave at the end of Chapter 2:*

ZOË:

“I do. I think. We haven't spoken in a while, and he doesn't know—I think we need to have a long talk when...if I get back home. It's been a very tough year, for the both of us.”

*(conversation progresses)*

*If Reza left at the end of Chapter 2:*

ZOË:

“We just broke up. In-incredibly bad timing. It's been a difficult few months.”

*(conversation progresses)*

ZOË:

“I was...asleep. For a long time. I forgot a lot of stuff that happened to me before I fell asleep.”

*If Zoë told Dr. Zelenka she wants to remember in Chapter 4:*

ZOË:

“I tried to remember, but I couldn't. Until my memories caught up with me.”

*(conversation progresses)*

*If Zoë told Dr. Zelenka she wants to forget in Chapter 4:*

ZOË:

“I tried my best to forget, but the memories caught up with me.”

*(conversation progresses)*

*If Zoë flirted with Roman in Chapter 2:*

ZOË:

“On top of all that, I started flirting with my therapist, and now I don't even know if I should have trusted him, or...”

*(conversation progresses)*

ZOË:

“Jesus. It's a long story. Very complicated. Maybe another time?”

ENU:

“Yes, please!”

*(return to dialogue choices)*

Search: *There must be something here...*

ZOË:

“So, no luck?”

ENU:

“Nothing. Sorry. And I've read most of these before. I can't remember coming across any of those words you mentioned. There's not much else to do here in the evenings except read. I don't really have any female friends. It gets lonely. Anyway. I've been through all the encyclopedias and travelogues, but...”

ZOË:

“Nothing about the Purple Mountains or the Oular?”

ENU:

“Nothing. I mean, the Purple Mountains sounds colloquial. It may have a different name officially. But the Oular, there should be something about them. It's a magical race?”

ZOË:

“They didn't look human.”

ENU:

“Weird there's nothing about them. They must be very isolated, or...”

ZOË:

“Or?”

ENU:

“Or someone's trying to hide something? Which would be weird, and very hard to pull off. Forget I said that.”

*(return to dialogue choices, Next steps now available)*

Next steps: *I'm on a deadline. I should just cut this short.*

ZOË:

“I guess I'll have to look elsewhere.”

ENU:

“Oh, no! I'm so sorry. I really thought I'd find something. I feel terrible. Do you want to be my friend? I already asked you that. I'm coming on too strong, aren't I? I am, I can tell. Stop it, Enu!”

ZOË:

“No! Not at all. That's... I'd love to be friends. And thank you for helping me.”

ENU:

“Much good that did. I really wish I knew who else could--”

BOB WHO CAN SEE:

“For the love of the festering demon-shrimps of Jaharva... Do I have to do everything in this place? I didn't spend all those years living on the streets of Marcuria, pilfering food and liberating fat purses to deal with this shite. I swear, I 'd be better off going back to sleeping in Abnaxus' stone tree, if I can't even get a mattress that isn't flea and maggot infested. Do your bleedin' jobs, people! Is that too much to ask?”

ENU:

“Sorry about that. Disregard him. Not important. There must be something in this library...I'm not giving up! I'm going to keep digging until I find something!”

*Talk to: Enu*

ENU:

“Sorry I couldn't help you. I'll keep looking, but I think I've read every book in here at least eight times already...”

*Talk to: Enu*

ENU:

“Any luck? You should talk to the others. Someone may know something. Someone who's not me.”

*Talk to: Enu*

ENU:

“Take your time to explore. Everyone here's really friendly. Well. (Laughs) Uh. Sort of. Friendly-ish.”

*Examine: Blind Bob*

ZOË:

“That guy looks familiar, but I'm not quite sure where I've—Is that Blind Bob, the beggar?”

*Talk to: Blind Bob*

ZOË:

“Blind Bob?”

BOB WHO CAN SEE:

“Eh? What? Who's ask—Well, blessed be me striped breeches! You're the lass what brought me mulled wine back when I'd hit rock bottom in Marcuria! What in the name of the Eight-Eyed Octo-God of Tartillus are you doing here?”

ZOË:

“I was about to ask you the same thing. Except for, you know, uh, not-not those words exactly.”

BOB WHO CAN SEE:

“Oh, I left me life of beggaring behind. Cleaned meself up, joined the resistance. I'm a general now. I'm making a difference!”

DIALOGUE CHOICES:

Blindness: *He was theoretically blind but now he can see? It makes less and less sense the more I think about it.*

ZOË:

“What happened to your theoretical blindness?”

BOB WHO CAN SEE:

“Cured! I was blind (theoretically) but now I can see. To be honeset, some days I wonder if I ever was theoretically blind, or if it was all hypothemetaphysical. You know, just in me head, like.”

ZOË:

“Oh, uh--”

BOB WHO CAN SEE:

“It was simpler being Blind Bob and resorting to beggaring and vagrancy than taking a long, hard look at myself in a speculum. Particularly on account of the blindness. I wish my old pa could've lived to see me. He always believed in me, even when I didn't. To the bitter end, he told me I had potential. I nodded and wept and promised him I'd try my best. Then, as he drew his last, ragged breath, I stole his purse and his breeches. Well, pa, I'm sorry about the breeches. I'm making something of life now. Making something of myself! I'm no longer Blind Bob. Call me Bob-who-can-see.”

*(return to dialogue choices)*

Resistance: *I just can't imagine how the Blind Bob I met in Marcuria turned into...this man. It's an impressive transformation.*

ZOË:

“How did you end up with the rebels?”

BOB WHO CAN SEE:

“Not long after I met you, I overdosed on mulled wine. Spooked me good, that did. I figured I had two choices. Either spend the remainder of my days in the gutter, stinking of foreign spices and currants. And, to be honest, there didn't seem to be a whole lot of days left. Or I could clean myself up, try to amount to something after a lifetime wasted on wine, women and various gutters. The moment I looked up, I saw how the Azadi were running magicals out of Marcuria. I couldn't ignore it. It was disgraceful. I mean, magicals always treated me with kindness and respect. I felt I owed them. So here I am, doing my part and paying my debts. Aside from the gambling and the bar tabs, mind you. And I feel twenty years younger to boot!”

*(return to dialogue choices)*

General: *General?*

ZOË:

“Are you an actual general?”

BOB WHO CAN SEE:

“Aye. See these stripes? General Bob, that's me. I takes care of the logic-sticks around here, so the place don't crumble to pieces. Shepherd's busy with the strat-ee-gering. Kian sorts out who to murder, and how. Likho makes a fine job of being contrary. And Enu keeps everyone's spirits up. I mean, when she's not shooting Azadi soldiers in their eyeballs with her bow-and-arrow. Me, I make sure the larder's stocked, the sheets are clean, relatively speaking, and that the piss pots are empty. Can't go to war on a full bladder.”

*(return to dialogue choices)*

Purple Mountains: *It's a long shot, but...*

ZOË:

“Have you heard of the Purple Mountains?”

BOB WHO CAN SEE:

“Oh, aye! Aye, of course, everyone's heard of the Turtle Mountains. They're--”

ZOË:

“No, sorry. 'Purple', not 'turtle'.”

BOB WHO CAN SEE:

“That's what I said. Turtle.”

ZOË:

“Uh.”

BOB WHO CAN SEE:

“Right, of course, you don't know. Why would you? My apologies, lassie. See, I have a serious P-deficiency. It's been a lifelong struggle. The Turtle Mountains... No, never heard of 'em. Sorry.”

*(return to dialogue choices)*

Abnaxus: *Didn't he just mention Abnaxus? Or was that my imagination?*

ZOË:

“Do you know someone called Abnaxus?”

BOB WHO CAN SEE:

“Abnaxus? Now there's a name I haven't heard spoken in years. Where do you know it from?”

ZOË:

“Sorry, I just overheard—Actually, I met Abnaxus. Recently. Well, I dreamed about Abnaxus. Or maybe it was more like a vision...This sounds crazy, I know, but—”

BOB WHO CAN SEE:

“Sounds completely sane to me, lass. Abnaxus turning up in visions? That's exactly the sort of fellow he was. Persistent, unpredictable, and not a little annoying. I met him when he was the Venar abassador to Ayrede. This was before the gutters, when I was still a dapper chap on the Marcurian party circuit. We hit it off, seeing as I was going blind, theoretically, and he saw everything, past, present and future. Years later, as he was leaving town, he entrusted me with the key to his home. Said to take care of it. I'd sleep there from time to time. Very uncomfortable bunk. Musty smell of ancient books and foreign weeds. I didn't much care for it, to be honest.”

*(return to dialogue choices, Key now available)*

Key: *I'm sure he said 'key'. And where there's a key...*

ZOË:

“You said something about a key? To Abnaxus' house?”

BOB WHO CAN SEE:

“They called it the Abode back then. Abnaxus' Abode. Primitive accommodations but luxurious location. Prime real estate. Central, with a garden view. Very quiet at night.”

ZOË:

“And the key? Do you still have it? Sorry, this is really important.”

BOB WHO CAN SEE:

“Oh, aye. I carry it with me, every day. After all, it is a magic key. Figured it might do my lumbago some good.”

ZOË:

“What about his house... I mean, the Abode?”

BOB WHO CAN SEE:

“Ah, also still there, and not hard to find. Sits right circle in the centre of the City Green. Abnaxus carved it out of a petrified tree with his own, morbidly huge hands. A few years ago the authorities turned it into a historical landmark. Of course, no one can get inside, on account of the Venar magic. Not without the key, at least.”

ZOË:

“This key... Can I--”

BOB WHO CAN SEE:

“Oh, sure. Heavier than it looks, ain't it? More powerful than iron. Worth its weight in precious stones, and then some. This magic goes back to the first magic. None of that modern hocus pocus. You feel it in your fingers when you hold it. Tingles, don't it?”

ZOË:

“It does. Sorry, I know this is asking a lot, but can I--”

BOB WHO CAN SEE:

“Borrow it? Aye, why not. It's done the lumbago no good, and I don't have much use for the place now that I've a proper bunk here. But keep it safe. Abnaxus left most of his belongings behind and entrusted me with their care. I'd hate to betray that trust.”

ZOË:

“I promise.”

*(conversation ends)*

***Content added 5/5/2017 in console versions and 7/21/2017 in PC version:***

***Examine: Blind Bob***

**ZOË:**

**“Once-Blind Bob. Bob-who-can-see. The General.”**

***Examine: Blind Bob***

**ZOË:**

**“Blind Bob turned himself around and got epic.”**

*Talk to: Blind Bob*

BOB WHO CAN SEE:

“I'd love to chat, lassie, but I have duties to attend to. There are piss pots that need emptying, and people to command into doing it!”

*Talk to: Blind Bob*

BOB WHO CAN SEE:

“Tell the world that Blind Bob is dead, that Bob-who-can-see has risen in his place, and that the General will repay his debts! Except the gambling debts and bar tabs, those will never be repaid.”

*Examine: Key (in inventory)*

ZOË:

“The key to Abnaxus' abode. Score!”

*Examine: Key (in inventory)*

ZOË:

“I don't know why Abnaxus would entrust a beggar with the key to his house, but he must have seen something in Bob that no one else did.”

*Talk to: Enu*

ZOË:

“Hey, I made progress. Blind Bob—I mean, the General, he gave me the key to Abnaxus' house. I might find what I'm looking for there.”

ENU:

“That's great! Oh, I wish I could come with you, but there's this whole...furry thing I've got going on. It's a big no-no in the city these days.”

ZOË:

“Sorry about that. Humans can be real dicks sometimes.”

ENU:

“Yeah! I mean, sometimes. Some humans. Not most. You're a good human. Um, what are these 'dicks' you speak of?”

ZOË:

“That's...not important. Thanks-thanks again for your help.”

ENU:

“Are you leaving? Already? I mean...we just met, and...and—You'll come back, though. Right?”

ZOË:

“I hope so.”

ENU:

“Oh, okay, because there's so much I want to talk about and I'll let you go now, thanks for talking to me, Zoë, I miss you already, shut up now, Enu, okay, uh, thanks, bye.”

*Talk to: Enu*

ENU:

“I can't wait to see you again, Zoë. I can braid your hair if you want. You have nice hair. I'm not being creepy, am I?”

*Talk to: Enu*

ENU:

“I really hope you find what you're looking for in the city. Watch out for Azadi soldiers. You should be okay, though, because...human. Human helps.”

*Talk to: Enu*

ENU:

“Be careful? And please come back? Soon?”

*Talk to: Shepherd*

SHEPHERD:

“You spoke with the General. Did you find what you were looking for?”

ZOË:

“It's a step in the right direction.”

SHEPHERD:

“Good. I've asked them to ready a boat for you. Whenever you're ready, it will take you into the city. I may not fully understand your role, Zoë, but there's something about you that—I've learned to have faith in the Balance. The Balance provides. The Balance guides. It's guiding you now. You must let it take you wherever it leads, like a leaf on a river. Bend to its will.”

ZOË:

“I'll try.”

SHEPHERD:

“May your gods favour your journey. You'll be in my thoughts and dreams.”

*Talk to: Shepherd*

SHEPHERD:

“There's a boat waiting for you in the cove downstairs. It'll bring you into Marcuria.”

*Talk to: Shepherd*

SHEPHERD:

“Stay as long as you want. The boat is downstairs, in the cove. When you're ready, it will take you into the city.”

*Talk to: Shepherd*

SHEPHERD:

“May your gods favour your journey, Zoë, and protect you from strong winds, wild fire, and the eyes of our enemies.”

*Examine: Boat*

ZOË:

“I hope it's not too far into town, because...yeah. I've seen sturdier boats in bathtubs.”

*Examine: Boat*

ZOË:

“Row, row, row your boat, because how else will that thing make it into the city?”

*Talk to: Rebel*

REBEL:

“Shepherd said to take you into town. Just get in that boat, and we'll leave immediately.”

*Talk to: Rebel*

REBEL:

“Don't worry, we have a rock solid cover. I'm a fisherman, you're my young bride heading into town to buy...turnips. Or yams. Which one do you think's more believable? Yams, right?”

*Talk to: Rebel*

REBEL:

“Whenever you're ready to leave for Marcuria, climb in and we'll get rowing. Or I'll row and you can watch me row. I'm very good at rowing.”

*Use: Boat*

*Zoë arrives in the marketplace behind Marcuria's south gate. The doppelgangers she can see, people she can talk to and conversations she can overhear around the city and in The Rooster and Kitten are the same as in Book Three, with two new characters near the puppet show.*

ZOË:

“Now I need to find the City Green. I wish Crow was with me. I feel less alone with that silly bird around.”

*Crow flies down up ahead.*

*Examine: Crow*

ZOË:

“I feel better having Crow around, even though I'm not sure what he can do. Still, a useless sidekick is better than no sidekick. I-I'm not saying he's useless.”

*Examine: Crow*

ZOË:

“I wish I had wings, I could just fly to the Purple Mountains. After I get some proper directions.”

*Examine: Crow*

ZOË:

“A talking bird is one of the least strange things about this place.”

CROW:

“You're back! And your head's still on! Did you swim?”

ZOË:

“Swim? No, boat. I boated. I mean, they dropped me off. In a boat.”

CROW:

“Impressive. So, what's the next step on our grand adventure? Tea and biscuits? A hardy nap, perhaps?”

ZOË:

“I need to find the City Green and the home of Abnaxus.”

CROW:

“I visit the City Green every day to clean my feathers in the fountain. Follow me!”

*Crow flies down near the Rooster and the Kitten.*

CROW:

“I really wish you had wings.”

ZOË:

“So do I, Crow. Hey, are you okay?”

CROW:

“Sure, why wouldn't I be?”

ZOË:

“I mean... April, and--”

CROW:

“Of course I'm not okay okay. But I'm okay. I'll be okay. It's okay. We're okay. Don't worry about it, okay?”

ZOË:

“Okay.”

CROW:

“She's not the first friend I've lost, and she won't be the last. You learn to roll with the punches. It's either that, or... Punch back. Real hard.”

*If Kian returned the pipe maintenance worker's tools in Chapter 6:*

*Enter: The Rooster and Kitten*

*Examine: Publican*

ZOË:

“Ulvic seems like such a lovely man. He reminds me of Sully. I miss Sully.”

***Content added 5/5/2017 in console versions and 7/21/2017 in PC version:***

***Examine: Publican***

**ZOË:**

**“He was helpful. I feel like I can trust him completely.”**

*Talk to: Publican*

ULVIC:

“Ah.”

ZOË:

“Hello.”

ULVIC:

“I must apologize for yesterday, I, uh--”

ZOË:

“No apology necessary. I found the people I was looking for. Or, rather, they found me.”

ULVIC:

“Good. And you...saw eye to eye?”

ZOË:

“They let me go. We're on the same side. I'm a friend.”

ULVIC:

“Good. Good! I'm glad. And very relieved. You seemed like such a nice young woman, I-I was worried the...(whispers)...resistance...was going to, you know. (Makes cut-throat gesture.)”

ZOË:

“Wow. Well, I'm glad I didn't know that was a possibility.”

ULVIC:

“Well, never mind that, you still have your head. It's Zoë, is it not? What can I do for you, Zoë?”

DIALOGUE CHOICES:

Abnaxus Abode: *He might know where Abnaxus's house is located.*

ZOË:

“I'm looking for the house that belonged to Abnaxus of the Venar.”

ULVIC:

“The ambassador? I met him once at a social function, must be at least fifteen years ago now. Cryptic fellow, hard to understand, pleasant enough for a politician. Didn't drink much, well, between the two of us we cleaned out their larders. The ambassador had the good foresight to leave town before the Azadi arrived, but his house's still there. I believe they used to call it Abnaxus's Abode in the old days, but nowadays it's known as an 'historic artefact'. You can't miss it. It's right in the centre of City Green, and it looks like a petrified tree. I reckon that's because it is a petrified tree. Oh, and best of luck getting inside. It's...protected, if you know what I mean.”

ZOË:

“I have the key.”

ULVIC:

“Oh, well, in the case, I reckon you'll have no problem getting inside.”

*(return to dialogue choices)*

Purple Mountains: *Ulvic appears to be well-traveled. Maybe he knows where it is?*

ZOË:

“This is probably a long-shot, but...have you heard of the Purple Mountains?”

ULVIC:

“I've heard of the Black Mountains, the Green Mountains, even the Speckled Brown Mountains. But purple ones? If I had to guess, I'd say look to the Border Mountains range. They stretch from one end of the Northlands to the other. I'm sure they cover the colours of the rainbow.”

ZOË:

“I'm guessing it might take a while to see them all?”

ULVIC:

“About a decade, give or take a few months.”

ZOË:

“And here I was hoping to get home by next week...”

*(return to dialogue choices)*

Ulvic: *I should try to engage him in a friendly conversation.*

ZOË:

“People say good things about you.”

ULVIC:

“Do they now? Well, I appreciate the sentiment. I'm friendly to friends, civil to customers, and...less so to everyone else. But I will welcome all sorts to the Rooster. Unless they're troublemakers.”

ZOË:

“I promise I'll behave.”

*(return to dialogue choices)*

His story: *This is my chance to get to know Ulvic better.*

ZOË:

“So what's your story?”

ULVIC:

“My story? Why, I have plenty of stories. It'd take all day and night to tell half of them!”

ZOË:

“Are you from Marcuria?”

ULVIC:

“Aye. Well, I was born here, but I was always a child of the ocean. Before he was a publican, my father was a sailor and my mother hailed from the Southern Islands. The salty sea was in my blood, so I ran away from home. Three times my father brought me back before he finally relented and let me sign up. Thirteen years old, and galley boy on the Pearl of the Great Sea! Ha! Ten years after that, I made first mate of the Kan'Dar's Tusk. She was a great ship. I miss her like I'd miss a lost limb. I only returned to Marcuria to take over my father's business when he passed. He owned a tavern. Not this one, I'm afraid. It burned in the war. I fought the Tyren, jointed the City Guard, and then, finally, I scraped together enough coin to buy this place...So here I am. Both feet planted firmly on solid soil. But, you know, my heart remains in the Southern Seas. I courted the beautiful Princess Kuomaka, angered a king, got chased off by savages with spears...I might one day go back to claim my bride and conquer a kingdom, but for now I'm happy serving warm beer, listening to drunken confessions, and...helping friends. My seditious, rebellious friends.”

*(return to dialogue choices)*

*If Zoë spoke to Jakai in the Enclave:*

Jakai: *I can't shake the feeling that there's something about that guy I saw rummaging through Kian's belongings.*

ZOË:

“The man who captured me...”

ULVIC:

“Jakai?”

ZOË:

“That's him. What do you know about him?”

ULVIC:

“Jakai Salmin, old Benrime's nephew. He stops by now and then, oftentimes with important messages. He does a lot of that. Communications. But I don't know too much about him. Why do you ask?”

ZOË:

“Not sure. I...surprised him in the Enclave. He was acting strangely.”

*If Kian did not kill the Warden in Chapter 2:*

ULVIC:

“His aunt is serving a sentence in Cold Stone.”

*(conversation progresses)*

*If Kian killed the Warden in Chapter 2:*

ULVIC:

“His aunt is awaiting execution in Cold Stone.”

*(conversation progresses)*

ULVIC:

“I believe they're very close. That might explain his behavior.”

ZOË:

“That's probably it. Just...keep an eye on him, maybe?”

ULVIC:

“I certainly will.”

*(return to dialogue choices)*

Thanks: *Time to run along. I have places to go, and none of them are in here.*

ZOË:

“I should get going, Ulvic.”

ULVIC:

“I imagine you're busy. You let me know if there's anything else I can do for you, Zoë. Come back anytime! I'll see you around, Zoë.”

*(conversation ends)*

*Exit to Marcuria*

*If Kian did not return the pipe worker's tools in Chapter 6:*

*Examine: Rooster & Kitten*

ZOË:

““Closed, by Azadi decree.” Strange... I do hope Ulvic's alright.”

*Enter: Rooster & Kitten*

ZOË:

“It's locked. That's really odd, right in the middle of a festival.”

*Crow flies down on the way to the Abode on a post in the Green.*

CROW:

“How's your memory coming along? Do you remember anything about this place now?”

*If Zoë told Roman she wanted to remember in Chapter 4:*

ZOË:

“I worked so hard to remember, but...no. Not much.”

*(conversation progresses)*

*If Zoë told Roman she wanted to forget in Chapter 4:*

ZOË:

“Seeing as I spent most of my time trying to forget everything that happened...yeah, no, not much.”

*(conversation progresses)*

ZOË:

“It was winter.”

CROW:

“True, winter changes everything, what with the snow and the ice and all.”

ZOË:

“And the city looked different. Smaller.”

CROW:

“It probably has grown a bit.”

ZOË:

“But no. I don't really remember anything at all.”

CROW:

“Perfectly fine. I also remember very little, but then I am a bird with a bird brain, so what can you expect.”

*Crow also comes down at the viewpoint with the bench.*

CROW:

“Having fun sightseeing, Zoë? I'd be more excited if I wasn't deadly bored with Marcuria by now. I want an adventure! This isn't an adventure.”

*Crow comes down to talk to Zoë if she goes to the puppet show area before going to the Abode.*

CROW:

“I feel I know so little about you, Zoë. We haven't really had a chance to talk, bird to...bird. Haha!”

ZOË:

“Smooth.”

CROW:

“Like, what sort of labour do you do back home? Mostly homemaking, or...?”

ZOË:

“That's very sexist, Crow.”

CROW:

“I know, the girls always tell me I'm sexy. It makes me blush but you can't see it on account of my feathers.”

ZOË:

“Not sexy. Sexist.”

CROW:

“Exactly.”

ZOË:

“I give up. But anyway, no, I don't do the homemaking.”

*If Zoë chose The Path That Was in Chapter 1:*

ZOË:

“I was—I am a student. I study something called bioengineering. I'll be a scientist when--”

*(conversation progresses)*

*If Zoë chose The Path That Might Be in Chapter 1:*

ZOË:

“I'm learning about neural programming. It's a way to tell machines how to think and operate. I'll be a programmer when--”

*(conversation progresses)*

ZOË:

“Well, when all of this is over. The world saved, etc. I've kind of put the whole career thing on hold.”

CROW:

“Women always do that. It's because they need to take care of the nest.”

ZOË:

“(Sighs)”

*Talk to: Marcurian (near puppet show)*

MARCURIAN:

“Are you here for the Fingerlings? They're not starting just yet, but it's a very popular show. Better safe than sorry. Of course, I was a fan long before it got popular...”

*Talk to: Marcurian (near puppet show)*

MARCURIAN:

“The next performance begins at noon, so there's still plenty of time. If you haven't seen the Fingerlings yet, you absolutely have to. It's a finger-licking spectacle!”

*Talk to: Marcurian (near puppet show)*

MARCURIAN:

“Mr. Klacks is the most talented finger-puppeteer of all time, better even than Fingers Finnegan before he contracted leprosy.”

*Talk to: Marcurian (near puppet show)*

MARCURIAN:

“I've been a fan since those first shows down in Shady Quay. There were only a few of us in the audience back then, and it was really raw and authentic.”

*Talk to: Girl (near puppet show)*

GIRL:

“Hello.”

*Talk to: Girl (near puppet show)*

GIRL:

“They know you're coming, you know. All of them. They're waiting for you. It's been foretold.”

*Talk to: Girl (near puppet show)*

GIRL:

“I saw you in my dreams. You were in the dark and you were scared and alone.”

*Talk to: Girl (near puppet show)*

GIRL:

“If you don't give Her what She wants, She will eat you up. She has eaten so many already.”

*Talk to: Girl (near puppet show)*

GIRL:

“If you make it through the dark and into the light, it will change you. You'll be someone else, and you'll never be you again. Not really.”

*Talk to: Girl (near puppet show)*

GIRL:

“I saw you at the very beginning and at the very end. You're supposed to be in both places. Anyway, that's what my dream said.”

*Talk to: Girl (near puppet show)*

GIRL:

“It was probably just a dream, nothing to worry about. You'll probably be fine. Safe journeys!”

*Zoë goes towards Abnaxus's Abode and sees men with Onor Hilleris trying to axe down the tree.*

ZOË:

“What's going on here? Isn't that—Are they trying to chop down Abnaxus's Abode? Great. That's great.”

CROW:

“So this is it, abode of, uh...big ugly thing what speaks funny?”

ZOË:

“Apparently so.”

CROW:

“And there's someone else here.”

ZOË:

“Apparently so.”

CROW:

“Huh!”

*Examine: Abode*

ZOË:

“That's it. The home of Abnaxus. Now I just need to find a way in.”

*Examine: Abode*

ZOË:

“I don't understand how a man of Abnaxus's, uh, girth, could possibly fit inside that tiny house.”

*Examine: Abode*

ZOË:

“That's where I need to go, but I'm not getting inside until those men are all gone.”

*Pet: Crow*

ZOË:

“Good bird.”

*Pet: Crow*

ZOË:

“Soft feathers.”

*Pet: Crow*

ZOË:

“I'm petting a talking bird in a parallel universe. This is going to require years of therapy.”

*Talk to: Crow*

CROW:

“So what now?”

ZOË:

“I don't know. Do you have any suggestions?”

CROW:

“We kill them, bury their bodies, and then go about our lives as if nothing happened.”

ZOË:

“That's...disturbing.”

CROW:

“I know. I'm dark.”

ZOË:

“I'm really not in the mood for killing today. Or any day.”

CROW:

“Fine, then you come up with something.”

*Talk to: Crow*

CROW:

“I got nothing. I mean, aside from murdering, but you seem to be so against that all of a sudden.”

*Talk to: Crow*

CROW:

“We could go get filthy drunk, forget about this whole saving-the-world business, and enjoy the Festival of Reaping like everyone else in this town!”

*Talk to: Crow*

CROW:

“Any ideas? You're usually full of ideas. Just let the ideas happen, Zoë.”

*Talk to: Crow*

CROW:

“I applaud your optimism, Zoë, but my brain's the size of a moist pea and it's currently preoccupied with lunch plans.”

*Talk to: Crow*

CROW:

“I got it! We'll just—No, it's gone now. The idea's left the nest. How about you? Anything?”

ONOR:

“Once this unholy tree's been knocked down, the electorate will take me seriously. They'll see I have the power to get things done. Maybe then I can stop licking the asses of the Azadi. 'Goddess' this and 'Goddess' that. Leaves a bad taste in my mouth, sucking up to their feminine deity...Give me a world without gods and goddesses. A world ruled by humans, and true Northlanders. No magicals, no supernatural womenfolk, no superstitious invaders...A world by and for man, with the woman in her rightful place. At home.”

ONOR:

“Go on, put your back into it, man! This is pathetic. It's merely a tree!”

ONOR:

“Is that the best you can do? I'd take the axe myself, if I hadn't just moisturised my hands. This dry air... Well, you know.”

ONOR:

“What are you doing? Don't force me to take over and embarrass you in front of everyone. It's a tree, godsdamned it! Not the Necromancer's stone fortress!”

*Examine: Man*

ZOË:

“I think I saw that man in town yesterday, speaking to a small crowd. What's he doing?”

*Talk to: Man*

ONOR:

“Ah! A member of the voting public!”

ZOË:

“I--”

ONOR:

“Onor Hileriss, esquire, at your service, madam! But, ahaha, I'm sure I don't need to introduce myself to you, hmm? You've seen my face in print and in public appearances. You know me as an honourable and truthful fellow who stands with the common man! And woman. We shan't forget the common woman. Yes, yes. I am, of course, running for commissioner of City Watch, a position sorely and desperately in need of new blood. The Watch needs strength! It needs direction! It needs humanity! In other words, it needs me.”

DIALOGUE CHOICES:

City Watch: *He's gunning for a political position with the City Watch. I wonder what his end game is.*

ZOË:

“You're running for City Watch?”

ONOR:

“Indeed! The Watch is in dire need of strong, male leadership in this time of dark crisis.”

ZOË:

“Male?”

ONOR:

“As you well know, the current commissioner, a person of the female persuasion, has failed to maintain order in the city in these dark, trying times. She's been soft on sorcery, magnanimous with magicals. She's indulged the occult and she's extended an open hand to non-humans, acting in discord with our foreign benefactors. Oh, it's understandable. She's weak. She's sentimental. She's merely a woman, and she's not been able to properly...inspire the men of the Watch to take appropriate action against our occult immigrants. As soon as I'm elected, this will change! We will honour Azadi law and make Marcuria pure again. No more magic! No more magicals! And our womenfolk can once again return to home and hearth, to be pampered and protected by their husbands, fathers and brothers. As it should be. Yes, yes.”

*(return to dialogue choices)*

Hileriss: *Let's see if I can get him talking about himself. He sounded more than happy to do so.*

ZOË:

“It's Hileriss, right?”

ONOR:

“Onor Hileriss, esquire, licensed solicitor and your candidate for commissioner of City Watch!”

ZOË:

“It's an unusual name.”

ONOR:

“It's unique, certainly! But it's a Northlander name with deep roots in Marcurian society. My father, the esteemed Hubert Hileriss, esquire, served dutifully for many years on the Council. He was respected, feared and admired by all. Of course, though, that was before he was beguiled by that...Dolmari witch. She used her wily sorcery and beastly sensuality to lure my father away from his family. Away from...from us. I've sworn to restore our sacred heritage. The witches shall burn! Humanity shall prevail! And the name Hileriss shall no longer be the butt of spiteful jests!”

*(return to dialogue choices)*

Abode: *It looks like they're trying to destroy Abnaxus' abode.*

ZOË:

“Why are trying to knock down this tree?”

ONOR:

“Oh, it's not just a tree, it's an affront to common decency and humanity! This so-called domicile was the dark and dangerous den of one of the most militant of magicals. An abominable beast that threatened our young and our women by its mere existence! Eradicating this occult stone tree from our historic green is not just my election promise to voters, but my godsgiven responsibility as a human being!”

*(return to dialogue choices)*

Azadi: *He appears to be an Azadi supporter. I wonder how genuine it is.*

ZOË:

“I take it you're happy with the Azadi occupation?”

ONOR:

“No, no, no, I wouldn't call it an occupation, not anymore. The Azadi came to save us from the Tyren invaders, and they stayed to protect us against all magicals. They're our benefactors, not our oppressors. But the resistance has put us all at risk. Unless we reestablish human dominion over the Northlands, we'll be vulnerable when the Azadi eventually return to Azadir. For, believe me, they will. Oh, they've promised as much. This is not their land, and this is why I run for office. To build a Marcuria by and for humans, one that can stand the test of time and stand up against occult invaders. We must invest in the future! And you can't spell 'future' without Onor Hileriss!”

*(return to dialogue choices)*

Goodbye: *Ugh, I've had enough.*

ZOË:

“Well, best of luck with everything.”

ONOR:

“Luck is the lazy man's excuse for failure. Luck is an occult idea. I create my own destiny, young madam, and so should you! Here's my advice to you. Find yourself a decent, human husband and start breeding decent, human babies! This is how you can best contribute to our common manifest destiny! And remember, a vote for Onor is a vote for humanity!”

*(conversation ends)*

*Examine: Onor Hileriss*

ZOË:

“Onor Hileriss. An unpleasant man with an unpleasant name. He's standing in the way of our mission. We must get rid of him. Without murdering anyone, of course.”

*Touch: Onor Hileriss*

ZOË:

“If it wasn't for Onor's goons, I would thump that reactionary misogynist on the head. No court would convict me. It would be justified homicide.”

*Touch: Onor Hileriss*

ZOË:

“After talking to Mr. Hileriss, I want nothing more than to administer a solid beating...but I think I'll leave that for next time.”

*Talk to: Onor Hileriss*

ONOR:

“Hello, hello, hello again, young lady.”

Goodbye:

ZOË:

“Well, best of luck with everything.”

ONOR:

“And to you, madam.”

“Until next time.”

*Point: Crow toward Onor Hileriss*

ZOË:

“Crow, could you fly over there for me?”

CROW:

“Why?”

ZOË:

“Just trust me.”

CROW:

“Why?”

ZOË:

“Jesus. Please, Crow?”

CROW:

“Fine. Pardon me for wanting to play a role in my own destiny. I'll do it!”

CROW:

“Geronimo!”

ONOR:

“A talking bird? Filthy magic! Damnation! Where did it go?”

*Point: Crow toward Onor Hileriss*

CROW:

“Again? Seriously? Ugh! Fine.”

ONOR:

“Hold still, you filthy little fowl...”

CROW:

“Geroni--”

*Onor kills Crow with a stone. The player is returned to the game before telling Crow to fly towards him again.*

*Point: Crow toward Wagon (left)*

CROW:

“Are you doing this just to annoy me? Because it's working!”

ONOR:

“Don't move, I've got you now...”

ONOR:

“What? Not again!”

*Point: Crow toward Wall (closer end)*

CROW:

“Some day soon I'm going to complain to the Guild of Sidekicks about this.”

ONOR:

“Wait for it, wait for it...”

*Onor breaks a window.*

ONOR:

“Accursed fowl!”

*Point: Crow toward Wall (middle)*

CROW:

“Thank the Gods of Feathers you're paying me well. Wait! That's not a thing you do.”

*Onor breaks another window.*

*Point: Crow toward Hay*

CROW:

“Again? Seriously? Ugh! Fine.”

*Onor throws another stone, but misses.*

*Point: Crow toward Pumpkins*

CROW:

“Yeah, yeah, I know the drill.”

*Onor bursts a pumpkin.*

ONOR:

“What kind of shoddy job are the Azadi doing when there are still talking birds flapping about? They should provide us with a few of their explosive sticks, so that we can take matters into our own hands and eradicate this sorcerous plague. Oh, my skin crawls at the very idea of occult flying creatures within the city walls...”

*Talk to: Onor Hileriss*

ONOR:

“That godsdamned talking bird... Magical aberration! If I get my hands on the filthy feathered thing, I'll twist its scrawny little—Ah, language, language. What can I do for you, young madam?”

DIALOGUE CHOICES:

Bird: *Let's play this nice and cool, Zoë.*

ZOË:

“About that talking bird that's bothering you...”

ONOR:

“Yes? What about it?”

ZOË:

“I just saw it.”

ONOR:

“Where? Where?”

*Point towards: Fountain*

ONOR:

“Go look for that godsdamned bird over there.”

*Talk to: Onor Hileriss*

ONOR:

“Did you see that occult fowl? It's making a mockery of our decent, honest labour!”

Bird:

ONOR:

“You did? Use your finger, woman! Point!”

*Point towards: Table*

ONOR:

“That filthy chattering fowl must be over there somewhere. Go check!”

*Talk to: Onor Hileriss*

ONOR:

“Have you seen a filthy talking bird anywhere? It's been taunting us with its debased sorcery!”

Bird:

ONOR:

“Again? Show me!”

*Point towards: Hay*

ONOR:

“The magical bird is making a mockery of us! Get it! Get it!”

*Talk to: Onor Hileriss*

ONOR:

“If I get my hands on that black raven, that witch's companion, that foul fowl, I swear to the gods of old that I'll twist its scrawny neck right off...”

Bird:

*Point towards: Wagon*

ONOR:

“Grab that bird!”

“Don't let the bird get away!”

*Point Crow toward: Wagon (right)*

*Onor throws a rock at Crow, hitting a barrel which hits the man he sent over on the head.*

ONOR:

“Soft-headed fool! We'll need to carry him home to have someone look at his head. The tree will have to wait until tomorrow. You do the carrying. I'd do it myself but someone needs to lead the way and keep an eye for, uh...potholes.”

CROW:

“That was brilliant! First I did my thing and then that goofball tried to hit me with a rock and then stuff happened and dung-for-brains got knocked out and then they all left! And...scene. It was almost like one of those puppet shows that wizard puts on in the square. It was hilarious!”

ZOË:

“I'm glad you enjoyed it.”

CROW:

“That's the most fun I've had since... Since... I don't know, I guess since I hung out with April, all those years ago.”

*Examine: Door*

ZOË:

“Locked, but I have the key.”

*Use: Key on Door*

*Zoë enters the Abode.*

ZOË:

“This place looks a lot bigger on the inside...It is a lot bigger on the inside. Okay, this is freaky. I feel dizzy. There must be magic here, because this makes no sense. Things can't be bigger on the inside than on the outside. Then again, why should I be surprised? I've seen weirder things. Weird is my new normal. Right. So...clues.”

*Touch: Book*

*Zoë sees a strange, round book on Abnaxus's desk with the symbol of the Balance and stars on the cover. She opens it.*

VOICE:

“Oh, that's interesting...”

CHOICE:

Hide book (or let the timer run out): *Someone's here! I can't let them see what I'm doing.*

ZOË:

“Who's—Oh God!”

BRIAN:

“I must apologise, ma'am. I didn't mean to frighten—Zoë Castillo! You're the last person I expected to find here.”

*(conversation progresses)*

Attack: *Someone's here! And I'm all by myself! I'll push my way out of here.*

ZOË:

“Get out of my--”

BRIAN:

“Woah, Nellie! Easy, easy, there's nothing to worry about, I'm—Zoë Castillo! You're literally the last person I expected to find in here.”

*(conversation progresses)*

DIALOGUE CHOICES:

Brian Westhouse\*: *I remember him from my last visit to Marcuria.*

ZOË:

“Brian, right?”

BRIAN:

“Right. Brian. Brian Westhouse. We spent a few days in cramped quarters on a small airship, I'd be surprised if you didn't remember me.”

ZOË:

“It's been a confusing year. For a while, I remembered nothing.”

*If Zoë told Dr. Zelenka she wants to remember in Chapter 4:*

ZOË:

“Even when I tried my best to remember, I couldn't. Well, not until now.”

*(conversation progresses)*

*If Zoë told Dr. Zelenka she wanted to forget in Chapter 4:*

ZOË:

“To be honest, I was doing everything I could to forget. That didn't really help.”

*(conversation progresses)*

BRIAN:

“I know that feeling all too well, Ms. Castillo. So, you're back in Marcuria! And this place of all places...”

*(conversation progresses)*

Agree\*: *He's right, this is a very odd coincidence.*

ZOË:

“I wasn't expecting to find myself here. Or you.”

BRIAN:

“I've been curious about this house for years. I've kept an eye on it, just in case something...I just never thought it'd be you. That's an odd coincidence, to say the least. Still, fate does tend to weave the same threads together, again and again. So what brings you back to Marcuria, Ms. Castillo? And to this place of all places?”

*(conversation progresses)*

Who?\*: *I have no memory of this man...*

ZOË:

“I'm sorry, who are you?”

BRIAN:

“You don't remember me? Granted, it's been a while, but I would have thought that...”

ZOË:

“Oh, please, don't take it personally. I had some...medical issues. I forgot everything that happened here. There are still huge gaps.”

*If Zoë told Dr. Zelenka she wants to remember in Chapter 4:*

ZOË:

“I've tried my best to remember, but...yeah. Massive gaps.”

*(conversation progresses)*

*If Zoë told Dr. Zelenka she wants to forget in Chapter 4:*

ZOË:

“To be honest, I wasn't trying to remember. Quite the opposite, actually.”

*(conversation progresses)*

BRIAN:

“Understandable. Well, we helped each other out the last time you were here. We even shared an airship ride to the Dark People's Library. That's where you vanished on us. Into thin air. To be honest, I've been wondering where you went off to. I just never expected to find you here, of all places.”

*(conversation progresses)*

BRIAN:

“How in the name of the Balance did you get inside? People have been trying for years, but this house has strong wards. Venar magic, the oldest there is. And now I understand why. It's a treasure trove.”

*If Zoë closed the book:*

BRIAN:

“Wait, is that the Annals of Dreaming? Good God, that's a lost treasure! Only five were ever made.”

*(conversation progresses)*

*If Zoë attacked Brian:*

BRIAN:

“Like-Like that book you were looking at. That's the Annals of Dreaming. Only five were ever made. It must be worth—Well, it's valuable. Extremely valuable.”

*(conversation progresses)*

DIALOGUE CHOICES:

Key\*: *Why be secretive about it? I'm sure I can trust him.*

ZOË:

“I guess it helped to have a key. I actually didn't know it was supposed to be so difficult to get in.”

BRIAN:

“So there was a key, all this time. The door wasn't locked with a spell... I was right! Where did you...?”

ZOË:

“An acquaintance. Pure luck, I guess.”

BRIAN:

“So what are you looking for here? The ambassador disappeared more than ten years ago, as I'm sure you know.”

*(conversation progresses)*

Vague\*: *I'm not sure I want to tell this man absolutely everything yet.*

ZOË:

“I know my way around wards.”

BRIAN:

“So I see...Your talents run deeper than I remember, Ms. Castillo. I'm impressed. Pardon my curiosity, but... What are you looking for in here? Abnaxus himself vanished a decade ago.”

*(conversation progresses)*

DIALOGUE CHOICES:

Abnaxus\*: *I should trust Brian. There's no point hiding anything from him.*

ZOË:

“I'm trying to find out where Abnaxus went after he left Marcuria.”

BRIAN:

“And you believe the answer's in here somewhere? You're probably right.”

*(conversation progresses)*

Curious\*: *It's not that I don't trust him, but...*

ZOË:

“I was just curious about what was in here.”

BRIAN:

“You know what they say about curiosity, Ms. Castillo!”

ZOË:

“It killed the cat?”

BRIAN:

“What? No! Curiosity is the doorway to knowledge and wisdom!”

*(conversation progresses)*

BRIAN:

“Looks like I picked the perfect day for a stroll in the green. I was wondering why that odorous Hileriss fellow wasn't still trying to chop down this tree. Now I know. Let's see if we find anything interesting, shall we?”

***Content added 5/5/2017 in console version and 7/21/2017 in PC version:***

**Brian Westhouse**

**Brian Westhouse has lived in Arcadia for decades, but he was born in Boston in 1902.**

**In 1934, Westhouse attempted to cross the Divide between the twin worlds of Stark and Arcadia, but something happened to him. He was stuck, in his own words, “between worlds” for a while, only emerging into Arcadia hundreds of years later. Realising he might never be able to return to his own world, he made a life for himself there.**

**Westhouse met and advised April Ryan on her first Shift to Arcadia, and a decade later he bumped into Zoë Castillo on her first visit. He helped both women understand and cope with the reality of a magical world, and assisted them on their adventures.**

**A born traveler, Westhouse has spent most of his life exploring worlds. He’s seen much of Arcadia – and he’s even been inside the Azadi Empire, a place few Northlanders have visited…and fewer still have returned from.**

**Westhouse was last seen in the Dark People’s City, a year ago.**

BRIAN:

“Interesting...”

BRIAN:

“Hmmm...”

BRIAN:

“This is fascinating!”

BRIAN:

“All those years, and it was right here under my nose...”

BRIAN:

“What does this mean? Hm.”

BRIAN:

“I was right!”

BRIAN:

“I was wrong about that part...but at least now I know.”

BRIAN:

“Ahhh!”

BRIAN:

“I see...I'll make a note of that.”

BRIAN:

“Ah, I knew it! I knew it!”

BRIAN:

“Fascinating!”

BRIAN:

“I'll need to write all of this down before I forget it.”

*Examine: Brian Westhouse*

ZOË:

“Mr. Westhouse. Brian. He seems very enthusiastic and friendly. Probably. I have a hard time reading him, to be honest.”

*Examine: Brian Westhouse*

ZOË:

“I remember him, but only vaguely. It's like he didn't make much of an impression on me the last time. Odd...but then lots of things from my last visit here are vague and odd.”

*Examine: Brian Westhouse*

ZOË:

“He's helping me out, so I guess that's good? I couldn't do this on my own. My magical reading comprehension is somewhat lacking. Still...I wish I could do it without him.”

*Talk to: Brian Westhouse*

BRIAN:

“Have you found anything of interest? Keep looking this place is a treasure trove!”

*Talk to: Brian Westhouse*

BRIAN:

“Abnaxus left so much behind. There's a wealth of information here.”

*Talk to: Brian Westhouse*

BRIAN:

“If you see anything that looks relevant, let me know. I can probably decipher it for you.”

*Talk to: Brian Westhouse*

BRIAN:

“I'm sorry, did you want something?”

*Talk to: Brian Westhouse*

BRIAN:

“Are you still searching? I'm sure Abnaxus left notes all over the place.”

*Talk to: Brian Westhouse*

BRIAN:

“Have you looked upstairs yet?”

*Examine: Map*

ZOË:

“It's a map of the Northlands. And the Border Mountains are right at the top, but no 'Purple Mountains'. Lots of other mountains, though.”

*Examine: Map*

ZOË:

“Without a reference to the Purple Mountains, this map won't help me much.”

*Pick Up: Map*

ZOË:

“Without a reference to the Purple Mountains, that map won't help me.”

*Examine: Books*

ZOË:

“Those are some portentous looking books. I wish I could read them.”

*Examine: Books*

ZOË:

“Abnaxus was a very well-read man...thing.”

*Examine: Books*

ZOË:

“There are enough musty, old books here to fill a university library's special collection of musty, old books.”

***Content added 5/5/2017 in console versions and 7/21/2017 in PC version:***

***Examine: Crystals***

**ZOË:**

**“Abnaxus must have been a big believer in crystals. Or maybe this is how people light their houses. Maybe this is totally normal for Arcadia.”**

***Examine: Crystals***

**ZOË:**

**“This place has the slightly tacky ambiance of a New Age shop.”**

*Examine: Note*

ZOË:

“Looks like a handwritten note.”

*Examine: Note*

ZOË:

“It's another one of Abnaxus's notes.”

*Examine: Note*

ZOË:

“Westhouse might be able to decipher that note.”

*Examine: Note*

ZOË:

“Notes. Notes everywhere.”

*Pick Up: Note*

***Content added 5/5/2017 in console versions and 7/21/2017 in PC version:***

***Examine: Door***

**ZOË:**

**“So, if this place is bigger on the inside than the outside, is that an actual door…or a portal into a pocket dimension? In which case, what happens if the door fails?”**

***Examine: Door***

**ZOË:**

**“Better to think of that as just a normal door. No pocket dimension portal. Just a door.”**

*Use: Door*

ZOË:

“I don't know where to go next. I should stay here and look for more clues.”

*Use: Door*

ZOË:

“I don't know if I'm done here yet. I'm pretty sure I'm not.”

***Content added 5/5/2017 in console versions and 7/21/2017 in PC version:***

***Examine: Bed***

**ZOË:**

**“Abnaxus must have made the bed before leaving for good. That’s kinda sad and eerie.”**

***Use: Bed***

**ZOË:**

**““Someone’s been sleeping in my bed,” said Papa Bear, before mauling Goldilocks and devouring her whole. Don’t ever mess with fairy-tale creatures.”**

***Examine: Window***

**ZOË:**

**“Since this place is so much bigger on the inside than the outside, I thought maybe it existed in a pocket dimension of sorts. But I can still see Marcuria out there. So…”**

***Examine: Window***

**ZOË:**

**“What is this window is also a portal? And right now, I’m looking across dimensions, or across space and time, or—God. No. Just a window. I’m sure it’s just a normal window.”**

*Use: Note (bookshelf) on Brian Westhouse*

ZOË:

“What do you think this means?”

BRIAN:

“Hmm. I'm not sure there's much to learn from that one.”

*Use: Note (near bench) on Brian Westhouse*

ZOË:

“What do you think this means?”

BRIAN:

“Hmm. I'm not sure there's much to learn from that one.”

*Use: Note (on floor) on Brian Westhouse*

ZOË:

“This looks interesting.”

BRIAN:

““The First Dreamer. References in the Annals of Dreaming--” that's this book right here! “--and the chapter 'About the First Dream'.” It's certainly a starting point. Let's see what it says.”

ZOË:

“Can you read that book?”

BRIAN:

“I've lived in Arcadia for decades, and there hasn't been much to do aside from studying ancient texts, so...yes, I can read this book. Let's see... The chapter in question speaks of the Oular. They are said to be 'Wardens of the Dreaming One', whatever that means. It's a rough translation, the English language isn't quite up to the task. The Oular and the...the Yehte? One people that split into two. That sounds familiar. It says here the Yehte left the Purple Mountains to go south, to burrow into the ground. Something about a Well of Dreams. I mean, I don't know how much of this is true and how much is fantasy or prophecy. It's a difficult book to decipher. There's...also something about two Dreamers becoming one. It's vague. This is almost certainly a prophecy of some sort. The Oular live on Cloud Peak, in the mountains of Yehdra. Where's that on the map? Ah, there it is. Straight north, across the plains, right in the middle of the Border Mountains. This is an old book, so I don't know if they still live there. I've never heard of the Oular. They might all be dead.”

*Examine: Map*

ZOË:

“Let's see...There. Cloud Peak, just like the book said. This is it! This shows the way to the Purple Mountains.”

*Pick Up: Map*

ZOË:

“I'm sure Abnaxus won't mind me borrowing this. I'll return it to him in person...if I make it to Cloud Peak.”

*Examine: Note*

ZOË:

“That note fell out of the Annals when Westhouse turned the pages.”

*Pick Up: Note*

ZOË:

“That note fell out of the Annals when Westhouse turned the pages.”

*Use: Note (from Annals) on Brian Westhouse*

ZOË:

“This note fell out from the pages of the Annals. What's a 'soule-stone'?”

BRIAN:

“I'm not sure. “The soule-stone was taken from Luxe by the Warlock Klax. It must be retriev'd or the past, present & future will cease to be.””

ZOË:

“That sounds ominous.”

BRIAN:

“It does indeed. I don't know about any soul-stone, but I'm guessing this 'Klax' fellow does. I wonder if Abnaxus means old Roper Klacks? April told me his story. He was a two-bit wizard who resided in a floating castle up north, near the Border Mountains. April said she taught him a lesson. She didn't get into any details, but he lost his castle. Last I heard, he's doing children's theatre here in town. Reformed, apparently. If that's a thing a wizard if capable of. Sounds like this 'soul-stone' is important.”

*Use: Note (near bed) on Brian Westhouse*

ZOË:

“Here's another note.”

BRIAN:

““...on the matter of the Kin and the approaching War of the Balance--” By Jove! This is the information we've been looking for! I can't believe it was right here, all this time...Your help has been invaluable, Zoë. I'm in your debt.”

***Content added 5/5/2017 in console version and 7/21/2017 in PC version:***

**BRIAN:**

**“The War of the Balance! Finally, something concrete!”**

**BRIAN:**

**“I can’t wait to tell them.”**

*Use: Door*

ZOË:

“I should get going. Should we--”

BRIAN:

“Would you mind terribly if I stayed here to read these books?”

ZOË:

“Well, this is—It's private property, isn't it?”

BRIAN:  
  
“Abnaxus isn't coming back and I've been itching for a chance to peruse his library for years now. I promise I remove anything or make a mess.”

CHOICE:

Allow: *It doesn't look like Brian's going to do any damage to the place. He's respectful and curious. It couldn't hurt to let him stay...*

ZOË:

“I guess...okay. I mean, it's not my house...”

BRIAN:

“Excellent! Thank you so much, Ms. Castillo. I hope our paths cross again very soon.”

Refuse: *He might have the best of intentions, but I made a promise to Blind Bob. I'd feel awful if anything happened to Abnaxus' abode.*

ZOË:

“I'm sorry, I don't think I can let you stay in here.”

BRIAN:

“I'm not sure I need your permission.”

ZOË:

“I--”

BRIAN:

“Only joking. I understand. I'll take my leave now, Ms. Castillo. I certainly hope we'll see each other again soon.”

*Zoë leaves the Abode.*

ZOË:

“Didn't you say something about a wizard and a puppet show?”

CROW:

“Nope.”

ZOË:

“No, you did! You said something about a show in the square--”

CROW:

“I did not.”

ZOË:

“Crow--”

CROW:

“Oh! Right. Right! Roper Klacks' Fingerlings! Man, that show's great. A modern classic.”

ZOË:

“Klacks... He's the wizard April Ryan fought?”

CROW:

“That's right. He was behaving badly, so she fought him and trapped him inside some sort of calculating machine. Pretty clever stuff.”

ZOË:

“Where can I find this puppet show?”

CROW:

“I'll show you.”

*Examine: Door*

*If Zoë let Brian stay in the Abode:*

ZOË:

“I hope I made the right decision letting Westhouse stay.”

*If Zoë made Brian leave the Abode:*

ZOË:

“Closed and locked, at least until Abnaxus comes back.”

*If Kian returned the pipe worker’s tools in Chapter 6:*

*Talk to: Ulvic*

Dialogue Choices:

Roper Klacks: *Perhaps Ulvic knows something about Roper Klacks.*

ZOË:

“Do you know Klacks, the magician?”

ULVIC:

“There are no magicians in Marcuria, I’m sure he’s—Wait, did you say Klacks? Fellow who operates that puppet theatre? Surely he can’t be…No, you’re right. He was a magician. Reformed, apparently. Wrote a book about it, even. Yes, I remember now. He enjoyed a bit of infamy back in the day, Klacks did. Some business with trapping the wind and turning farmers to stone. Now he spends his days wiggling his fingers over on the other side of the park. His show’s popular with the children and the feeble minded. Best to steer clear of that lunatic.”

*Zoë approaches the puppet show. A sizeable crowd has gathered. There is a sign that says “Roper Klacks presents The Fingerlings” along with pictures of each of the puppets – Sanin Ramic, Kevin Henrich, Darlain, Gavin “Miral” Lambert, Jana Saout, David Reed, Adam Doochin, Etath SkyDragoness, Brian Brownrigg, April and Klax.*

*Examine: Roper Klacks*

ZOË:

“Roper Klacks, I presume? He looks...wizardly. As in, how I expected wizards to look when I was ten.”

*Examine: Roper Klacks*

ZOË:

“I should probably go talk to Mr. Klacks before his next show begins.”

*Talk to: Roper Klacks*

ROPER:

“If you seek an autograph, you must purchase my book first. It's on sale today, only--”

ZOË:

“No. Sorry, I-I need to talk to you.”

ROPER:

“Talk? Hmm. Well, I only have a few minutes before my show begins, but I'm sure I can spare a couple of them for a pretty young thing like you.”

DIALOGUE CHOICES:

The Fingerlings: *It's an...odd name for a children's puppet show.*

ZOË:

“The Fingerlings?”

ROPER:

“Ah, my beloved finger puppets! Beloved by all! Children and critics alike! Gilbert Grutton of the Daily Marcurian called my show “simply astonishing”, and wrote that it was “quite impossible to look away”, “I couldn't believe my eyes” and “like a slow-motion cart wreck.” You see, the Fingerlings represent a revolution in finger-puppeteering. Or, as I call it, fingering. Trademark and patent pending. The women in particular are quite ecstatic about it. Stay for the show! I guarantee a good time!”

*(return to dialogue choices)*

April Ryan: *Didn't he and April have some sort of confrontation?*

ZOË:

“Do you remember April Ryan?”

ROPER:

“April Rye—Oh, yes, of course, absolutely, certainly, naturally. The bitch—The brave young woman who came to my castle and stole—And helped me put my sorcerous past behind me? How could I possibly forget.”

*(return to dialogue choices, April, continued now available)*

April, continued: *He's obviously got some issues with April. I'd be curious to learn more.*

ZOË:

“So, about April--”

ROPER:

“Why? Why does everyone want to talk about April Ryan? She was just a weak little human who stumbled onto things she didn't—No, no, no, no, I must apologize. You see, April and I had some...disagreements in the past. I'm past that now. I'm a different person. As for April Ryan...I hear she suffered an ignoble death at the hands of our Azadi benefactors? What a shame. What a terrible, terrible shame.”

*(return to dialogue choices)*

Klacks: *This has to be the right man.*

ZOË:

“You are Roper Klacks, right? The wizard?”

ROPER:

“Who told you that!”

ZOË:

“Well...that sign, for one.”

ROPER:

“No, the—The wizard part! Who told you? I mean, I'm merely a humble finger-puppeteer trying to make an honest living in a cold and heartless world.”

ZOË:

“But you were a wizard once.”

ROPER:

“Fully rehabilitated! I don't go anywhere near...sorcery. Not anymore. You should really read my highly acclaimed and best-selling memoir, 'A Farewell to my Wizardin' Ways'! It's a thrilling story of redemption and romance, of dashing heroes and wicked villainesses, of flying castles and curious calculating devices! Every word of it as true as the night is dark and the day is bright, of course.”

*(return to dialogue choices, Soul-stone now available)*

Soul-stone: *I might as well get right to it, seeing as his show is about to begin.*

ZOË:

“Do you recall owning a soul-stone?”

ROPER:

“A...soul-stone? I—I don't know what you're talking about.”

ZOË:

“I was just wondering, since there are so many impressive tales about your powers where I come from.”

ROPER:

“And where would that be?”

ZOË:

“Um--”

ROPER:

“That was a long time ago, in another life. I've moved on. I'm a different person now...in every way.”

ZOË:

“I was just wondering what happened to the stone.”

ROPER:

“She took it, that...bitch. Balance! Pardon me! I don't know where that came from.”

ZOË:

“Who?”

ROPER:

“The Yaga. 'The Wicked Witch of the North', as these simpletons call Her. As if they have any idea who and what She truly is...She lurks in Riverwood, in the dark places. She feeds on that stone like—Ahem. Like I said, that's in the past and I've left it all behind, long ago. Now I make an honest living bringing joy to children through my most excellent and revolutionary finger- puppet-theatre. And, on that note, I must bed your pardon, young miss. The show is about to begin!”

ZOË:

“Can we please talk again afterwards? I have some more question--”

ROPER:

“Sure, sure, sure. Absolutely. After the show. After the show. Yes, yes, yes, yes. yes. Toodeloo!”

*Zoë joins the crowd. The show is about to begin.*

MARCURIAN:

“Yes, here we go! This is gonna be so good!”

ROPER:

“Ladies and gentlemen! Boys and girls! Humans and—Well, humans! And you Azadi soldiers standing over there. You're welcome to watch. Just don't rattle your sabers or rustle your suits. Welcome! To this morning's performance of...The Fingerlings! I am your host and puppeteer, Roper Klacks, esteemed thespian and raconteur, author and entrepreneur, my book is available for purchase with a free personalized dedication, speak to me after the show. A donation is both appreciated and expected, drop your coins into the box after the show, remember that every iron piece goes towards a good purpose.”

MARCURIAN:

“Woo hoo! Go Fingerlings!”

ROPER:

“My beloved Fingerlings! Handcrafted reproductions of renowned actors from across Arcadia, immortalised in finger-puppet-form by skilled artisans...using only the finest fabrics and natural materials, these lovely creatures are as dear to me as children, and as talented and protean as the finest human players! You're all welcome to approach the stage after the show, of course, to admire my finely crafted miniatures up close and intimately, no food, no touching, no children. And now! Beloved audience! Prepare yourselves for a journey into mystery! For a true story of wizardry and magic! I present to you...The Tale of the Good-Hearted Wizard and the Villainous Wench! Once upon a time, in the distant north, there lived a kindly old wizard in a wonderful flying castle. This very friendly wizard liked to tease and toy with the people of the land, and...sometimes he would do silly things like turn them into stone or furry animals, and bottle up the wind. Naturally, he meant no harm, and the people of the land loved the wizard like they would a grandfather. A very young and very, very handsome grandfather. But one day an evil sorceress from a distant land came to visit the kindly wizard. This ugly, selfish witch didn't understand that the wizard was only trying to make people happy. She used her dark sorcery to steal all of his possessions and trap him inside a tiny little box where the gentle wizard was barely able to breathe. The poor old man was trapped for many moons inside this box, before a benevolent wandering god arrived to free him from his prison. The wizard pledged eternal allegiance to the wandering god in return for vengeance against the cruel witch who trapped him. Together, they--”

ONOR:

“There he is, Commander. The dangerous loon who's corrupting our youth with his occult fingerings!”

ROPER:

“What—What's this? What-What are you doing? What's going on? You can't—Hey. Hey! Hands off!”

VAMON:

“You're teaching children of magic, old man. You ought to know better.”

ROPER:

“Release me, you dishonourable brute!”

VAMON:

“By the authority vested in me by the Greater Azadi Empire and the Emissary, and in accordance with Provisional Imperial Law prohibiting any and all teachings of occult magic, I'm taking you into custody.”

ROPER:

“You can't do this! You don't know who I am!”

VAMON:

“Tell it to the magistrate, wizard.”

ROPER:

“My Fingerlings! My precious, hand-crafted Fingerlings! Nooooo!”

MARCURIAN:

“I cannot believe that they arrested him. What a travesty.”

***Content added 5/5/2017 in console version and 7/21/2017 in PC version:***

**Roper Klacks**

**Roper Klacks was once a self-proclaimed evil wizard and dark alchemist who lived in a floating castle north of Riverwood.**

**On her long journey across Arcadia to save the Balance, April Ryan confronted Klacks to free the wind he’d captured. To defeat him, she trapped Klacks inside a calculator.**

**After breaking out of his mathematical prison, Klacks was apparently a reformed man, leaving evil wizardry behind to become a bestselling author, potions maker and showman, and – he claimed – he harboured no ill will towards April Ryan.**

**According to his autobiography, as a child, Klacks was his neighbourhood’s hopscotch champion three years running. He studied at the Alchemist’s Academy, where he was a member of the tic-tac-toe club, graduating with dishonours. His secret passions are spelling and cooking.**

**He surely harbours no dark secrets. None whatsoever.**

*Talk to: Girl*

GIRL:

“I don't think he's alone in there. He has company.”

*Talk to: Girl*

GIRL:

“There's something wrong with him. When I looked at his face, I saw shadows.”

*Talk to: Girl*

GIRL:

“Stupid wizard, he's still trapped, but this time he's trapped inside himself.”

*Talk to: Crow*

ZOË:

“I didn't see that coming.”

CROW:

“I guess the Azadi aren't fans of creepy puppet shows either.”

ZOË:

“I think it had more to do with him being a wizard. Okay, shit. So what now? He was my only lead to the soul-stone. All I have to go on is something about a 'Yaga' and Riverwood.”

CROW:

“Riverwood? I know Riverwood. I've been to Riverwood! If it's Riverwood you need, I know how to get to Riverwood.”

ZOË:

“Really? And the Yaga? The Wicker Witch?”

CROW:

“I don't know anything about Yagas, but I do know something about witches in Riverwood. On my last trip there, we had a close encounter with one of them. That witch is toast, of course, but I can probably find my way back to Riverwood. It's north. We go north! Wait, which way is up? Yeah, north!”

ZOË:

“Okay. Okay! That's something, right? Much better than nothing. We just need a way to get north that doesn't involve me walking all the way.”

CROW:

“Or me flying. I'm not flying all that way. I tire easily. Wait, I feel a cunning plan coming on. Follow me, Zoë!”

ZOË:

“Uh-oh.”

CROW:

“It's either a cunning plan, or I need the toilet. But I'm pretty sure it's a cunning plan!”

*Zoë and Crow are riding an elgwan. Zoë has put her hood up for the journey.*

ZOË:

“I still can't believe you pulled off the voice and that whole fake hand thing.”

CROW:

“The hat looked great on you!”

ZOË:

“Totally. Not so sure about the beard, though. My face's itchy. Speaking of faces, I can never show mine in Marcuria again, not after that last bit we did.”

CROW:

“If everything goes well, you won't have to!”

ZOË:

“At least we have a ride. Can I trust this thing?”

CROW:

“They're docile cows, the Elgwan. Just leave it to me. Mush, Daisy! Mush!”

ZOË:

“Whoa, whoa! I think you're upsetting her.”

CROW:

“I'll, uh, I'll leave the cowgirling to you. I'll fly ahead and scout the terrain instead. Don't lose sight of me!”

*If Kian took Likho with him on the cloudship in Chapter 8:*

*Kian and Likho are in the hold of the cloudship on the way to Ge'en.*

LIKHO:

“How much longer will this journey take? It must be nearly a week now.”

KIAN:

“It's been less than two days. And I'm beginning to regret bringing you a long.”

LIKHO:

“You're stuck in the cargo hold of a cloudship with your worst enemy. How could you possibly have any regrets?”

KIAN:

“And people say you have no sense of humor.”

DIALOGUE CHOICES:

Sleep: *We're on a mission. This is neither the time nor place to make peace with Likho. We already fight side by side. That's our bond. Besides, I'm tired.*

KIAN:

“(Yawns) I'm going to sleep now.”

LIKHO:

“Unless you're planning to pass gas, you do not need to keep me informed. And stick to your side of the hold.”

KIAN:

“Don't worry, I have no desire to use you as a pillow.”

*(scene ends)*

Apologize: *If there was ever a time to make peace with Likho, this is likely it. Maybe there's still a chance to create a bond between us.*

KIAN:

“I'm sorry about your father. I know that may not amount to much now, but...I was a different person then. I was blind to the possibility that there could be more than one truth. There's been so much death on the road to this place.”

*If Kian killed Arn Stont in Chapter 2:*

KIAN:

“I murdered an innocent man during my escape from Friar's Keep. He begged me to, but... I still don't know if I did the right thing.”

*If Kian did not kill Arn Stont in Chapter 2:*

KIAN:

“I left an innocent man behind to die during my escape from Friar's Keep. I thought I was doing the right thing, but I only caused him more pain.”

***Content added 5/5/2017 in console version and 7/21/2017 in PC version:***

***If Kian visited Gerdi Stont in Chapter 3:***

**KIAN:**

**“When I visited his widow, she only had hate for me. She couldn’t understand my reasons for doing what I did.”**

*If Kian killed the Warden in Chapter 2:*

KIAN:

“I killed the Warden, and for what? For justice? For revenge? Jakai's aunt was sentenced to death for that. I don't see how the Warden's death can make up for that. And I worry about Jakai.”

*If Kian killed the Captain in Chapter 2:*

KIAN:

“I ran Balsay Bachim through and watched him bleed to death, so that I could make my escape through a Blood Magic portal. I still wonder if his sacrifice was worth it. Have I repayed that debt? Shepherd believes so, but many thought him a better man than I. So why did he have to die?”

*If Kian did not kill the Captain in Chapter 2:*

KIAN:

“I watched Balsay Bachim bleed to death so that I could make my escape through a Blood Magic portal. I still wonder if his sacrifice was worth it. Have I repayed that debt? Shepherd believes so, but many thought him a better man than I. So why did he have to die?”

*If Likho killed Na'ane:*

KIAN:

“And then I stood and watched you kill an ally because of what I revealed of her past, and I did absolutely nothing to prevent it. If I could go back in time...”

*If Kian tortured and killed the Azadi officer in Chapter 5:*

KIAN:

“I've tortured and murdered men...”

KIAN:

“What did I gain from these actions? What did it change? What would have been different had I acted differently? All of these choices, Likho, they add up. My soul is heavy. The others believe me unaffected, because I carry on as if nothing happened. But their faces and voices are there, when I close my eyes. Those deaths never leave me. No words can undo these deeds. There are no excuses for the wrongs I've committed. But I am trying to heal the wounds I've inflicted. It's a long journey, Likho, and--”

LIKHO:

“I know. When you arrived from Friar's Keep, I wanted you dead.”

KIAN:

“Really? I couldn't tell.”

LIKHO:

“And people say you have no sense of humour.”

KIAN:

“They do?”

LIKHO:

“We've been through much since then. I believe I know you a little. You're taken up arms against your own people, risking shame, death, and your immortal soul, because you believe they're misguided. It cannot be easy being hated and feared by both sides. I may still despise you because you murdered my father. I may still dislike you because you're an arrogant and intolerant shit. But I respect you, Kian. And I trust you.”

CHOICE:

Get Serious:

KIAN:

“That trust goes both ways, Likho.”

LIKHO:

“Well. I'm taking a nap. This half of the hold is mine. Stick to your side, or I may stab you in my sleep.”

KIAN:

“Don't worry, I have no intention of cuddling up next to you.”

Make Light:

KIAN:

“Intolerant shit?”

LIKHO:

“Too harsh?”

KIAN:

“You may have a point.”

LIKHO:

“Anyway. I'm exhausted. All this male camaraderie takes its toll. Keep to your side of the hold, or I may accidentally stab you in my sleep.”

*(scene ends)*

*If Kian let the timer on the choice run out:*

LIKHO:

“I'm going to sleep. Stay on your side, Alvane, or you may wake tomorrow with a missing limb.”

*(scene ends)*

*If Kian got serious with Likho:*

*An Intimate Moment, Unlocked!*

LIKHO:

“Kian! Are you awake?”

KIAN:

“I wasn't. This has now changed.”

*If Likho killed Na'ane in Chapter 3 and Kian killed the Azadi soldier in Chapter 5:*

LIHKO:

“How do you cope with it?”

KIAN:

“With what?”

LIKHO:

“With who you are. What you are. How you—How you feel about... You know.”

KIAN:

“You Dol-Azadi... Dol-Intiqua. You see how men and women are divided in our society, and you condemn us for something you do not understand.”

LIKHO:

“What I meant to say--”

KIAN:

“I know. There are some rules that cannot be broken. A soldier can't bed a priestess. If they're caught, it's exile for the woman...and death for the man. A Sister can bed another priestess. She can also take a civilian lover, as long as she's...discreet. A pregnant sister loses her robes. And a soldier can lie with another soldier. For some, it's a passing phase. For others, convenience. Soldiers become officers, or they leave the service, begin a civilian career. Marry, have children...For the rest of us...Our society doesn't condemn us. In the eyes of the Goddess, it makes us no less worthy. It's simply how we were born. You only see us Azadi as bigoted and reactionary. And in our treatment of magicals...perhaps we are. We are. We have our reasons for fearing magicals. Not good ones, but still. We have no reason to fear men who love men, or women who love women, and so we do not condemn or persecute them. I don't have to 'deal' with anything, Likho. I am who I am, and no one has ever thought less of me because of it.”

*(conversation progresses)*

LIKHO:

“Did I ever tell you how my society views people like us?”

KIAN:

“I don't believe so.”

LIKHO:

“If they knew the truth, I'd be ostracized. Tolerance, it seems, has its limits. But in the resistance, no one cares. This thing we share...It doesn't change how they feel about us. It's...strange. Strange but liberating.”

KIAN:

“With the resistance, you are who and what you decide to be. Regardless of colour and creed, gender and religion and...I thought you loved April Ryan?”

LIKHO:

“I did. I do. But—I could never share my life with her. Not like that. I still miss her. Every day. She gave me strength.”

KIAN:

“Now I am going to sleep. We have a long day ahead of us tomorrow.”

LIKHO:

“A day of sitting in the dark bickering about who passed gas?”

KIAN:

“Like I said, a long day.”

*If Kian did not take Likho with him on the cloudship in Chapter 8:*

*Kian is sitting in the hold of the cloudship on the way to Ge'en in silence.*

**--Chapter 10: Umbrae--**

****

*Zoë is riding the elgwan in Riverwood. Suddenly, something scares the elgwan, and it knocks Zoë off its back, then runs into the forest.*

ZOË:

“Oh! Well, fuck. Oh, I mean, that hurt.”

CROW:

“Never trust an Elgwan! Cowardly cows.”

ZOË:

“Something must have spooked it. What do we do now?”

CROW:

“This place looks familiar. I think we're close. In fact, I think we're--”

BEN BANDU:

“Leave! Go! Or I'll call the others!”

ZOË:

“Whoa, hey there. I'm-I'm friendly, and...and unarmed!”

BEN BANDU:

“You're human. You can't be friend—Bird? Crow bird?”

CROW:

“Hello. Hey, you're that fretful furry thing we met the first time we came through here. Ben...Franklin?”

BEN BANDU:

“Ben Bandu. This isn't the same human who accompanied you last time.”

CROW:

“This is my new human. She's mostly harmless. Say hello, Zoë. Don't be rude.”

DIALOGUE CHOICES:

Hello: *I guess...hello?*

ZOË:

“Hello.”

BEN BANDU:

“Hello. Are you the new Bandu-Embata?”

ZOË:

“Bamboo-what? No. I have no idea. I'm Zoë.”

BEN BANDU:

“You're a Dreamer.”

ZOË:

“So they keep saying. I'm not very good at it. How did you know?”

BEN BANDU:

“We live close to the Dreaming here. Her dreams surround us.”

*(conversation progresses)*

Suspicious: *I have no idea who or what this creature is. For all I know, it's associated with the Yaga.*

ZOË:

“Who are you?”

BEN BANDU:

“I'm Bandu-umanu-banta-au-rubana-biutan-binaort.”

ZOË:

“Uh.”

BEN BANDU:

“Call me Ben-Bandu.”

ZOË:

“Thank you. I'm Zoë.”

BEN BANDU:

“You're a Dreamer.”

ZOË:

“So they keep saying. I'm not very good at it. How did you know?”

BEN BANDU:

“We live close to the Dreaming here. Her dreams surround us.”

*(conversation progresses)*

Move on: *We don't have time to chat with the locals. We're on a mission!*

ZOË:

“I'm sorry, but—Crow, we need to go.”

CROW:

“Go where? I don't know where to go now. This place has changed a lot. It's like it has more...dimensions. That furry fellow's local, he probably knows where to find the Wicker Witch of the No--”

*(conversation progresses)*

BEN BANDU:

“The Yaga.”

CROW:

“That's it! That's the one we're looking for! Right, Zoë? The Yaga!”

CROW:

“You're...you're looking for the Yaga? On purpose? Are you mad?”

CROW:

“Oh, I'm not. Her, I'm not so sure about.”

ZOË:

“You know the Yaga.”

BEN BANDU:

“She lives in this forest. We do not speak Her name. She's...She's mean.”

DIALOGUE CHOICES:

Go now: *We need to find her right now, but we can't bring fur-ball with us.*

ZOË:

“Thanks for the warning, but we have to find her.”

BEN BANDU:

“That's suicide! She'll eat you alive. Even if you are a Dreamer.”

ZOË:

“We don't have much choice. We need to get the soul-stone.”

*(conversation progresses)*

The Yaga: *Teddy bear probably knows more about the Yaga.*

ZOË:

“Who is she?”

BEN BANDU:

“The...Yaga? She's old. Really old. She's been around since long before my people came to this forest. Once, she had many servants. Witches and warlocks. Evil ones, like in the stories told by the Elders. But her servants are all gone now, so She woke up and crossed into our world. She doesn't belong here, but She's lonely. And hungry.”

ZOË:

“Hungry. Great. Well, we still have to find her. She has the soul-stone.”

*(conversation progresses)*

Show the Way: *We'll save time if we ask the Ewok to show us the way to the Yaga.*

ZOË:

“Would you mind taking us to her?”

BEN BANDU:

“You are mad. She doesn't like visitors. She eats visitors.”

ZOË:

“Sounds friendly. But we don't have a choice. She has the soul-stone.”

*(conversation progresses)*

BEN BANDU:

“The soul-stone! I've heard of the soul-stone. The Yaga took it from the fallen fortress of her warlock.”

CROW:

“Warlock? Roper Klacks worked for the Yaga?”

BEN BANDU:

“They all did. The Gribbler, Klacks, all the evil witches and warlocks of the Northlands. But they're gone now...just like my people. April Ryan imprisoned the warlock and killed the witch. She saves us all, but then...Then the Azadi came with sharp blades and metal tubes that spewed fire. They murdered most of us. Some fled east. I'm the only one left here now.”

ZOË:

“That's terrible. I'm so sorry.”

BEN BANDU:

“One day they'll come back, all the surviving Banda. Until then, I watch over their burrows. And I sing. For them. For all of us. This soul-stone... It's important?”

ZOË:

“Very.”

BEN BANDU:

“You'll use it to fight the Azadi?”

ZOË:

“That's part of it, yes.”

BEN BANDU:

“I'll take you to the Yaga. Or as close as I dare go to Her lair, anyway.”

CROW:

“Great. I was expecting you to say no. And by 'expecting' I mean 'hoping'.”

BEN BANDU:

“Does the bird always speak like that?”

ZOË:

“I'm afraid so. Lead the way, Ben.”

***Content added 5/5/2017 in console version and 7/21/2017 in PC version:***

**Ben Bandu**

**Ten years ago, Ben-Bandu – a young Banda; a species derogatively called ‘mole-people’ by some humans – met April Ryan when she was travelling through Riverwood.**

**April helped free Ben’s brother from captivity by defeating the Gribbler, a terrifying forest witch in service of a greater darkness. Through her selfless act, she earned herself a place of honour in the Banda tribe.**

**Ben-Bandu is still indebted to April, and he’d like nothing more than to repay her kindness – and help her friends.**

*Ben Bandu has taken Zoë and Crow to a path that immediately becomes darker, as if it is its own world that is always at nighttime.*

BEN BANDU:

“The Yaga's beyond the ridge. Once you cross that, you're in Her realm.”

ZOË:

“You're not coming with?”

BEN BANDU:

“Did you not hear me when I said She was hungry? No, I'm not coming with you. The walls of that place are thin, and she can smell my magic.”

CROW:

“A wise decision, tiny man. Come on, Zoë. Let's turn around and head back with Ben-Ben. Maybe catch a fat squirrel and roast it for dinner.”

ZOË:

“This is what we came here for! If we don't get the soul-stone--”

CROW:

“Everyone dies, the world ends, no more Christmases, blah blah blah. I'm so sick of walking into one perilous scenario after the other. After we're done with this one, no more adventures, I swear to the feathered gods of old.”

BEN BANDU:

“You'll know you're there when you see the Gribbler's old house. She was the witch who lived her before. The Gribbler served the Yaga, and that's where She came through from the Beyond.”

ZOË:

“Will you wait for us, Ben?”

BEN BANDU:

“I'll wait until nightfall, but if you're not back by then...”

ZOË:

“We'll be back.”

CROW:

“And I had such a craving for crispy squirrel...”

***Content added 5/5/2017 in console version and 7/21/2017 in PC version:***

***Examine: The way back***

**ZOË:**

**“Let’s make sure our protagonist has to descend into terrifying darkness, rather than walk into a brightly lit, flowery glade.”**

***Examine: The way back***

**ZOË:**

**“Life always looks more inviting in the opposite direction of where I need to go. There’s a lesson there. Somewhere.”**

***Examine: Branches***

**ZOË:**

**“Naked, twisting branches blocking what little light there is? Check.”**

***Examine: Branches***

**ZOË:**

**“If this was the entrance to a haunted house, I’d say they’d gone way overboard.”**

***Examine: Dark water***

**ZOË:**

**“That’s a not at all reassuring shade of black. And what are those swirling things? Giant tadpoles? I don’t want to know.”**

***Examine: Dark water***

**ZOË:**

**“Even the plants down there look like…like dead hands wiggling their cold, dead fingers. Welcome to nature, prepare to be absolutely terrified.”**

***Examine: Bridge***

**ZOË:**

**“They’ve got that whole “normal things that should look quaint and safe except they look horrifically scary” thing down to a fine art.”**

***Examine: Bridge***

**ZOË:**

**“I’m not saying I won’t cross it, but I do expect the bridge to do something terrible to me.”**

***Examine: Thorn bushes***

**ZOË:**

**“This is all very Grimm. I’m expecting an evil queen and a sleeping beauty at any time.”**

***Examine: Thorn bushes***

**ZOË:**

**“Thorny bushes are never a good sign. Really. There’s just no place for that in a happy story.”**

*As Zoë and Crow walk along, a murder of crows suddenly flies away from them into the air.*

CROW:

“Mother of Ravens! I don't feel very welcome. I mean, this isn't just a bad sign. It's all the bad signs, all at once. Like a grab-bag of ill omens. There are plenty of stones lying about. Let's just pick one and pretend it's the soul-stone. It's not like anyone would know what it's supposed to look like.”

*Examine: Crow*

ZOË:

“I'm glad I have Crow here. Regardless of how useless he may be at times, he's still company. I'll take company over no company any time.”

*Examine: Crow*

ZOË:

“Crow looks paler than usual. Even his feathers are losing colour. If he had a choice, I'm sure he'd fly out of here in a second, but he's sticking with me. He's braver than expected, I'll give him that.”

***Content added 5/5/2017 in console version and 7/21/2017 in PC version:***

***Examine: Gate***

**ZOË:**

**“This looks like one of those pivotal moments where the audience’s yelling at the heroine, “don’t go through the gate, are you crazy?””**

***Examine: Gate***

**ZOË:**

**“Once I’m past that gate, there’s probably no way back. Happy thoughts, happy thoughts.”**

*Zoë and Crow pass through a gate that abruptly closes.*

CROW:

“Aaah! Oh, my tiny bird heart! I have a bad feeling about this, Zoë.”

***Content added 5/5/2017 in console version and 7/21/2017 in PC version:***

***Examine: Glowy eyes***

**ZOË:**

**“That’s so not reassuring. And I used to like cats.”**

***Examine: Glowy eyes***

**ZOË:**

**“Nice kitties. Nice, red-eyed, terrifying kitties.”**

VOICE:

“Go. Leave! Turn around! Don't come any further. She's here. She's dangerous!”

***Content added 5/5/2017 in console version and 7/21/2017 in PC version:***

***Examine: Dark cave***

**ZOË:**

**“Dark, scary cave? No way to get around it? Fairy-tale conventions never fail to make my life miserable.”**

CROW:

“I know this smell. Dog's doo-doo, incense and rotting flesh. Smells like witches, alright. Is it my imagination, or is the light changing? Is it getting darker? Am I going blind? Help! Do you hear voices? I hear voices. I don't like disembodied voices. Disembodied voices are never a good sign.”

*Examine: Bad signs*

ZOË:

“I think this is a warning sign.”

*Examine: Bad signs*

ZOË:

“This stuff basically spells “turn around”, “go away”, “death and darkness ahead”. But who heeds that kind of stuff?”

*Examine: Bad signs*

ZOË:

“This could be the world's best haunted house ride...if it wasn't all real and fucking scary.”

*Examine: Bad signs*

ZOË:

“If this was a horror movie, the audience would be yelling at me to turn around and go back.”

*Examine: Bad signs*

ZOË:

“Good thing no one's forcing me to do this, because...scary.”

*Zoë and Crow emerge from the cave they're in and see a dark swamp with a hut at the end of it.*

***Content added 5/5/2017 in console versions and 7/21/2017 in PC version:***

***Examine: Swamp***

**ZOË:**

**“What’s worse than a twisting path into darkness, through thorny bushes and sharp, naked branches? A swamp. Of course there’s a swamp.”**

***Examine: Swamp***

**ZOË:**

**“The only thing stopping me from running in the opposite direction right now is knowing I’ll have to go through that cave again.”**

***Examine: Sky***

**ZOË:**

**“I’m pretty sure the sky didn’t look like that before I passed through the cave…”**

***Examine: Sky***

**ZOË:**

**“It reminds me of…of Storytime, when I was trapped there. What is this place? Are they connected?”**

ZOË:

“I feel strange. I've felt this way before. When I was—When I was in a coma. Inside Storytime. I must be on the border between waking and dreams.”

VOICE:

“The wicked witch is gone, but She is here now. She'll eat you up, like She ate all of us! She tricked us, She trapped us, She cooked us, She ate us. We're the children that never left. It's too late to save us. Save yourself! Go!”

***Content added 5/5/2017 in console versions and 7/21/2017 in PC version:***

***Examine: Will-o-wisps***

**ZOË:**

**“They’re…they’re speaking. It’s freaky.”**

***Examine: Will-o-wisps***

**ZOË:**

**“Are those the souls of lost children? If so, this place is even more horrifying than I’d imagined.”**

***Examine: Will-o-wisps***

**ZOË:**

**“Poor things…”**

*Talk to: Crow*

CROW:

“So what now? Do we just go up and knock on the door?”

ZOË:

“I don't see a doorbell.”

CROW:

“Ha-ha, no, this is neither the time nor place for levity.”

ZOË:

“Oh, I know.”

*Talk to: Crow*

ZOË:

“I don't actually see a door.”

CROW:

“I seem to remember a door.”

ZOË:

“You know this place?”

CROW:

“It's changed, but yes, this is where the Gribbler lived. She smelled awful. And she was so rude. Also, she wanted to eat April.”

ZOË:

“You should've lead with that one.”

CROW:

“But she did smell awful. Especially when she burned.”

ZOË:

“Ugh.”

*Talk to: Crow*

CROW:

“Aren't you gonna do something?”

*Talk to: Crow*

CROW:

“We can't leave without the soul-stone, right? Maybe we can! How about we go east and keep going until we're far away from anything that can ever hurt us and we build a little house with a garden and...no.”

*Talk to: Crow*

CROW:

“Once again, I got nothing. This is all on you, Zoë.”

*Examine: Weeds*

ZOË:

“Weeds and vines, covering everything.”

*Examine: Weeds*

ZOË:

“This almost feels intentional, like someone's trying to cover something up.”

*Move: Weeds*

*Examine: House*

ZOË:

“Is that where the Yaga lives? It looks like a house. I mean...a scary house, sure, but still just a house.”

*Enter: House*

YAGA:

“WHO BOTHERS ME? WHO BOTHERS THE YAGA?”

ZOË:

“Okay, so maybe not 'just' a house after all.”

*Talk to: House*

ZOË:

“You have something that's not yours.”

YAGA:

“LEAVE MONKEY.”

ZOË:

“Not until you give me the soul-stone.”

YAGA:

“WE DO NOT KNOW WHAT YOU SPEAK OF.”

ZOË:

“Whoa... My whole body's tingling. I can change things. I can manipulate this dream. Cool.”

*Talk to: House*

ZOË:

“Please, I need to speak with the Yaga.”

*Talk to: House*

ZOË:

“I'm not here to hurt you. I just need something you've taken.”

*Mind: House*

ZOË:

“There are...three minds in there. But which one's the Yaga? I can hear several voices, all of them angry...It's so loud, so strong. I can't—I can't keep listening. She's too strong.”

CROW:

“Aaaah!”

*Suddenly, the house comes to life, sending Crow flying. The house grows a spine and towers over Zoë, opening its mouth from which dirt pours down.*

YAGA:

“WE ARE HERE AT THE END OF THINGS.”

*The Yaga pummels Zoë into a nearby rock.*

ZOË:

“Aaah...”

YAGA:

“I WARNED YOU.”

ZOË:

“Let me go, you...bitch!”

VOICE:

“She's awake! We told you to go! Get away! Run, as fast as you can! Don't look back! It's too late!”

*Examine: House*

ZOË:

“She's trying to kill me!”

*Examine: House*

ZOË:

“I don't think she wants to give up the soul-stone.”

*Talk to: House*

ZOË:

“Stop this! I don't want to fight you, I just want to talk to you!”

*Talk to: House*

ZOË:

“Stop trying to kill me!”

*Mind: House*

ZOË:

“She's so angry...”

*Mind: Yaga*

ZOË:

“The Yaga's incredibly powerful. Her mind's almost impenetrable.”

*Telekinesis: House*

*Zoë blasts the door off of the house, revealing the soulstone inside. The house lets her go.*

YAGA:

“I TOLD YOU LEAVE.”

ZOË:

“I think I need to get through that door.”

*Examine: Window*

ZOË:

“It's—It's like an eye, staring back at me.”

*Examine: Window*

ZOË:

“She's looking right at me!”

YAGA:

“WE WOULD FIGHT AND DIE RATHER THAN FADE TO NAUGHT.”

YAGA:

“NOW I FEED.”

*If the Yaga eats Zoë:*

VOICE:

“Too late...Eaten up...One of us. Our last hope...Gone, forever.”

*Time: House*

*Use: Door*

*Zoë slows down the house as it comes to slam down on her and then climbs through the door. She disappears into the void as the house screams. Crow looks on from a tree.*

*Zoë finds herself into complete darkness other than purple strands of light in the sky and the soulstone in the distance.*

ZOË:

“Oh, this sucks. Wait, the sky... Is this Storytime? But it's not like how I remember it. It looks...Older. It looks a lot older.”

*She walks towards the soulstone.*

BAEB:

“Aren't you a clever monkey.”

AYAE:

“Hush, sister, don't speak to it. Just let it lose itself in the dark. It'll weaken and then we can eat it.”

BAEB:

“It'll probably taste honey sweet, like a newborn babe.”

GH'AA:

“Do not underestimate this one, sisters. There's something different about it.”

ZOË:

“H-Hello?”

*Zoë walks toward the soulstone again.*

GH'AA:

“Maybe not so clever after all.”

AYAE:

“We're hungry. We need to eat.”

BAEB:

“Not long now. You must be tired, monkey. Your eyes grow heavy. Sleep, we'll watch over you.”

ZOË:

“Show yourselves!”

*Zoë walks toward the soulstone again.*

AYAE:

“Is it not asleep yet? Lie down and shut your eyes, monkey. Let us feed!”

ZOË:

“That's not going to happen.”

BAEB:

“It answers back, like a thing with a mind of its own. A very clever monkey.”

GH'AA:

“This one has spirit. And something else. Something powerful.”

*Zoë walks toward the soulstone again. A young maiden appears before her.*

BAEB:

“You're a Dreamer.”

ZOË:

“And you're the Wicker Witch of the--”

BAEB:

“Now, now, there's no need for insults. We are--”

YAGA:

“THE YAGA.”

BAEB:

“No monkey has ever been here before. We're curious about you.”

ZOË:

“We?”

AYAE:

“The Sisters.”

*Suddenly, the dark maiden was joined by mother and crone versions of herself.*

BAEB:

“Baeb.”

AYAE:

“Ayae.”

GH'AA:

“Gh'aa.”

ZOË:

“Baeb, Ay—Baba Yaga.”

BAEB:

“Older than time. Older than memory. Old as darkness. Always three.”

AYAE:

“Not always, sister. In the beginning, the Yaga was one. And then everything unraveled.”

BAEB:

“Light came, worlds were born, monkeys bred and became legion. And the One became Three.”

AYAE:

“You are from across the Divide. From a world ruled by machines.”

ZOË:

“That's right.”

GH'AA:

“But not really here at all. Dreaming.”

ZOË:

“Apparently so.”

GH'AA:

“We thought there was only one Dreamer.”

ZOË:

“You were mistaken.”

AYAE:

“Something made you. That's interesting. We didn't see this coming. We do so love surprises.”

BAEB:

“What do you want from us, monkey?”

ZOË:

“The soul-stone. You stole it.”

BAEB:

“Lux stole it first. Only fair that we stole it back. What do you want with it?”

ZOË:

“To bring it back where it belongs. To cure Lux. Lux is the--”

AYAE:

“Lux is the First Dreamer. We know. Oh, we know. You cannot teach us things, monkey. We were there in the darkness, in the time before time, before all this terrible brightness, before you monkeys spoiled it. We had the soul-stone then. It fed us and made us strong. But Lux took it so that Lux could Dream. We were there when Lux dreamed the First Dream and the stars were born and everything came apart. If we give you the stone, we fade from memory. We will be forgotten. It's all that anchors us when there's no one left to worship and fear us.”

ZOË:

“But they do worship you, don't they? In the city, they've built effigies to the Wicker Witch.”

YAGA:

“THE WICKER WITCH!”

AYAE:

“A bedtime story. A spineless fairy-tale for nestlings. No one truly fears the Yaga anymore. Our power is diminished.”

ZOË:

“I don't know. People need darkness, they need to be frightened. In my world, scary is popular. There are films, games, haunted houses...”

AYAE:

“Playthings! We are less than we were. We remember feeding, our stomachs bloated with flesh and fear.”

ZOË:

“Ugh. Well, things change. That's how it goes.”

BAEB:

“Maybe instead of giving you the soul-stone, we eat you up. All your delicious memories, all your dreaming powers. Your soul will keep us warm and sated.”

ZOË:

“How's that gonna help anyone?”

BAEB:

“Help? What makes you think we'll help? We owe the universe nothing, monkey. We owe Lux nothing. Why should we care if the Dream ends? Perhaps if you give us a little morsel, a taste of you. What can you offer us?”

ZOË:

“Offer...?”

BAEB:

“A sin. Something dark. Something you keep deep inside and fear to reveal.”

ZOË:

“I - ”

DIALOGUE CHOICES:

*If Zoë flirted with Roman in Chapter 2*:

Flirting\*: *I flirted with Roman, and I've never shared that with anyone.*

ZOË:

“I flirted with my therapist. I wasn't exactly unfaithful, but I...I think I might have been, given the opportunity.”

BAEB:

“A tiny betrayal. Barely a morsel. So small it could never fill our stomachs.”

*(return to dialogue choices, “Nothing” option is no longer available, conversation progresses when no options left)*

*If Zoë chose the pork sausages in Chapter 2:*

Sausages\*: *I knew Reza wouldn't like the sausages I bought for him for lunch that time. I did that because – because I was tired of our routine, of how our relationship had stagnated.*

ZOË:

“Instead of giving someone I'm supposed to love and care for the thing he wanted, I did the opposite. And I did that because I was angry.”

BAEB:

“Lashing out in anger, but so what? Had you harmed him, we'd have something. Had you killed him, we might have been sated. But this? This is nothing.”

*(return to dialogue choices, “Nothing” option is no longer available, conversation progresses when no options left)*

*If Zoë did not interrupt Mr. London in Chapter 2*:

Did not intervene\*: *When Mr. London attacked Baruti, I did nothing to help him. I could have intervened.*

ZOË:

“I didn't step in to protect a good friend when he was in danger.”

BAEB:

“The monkey fears for its life and hides in shadows. The shame is honey sweet, but not filling, not even a mouthful.”

*(return to dialogue choices, “Nothing” option is no longer available, conversation progresses when no options left)*

*If Reza left at the end of Chapter 2:*

Reza\*: *When Reza and I had our final argument, I let him walk out the door. I didn't try to stop him, because...because I'd already given up. I didn't even give our relationship a chance.*

ZOË:

“I let my boyfriend walk out the door and out of my life. I gave up on him, and on us.”

BAEB:

“Gutless monkey, afraid to face the truth. The regret is strong. It throbs like a pumping heart. A proper morsel, mouthwatering, but this satisfies no hunger. We want more!”

*(return to dialogue choices, “Nothing” option is no longer available, conversation progresses when no options left)*

*If Zoë told Queenie where Hanna was in Chapter 4:*

Hanna\*: *I promised Hanna I wouldn't tell Queenie where she was hiding, but I did it anyway. And what for? I'm not even sure I believed I was helping Hanna. It was currency.*

ZOË:

“I betrayed a friend's trust and revealed her secret to someone else.”

BAEB:

“Not a betrayal. Not a selfish lie. Not cowardice. This nibble tastes like ash and only serves to stoke our ravenous hunger.”

*(return to dialogue choices, “Nothing” option is no longer available, conversation progresses when no options left)*

*If Zoë accepted Queenie's support for Uminska in Chapter 4:*

Lied to Queenie\*: *I lied to Queenie about the campaign. She saw through the deception, but it was still a very selfish thing to do.*

ZOË:

“I lied to someone who was only looking out for my best interests. And I did it for my own selfish gains.”

BAEB:

“A small lie, confessed and forgiven. Why do you offer us this? It will barely fill our mouths, let alone our stomachs.”

*(return to dialogue choices, “Nothing” option is no longer available, conversation progresses when no options left)*

*If Zoë gave the data to Sully and lied about it to Baruti in Chapter 4:*

Lied to Baruti\*: *I didn't tell Baruti the truth about the data.*

ZOË:

“I lied to a friend, because I didn't have the guts to tell him the truth.”

BAEB:

“A coward's lie. A tiny, tasty morsel, but it only makes us more ravenous.”

*(return to dialogue choices, “Nothing” option is no longer available, conversation progresses when no options left)*

*If Zoë ran away from Nela at the end of Chapter 5:*

Ran away\*: *I turned and ran when I realised what Nela was about to do...*

ZOË:

“I turned my back on a friend. I was a coward. Maybe if I hadn't done that, she'd still be alive today.”

BAEB:

“Self-preservation before selflessness. Like any monkey, you think only of your own survival. There's nothing special about this morsel.”

*(return to dialogue choices, “Nothing” option is no longer available, conversation progresses when no options left)*

*If Zoë threw her Dreamer at Falk in Chapter 7:*

Falk Friedman\*: *That man in my apartment...He was trying to protect me, but I got him killed.*

ZOË:

“A man died because of my actions. I didn't know who he was, but I still feel responsible for his death.”

BAEB:

“A panicked decision. The monkey didn't even know she was making a choice. Why give us this? It's a crumb, nothing more.”

*(return to dialogue choices, “Nothing” option is no longer available, conversation progresses when no options left)*

Nothing\*: *Is there really nothing I can give her? What will they do to me if I refuse?*

ZOË:

“There's nothing.”

BAEB:

“You are without sin, without flaw? There are no choices you regret? The lucky monkey appears to be as pure as the first rays of light that fell upon the Dreaming.”

AYAE:

“Since you offer us nothing, we offer you nothing in return.”

ZOË:

“But why? You're not only punishing everyone out there, but you're also hurting yourselves.”

*(conversation progresses)*

*If Zoë gave any choices to the Yaga:*

AYAE:

“Still, we'll take this little piece of you. It belongs to us now, and you'll have no memory of it.”

ZOË:

“And in exchange you'll give me the soul-stone?”

AYAE:

“We will not. We made no promises. The soul-stone is ours. We need it.”

ZOË:

“If you do that, you'll not only be destroying everything and everyone, you'll be all alone.”

*(conversation progresses)*

ZOË:

“Who will worship and fear you when they're all gone?”

BAEB:

“So what else can you offer us, monkey? What can you give of yourself to prove that this matters?”

ZOË:

“I don't know.”

BAEB:

“You demand that we give up the thing that feeds us and keeps us warm, and you cannot make a similar sacrifice?”

ZOË:

“You're right. I can't. I don't have what you're asking for. I'm human. I've made terrible decisions, but I don't linger on those decisions. I move forward and live with the consequences. Shame, anger, disappointment...regret. That's not what feeds me. I survive because I let go, every day. Because I have hope and faith in the future. Not because I look back. That goes for most people. And all I want is to give those people a chance to make their choices, good or bad, and carry on living and learning. If that's not enough for you, then I have nothing. And if I don't—If I fail to bring the soul-stone to the First Dreamer...Lux dies. The Dream ends. There will be no one around to remember any of us or the choices we've made that brought us here. It all hinges on this moment in time.”

GH'AA:

“We know this, little monkey. This is why we're giving you the soul-stone. But you must do one thing for us in return.”

ZOË:

“Anything, as long as it's mine to give.”

GH'AA:

“You must remember us, when the dream is in you. The world needs us. Without the Sisters, without the Yaga, there's no fear. No imagination. Every dream needs a nightmare.”

ZOË:

“I don't think I could forget even if I tried. Yes. I'll remember you.”

GH'AA:

“Good.”

AYAE:

“Good.”

BAEB:

“Good. Here is the soul-stone. Take it. Use it to wake Lux. We would have done it ourselves, but the Dreamer-monkey is the only one with that power.”

ZOË:

“How do I get there?”

BAEB:

“Someone's coming. Little furry thing. They will gift you a beast to ride. Go to Lux. You will feel Lux, like a lantern in the dark. Follow the light. Save the Dream, Dreamer. Become One with the First.”

ZOË:

“What does that mean?”

BAEB:

“You'll find out.”

GH'AA:

“And, clever monkey, beware the wizard of lies.”

BAEB:

“He schemes. He plots. He wishes to remake the world.”

AYAE:

“He wears a mask. He harbours ambitions. He always did. But now--”

GH'AA:

“There's something in him. It's a dangerous thing, little monkey. Watch out.”

YAGA:

“NOW LEAVE!”

*Zoë finds herself returned to the swamp outside the house. Crow flies down to her.*

ZOË:

“Where did you disappear to?”

CROW:

“I have a thing about huge monster houses. I don't like them.”

ZOË:

“You're the worst sidekick.”

CROW:

“That's what they keep telling me! I honestly don't know why. Let's go back and find the furry little halfling-thing again. I bet you he didn't wait for us. I bet you he's long gone.”

VOICE:

“She's letting us go! What did you do? We're free! Time to go! Thank you, Dreamer. Find Lux! Save the Dream!”

*Examine: The Soul-stone (in inventory)*

ZOË:

“The soul-stone. Finally. It's lighter than I thought, and it feels...eerie. Like it's charged with electricity.”

*Examine: The Soul-stone (in inventory)*

ZOË:

“Lux's soul-stone. With this, I'll wake the First Dreamer and save the First Dream. Hopefully. Whatever any of that means.”

*Examine: The soul-stone (in inventory)*

ZOË:

“It's weird, but... It's like it's filled with familiar voices. Or with...with dreams.”

*Use: The Soul-stone (in inventory)*

ZOË:

“It's warm to the touch, and...and it's almost like it feeds me. I feel sated. I get why the Yaga didn't want to give this up. It's powerful.”

*Zoë exits the Yaga's lair back into the normal evening light.*

MOLE:

“Is this the one?”

BEN BANDU:

“That's her. That's Zoë.”

MOLE:

“You face Yaga and live. This is un-possible. Who are you?”

DIALOGUE CHOICES:

Dreamer: *Might as well go with what everyone calls me here.*

ZOË:

“Zoë Castillo. Dreamer.”

MOLE:

“Zoë Castillo, Dreamer. She know who she is. Impressive, that. For human. Well, Zoë Castillo, Dreamer, how you survive meeting Yaga without losing your self?”

*(conversation progresses)*

Mole: *Another Banda? I thought Ben was the only one left...*

ZOË:

“Who are you?”

MOLE:

“I'm Mole. Not long ago, I was terror of Marcurian underworld. Now I'm last of Banda. Together with little one here, of course. So. How you survive Yaga?”

*(conversation progresses)*

The Yaga: *She seems impressed with me. I should probably use that.*

ZOË:

“I used my wits to defeat the Yaga.”

MOLE:

“Wits. Wits! Human think she got wits. Well, what you lack in humility, human, you make up for in spirit. Tell me, fearless hero, how you survive Yaga?”

*(conversation progresses)*

MOLE:

“You strike bargain like witches of old? Sell your self to Yaga for freedom and power? Do you serve Yaga now?”

ZOË:

“I don't serve anyone. And no bargain. I just...”

DIALOGUE CHOICES:

The Yaga: *I'd like to learn more about the Yaga. Maybe this one knows something.*

ZOË:

“Who is the Yaga?”

MOLE:

“I only know what Elders tell me when I was child, and I only ever encountered Yaga's servants. One of them live in this forest, before. She was Gribbler. Twisted, ancient, evil thing. No one but Yaga know what Yaga truly is. Those who face her never come home. Aside from you. My grandmother tell me Yaga was born before beginning of time. Lux and Yaga, light and dark. Dream...and nightmare. Balance is in every thing, human. When our world took shape, so did Yaga. One became Three. Three sisters. Youth, age, decay. All aspects of life. More than the First Dreamer, Lux, Yaga understand life. She understand mortality. Mortality in her blood. Maybe why she hate the living so much, why she grew mean and hungry. She spread her will across world, into witches and warlocks, sorcerers and necromancers. The weak and malleable. But as old magic fade, so do Yaga. Wizard Klacks and Gribbler were two of her last servants, and April Ryan defeated them both. After that, they say, Yaga was diminished. Now Wicker Witch of North is joke to humans of Marcuria. They remember nothing of what she was. They never see their young eaten by night. But Yaga is not the night that threatens world now. Her darkness is different darkness, one that balances light. Necessary darkness. She is nightmare that feeds imagination. The other darkness...Well, other darkness is deeper, and final. A black fire that spreads and burns until nothing left. Until time itself is ashes. Even Yaga fear this darkness.”

ZOË:

“I believe that's why she let me go. So that I can help.”

*(conversation progresses)*

Move on: *I don't have time to talk about the Yaga. We need to head north.*

ZOË:

“We talked. And then she let me go.”

MOLE:

“You talk. You talk with Yaga and then she let you go. Just like this? Mole think there's more to story that human isn't telling.”

ZOË:

“Maybe there is, but I'm in a rush. I got what I came for, and now I--”

*(conversation progresses)*

BEN BANDU:

“You got the soul-stone?”

MOLE:

“You carry soul-stone? What soul-stone?”

BEN BANDU:

“You can trust Bandu-Ma-Seri, Zoë. She is an Elder. She returned from exile to help me find those who survived.”

ZOË:

“I have Lux's soul-stone. I need to take it north, to the Oular.”

MOLE:

“Oular. Why Oular?”

ZOË:

“You know them?”

MOLE:  
  
“I heard of Oular, in stories. Ancient people. Inhabit ruins of their own civilisation, high in Border Mountains. You know where to go?”

ZOË:

“I've seen a map. They live on Cloud Peak, in the mountains of Yehdra.”

MOLE:

“Maps deceive. Go north and then west. A week's journey on foot, before you start climb.”

ZOË:

“We don't have a week.”

MOLE:

“Rushing, rushing. Rushing into anything is un-wise...You carry soul-stone to Oular for what reason?”

ZOË:

“To return it, to the First Dreamer.”

MOLE:

“Lux is with Oular?”

ZOË:

“So my visions tell me.”

MOLE:

“Your visions.”

ZOË:

“I know this hard to believe, but I promise I'm--”

MOLE:

“I believe. I believe. No need to promise, story too un-believable for Mole not to believe. Take Leapfur, human. Ride north, swift as wind. You will reach mountains by first light tomorrow. Leapfur can climb, at least part of way. You'll be with Oular in less than two days.”

ZOË:

“She said someone would come. But...that thing? Is it safe? I have no idea how to ride that.”

MOLE:

“Not to worry, Leapfur know well enough for both of you.”

ZOË:

“What will you do without a mount?”

MOLE:

“We use feet. Moles not in rush. We walk slowly so that those of Banda who still live can hear us coming, and meet us.”

BEN BANDU:

“We're going east, Zoë. We'll follow the Banda who fled the Azadi. Maybe they still live, maybe they--”

MOLE:

“We will find them, little one. Take beast. Go north. Do what needs doing. I feel darkness coming, black fire. Cold as ocean. Perhaps you can stop this, Dreamer. Nothing lost, nothing gained.”

BEN BANDU:

“Goodbye, Zoë.”

ZOË:

“Thank you, Ben. And good luck. I hope you find your people again.”

*Zoë and Crow ride off into the sunset.*

*Anna and Mother Utana are in the Journeyman Inn.*

ANNA:

“Thanks for coming. I know you're busy.”

MOTHER UTANA:

“It's not often I get to see you...Why this place?”

ANNA:

“It's safe. And...symbolic, maybe? It was a safe house, before it was raided by Azadi soldiers. Under Kian's command.”

MOTHER UTANA:

“I see. So what news do you have for me, Alayna? Your message said--”

*If Kian took Likho with him on the cloudship in Chapter 8:*

ANNA:

“Kian has left for Ge'en, together with Likho, the Dolmari warrior.”

*(conversation progresses)*

*If Kian did not take Likho with him on the cloudship in Chapter 8:*

ANNA:

“Kian has left for Ge'en.”

*(conversation progresses)*

MOTHER UTANA:

“For Ge'en? The prison camp for magicals? Light...Why? What does he hope to accomplish there?”

ANNA:

“This is Kian we're talking about. He believes he can save everyone. He also believes Ge'en holds the key to the future of the Empire.”

MOTHER UTANA:

“But breaking into a fortified prison camp... He won't stand a chance.”

ANNA:

“That's why I messaged you, Mother. This might be an opportunity.”

MOTHER UTANA:

“You did the right thing, child. Come. Let's talk. We do not have much time.”

*As the cloudship nears the shore and gets low enough, Kian jumps into the ocean, together with Likho if he took him, and makes his way to the shore.*

*If Kian took Likho with him on the cloudship in Chapter 8:*

KIAN:

“All right. I suggest we scale the fence over there, and make our way into the--”

LIKHO:

“We should split up.”

KIAN:

“You're read too many copper-coin serials, Likho. Splitting up makes us vulnerable.”

LIKHO:

“Stay together, we could both end up dead. Part ways, and one of us might still make it out even if the other doesn't.”

KIAN:

“That's a possibility, but I still think--”

LIKHO:

“Besides, one of us has to locate the administrator's quarters.”

KIAN:

“How do you know there will be one of them?”

LIKHO:

“This is an Azadi camp, Kian. There will be detailed records and documents. If you want to find a single prisoner amongst thousands, you'll need records. I'll climb the fence, enter the camp, create a distraction. I look like the prisoners, I can speak to them. If necessary, I can blend in. You find the administrator and the records. That tower looks like a good place to start.”

KIAN:

“Where do we meet?”

LIKHO:

“If we make it that far, I'm sure we'll figure something out. Try not to die. You still owe me your life.”

KIAN:

“Oh, I intend to stay alive. I hope you're on good terms with your gods.”

LIKHO:

“I'm on excellent terms with my gods.”

*(scene progresses)*

*If Kian did not take Likho with him on the cloudship in Chapter 8:*

KIAN:

“There must be hundreds of prisoners inside that camp. I won't find one boy by chance alone. Either the Light of the Goddess leads me to him or...There will be an administration office somewhere. And detailed records. I know how my people work.

*(conversation progresses)*

KIAN:

“If I'm going to find prisoner records anywhere in this camp, it'll most likely be inside that tower. That section of the prison walls appears to be part of the old castle fortifications, from when the Necromancer King ruled Ge'en. The wall connects with the tower. If I can get up there, I might find a way in.”

SOLDIER 1:

“Are there more prisoners coming in? I thought the barracks were full.”

SOLDIER 2:

“She's going through them like a shark on a school of fish. Supplies need replenishing.”

SOLDIER 1:

“Seems a bit excessive, though, doesn't it?”

SOLDIER 2:

“Not our job to question the administrator. We're just following commands, us.”

SOLDIER 1:

“Can't argue with that, I guess.”

SOLDIER 2:

“Neither, I reckon, will the Goddess. May her light shine upon us all and protect us from shadow.”

SOLDIER 1:

“Mm.”

*If Kian tries to go toward the camp:*

KIAN:

“I can't waste my time here. I need to climb the old castle wall and find a way into the black tower.”

KIAN:

“The beach can wait for the way to be over. I'll come back with the proper attire, a large blanket and a basketful of food.”

*Examine: Stone head*

KIAN:

“This wasn't the wind and weather. The Necromancer's head has been broken off by brute force. Intentionally.”

*Examine: Stone head*

KIAN:

“The Necromancer's foul countenance. What a spectacularly unattractive man. And not so intimidating, up close.”

*Examine: Statue*

KIAN:

“The Necromancer King of Ge'en.”

*Examine: Statue*

KIAN:

“I remember reading about him when I was a boy. He was the very symbol of dark magic, a cautionary tale for impressionable children.”

*Examine: Statue*

KIAN:

“To be honest, he doesn't appear all that fearsome...for a so-called Necromancer King.”

*Examine: Tower*

KIAN:

“That's where I'll look for the Administrator's office, on the upper floors of the Necromancer's tower.”

*Examine: Tower*

KIAN:

“If I'm going to find prisoner records anywhere in this camp, it'll most likely be inside that tower.”

*Examine: Statue (up close)*

KIAN:

“This must have stood here for a thousand years. It's an impressive piece of work, never mind the foul subject.”

*Use: Statue*

KIAN:

“It's too smooth, there are no footholds.”

*Examine: Stone wall*

KIAN:

“This side of the wall is too steep, and without footholds. I don't think I'll be able to scale it from here.”

*Examine: Rocks*

KIAN:

“It's steep and slippery. I don't see how I can climb up here.”

*Examine: Rocks (near wall)*

KIAN:

“The old castle walls were carved into the mountain itself.”

*Use: Rocks (near wall)*

KIAN:

“The rocks here are too steep and slippery, and there are no footholds.”

*Examine: Cliff face*

KIAN:

“This wall isn't quite as sheer, and it has outcrops and footholds. I might be able to scale it.”

*Examine: Outcrop*

KIAN:

“This looks like a good place to start climbing.”

*Use: Outcrop*

*Use: Outcrop (right)*

KIAN:

“I can't get any further this way.”

*Use: Outcrop (middle)*

*The rock breaks off.*

KIAN:

“Light!”

*Use: Outcrop (left)*

*Use: Outcrop (left)*

*Kian cannot reach it.*

KIAN:

“Shadow!”

*Use: Outcrop (middle)*

*The rock breaks off.*

KIAN:

“Goddess!”

*Use: Outcrop (right)*

*Use: Outcrop (middle)*

*Kian cannot reach it.*

KIAN:

“Ah, Shadow!”

*Use: Outcrop (right)*

*Kian climbs up the cliff to be underneath the statue's arms.*

*Use: Vines*

*Kian climbs onto the statue's hand.*

KIAN:

“Goddess. The camp's larger than I thought. There must be thousands of magicals here. Are they planning to just...murder them all?”

*Jump*

*If Kian took Likho with him on the cloudship in Chapter 8:*

*Likho is jumping from roof to roof of the small camps.*

*Examine: Likho?*

KIAN:

“Likho? Goddess...”

*Examine: Likho?*

KIAN:

“I hope he passes unseen.”

*Examine: Camp*

KIAN:

“The camp is massive... How many magicals have they imprisoned here? It must be well over a thousand.”

*Examine: Soldiers*

KIAN:

“Odd. There are more soldiers inside the camp than along the perimeter.”

*Examine: Factory*

KIAN:

“Why build a factory in the middle of a prison camp? Are they using magicals for labour?”

*Examine: Factory*

KIAN:

“It's some sort of factory building, with a tall chimney. And there's smoke...”

*Examine: Beatings*

KIAN:

“Beatings. To inspire fear and obedience in the other prisoners.”

SOLDIER 1:

“So, uhh, why burn the bodies?”

SOLDIER 2:

“Sanitation. You don't want to catch whatever they died from.”

SOLDIER 1:

“Oh, that makes sense. What exactly did they die from?”

SOLDIER 2:

“Some kind of flu? They all get it. Must be herd-- heder-- heteredit-- Must run in their blood.”

SOLDIER 1:

“Huh. Never heard of a flu that runs along bloodlines.”

SOLDIER 2:

“Don't ask questions. The administrator doesn't like questions.”

*Kian enters a room in which guards are looking through a telescope at the camp.*

*If Kian took Likho with him on the cloudship in Chapter 8:*

GUARD 1:

“See anything?”

GUARD 2:

“Nothing. I could'a sworn...”

GUARD 1:

“Maybe it was just a bird.”

GUARD 2:

“You don't think I can tell the difference between a man and a bird?”

GUARD 1:

“It's dark.”

GUARD 2: ““It's dark.” Just shut up and keep your eyes open.”

*If Kian did not take Likho with him on the cloudship in Chapter 8:*

GUARD 1:

“What you looking for?”

GUARD 2:

“Anything out of the ordinary.”

GUARD 1:

“See anything out of the ordinary?”

GUARD 2:

“I see Isaac and Jamal. Looks like they're havin' a bit of fun.”

GUARD 1:

“Oh, let me have a look.”

GUARD 2:

“Hey! You're not on farglass duty, I'm on farglass duty. You do your job and I'll do mine.”

KIAN:

“I owned a farglass once. It helped me keep tabs on the street gangs in Sadir. But Vamon's boys stole it from me...”

*Examine: Guards*

KIAN:

“The guards are watching the prison grounds. They don't expect anyone to be breaking into the camp.”

*Kian leaves the room and sees a pile of bodies.*

KIAN:

“Hundreds of dead magicals...”

*Examine: Bodies*

KIAN:

“Hundreds and hundreds of bodies... They can't all have perished from natural causes.”

*Examine: Bodies*

KIAN:

“What in Shadow's name is going on here?”

*Examine: Guards*

KIAN:

“They're dragging bodies...into the factory? To burn them? But why? What are they doing in this Shadow-cursed place?”

*Examine: Factory*

KIAN:

“They're...burning corpses. Dead magicals. Hundreds of them.”

*Jump*

*Examine: Doorway guard*

KIAN:

“The guard's pressing something, but I'm too far away to see exactly what. I need to get a closer look.”

*Examine: Tower entrance*

KIAN:

“It's a doorway of some sort, but there's no handle or apparent means of opening it up.”

*If Kian gets caught:*

GUARD:

“Who goes there?”

*(Kian is returned to the game before being caught.)*

*Use: Ledge*

GUARD 1:

“This place was built by a wizard.”

GUARD 2:

“Not just any wizard. The Necromancer King of Ge'en. They say he hunted humans.”

GUARD 1:

“But wasn't he human himself? Well, he looks human, from the statues.”

GUARD 2:

“Hmm, a shapechanger, then. Or maybe he was a bluehide, like them Dolmari down there. Can't tell skin color from statues.”

GUARD 1:

“I hope this place isn't cursed. It feels cursed.”

GUARD 2:

“If it was cursed, don't you think something bad'd've happened by now?”

GUARD 1:

“Maybe something has. And we just don't know it yet.”

GUARD 2:

“You're a shadow-damned fool.”

*Examine: Farglass*

KIAN:

“Farglass. With this, the guards can get a closer look at what's going on below.”

*Pick Up: Farglass*

*Examine: Farglass (in inventory)*

KIAN:

“With this, I'd be able to see halfway across Sadir. And it ought to help me see quite far even in this darkness.”

*Examine: Farglass (in inventory)*

KIAN:

“This is much nicer than the farglass I once owned. That one was chipped and bent. This is pristine.”

*Jump*

*If Kian took Likho with him on the cloudship in Chapter 8:*

*An explosion happens in the distance near the camps.*

*Examine: Fire*

KIAN:

“It appears Likho's been stirring things up again.”

*Use: Farglass on Doorway guard*

*Kian examines the guard pressing the code to enter the tower.*

*Use: Button (bottom right)*

*Use: Button (upper right)*

*Use: Button (bottom left)*

*Use: Button (bottom right)*

*Use: Button (upper right)*

*The door opens. Kian steps inside.*

*Kian makes his way to the top floor.*

KIAN:

“The Administrator's office will be somewhere on this floor, I'm sure of it. Management always picks the topmost floor.”

*Examine: Sign*

KIAN:

“That's the symbol of the Servants Trade, the attendants and domestics that help keep this facility operational.”

*Examine: Sign*

KIAN:

“Aside from buckets and soap, there won't be much of interest in there.”

*Examine: Sign*

KIAN:

“The military branch. They have a large presence here, but they wouldn't be handling the administration of the camp. That responsibility would lie with a Sister.”

*Examine: Sign*

KIAN:

“There's probably nothing in there that I need.”

*Examine: Sign*

KIAN:

“The Makers Guild. They're responsible for the construction and maintenance of all structures, not administration.”

*Examine: Sign*

KIAN:

“I'm not looking for construction tools. I'm looking for records. This is the wrong office.”

*Examine: Sign*

KIAN:

“That, I believe, is the official seal of the Office of Scientific Progress. There were whispers of existence in Sadir, but I knew of no one affiliated with the division. As far as I understand, they've been instrumental in the creation of the Engine. They're a new arm of government, and unlike most other offices, they appear to answer directly to someone on the Council. I'd say this is the best place to start looking for prisoner records and incriminating documents.”

*Examine: Sign*

KIAN:

“The Office of Scientific Progress. Most like the Administrator's quarters.”

*Use: Door*

KIAN:

“Locked.”

GUARD:

“Anyone around? Izaak? Joran? Anyone? No one? Goddess, I hate walking early rounds...Fallows may have the wits of a mime-bird, but some nights I swear he's right. This stone tomb is cursed.”

GUARD:

“What in Shadow's name...? Come on, come on, open up, you accursed—Oh, for the love of the First Mountain. Goddess damned key's stuck again...If I just jiggle it a—Goddess take me, now it's even more stuck. With my Shadow-cursed luck, it'll break and I'll lock one of the sisters inside the privy. There goes my cushy assignment. Fallows was right, this place is cursed. We should've never moved into a Necromancer's stronghold.”

*Examine: Brazier*

KIAN:

“If one of these things fell over, it would create quite a racket.”

*If Kian gets caught:*

GUARD:

“Hey, what's going on? Who are you?”

GUARD:

“What are you doing here? Where did you come from?”

GUARD:

“Alarm! We have an intruder! Alarm!”

*(Kian is returned to the game before getting caught.)*

*Use: Brazier*

GUARD:

“What? Who's there? Fallows, is that you, you dunce-headed fool? Hey, this didn't just topple over on its own accord. I knew it, this place is cursed. Ghouls and demons, playing on tricks on us... Who in their right mind would think we'd be safe in a Necromancer's tomb? Haunted, that's what this place is. Come first light I'm asking for a reassignment. No! No, no, no. Just no.”

*Pick Up: Keychain*

KIAN:

“Need to jiggle it just right... Come on, come on. Ah, those years spent on the streets of Sadir continue to pay off.”

*Examine: Keys (in inventory)*

KIAN:

“The guard left these keys in the door. They should work with most of the doors on this floor.”

*Use: Keys on Door*

*Use: Door*

KIAN:

“If I don't return the keys right now, the guard may sound the alarm.”

*Use: Keys on Door*

*Use: Door*

*Kian enters the office.*

*Examine: Statue*

KIAN:

“The Necromancer King's lost his head. I wonder why they've all been removed...”

*Examine: Statue*

KIAN:

“These statues can't be new. The Necromancer must have made them when he ruled the island, a thousand years ago.”

*Examine: Statue*

KIAN:

“A man would have had to mightily pleased with his own countenance to surround himself with these abominations.”

*Examine: Necklace*

KIAN:

“It's a necklace traditionally worn by a Sister. It signifies her standing with the Six Circles of Sadir.”

*Examine: Necklace*

KIAN:

“This necklace has six suns and six moons, granting the Administrator access to and authority within the innermost Circle. That's a remarkably senior position for an ordinary Sister...”

*Examine: Chart*

KIAN:

“Why would they need an anatomical chart?”

*Examine: Chart*

KIAN:

“What's the Administrator doing with that?”

*Examine: Skulls*

KIAN:

“Skulls? Shadow... Someone's got a morbid taste in interior decorating.”

*Examine: Skulls*

KIAN:

“Whose skulls are those? They don't look old enough to belong to the Necromancer King.”

*Examine: Wall*

KIAN:

“There's something odd about that wall...”

*Examine: Wall*

KIAN:

“The wall feels different from the other walls.”

*Use: Wall*

KIAN:

“Hmm.”

*Use: Book (on shelf to right of door)*

*A wall opens up.*

*Examine: Painting*

KIAN:

“A man would have had to be mightily pleased with his own countenance to surround himself with these abominations.”

*Examine: Statue (in front of desk)*

KIAN:

“It appears to be pointing at something in this office...”

*Examine: Painting (to sides of desk)*

KIAN:

“Azadir. It's been a long time.”

*Examine: Painting (to sides of desk)*

KIAN:

“I long to see her sun-kissed walls again, to drink from the First River, and to smoke fresh Kaba root.”

*Examine: Painting (to sides of desk)*

KIAN:

“Soon, Goddess willing, I'll return home and pass judgment on those who have twisted our sacred laws in their favour, and led our people into darkness.”

*Examine: View*

KIAN:

“The Administrator must have a fantastic view from this window. When it's not pitch black outside.”

*Use: View*

KIAN:

“There's a straight drop to the ground. I couldn't escape through here even if I had no other choice.”

*Examine: The First Mountain*

KIAN:

“'The First Mountain', one of our seminal religious texts.”

*Examine: The First Mountain*

KIAN:

“Mother Utana made me memorise much of this book when I was twelve years old. A thousand pages, densely printed. Memorised. Insanity.”

*Examine: The First Mountain*

KIAN:

“I still feel a bit queasy looking at it. And I still remember every page as though I read it only this morning.”

*Examine: Letter*

KIAN:

“It's a letter, signed by the Administrator.”

*Use: Letter*

KIAN:

““The last round of testing surpassed our loftiest expectations, confirming initial theories. The Dolmari Plague has successfully been triggered in a seven-year old Zhidling. The creature survived three days before succumbing to fever and bleeding rashes. It died in blessed agony. The disease has not yet settled in an adult Zhid or plague-resistant Dolmari. Further mutations

are required before we can move on to the next phase.” What in Shadow's name...”

*Use: Letter*

KIAN:

“It's sickening... What are they doing to the prisoners?”

*Use: Drawer (top)*

*Examine: Yarn*

KIAN:

“The Administrator must be a knitter of socks and scarves. This speaks in her favour.”

*Examine: Yarn*

KIAN:

“I've tinkered with knitting in the past. It's an honourable and gentle trade. Anyone who knits can't be all that bad.”

*Use: Drawer (middle)*

*Examine: Document*

KIAN:

“It's an official document, addressed to the Administrator.”

*Use: Document*

KIAN:

““...due to disease spreading amongst the prison population, we recommend reducing the amount of Dolmari meat used for inmate rations...” What is this? “We do not want disease spreading inadvertently within the magical population as this will negatively affect test results.” Goddess...”

*Use: Document*

KIAN:

“What does this mean?”

*Use: Drawer (bottom)*

KIAN:

“It doesn't budge. It must be locked.”

*Use: Drawer (bottom)*

KIAN:

“Locked.”

*Pick Up: Drawer (middle)*

*Use: Latch*

*Use: Drawer (bottom)*

*Examine: Stone head*

KIAN:

“A stone head, belonging to one of the statues depicting the Necromancer King.”

*Pick Up: Stone head*

*Examine: Stone head (in inventory)*

KIAN:

“This probably belongs to one of the statues here.”

*Examine: Stone head (in inventory)*

KIAN:

“The Necromancer's little head. How could anyone have been terrified of this ridiculous looking man?”

*Use: Stone head on Statue*

*Turn: Statue (clockwise)*

*Examine: Glass vat*

KIAN:

“Goddess, what is this abomination?”

*Examine: Glass vat*

KIAN:

“This is not defensible. This is madness!”

*Turn: Statue (clockwise)*

*Examine: Pit*

KIAN:

“It's too dark to—What is that, down there? Are those...bodies?”

*Turn: Statue (clockwise)*

*A wall comes down.*

ALESSANDRA:

“You made it! For a while there, I didn't think you would. But those guards...Standards have fallen. I may need to behead someone. Set an example. Goddess! I can't believe you're really here. The Apostle! I'm so star-struck right now. I mean...I'm your biggest fan!”

DIALOGUE CHOICES:

Fan?: *Biggest...what?*

KIAN:

“What?”

ALESSANDRA:

“I've followed your career. I know every crusade you've undertaken, every conversion you've carried out. Every infidel you've judged and found lacking. I always dreamed we'd meet some day, and here you are! In my lab! Goddess, and look at the state of me... I'm such a mess! I do apologise, but you caught me at a disadvantageous moment. I was just about to start cutting.”

*(conversation progresses)*

Body: *What's going on? Is she...dissecting a body?*

KIAN:

“What are you doing to that body?”

ALESSANDRA:

“What body? Oh, this body. It's not really a body. It's still alive, so technically, it's a person. Albeit a magical, so not technically a person either.”

KIAN:

“A magical... Is that--”

*(conversation progresses)*

KIAN:

“Bip? Is that Bip?”

ALESSANDRA:

“Is that what this thing is called? I was aware that it knew you, so I thought it appropriate to work on this one tonight.”

KIAN:

“Let him go!”

ALESSANDRA:

“But I'm not finished! Oh my. I'd always dreamed of meeting you, but in my dreams I never had to pull a gun. And you weren't wearing clothes. I guess it's true what they say, about dreams coming true...Do you think me too presumptuous? There's only the two of us, I'm sure you won't tell. I could call for the guards waiting outside the door, but then our little chat would be over and I feel we still have so much to talk about.”

DIALOGUE CHOICES:

Bip: *She's hurting an innocent child!*

KIAN:

“Let the boy go. He's harmless.”

ALESSANDRA:

“But that's not really true, is it? It may be a child today, but soon it'll be a big blue brute with a serious axe to grind. Besides, this is serving an important purpose. A sacred purpose.”

KIAN:

“You're insane.”

ALESSANDRA:

“Insane? But you don't know what we're doing here. What we've accomplished! And here I was hoping the Apostle would understand.”

*(conversation progresses)*

Attack!:

*Alessandra shoots Kian.*

ALESSANDRA:

“I'm so disappointed right now.”

*The player is returned to the dialogue choices.*

Who: *Goddess, she's a monster...*

KIAN:

“Who gave you the authority to do this?”

ALESSANDRA:

“Oh, I haven't properly introduced myself. I'm so sorry. I'm Sister Alessandra, Administrator of the Ge'en camp. My title is actually Director of Scientific Progress in the Greater Azadi Empire, but never you mind. Call me Sister Alessandra. Even just Sandra will do! I won't tell anyone. I promise.”

KIAN:

“Do the Six know what you're doing here?”

ALESSANDRA:

“The Six are too busy governing to involve themselves in every one of our programs. I answer to the Office of Scientific Progress in Sadir. It was established by the Prophet himself. We have full autonomy. The Six don't need to get their hands dirty. Besides, we're acting, I am acting, in accordance with the wishes of our Goddess and for the good of the Empire.”

*(conversation progresses)*

What: *I could never have imagined anything like this.*

KIAN:

“What's going on in this place?”

*(conversation progresses)*

How: *I don't think she was surprised to see me. She must have had advance warning, but how?*

KIAN:

“You knew I was coming?”

ALESSANDRA:

“A little bird whispered in my ear. We knew you boarded the Cloudship back in Marcuria.”

*If Kian took Likho with him on the cloudship in Chapter 8:*

ALESSANDRA:

“You and that strapping Dolmari slave of yours.”

*(conversation progresses)*

ALESSANDRA:

“A rapid dispatch was sent ahead with word of your imminent arrival. My eyes only. No one else knows you're here. I knew this was fate playing her cards, granting me the opportunity to meet you face to face, to explain what we're doing here. I was hoping you'd approve.”

*(conversation progresses)*

ALESSANDRA:

“This camp is a research facility, Kian. Not a prison. Not a death camp. We're doing very important work. In the last five years, we've made so much progress! We're closer than ever before to producing the cure.”

KIAN:

“What cure?”

ALESSANDRA:

“The cure for magic, of course! We're creating a scourge to wash the world clean. When we unleash our holy plague, it will spread like wildfire across all continents. Humans will be perfectly safe, of course. But magicals...They will die. Every single one of them.”

KIAN:

“You're insane.”

ALESSANDRA:

“No, no, it's perfectly safe. We're doing science here, not black magic. We're being very thorough. You see, we started with the Dolmari Plague. Do you know about this? Many decades ago, it killed almost half the Dolmari in the world. But then it weakened, and the remaining Dolmari became resistant to the disease. A real shame. It would have saved us a lot of work if it had killed them all. What we're doing, what we have done, is modify this plague. It no longer affects only Dolmari. It affects all things magical. People, beasts, insects, plants...Anything infected by magic is cleansed. Eradicated. I don't like to brag, but it's fiendishly clever.”

DIALOGUE CHOICES:

Why: *I don't understand why anyone would do this.*

KIAN:

“Why are you doing this?”

ALESSANDRA:

“That's a silly question, coming from the Apostle. You and I, we're on the same mission. We're doing the work of the Goddess.”

KIAN:

“I'm no longer the Apostle.”

ALESSANDRA:

“I know, I know. But, well, once an Apostle, always an Apostle! I don't believe you've completely abandoned your faith or your humanity. Some part of you must approve of what we're--”

KIAN:

“You're wrong. I don't. This is madness.”

ALESSANDRA:

“(Sighs) That saddens me, Kian. It really does. I mean, I'm not a bad person. I'm a scientist. We're simply trying to wipe out magic once and for all, so that humanity can be safe. You must see that. You must see the good in that.”

*(conversation progresses)*

Who: *Who would authorise something so demonic and inhuman?*

KIAN:

“Who authorised this?”

ALESSANDRA:

“The Office of Scientific Progress, of course. The Prophet approved it. The Six...Well, the Six don't know the details, but they know we're working on a solution to the magical problem. They turn a blind eye, but...I'm doing this work so that they don't have to. We're getting our hands dirty. For the Goddess. For the Empire. For the future of humanity. You can see the Light in that, can you not, Kian?”

*(conversation progresses)*

Attack!:

*Alessandra shoots Kian.*

ALESSANDRA:

“I'm so disappointed right now.”

*The player is returned to the dialogue choices.*

KIAN:

“You're evil. What you're doing here is evil. This is the Shadow's work, Sister.”

ALESSANDRA:

“Evil? What magicals did to us, to our nation, that was evil! Those precious Dolmari of yours murdered my family, burnt our farm to the ground. My brothers and-and sisters...They were children. What had they ever done to deserve that? They died in agony, crying for our parents, while those beasts just...watched. And what they did to me, afterwards...We're doing this so that no one will have to go through what they went through. Now you've made me upset, Kian. You shouldn't have done that. I mean, I'm the one holding the gun. One shot, and they'll come running through that door. Of course...you'll already be dead. You'll be--”

*If Kian took Likho with him on the cloudship in Chapter 8:*

*Likho sends the door flying with a guard and stabs two others in the neck.*

*Speak to: Likho*

KIAN:

“Likho, watch out!”

KIAN:

“Careful!”

KIAN:

“Don't!”

*Alessandra shoots Likho. The player is returned to his appearance.*

*Turn: Statue (counter-clockwise)*

*Alessandra falls into the pit.*

ALLESANDRA:

“You'll pay for this, Kian! You'll pay for this!”

*If Kian caught the arrow in Chapter 3:*

KIAN:

“Once again, my reflexes prove superior to yours.”

LIKHO:

“I would have dodged this bullet.”

KIAN:

“You don't dodge bullets.”

LIKHO:

“Try me.”

*(conversation progresses)*

*If Likho caught the arrow in Chapter 3:*

LIKHO:

“That's the second time I save you from getting shot.”

KIAN:

“Way I read the situation, I just saved you from getting shot. Besides, the last time it was an arrow, not a bullet. There's a big difference there.”

*(conversation progresses)*

LIKHO:

“So what's going on here?”

KIAN:

“Long story.”

LIKHO:

“Who's she?”

KIAN:

“I'll tell you later.”

ALLESANDRA:

“Help me! Oh, Goddess, help me! I command you!”

LIKHO:

“Sounds like she's very upset.”

KIAN:

“She is. So what have you been up to? Aside from all the stabbing?”

LIKHO:

“Freeing prisoners. Arming them with Azadi blades and spears. Blowing things up.”

KIAN:

“Sounds fun.”

LIKHO:

“It was. Is that Bip?”

KIAN:

“It is. He's unharmed, thank Goddess. I was just about to--”

*Suddenly, General Hami appears in the doorway with two soldiers.*

HAMI:

“Stand down, Dolmari! What in Shadow's name is going on? Where's the Administrator?”

KIAN:

“Down there.”

HAMI:

“Down--”

ALESSANDRA:

“Get me out of here! Light protect me, I'm hurt! My legs are broken! I'm bleeding!”

HAMI:

“Do you want to explain what's happening here, Kian?”

*(conversation progresses)*

*If Kian did not take Likho with him on the cloudship in Chapter 8:*

*Hami appears in the doorway with two guards.*

HAMI:

“Sister? Kian! What are you—What in Shadow's name is going on?”

*Speak to: Hami*

KIAN:

“Hami, watch out!”

KIAN:

“Watch out!”

KIAN:

“Stop!”

*Alessandra shoots Hami. The player is returned to his appearance.*

*Turn: Statue (counter clockwise)*

*Alessandra falls into the pit.*

ALESSANDRA:

“You'll pay for this, Kian! You'll pay for this!”

HAMI:

“She was about to shoot me! Has everyone lost their minds? Do you want to explain what's happening here, Kian?”

*(conversation progresses)*

KIAN:

“Please, mir, ask your men to stand down. I serve the Goddess, same as you. The Administrator does not.”

HAMI:

“Fine. But if you don't tell me everything, and I mean everything--”

KIAN:

“I will. You may want to sit down. This is going to take a while.”

*In the boat cove at the Enclave, Vamon hands Jakai some coins, but then stabs him. Jakai falls to the*

*floor.*

*If Kian took Likho with him on the cloudship in Chapter 8:*

*Shepherd lies dead at the collapsed round table.*

*If Kian did not take Likho with him on the cloudship in Chapter 8:*

*Shepherd closes the eyes of Likho's dead body.*

*Dead rebels are everywhere, including Bob-Who-Can-See.*

*If Kian kept Na'ane's secret:*

*Enu is lying on the ground, too weak to even move. Na'ane approaches her to offer help.*

*If Na'ane is imprisoned:*

*Enu, severely injured, struggles to crawl toward Na'ane's cell. Na'ane pounds on the door, begging to be let out, but to no avail.*

*If Na'ane is dead:*

*Enu, severely injured, struggles to crawl toward a sword in the Enclave. It is of no use, and she collapses.*

*Anna arrives at the Enclave when the raid is over. She walks over to join the survivors.*

*Sahya, Mother Utana and the First of the Six are on the balcony of Sahya's office. It is raining.*

SAHYA:

“The final preparations will be completed by tomorrow, Mistress.”

THE FIRST OF THE SIX:

“And the ceremony?”

SAHYA:

“It will begin when the moon rises on Reapmoon's Eve, as planned. The Engine is ready. We have accomplished everything we set out to do.”

THE FIRST OF THE SIX:

“And the Prophet will be here.”

SAHYA:

“So He has told us, through His messengers. We have no reason to doubt His word.”

THE FIRST OF THE SIX:

“This is the beginning of a new era, Sister Sahya.”

SAHYA:

“Indeed it is, Mistress.”

*Vamon approaches Sahya and whispers something in her ear.*

SAHYA:

“Such a pity Hami isn't here with us. Where is the General, Mother? Why does he not grace us with his presence?”

MOTHER UTANA:

“He's away. On...urgent business.”

SAHYA:

“Yes, I'm sure he is. Mistress, did you know about this “urgent business” of Hami's?”

THE FIRST OF THE SIX:

“We trust the General to set his own priorities, Sister Sahya.”

SAHYA:

“Of course. It is a pity, though. Great things are happening. I'd hate for Hami to...miss out. After all, were the resistance to fall in his absence and the war of the Northlands won, what would remain of his legacy?”

**--Chapter 11: Lux--**

****

*Zoë finally climbs to the top of the Border Mountains with Crow on her head.*

CROW:

“Man, that was a steep climb. I'm actually surprised you made it this far. To be honest, I was expecting you to lose foothold and tumble to your death, or for a rockslide, or for one of those ghastly flying things to attack us. I'm really glad I have wings. It's a looong way down. If you slip and fall--”

ZOË:

“Thanks, Crow. That's more than enough.”

CROW:

“Happy to help. That's what I'm here for. This is comfortable. This is nice! Great views from up here.”

ZOË:

“Actually, do you think you'll be able to get off my head soon? I'm getting itchy.”

CROW:

“You want me off your head? Ah. I thought you specifically wanted me to stay put after that whole incident with the stone-cat.”

ZOË:

“Nope.”

CROW:

“Okay, then.”

CROW:

“Hey, this looks like something!”

ZOË:

“This is amazing. A whole city, up in the clouds.”

CROW:

“Wasn't that what you were looking for?”

ZOË:

“I know, but still. Seeing it with my own eyes...”

CROW:

“You humans are weird.”

*Examine: Village*

ZOË:

“So this is where the Oular live. It's impressive.”

*Examine: Village*

ZOË:

“It's like something from Journey to the West, part four. The one with Gulshun Nagarkar playing Wukong. I loved that movie so much, mostly because of Gulshun. I had posters, all over my room. Anyway.”

*Examine: Village*

ZOË:

“If I wasn't already dreaming, I'd think this was a...a dream. Which it is, sort of. Okay, this is confusing.”

*Examine: Mountains*

ZOË:

“The Purple Mountains...”

*Examine: Mountains*

ZOË:

“I can see where they got their name.”

*Examine: Mountains*

ZOË:

“It took a while, but we're here. Now we just have to find Lux. And save the world. And then, naptime.”

*Examine: Crow*

ZOË:

“I probably couldn't have made it this far without Crow. And Crow would definitely not have made it this far without me.”

*Examine: Crow*

ZOË:

“He's been a faithful companion. Okay, yes, he complains a lot. A lot. But he never left my side. Except when I met the Yaga. But in general? Super faithful.”

*Examine: Crow*

ZOË:

“I'll miss Crow. Crowboy's no substitute. Actually, Crowboy's incredibly annoying. I don't know why April named Crow after that loudmouthed corporate mascot.”

*Talk to: Crow*

ZOË:

“We made it. This is it. The Purple Mountains. The Oular. So...”

CROW:

“Yeah, what now?”

ZOË:

“I don't actually know. We explore? Try to find Abnaxus and Lux?”

CROW:

“Sounds like a well thought-out plan.”

ZOË:

“Shut up.”

*Talk to: Crow*

CROW:

“So are you happy you abandoned your...uh. What is it you do again?”

*If Zoë chose The Path That Was in Chapter 1:*

ZOË:

“A research project into bioengineered smart-algae.”

*(conversation progresses)*

*If Zoë chose The Path That Might Be in Chapter 1:*

ZOË:

“Neural programming for artificial intelligence computers.”

*(conversation progresses)*

CROW:

“That...thing. Are you happy you abandoned that thing for this thing?”

ZOË:

“Trying to save reality from collapsing? Yeah, I think I made the right choice.”

CROW:

“When this is all over, you should get a normal job. That thing you said that I didn't understand doesn't sound like the thing you should be doing.”

ZOË:

“(Laughs) You're probably right, Crow.”

*Talk to: Crow*

CROW:

“How come it took you so long to get started on this whole quest-to-save-the-world? I mean, talk about leaving it to the last minute.”

ZOË:

“I know, but...”

*If Zoë told Dr. Zelenka she wants to remember in Chapter 4:*

ZOË:

“I couldn't remember any of it. Going to Marcuria, trying to save April Ryan... I tried, but it was just...blank.”

*(conversation progresses)*

*If Zoë told Dr. Zelenka she wants to forget in Chapter 4:*

ZOË:

“I didn't want to remember what happened to me the last time I was here. I fought long and hard to forget...everything.”

*(conversation progresses)*

CROW:

“Oh, I know that feeling. I was also trying to forget. The last few years were rough.”

ZOË:

“Sorry to hear that, Crow.”

CROW:

“I miss her. A lot.”

ZOË:

“I know you do. You're not the only one. People loved her. I know I'm not a great replacement.”

CROW:

“You're not bad. I like you. You're a decent number two.”

ZOË:

“I'll take that as a compliment.”

*Talk to: Crow*

CROW:

“Enough chit-chat, partner. There are soul-stones to return! Dreamers to awaken! Odd, ugly- looking men to locate!”

*Talk to: Crow*

CROW:

“At this point in the adventure, I was typically the one who bothered April with conversational inanities, not the other way around. You need to get your sidekick-etiquette together, Zoë.”

*Talk to: Crow*

CROW:

“How about we find ourselves one of those ape-men? Or, okay, ape-women. I'm not insensitive to the needs of the weaker sex. I mean, you guys have to squeeze out those massive eggs. Kudos. Also ouch.”

*Talk to: Crow*

CROW:

“I thought April and I had seen most of the Border Mountains, but this place is new. We never came through here. Or if we did, I was sleeping. I did a lot of sleeping back then.”

*Talk to: Crow*

CROW:

“Somehow, I feel this conversation is very one-sided. I feel you're pushing me to say things without reciprocating. This makes me feel used. Abused, even. So stop it. Or I'll just start repeating myself.”

*Examine: Bird*

ZOË:

“Those flying critters wouldn't leave us alone on the way up. I don't like them.”

*Examine: Bird*

ZOË:

“They look pretty from far away, but when they get close it's all claws and teeth and loud shrieking noises.”

*Examine: Oular*

ZOË:

“One of the Oular. I recognise them from my visions.”

*Examine: Oular*

ZOË:

“I think they're shy. Or they don't like strangers. At least they're not hostile. Yet.”

*Examine: Oular*

ZOË:

“I can't really tell them apart...or tell female Oular from male. I don't see any children, so maybe there are only men left.”

*Examine: Nest*

ZOË:

“They appear to be Oular nests, built on top of the old city ruins.”

*Examine: Nest*

ZOË:

“So if the Oular constructed this stone city, why are they living in pods now? What changed?”

*Touch: Nest*

ZOË:

“Hm. No answer.”

*Talk to: Nest*

ZOË:

“Anyone in there?”

*Talk to: Nest*

ZOË:

“Hello? I'm a friend. I just want to talk.”

*Talk to: Nest*

ZOË:

“You probably don't understand anything I'm saying, so...okay.”

***Content added 5/5/2017 in console version and 7/21/2017 in PC version:***

***Examine: Caged moth***

**ZOË:**

**“It’s a giant moth in a cage, because why not. If you’re going to have a giant moth around, a cage is the way to go.”**

***Examine: Caged moth***

**ZOË:**

**“Pet or pest? Who keeps moths in cages? Evil witches and serial killers, that’s who.”**

*Examine: Oular (nearby)*

ZOË:

“Hey, one of them's outside. Maybe I can get some help finding Abnaxus.”

*If Zoë runs toward the Oular:*

ZOË:

“No, stop!”

*Examine: Oular (nearby)*

ZOË:

“That Oular appears to be curious, but skittish.”

*Examine: Oular (nearby)*

ZOË:

“I'll have to approach with caution, so that it doesn't run off again.”

*Talk to: Oular*

ZOË:

“Hello. Don't worry, I come in peace. I'm Zoë. I'm a friend.”

DIALOGUE CHOICES:

Village: *Complimenting someone's home is often a good conversation starter.*

ZOË:

“You have a lovely village. It's impressive. Nice work.”

OULAR:

“Hm.”

ZOË:

“That's all. It's lovely. Thank you.”

*(return to dialogue options)*

Oular: *Chances are it will respond to its own name. Or, you know, the name of its species. Like, say, if someone calls me 'human'.*

ZOË:

“You're Oular?”

OULAR:

“Hmm?”

ZOË:

“Oular. Oular? Am I saying this correctly?”

OULAR:

“Hm.”

ZOË:

“This is like that time I went to Paris.”

*(return to dialogue options)*

Abnaxus: *Abnaxus must be called the same in every language.*

ZOË:

“I'm looking for Abnaxus. Do you know Abnaxus?”

OULAR:

“Hmm.”

*(conversation progresses)*

DIALOGUE CHOICES:

Abnaxus again: *Maybe he didn't hear me...*

ZOË:

“Ab-nax-us. Abnaxus.”

OULAR:

“Hmm.”

ZOË:

“Ab—No? Nothing? No, okay.”

*(return to dialogue choices)*

Time traveler: *He might not understand a word I'm saying, but if Abnaxus speaks to them the way he speaks to me, then maybe...*

ZOË:

“Abnaxus speaks oddly. Like, “you will, have, must, did meet me in a time that was, is, will be”, and so on. I don't know if you understand me. I mean, languages work differently over here. I understand some people, but not all, and...”

OULAR:

“Hmm.”

ZOË:

“This isn't working.”

*(return to dialogue options)*

Fingers: *The fingers were distinctive. Perhaps he'll recognise the fingers.*

ZOË:

“He's also got weirdly long fingers. He'd probably make a great pianist.”

*(return to dialogue choices)*

Shape: *It might help to describe how Abnaxus looks.*

ZOË:

“Abnaxus has a very, uh, stump body with a massive...you know, head? This? A big, huge head.”

OULAR:

“Hmm.”

*(return to dialogue choices)*

Monocle: *I don't expect the Oular to know about monocles, but they must have noticed it. I mean...it's a monocle.*

ZOË:

“He wears a round piece of glass in one eye. Like this. A ring. In front of his eye. Like an old- timey millionaire?”

OULAR:

“Hmm?”

*(return to dialogue choices)*

Cane: *How about his cane? The cane transcends language. They must know about the cane.*

ZOË:

“Abnaxus walks around with a stick? That he leans on? Like this. Like--”

OULAR:

“Hm! Hm!”

ZOË:

“You know him! Where's Abnaxus? Up there? That's...high. I don't know if I can get all the way—Hey, where are you going? Come back! Shit.”

*Use: Ladder*

ZOË:

“Oh, there you are. How do I—Hey, let me go! Oh God!”

*The Oular takes Zoë up to see Abnaxus. Crow follows.*

ABNAXUS:

“Dreamer... (Coughs) You did come.”

ZOË:

“You didn't exactly make it easy. Why not, I don't know, just tell me where to go and what to do?”

ABNAXUS:

“Touching you through dreams will be like a blind man searching for a red pebble in a wild river. And if finding you is difficult, to talk even more so. Only fragments of words will survive the journey across. Some things will also not be known to me and could not be spoken. We do not know where Lux's heart was. You will need to find it on your own. Only a Dreamer could take this and bring--(Coughing fit)”

***Content added 5/5/2017 in console version and 7/21/2017 in PC version:***

**Abnaxus**

**When April Ryan first arrived in Marcuria, Abnaxus was the Venar ambassador to the Ayrede Council, and keeper of a piece of the Stone Disc.**

**Like all Venar, Abnaxus sees all of time at once, but he was chosen as ambassador because he alone among his people was trained to focus on one particular moment. He could therefore speak with people who “flow with time.”**

**Ten years ago, when the Azadi invaded Marcuria, Abnaxus left for the north. He hoped to reunite with his people and his family – but fate had other plans for Abnaxus. The Tyren armies were already marching on the lands beyond the Border Mountains, and the Venar were forced to flee. When Abnaxus reached the mountains, he found his passage impeded and his people gone.**

**Since then, Abnaxus has lost much of his ability to keep anchored in the present. He’s weakened and sick, and he longs for his people and his lost family.**

DIALOGUE CHOICES:

Sick: *He does not sound well at all.*

ZOË:

“Are you sick?”

ABNAXUS:

“I was fading. I will have stayed behind too long, after my people leave one realm for another. This time is poison. It diminishes me. My loop ends soon. Too late for Abnaxus to journey onwards. But not too late for Lux. Not too late for the dream. I will have stayed behind for Lux. For you to have found your way to Lux. Compared with this momentous thing, my life was of little significance.”

*(return to dialogue choices)*

Dreams: *Sending me cryptic dreams seems like a very inefficient way of doing it.*

ZOË:

“Couldn't you reach someone else, and have them return the soul-stone?”

ABNAXUS:

“Only a Dreamer can face the Sisters. Only a Dreamer will make them listen. Only a Dreamer was able to retrieve Lux's heart.”

ZOË:

“The soul-stone...”

ABNAXUS:

“Only two could touch it. There is no other Dreamer now. Only Zoë, only Lux.”

ZOË:

“Why not send an actual message instead of vague visions?”

ABNAXUS:

“You were worlds away. Any message would be broken. Unreliable. The Oular will help me dream. The bird was needed to have found you in those dreams.”

*(return to dialogue choices, Crow now available)*

Oular: *It'd be nice to learn more about the Oular.*

ZOË:

“The Oular hide from me.”

ABNAXUS:

“They trusted no thing. Humans in particular, they will fear. The Oular lived here for many, many lifetimes. Ages ago they would have a great city. But the Oular and Yehte are splitting, and their cities will crumble. Now they are both to be protectors of dreams, in different ways. The Yehte were the Grubbers beneath. The Oular lived above the clouds, and gave shelter to Lux. One serves the Dream, the other will serve the Un-dream, but unwittingly. Slaves to a black fire.”

ZOË:

“Grubbers? That sounds familiar...Why would these 'Yehte' serve something that wants to unmake the world?”

ABNAXUS:

“This was beyond my understanding. We will have tried to explain more, Dreamer. But Lux awaits. The sand ran swiftly through the hour-glass.”

*(return to dialogue choices)*

Crow\*: *“The bird was needed.” What does that mean?*

ZOË:

“How was Crow able to find me?”

ABNAXUS:

“The bird bridges worlds and souls. The bird has a bond with the Dragon of Spring. The bird was connected to the Dreamer and to the Bloodless King. At the end of its life, the bird will be bonded to the Girl Who Walked Across Worlds.”

ZOË:

“That's...really not an answer. That's an anti-answer. That's worse than nothing. I mean—”

ABNAXUS:

“The bird is magic.”

CROW:

“Which bird? I wasn't listening. There's a magic bird? Where?”

ABNAXUS:

“You were a curious thing, feathered one. So little and yet so great. So full of magic.”

CROW:

“Pffft, right, sure. I mean—Really? Magic?”

ABNAXUS:

“Oh yes. You would see this.”

*(return to dialogue choices, Dragon now available)*

Dragon: *He said 'the Dragon of Spring'.*

ZOË:

“What's the Dragon of Spring?”

ABNAXUS:

“The new thing that comes to pass when the old things die. The soul of she who saved the Balance, reborn.”

ZOË:

“She who saved--”

CROW:

“April? Are you talking about April Ryan?”

ZOË:

“What do you mean by reborn?”

CROW:

“April isn't dead?”

ABNAXUS:

“She will be dead. She was reborn. There are two now, entwined but apart. The Dragon of Spring. The Girl Who Walked Between Worlds. Mortal and immortal, Human and Kin. They are legend.”

ZOË:

“So they're one but two? There are two Aprils now, but she's also dead? I still don't get it.”

ABNAXUS:

“Neither would I. I will only know the words, not their meaning. This is the way of sight. I will see, but never all of it. Scattered words from a book with many, many pages.”

CROW:

“That's helpful.”

*(return to dialogue choices, “Lux (move on)” option now available)*

Lux (move on): *I'm not here to chat with Abnaxus.*

ZOË:

“Where is Lux?”

ABNAXUS:

“Follow me, Dreamer.”

*Zoë and Abnaxus walk into a large temple while Crow follows.*

ABNAXUS:

“The Oular would always be protectors of the Dream. They are children of the first dream, long before these worlds, long before Human and Venar. They will keep the First Dreamer safe, when Lux's heart was stolen. The soul-stone. They are protecting Lux from the Un-dream, protected everything from the Un-dream.”

ZOË:

“How did Lux lose her—his, her heart?”

ABNAXUS:

“The wizard will take the soul-stone. He lets the black fire inside him. He wanted to own dreams. He will have desired to reshape everything. He was and will be dangerous. In all presents, past and future.”

ZOË:

“And the Undreaming?”

ABNAXUS:

“The wizard will make a bargain and the black fire enters him and eats him. The wizard is the Un-dreaming.”

ZOË:

“Hey, I remember you from my vision. Hello. I guess he doesn't understand me?”

ABNAXUS:

“The Oular understood enough. Here Lux slept a dreamless sleep.”

ZOË:

“What do I do now?”

ABNAXUS:

“You will know.”

*If Zoë tries to leave:*

ZOË:

“I didn't come all this way to just turn around and walk away.”

***Content added 5/5/2017 in console versions and 7/21/2017 in PC version:***

***Examine: Abnaxus***

**ZOË:**

**“I met Abnaxus in a dream…although I guess it wasn’t a dream? It’s the only way he could communicate with me.”**

***Examine: Abnaxus***

**ZOË:**

**“He looks tired, sick. I don’t think he’s well.”**

***Examine: Abnaxus***

**ZOË:**

**“Abnaxus looks so strange and alien…but there’s something familiar and—Is comforting the right word? I feel safe around him.”**

***Examine: Oular chief***

**ZOË:**

**“Hey, that’s the Oular from my dream! He must be the Elder or the chief, or whatever they call him.”**

***Examine: Oular chief***

**ZOË:**

**“He looks like he’s waiting for me to do…something.”**

***Examine: Crow***

**ZOË:**

**“I’m glad Crow is here. He may be a magical talking bird, but he’s the most normal thing around.”**

***Examine: Crow***

**ZOË:**

**“It feels like we’re going to part ways soon. I don’t want to say goodbye to Crow. I want to bring him home with me.”**

***Examine: Lux***

**ZOË:**

**“Lux. I remember him—Her? It? I remember Lux from the dream.”**

***Examine: Lux***

**ZOË:**

**“She’s beautiful. Even though she, he, is dying, you can tell there’s so much life and energy there. Like a…a blazing fire. Or a star.”**

***Examine: Lux***

**ZOË:**

**“The First Dreamer. So…what now? What do I do?”**

*Use: The soul-stone on Lux*

*Zoë instantaneously finds herself in a darkness with Lux standing in front of her.*

LUX:

“(Tired sounds)”

ZOË:

“You're awake. You're inside my head. I can...”

LUX:

“(Laughs)”

ZOË:

“Hear you. I can hear you, inside. You're burning with a white fire. I can't—I can't stand it. It's...so painful.”

LUX:

“(Exhalation)”

ZOË:

“Thank you. You're the First. You were there at the beginning. Of everything.”

LUX:

“(Affirmative sound)”

ZOË:

“Me? No, I... How's that even—How's that possible?”

LUX:

“(Giggles)”

ZOË:

“Yes. I brought your...your heart. The soul-stone.”

LUX:

“(Dismissive sound)”

ZOË:

“What do you mean, that's not what—Nox... You mean the Yaga? I didn't bring the Sisters. I didn't know—They were inside the soul-stone and now they're here, with us. That's it, isn't it?”

LUX:

“(Laughs)”

ZOË:

“Light, dark, dream, nightmare. Together. That's why I needed to go there, to face them. To bring them with me. So what now? How do we save the Dream? How do we save reality?”

LUX:

“(Breathy intake)”

ZOË:

“I can't be the one to do that. I'm just...A person. Just a person, and you're a god. Or as close as anything can be to god, I guess. I'm not ready for that.”

LUX:

“(Breathy intake)”

ZOË:

“You can't put this on me! I didn't want this. I wanted to be—To be normal. I wasn't asking for a diving purpose. I just didn't know what to do with my life.”

LUX:

“(Exhalation)”

ZOË:

“What happens if I say yes? Who do I become? And what about...What about me. What becomes of me?”

LUX:

“(Dismissive sound)”

ZOË:

“I understand.”

LUX:

“(Affirmative sound)”

ZOË:

“Of course I trust you. How can I not? You made...all of this. Without the Dream, there's nothing, and there never was. If the Dreamer stops dreaming, there's nothing, forever. So if you're--”

LUX:

“(Giggles)”

ZOË:

“If we are one, then the Dream is mine. I keep it alive. And afterwards? After I'm gone? What then?”

LUX:

“(Tired sounds)”

ZOË:

“Okay. Okay. Well, we can't let the universe end, so let's do this. I'm ready.”

*Zoë and Lux put their hands up to each other and touch. Lux disappears and Zoë comes back to reality.*

CROW:

“Are you okay, Zoë? For a moment there, it looked like...It looked like you were made of light. You were incredibly beautiful.”

ZOË:

“I'm okay. Dizzy. I... I'm...I have to go back now. Wake up. For real. Face the world, face the—There are things that—I need to fix things. I can't be asleep any longer.”

CROW:

“Okay. Can I come?”

ZOË:

“No, Crow. You can't.”

CROW:

“So you're leaving me here?”

ZOË:

“You'll be fine. Thanks for...For everything. I don't think I'll be coming back. But you'll be fine. I promise.”

*With that, Zoë disappears, as if she were never there.*

CROW:

“Well, that's great. Left to my own devices. In the Border Mountains. By an inscrutable woman with special powers. Again. If I wasn't so furious I'd be really, really depressed. You know, I'm so used to being the sidekick, I don't think I can do anything else. But whose sidekick will I—Nope. Nope, nope, nope. Not happening, big guy. I'm flying back south to find that Kian fellow. I'll be his sidekick. He seems like the sort of guy who appreciates birds!”

*Crow flies away. Abnaxus is left with the Oular chief.*

ABNAXUS:

“Do you believe I should have told her all of it? All that I have seen? Perhaps I should have. Perhaps I was wrong not to, but—There's only here, only now. Nothing more. I am blind. I think I will sit down. Rest. Sleep. Dream of my daughters, long gone. And hope the future will still be there for them all when I fade to dust.”

*Zoë awakes to find herself in the hospital bed in Casablanca she thought she had woken up in six months ago.*