

Claws of Fortune

Narrative Design Document

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World Design

Valanhel is a continent full of magic and wondrous creatures, working together to live as peacefully as possible. Valanhel is governed by Geldhill, the Empire's country. Despite the Empiric family spending no time with their people, they expect full compliance with all of their decrees. A lot of their people feel misunderstood and none of their troubles get heard. This causes ruptures through smaller cities and neighbouring countries since few get punished for not following all of the decrees. Certain cities get away with the most appalling actions, despite the fact they would be a punishable offence to the highest degree within the Empire.

There are certain rules that hold the people in place, even though the overall laws are not incredibly restricting. All magical factions and guilds must be established by a group of willing individuals, and approved by Official Trusts of the Empire, who give them a metallic seal approving their business of recruitment and work. Laws are decreed by two Empiric families that rule with two systems: a monetary system that ensures every booming industry delivers a cut of profits to the Empire as a gratitude for allowed service; a judicial system that provides a ruling towards the truth or proven groups. Proven groups signify a collection of people recognized by the empire. Their system covering crimes is not the best. Since the Empire is held on a high pedestal above the common people, those deeply affiliated with the Empire or those in higher status than the average person, are able to bypass a lot of laws. This allows cities in contact with the Empire to slip past rules of the Empire, and not get caught.

Power from the Empire is passed through the two families who rule over the two systems alongside the other. The families are referred to as the Empiric family as a whole, because they are incredibly intertwined with the other. Royalty does not exist, but the power passes down through each family member, from oldest to youngest. There are a couple ways to be accepted into the Empiric family: gaining approval from both families; or working to validate yourself under the eyes of the Empire without fault. These families are extremely pampered and give no second thought to those who they believe to be lower than them, all the while heavily controlling all the citizens under them.

A lot of corruption occurs in a variety of cities in each country under the Empire. Every country has a council that governs out the Empire's regulations. Cities declare specific rules for their own location, at times differing greatly from the Empire's laws. A lot of cities end up with a variety of unique cultures within the Empire because of this. Their only obligations are to uphold certain proceedings from the Empire: how money is handled and how the judicial system generically follows Empiric laws. Everything else is up to debate with countries and their internal cities, and this is taken advantage of with the northern and eastern parts of Valanhel. Most of the corrupted cities are found in the northern and eastern areas.

The world is full of magic and wonder. Dragons are a staple around Valanhel, and people are allowed to pursue becoming dragon riders or becoming mages as their occupation. This allows a wide variety of guilds and factions to exist, to help the lives of those around them, as a benefit of being gifted with some aspect of magic. These jobs are strictly regulated under the Empire, and any who use their powers to cause damage to any Empire official, building, or anything else related to the Empire will see the harshest punishments to befit the crime. It's rumoured that those who burn down an official building with their dragon-fire are never seen or heard from again, and their dragons are missing from existence.

Valanhel and its people pride themselves on the use of magic to help with everyday tasks - using magic is expected and welcome with all of the citizens in every city. Different cities specialize with different inventions of easing daily life with magic, such as Manon: a northern city known for its magical plumbing systems transporting water without barrel or pipe. These cities also specialize in creating steampunk objects for this task, a booming industry hidden in the world of magic that Valanhel enjoys. As the Empire is lazy in its obligations to the people, the corrupted cities that slip through the laws, turn their backs on magic entirely, which is unheard of in Valanhel since most everyone is dependent on it. These rogue cities, such as Arelle: a city in the east of Valanhel, take on rigorous training of their knights and guard to protect their borders with the use of masonry or steampunk objects, which are built for

independent use against magical entities. Arelle is a city that rejected magic entirely. One night there was a terrible tragedy: instead of the mages protecting the city from harm, they turned against Arelle by killing anyone in their path, betraying them. Arelle has since then kept true to its desire of removing all magical forces from inside its walls and restricting magical outsiders.

No guard is capable of covering all illicit activities occurring in rogue cities, or in cities where magic is accepted. As a means of assisting the others, this is where guild business takes part in building society. Magicians and dragon riders in various guilds utilize their skills to help those seeking assistance in a variety of issues. With each person they save, compensation is given for their work. The victims pay the Empire, and the Empire will deliver a portion of that to the guild for their hard work. The more members a guild has, the more income it will receive, which in turn spurs a lot of recruiters to venture off into the world to bring more hands aboard their guild. Each guild and faction gets certified through the Empire, and with their strict and confusing regime on money, it is very difficult to see approvals for grants, or requests of disbandment to go through, unless a large compensation is paid to the Empire for their worries.

Core Player Fantasy

Willow Oxleaf is a character that recruits individuals and loves anything to do with magic. The core player fantasy focuses around being a traveller, and finding joy in magic. Willow functions as a marketer of a fantasy guild. The core player fantasy also learns how to market in a fantasy realm. Through playing this game, the player should feel like they are actually a recruiter for a guild, that they are an adventurer (from all the cities they can visit as a recruiter), and that they have earned their place in the guild from the amount of people that they have recruited to the guild.

Theme

The game has a lot of focus around a sense of overcoming loss (be it with family or innocence) and earning a means of sustainability. The main character spends most of her time working to gain a living, but also speaks with everyone with a very welcoming tone. By the end of the game there is a shift with naïveté, since she learns not everyone is as accepting in a harsh and abrupt way by facing some dark realities that present themselves in Arelle.

Tone

There is a mysterious tone to the game, since not all of the information is immediately presented to the character on why in Arelle, people don't like or associate with magic. The game has an overall tone of conversations and acceptance of the unnatural. There is an underlying dark tone, especially in Arelle, due to its dark history with mages being a main reason for its excessive rejection of magic. A lot of real and compelling stories and reasons for characters being the way they are also give a very grounded feeling to the game as well, which the player can investigate as they move through this game.

Character Descriptions

Willow Oxleaf

The hero from *Claws of Fortune* is a charming and outgoing young woman in her early twenties. She grew up in an orphanage but quickly found herself advertising after being sold by the orphanage to a small salesman for stability. She drives herself to exceed expectations by perfectly executing all tasks that come her way and accepts any guild job that lands in her lap. She's well known for her excitable energy and almost white-blond hair. As a prolific non-magic member of the Redstriders dragon guild, she travels to many cities recruiting new mages and riders alike, aiming to give people the joy of magic she'll never experience. She's extremely amiable and enjoys speaking with others, but is overly trusting with a naïve, childlike belief in others. She has a very bright and young personality but she has wisdom twinkling in her eyes showcasing the years she has lived.

Cedric Goss

The villain from *Claws of Fortune* is a sullen, pain-filled father of two in his early thirties with black hair. He grew up trusting in the empire's system, and believing in magical people. When a series of conflicts takes over his city: the mages he entrusted to protect his wife turned on her and killed her. Hardened by the harrowing experience, he aims to protect the citizens of his city from experiencing his pain as the chief knight of the watch against magic. He's caring but extremely skeptical of others. He has a huge weakness for children that drives him to extreme lengths to protect them. He would do anything for his kids: Alix and Maya.

Maya Goss

Daughter of Cedric, she's gifted with magic however does not realize it yet. At six years old, she is extremely curious of the world she lives in, but unaware exactly why her mother is gone and why her father hates magic so much. She looks up to her father so much, and her blue eyes twinkle with excitement every time Cedric has a couple hours to play with her and Alix. She has a lot of fun pulling devious pranks with her brother, on their nanny Secre. She looks most like her mother Lana, and that drives Cedric to be overprotective about his kids.

Alix Goss

Alix is a quiet four year old who finds himself following what his older sister Maya does. He hates it when his father is away, and whenever Cedric is home he will cling to his leg like a monkey. He finds happiness in the pranks he pulls with Maya, but also has a big heart and always makes sure to apologize and pat the head of Secre when the prank is over.

Roderick Kolver

An old and experienced dragon rider who has turned away from flying again after his dragon experienced a horrible injury. He spends his days working on building the business and rapport of Redstriders, alongside an old friend from his younger days: Ainsley. He is incredibly caring and considers all members of the Redstrider guild his own children and will be incredibly overprotective of them when he can.

Ainsley Nomad

A tall and black haired magician who specializes in wind magic. As the founder of Redstriders, she aims to bring peace to those who suffer at the hands of malicious intent. Having grown up in a cruel city with her brother as the only magic people, she witnessed the darkest a man's soul will be and she fights to protect people like her brother from ever having to experience horrors ever again. She is incredibly stern and demanding of those around her, but she is intelligent and is intuitive enough to only ask what she knows they do best.

Judas Deidre

He is a bright young dragon rider in his twenties who loves to show people around and have a great time. Typically, he enjoys taking jobs that relate with touring people around Valanhel, but also takes on some more taxing missions for the Redstriders. He has dirty blond hair and loves to drag his friends to places where they will have fun. His dragon Kye also loves to scare people by suddenly appearing, as he has an incredibly playful nature. From growing up in the slums, Judas is incredibly protective of his closest friends since he finds them hard to come by.

Tara Birbel

A heavysset farmer who works to sell the produce and wares she makes. Growing up in the farmlands of Arelle, she is partly untouched by the politics of the city. With mousy brown hair and green eyes, she is a friendly face to most, and she enjoys making a hearty meal for all the young men who help around her farm.

Kaldor Astor

A local craftsman in Arelle who specializes in the trade of fastening interesting steampunk tools onto everyday objects, transforming the purpose to be more useful. As an inventor, he has a big workshop and a lot of materials gifted to him in exchange for his skill sets. Trusted by the people and the guard, he assists all and ensures everyone has their tools in working condition. His greying hair from long nights and early mornings help give him a dishevelled appearance but his kind-hearted soul shines through it all. He is never one to turn down a stranger or a friend in need.

Secre

Secre is employed by Cedric Goss to take care of his children, which is something she does with a lot of love and joy every day. She loves Maya and Alix as her own children, since she is unable to bear children. She has kind brown eyes and short blonde hair, and always is sure to bring an extra muffin in the morning for both Maya and Alix.

Baleron

Redstriders most reliable stable master for horses, dragons, and other creatures guild members use as their mode of transportation. He has lived a quiet life, and finds a lot of peace with having a stable job and doing handiwork, his brown hair typically tousled from spending hours working.

Story Summary

Claws of Fortune starts off with the protagonist Willow Oxleaf tasked to travel to a far off city in the east to recruit more members for her guild Redstriders, a guild for mages and dragon riders. Willow had just come back from a long and gruelling two month journey back home, and from another city in the north where she had been recruiting. Her friend Judas tries to persuade her to stay for a week to rest since Willow has to leave again without much rest.

Willow journeys to the city far in the east, Arelle, determined to do her guild proud despite her exhaustion. Judas was unable to come with her, since he recently accepted a mission he needed to fulfill in a neighbouring city. He promises her before she leaves that he and his dragon will fly out there once his mission in the west of Langar (the city where Redstriders is located) is completed. Willow then starts her journey to Arelle, travelling by horseback to reach the city as fast as possible. Along the way there are thieves that try to steal or kidnap Willow, functioning as a roadblock for her quest to get to Arelle. There is one village that is on the route to Arelle that acts as a tutorial for the player on how to recruit members, and how the game system works with spotting signs of magic.

When Willow finally makes it to Arelle, there is a festival going on. This means large groups of people, a perfect opportunity for Willow to recruit people. In trying to get to the festival location, she has to complete a fetch quest to receive a permission slip as an outsider to enjoy this festival. She is blocked if she doesn't get this slip to reach the festival. Along the way there are hints that something is not quite right with this city, such as: in the guard tower she gets the slip from, the knights talk with each other hinting that magic is not accepted in this city. When Willow manages to get into the festival, she ends up recruiting the wrong person (Maya Goss) which causes the head of the city guard to attack her (the antagonist Cedric Goss). Through the boss fight with him, she realizes that she walked into a city full of magic hating individuals. Stuck surrounded by haters of magic, she has to escape the city. Both knights and citizens are on the lookout for her to catch her after she left Cedric recovering from their battle. Accused of magic, she is tested to solve puzzles to find her way out of the city before she gets caught. Cedric commands the entire knight force of all quadrants in Arelle to search for her.

Every couple of minutes, scouts walk through the cobblestone streets of Arelle. Willow is challenged to go through the cities mainly through alleyways or trying to climb on top of roofs. If a citizen recognizes Willow, a squadron of knights will be called immediately to her location and Willow will be caught and thrown in jail. Every time Willow gets thrown in jail, she has to find a way to escape and retrieve her items, before she gets killed or tried for treason of magic (ie: a game over). There will be harder and harder puzzles to work through with every watch tower that she gets thrown into, depending on where she is in Arelle.

Confused about why Willow didn't kill him after their battle, Cedric ends up questioning his decisions about magic thus far, despite still demanding his knights to search for her. Willow spends all hours of the night to escape from the city, her adrenaline running high and she manages to scramble a good distance away from the city. Just as she pauses to rest, a great gust of wind blows her hair away and when she looks up, she realizes it's just Judas and his dragon. Still shocked from the revelation that she could have been killed, and that people were out to get her because of her affiliations with magic, she's silent. Something extremely out of character for Willow to be. Judas helps Willow onto the back of his dragon in a cutscene, and flies them back to Langar, unsure of the silence from his friend.

When they land, Willow has to debrief Ainsley and Roderick, and she goes straight to them. When they are in the conference room, Willow is upset with them because they put her in such a dangerous position. As they argue about this, Ainsley snaps at her and explains the reason that they need to recruit more dragon riders and mages is to keep the Guild. Ainsley then proceeds to demand that she go back out east to complete her job. Willow refuses, not wanting to put her life in jeopardy again, not quite trusting in Ainsley and Roderick anymore from not sharing the reasons behind recruiting so quickly again, and not warning Willow that Arelle is a magic hating city. She is still in shock that she could have been killed, and that the two let her travel to such a dangerous city without any pre-warning of it.

Cedric shows up reluctantly the next day at the doors of Redstriders having rode all night on his horse, being coerced to bring his daughter Maya to Langar. He stands alone in full armour, sword attached to his hip, with one hand clutching the reins of his horse and the other hand holding delicately onto the hand of Maya, who grins excitedly at the guild. Cedric glares at every member he sees, but allows his daughter to go on a day trip with Willow to learn more about the guild (with him watching every step of the way). They even spend time together recruiting a couple of new members, while Willow also teaches Maya about magical signs. Cedric spends his time angrily watching the two of them with a protective eye over Maya.

When coming back to the guild at the end of the day, despite having recruited a couple of members together with Maya and the Willow's adventures earlier in the story having gained some other members as well; two emissaries walk into Redstriders and declare that with the lack of compensation to the Empire, the guild is thereby disbanded. This happens despite the timeline the Empire stated that Redstriders had to provide compensation has not been reached yet. Ending both the game, Willow's career, and extinguishing the excited joy in Maya's eyes.

Opening Cutscene

INT — ROOM IN REDSTRIDER'S GUILD BUILDING

WILLOW OXLEAF (23) is seen in a room decorated with posters and fan paraphernalia of famous mages and dragon riders, news clippings on display with them. A desk sits in the corner of the room. On it lies a collection of maps in a mess, with a carved wooden dove on the top.

The player is able to move around and investigate items in the room. A low hum of voices are audible through the walls. When the player walks out of the room, they are at the end of a balcony hallway, overlooking an open foyer. The balcony handrail is made out of a rich mahogany wood, etched with little dragon designs along the posts. The building is lit up by flames dancing with no lantern. A door two rooms down is open.

WILLOW: Ah, I'm so glad to be back!

As the player walks along the hallway, a trigger is hit that takes control and moves them into the room with the open door. Willow excitedly walks into the room, interrupting the conversation two people were having.

RODERICK (42) looks over a table with a map of Valanhel, guild markers are spread across the map in different locations. Behind is a dark red banner on the wall, the Redstrider's guild mark in the center. AINSLEY (37) stands across him, focused on pieces of paper floating around her - her right hand twirling every so often to rotate a different piece of paper in front of her face.

WILLOW: How're my favourite bosses?

RODERICK: We're your only bosses. Is everything okay?

WILLOW: Why wouldn't it be? I'm finally home! Hey! Did'ya know Judas is taking me flying later today? I heard a new shop opened while I was gone, and he's taking me to eat beignets. I hear they're delicious!

AINSLEY: That sounds lovely, Willow.

Ainsley turns to Roderick. Roderick is now looking at Willow giving her his full attention. Willow is looking between the two of them, unsure.

AINSLEY: (softly) We could use her help.

Roderick shakes his head in response. Ainsley crosses her arms, a stern look is on her face as she stares the side of his face down.

RODERICK: Not going to happen Ainsley.

WILLOW: Wait, have 'ya seen Judas? I've been meaning to find him.

AINSLEY: Are you up for another recruiting adventure?

RODERICK: Ainsley! I just said — not happening. She just came back from one!

WILLOW: I don't mind. Where about? I love those. Can I take Judas with me?

RODERICK: No, you aren't going.

AINSLEY: She's our best shot Rodge; let her try. No one else recruits as well as she does, and you know we need to recruit now, fast. *(to Willow)* Judas can't come. It will be somewhere you've never gone before.

Ainsley waves her hand and a Redstrider mark piece flies onto the map on a city labelled Arelle, in the far east side close to the ocean.

WILLOW: Ooo! I always wanted to go to the beach! Do they have beaches there?

RODERICK: *(beat)* What about Taron? Anyone but Willow. Let her rest, Ainsley!

AINSLEY: He's busy, remember? She's the best shot we have at staying afloat Rodge.

RODERICK: *(longer beat)* Fine! Are you sure about this Willow? Do you have everything you need?

WILLOW: Yes! I have my walking staff. Call me prepared, I am ready!

RODERICK: Are you sure? Do you have your magical signs list?

WILLOW: Of course! 'Ya told me to never recruit without it. "Every type of magic appears in some way. Since you can't feel it, you can look for it" 'ya said.

RODERICK: Right, but be sure to stock up on flyers and bring a map. You leave today.

WILLOW: Of course! Why 'ya getting me to leave so soon?

AINSLEY: Oh, just some guild business. No need to worry about it. We're counting on you to entice some new mages: we need them.

WILLOW: 'Ya got it boss! Do 'ya think they have dragons over there? I can't wait to see!

The player now has control and can interact with the room, Ainsley and Roderick. Ainsley focuses back on the papers that were flying around her head, but now there is another paper hovering beside her with a pen writing something down. Roderick is simply taking stock of the cities on the map and where all the guilds are located on it.

In-Game Dialogue

Version 1: Player heads out to experience story

TRIGGER	CHARACTER	DIALOGUE
Walks into Willow's room	Willow	"Now where did I put my maps..."
Picks up wooden dove from on top of maps	Willow	"I've had this for forever. I can't remember who gave it to me."
Collects a stack of flyers	Willow	"My staff should be around here somewhere."
Retrieves walking staff	Willow	"I'm all set! I should go see if Baleron has a horse for me."
Player walks away from the stables	Willow	"The stables are beside Redstriders. Don't need to go too far."
Walks towards Baleron in the stables beside Redstriders' guild	Willow	"Hey Bale! 'Ya got a horse I can take?"
Response to Willow	Baleron	"What? Going off again Willow? Yeah, I got your usual beast. He just got groomed after the muck you put him through."
Response to Baleron	Willow	"Ainsley and Roderick have me off again."
Response to Willow	Baleron	"Be careful out there. Thieves have been striking more and more. Try and take some side paths when you see them in the distance."
Approaches her horse	Willow	"Who's gorgeous and strong? My lovely Ebony!"
Response to Willow	Baleron	"If you come back in a couple minutes, I can have him tacked and ready to leave."
Response to Baleron	Willow	"Ok. Have 'ya seen Judas anywhere?"
Response to Willow	Baleron	"Last I saw him, he was heading to the flea market."
Player heads away from Baleron	Willow	"I have to talk to Judas before I go."
Walks away from Redstriders building	Willow	"All these people are heading right.. the market must be by the gate today."
Enters the flea market	Judas	"There's a sight for sore eyes! Hope you're ready for a fun day."
Response to Judas	Willow	"Can't. Came to tell 'ya I'm heading out again."
Response to Willow. As they talk Judas follows the player around as the player moves through the city	Judas	"What? You just got back! They can't do that to you."
Response to Judas	Willow	"I hope we can do a rain check on the beignets. I'm really excited for those!"

TRIGGER	CHARACTER	DIALOGUE
Response to Willow	Judas	“Why don’t you just stay a week: rest up! You just got back from Manon. Come on, Willow”
Response to Judas	Willow	“Ya can’t change my mind. I owe it to Redstriders to go now.”
Response to Willow. Judas will stop following the player with this line.	Judas	“Guess this is bye for now, Willow. I’ll come for you when my job is done. I’ll bring you some beignets.”

Version 2: Player chills around Ainsley and Roderick

TRIGGER	CHARACTER	DIALOGUE
Talks with Ainsley	Ainsley	“What do you need?”
Response to Ainsley	Willow	“Ya sure I need to leave immediately?”
Response to Willow	Ainsley	“We need new members as soon as possible. Mages, riders, you name it. Recruit as many as you can Willow.”
Response to Ainsley	Willow	“Okay. Got’ya. Go as fast as I can to bring ‘em in.”
Response to Willow	Ainsley	“Let Jargon guide your journeys and bring fast prosperity.”
Said after Ainsley’s last line to herself	Willow	“Something doesn’t seem right...”
The player reads the Empire’s letter	Willow	“How could the Empire do this to us?”
Willow puts back the Empire’s letter	Willow	“Hopefully I can find enough prospects.”
Willow speaks to Roderick after reading the Empire letter	Willow	“Is this letter true Rodge? Why didn’t ‘ya just tell me?”
Response to Willow	Roderick	“Oh, you weren’t supposed to see that.”
Response to Roderick	Willow	“What do ‘ya mean ‘not supposed to see’? Come on, Rodge. I could have helped ‘ya sooner!”
Response to Willow	Roderick	“We should be burdened with this, not you. You’ve done so much for us!”
Response to Roderick	Willow	“As I should. ‘Ya gave me a great life Rodge, and I couldn’t thank ‘ya more.”
Response to Willow	Roderick	“You work too hard. Take a break!”
Response to Roderick	Willow	“No can do. Hav’ta do my best for ‘ya! I leave today Rodge.”
Player leaves the room after Willow’s previous line	Willow	“Catch ‘ya later boss! I’ll get ‘ya the best mages!”

TRIGGER	CHARACTER	DIALOGUE
The response to the previous line if Ainsley is the last person Willow spoke to	Ainsley	“Redstriders count on you.”
The response to the previous line if Roderick is the last person Willow spoke to	Roderick	“Just be safe Willow.”
The player leaves the area before Ainsley’s dialogue finishes	Ainsley	“— don’t let us down Willow.”
The player leaves the area before Roderick’s dialogue finishes	Roderick	“— always on the move that one...”
The player leaves the area before any dialogue finishes	Willow	“Gotta go boss!”

Version 3: Player plays through V1 but goes back into Redstriders instead of leaving

TRIGGER	CHARACTER	DIALOGUE
Player goes back into the room where Roderick and Ainsley outlined the quest and hits the trigger outside the door	Willow	“Ainsley! Rodge! Came to tell ‘ya bye... oh. Where’d they go?”
Player enters the room	Willow	“I can leave ‘em a note bye, I guess! Hope I can see ‘em though..”
Player starts looking around the room	Willow	“Now where is some paper..”
Willow finds the Empire’s letter	Willow	“Home come they never mentioned this?”
Willow looks at the map	Willow	“The ocean. I’ve always wanted to see a beach!”
Willow looks at the banner tapestry	Willow	“Roderick always looks so intimidating when he stands in front of this.”
Willow exits the quest room	Willow	“Better get ready for travel. The faster I work, maybe I can stop the Empire.”
The player walks into Willow’s room	Willow	“The bed looks really enticing, but I best be going!”
The player looks at the news clippings on Willow’s wall	Willow (says this line very quickly and excitedly)	“Oh, isn’t Korley Atten the best? Not only the fastest rider in the land, but was able to save a kid from falling by catching him on her dragon seconds before he hit the ground! She’s my idol.”
Looks at the news clippings a second time	Willow	“Reading about her makes my heart race, she’s amazing.”
Looks at the news clippings a third time	Willow	“Wish I had magic to be like her...”

TRIGGER	CHARACTER	DIALOGUE
The player heads down to the foyer of Redstriders after either going back into the quest room, or Willow's room	Judas	"Isn't there anything I can do to convince you to stay?"
Response to Judas.	Willow	"Nope! Redstriders depend on me."
Player exits Redstriders a second time	Willow	"Better see if Baleron is done with Ebony."
Player enters the stables	Willow (coos out to Ebony)	"Bale! Is my adorable nightshade ready for the best adventure yet?"
Response to Willow	Baleron	"He's all tacked up for you in his stall. Have a good trip!"
Approaches Ebony	Willow (coos again to Ebony)	"Let's go on our adventure, Ebony."

Boss Barks

State Change

“Come on boys, let’s show her how we treat mages around here.”
 — Cedric calls for his knights to come help subdue Willow.
 “What? Too scared to face me?”
 “Scum, I’ll enjoy this very much.”
 “The Arellan knights vanquish you!”
 “Tsk, tsk. Once a witch, always a witch.”
 “When’s the real dance, mage?”

Escalation

“I’ll give you a demonstration of what they did to my wife.”
 “Fight me with your dastardly magic, witch!”
 “I’ll carve a world where no magic exists.”
 “You’re all demons. Every last one of you!”
 “You’re the fool that blindly trusts in magic.”

Staggered State

“I’ll allow that to slide, for now”
 “Agh! Mage scum managed to hurt me? Preposterous!”
 “That’s the last time you hurt anyone, mage.”
 “How? Magic is a parasite!”
 “Agh! Not in front of Maya.”

Powerful Attack

“This is for Lana!”
 “By the sweep of my sword, vengeance will be mine.”
 “Taste my family’s misery from your doing!”
 “A swordsman is honour, and will always strike *TRUE!*”
 “Enjoy the bite of my blade. Your magic is useless!”

Generic Barks

“I thought all mages were quick on their toes.”
 “No magic attacks? I know you hide, betrayer.”
 “You’ll feel pain like no other!”
 “Speaking to my daughter is unforgivable.”
 “Don’t fool yourself thinking you will be accepted here.”
 “Looks like the little witch is going to cry.”

Readables

Empire's Letter - This is found inside the Redstriders' guild building, on the upper floor two doors down from Willow's room where the intro cutscene takes place. It's placed on the desk where a giant world map is displayed, with different guild mark symbols scattered all on top of the letter - almost hidden from sight. It reads:

“Valued guild,

It is our utmost pleasure to inform you of intricacies with Guild State affairs. Your guild fails to meet in-flow expectations and must achieve an abundance within the upcoming quarter-month. In failure of this, all assets will be seized for the glory of the Empire, and immediate disbanding will occur. Your Empire expects significant tribute for allowing business, in compensation for the requested grant.

Alark June
Head of Monetary Grants
Lanark Empire”

A wooden carved dove - This is found in Willow's room which is on the upper floor of the Redstrider's guild building, at the end of the hallway. This dove is on Willow's desk in the far left corner, used as a paper weight for travelling maps of cities around Valanhel. Etched on the bottom simply reads: “Willow”

Guild job board - This is found in the foyer of the Redstriders' guild building right before someone heads out. There are only two jobs pinned currently on the board to indicate the current active jobs. A wad of potential jobs people could take are in a pile on the side of the board - each job handwritten by an Empire agent. 1 gold is equal to 200 silvers for translation.

First job: “High profile city, Arthula, requests dragon rider to guard the walls. Reason: Unknown. Complainant states action may occur inside or outside the city. Arthula is the ground of the sacred Empire statue. Immediate acceptance demanded of the guild. Reward: 100 gold. Empiric Compensation: 9, 000 silvers”

Written on the top of this job, in a choppy handwriting style, is “Judas Deidre”.

Second job: “Complainant requests magical guidance to the holy temple of Jargon, the dragon god. They can be found by journey to Your most wholesome Empire. Reward: 20 gold. Empiric Compensation: 1, 800 silvers”