

Prompt: *Dwerve* is an indie adventure game about an unlikely duo on a journey home. The assignment was to craft dialog for a scenario featuring two different styles of interaction for them, depending on player choices earlier in the story.

Antagonistic.

*In this version, the goblin **Moro** and our hero, **Rook**, are not friends to begin with and will instead grow to trust and like each other throughout the journey.*

Moro: “*Hack, wheeze.* Hey! Slow down, you blue-haired jerk. I’m knackered, and my noggin’ is throbbing like crazy. I’m not moving any further.”

“Look, you want me to keep going, find me some sweet mossy *Balair* roots, yeah? They grow in damp, cold environments. So this cave or your heart should do just fine.”

Upon returning enough roots:

“Well, would ya look at that. You actually did something’ for me, and all I had to do was be in violent pain. How *thoughtful*.”

“Alright, alright, I get the message. We can follow the *Vel River* outta here.”

“A deal’s a deal, I ain’t forgotten. A one-way trip through *Beggar’s Pit* and past *The Wolf Delta* into *Argaeus*, where you can get home. But once we’re there, you and I - we’re done, got it?”

Friendly

*This is a more traditional version of the dialog, where the duo is already growing closer as friends, and **Moro** needs to be rescued from his poisoned wounds.*

Moro: “**Rook**, wait, please. I can’t... I can’t move.”

“It’s the bite. That dust viper got me good. *Urgh* It’s going to spread faster by the hour, and eventually, I’ll wither to ash.”

“Look, I’ve no right to ask, but will you help me? There’s a root of a bush called *Balair* that grows in these caves. It counteracts the venom.”

“Find them, please. Whatever happens, I’ll be right here.”

Upon returning enough roots:

“You - you found it! Thank you. I owe you my life. I know these things don’t carry much weight where you’re from, but for whatever it’s worth, I’m in your debt.”

“I feel much better already. A little unsteady, but if that’s the extent of it, I consider myself lucky. The waters here grow into *The Val River* that flows from the north. We can follow it to the holy mountain *Argaeus*. From there, it’s only a day’s walk back to your hometown. Lead on.”