

(first encounter)

[1/4] Eh? Ah, eh... welcome. Please leave.

[2/4] I have... business to attend to. Can't deal with ya right now.

[3/4] ...

[4/4] Ar'right, ar'right, wha' do ya need?

CHOICE:

[1] You know where the Dungeon Scroll Merchant is?

[2] What's your business?

[3] Nothing.

CHOICE 1:

[1/7] Hah, ya're an observant one.

[2/7] This li'l corner used to be the scroll guy's.

[3/7] I bought it for... some money. A bit o' it.

[4/7] ...maybe a lot of it. I had 'nough anyway. From my, uh...

[5/7] ...business. An'way!

[6/7] The guy got a place near the regular Scroll Merchant now. And I've got this place!

[7/7] Well, if that's all...

CHOICE:

[1] Your... business?

[2] Thanks for the info.

CHOICE 2:

[1/4] Oh, uh... I sell... things. Things that aren't o' interest to soldiers like you.

[2/4] Because they're boring.

[3/4] And ya wouldn't be interested.

[4/4] Well, nice talk!

CHOICE:

[1] I'm interested.

[2] It sure was.

CHOICE 1:

[1/9] Mmm. Guess ya look more like a ragamuffin an'way.

[2/9] Follow me then, if you're so interested.

[3/9] My services are... ha, a bit questionable.

[4/9] I pay people to do things. Normal things! Like... explore, and... gather things, and...

[5/9] ...and kill things. Ha, I can tell ye're into that!

[6/9] Ar'right, see this here chest? Ya do the thing, and I let ya open it. And it's gonna be good.

[7/9] Well, maybe it'll be good for ya when you're a better soldier. Ha!

[8/9] Anyway, an'way, I digress. Meet me out front if ya're still in. And if you're not, uh...

[9/9] ...don't tell 'em 'bout what I have going on here. Got it?

CHOICE 3:

[1/1] Well then, how about ya get out o' here?

(choosing your objective: first time)

[1/8] So ya're the real deal!

[2/8] Well, can't say I'm not impressed. Ya look ready, anyway!

[3/8] Well, how 'bout this? I'll pay ya well if ya...

[4/8] OBJECTIVE NAME

[5/8] And how 'bout this, I'll cut ya a deal. I'll make it free this first time 'round, just don't tell a soul.

[6/8] Sound good? Ha, well if it doesn't, come back to me and we can talk things through.

[7/8] I'll get yer chest nice and filled up for ya in the meantime.

[8/8] Good dealin' with ya.

(choosing your objective: all other times)

[1/2] Ha, the 'ero returns!

[2/2] Well, I can't help but notice how eager ya look! Ya want a new reward, or are ya that happy to see me again?

CHOICE:

[1] I want a new commission.

[2] Where do you get your money from?

[3] How long have you been doing this for?

[4] Do you have business with a lot of people?

[5] How's the Scroll Merchant doing?

[6] Where are you from?

[7] Just passing by.

CHOICE 1:

[1/6] Fantastic, excellent! I'll get you hooked right up.

[2/6] Let's see, what do I need doing, what do ya do next?

[3/6] Ah! Haha, this is a good one for ya.

[4/6] OBJECTIVE NAME

[5/6] But ya know the drill, it'll be an Emerald Block. Not like you can get away without payin', ha!

[6/6] So, are ya interested?

CHOICE:

[1] Sounds like a deal.

[2] I'll decline.

CHOICE 1:

[1/1] Great! Now if ya just slide me th' money...

[2/2] Yer all good! Come back to me if ya change your mind. We can arrange for a differen' commission.

CHOICE 2:

[1/1] Ah, that's a shame. Real shame. Well, if ya come back in... mmm, about...

NEWOBJTIME... we can settle on a different deal.

[2/2] Oughtta think 'bout getting a clock 'round these parts.

(returning with obj done)

[1/5] Yer back!

[2/5] Did ya get the thing done?

[3/5] Very nice, very good. Well, that's a done deal!

[4/5] Make sure ya grab yer payment. Chest is back in the alley with yer stuff in it. Like always.

[5/5] See ya 'round!

(returning with obj undone)

[1/4] Yer back!

[2/4] Did ya get the thing done?

[3/4] ...ah. Ya didn't.

[4/4] So what brings ya back here?

CHOICE:

[1] I want to switch commissions.

[2] Just wanted to have a chat.

[3] Nothing much.

CHOICE 1:

[1/3] Switch commissions, eh? Hmm, we can work it out.

[2/3] So ya don't like the one I got ya, got it. How about...

[3/3] Ha! Want to OBJECTIVE NAME instead?

CHOICE:

[1] Sounds better.

[2] I'll pass.

CHOICE 2:

[1/2] Ah c'mon, ya can't be a beggar and a chooser!

[2/2] But alright, alright. Come back ta' me if ya change yer mind!

CHOICE 1:

[1/3] Hoho, good to hear! I'll get ya set up fer that.

[2/3] 'Course, it won't come free. Gotta have some way to keep money in my pockets, ha!

[3/3] Well, how's [4 Emerald Blocks] sound to ya?

CHOICE:

[1] Perfect.

[2] That's too high.

CHOICE 1:

[1/3] Well then, perfect! If ye can just hand 'em over...

[2/3] Excellent, exc'llent. I'll get ya sorted in no time.

[3/3] Good business, eh? See ya 'round!

CHOICE 2:

[1/2] Aha, a barterer! Yer type is rare now'days.

[2/2] Well, what do ye say?

CHOICE:

[1] [1 Emerald Block] seems fair to me.

[2] How about [2 Emerald Blocks]?

[3] Can you lower it to three?

CHOICE 1:

[1/3] Haha, I respect the audacity!

[2/3] But no, you're out of yer mind if ya think yer getting it fer that low.

[3/3] Final offer. How 'bout I'll make it three?

CHOICE:

[1] Sure, I'll accept three.

[2] Nevermind.

CHOICE 1:

[1/3] Perfect. Now if ya hand it ov'r...

[2/3] Well then, done deal!

[3/3] Have fun with yer new commission!

CHOICE 2:

[1/3] Well then, if ya insist...

[2/3] [4 Emerald Blocks] it is. Well, nice bartering with ya.

[3/3] Next time, take a bone when it's thrown to ya! Haha!

CHOICE 2:

[1/3] Two blocks, eh? Not so sure 'bout that one.

[2/3] Can't go gettin' away with payin' half like that!

[3/3] I'll cut ya a deal. I'll lower it to [3 Emerald Blocks] instead.

CHOICE:

[1] Seems like a deal.

[2] No thanks.

CHOICE 1:

[1/?] Perfect, perfect! [3 Emerald Blocks] it is then.

[2/?] Glad we could work out a deal. See ya 'round!

(if player has completed Jungle Fever)

[3/?] Oh, and one last thing. Can ya tell the Banker to stop launching all these 'nvestigations?

[4/?] Causing all sorts'o havoc for my business. Don't want me to get booted, do you? Ha!

CHOICE 2:

[1/3] ...mmm, ar'right then. Hand over [2 Emerald Blocks].

[2/3] Consider yerself lucky ya got this deal from me!

[3/3] Well, yer all set anyway. Enjoy yer commission!

CHOICE 3:

[1/4] Huh, [3 Emerald Blocks]? Doesn't sound bad to me.

[2/4] Ar'right then, hand 'em over. Ye've got a deal.

[3/4] Well then, ya're all set. And before ya go off, can ya go pay mister Weapons Merchant a visit? Let him know ol' you-know who's askin' to see him?

[4/4] He and I've got some business to work out, ha!

CHOICE 2:

[1/2] Heh, good ta' hear!

[2/2] So, what's on yer mind!

CHOICE:

[1] Where do you get your money from?

[2] How long have you been doing this for?

[3] Do you have business with a lot of people?

[4] How's the Scroll Merchant doing?

[5] Where are you from?

[6] Just passing by.

(refer to next section for dialogue)

CHOICE 3:

[1/3] Right then! I'm always open fer chats!

[2/3] With you, at least. Don't ya go blabbin' 'round 'bout my business!

[3/3] Unless ya've got some good, shady friends. Then bring 'em over, ha!

(talking with the day's objective done)

[1/3] Welcom' back!

[2/3] Ya've got no commission right now. Must like talking to me, eh? Ha ha!

[3/3] Well, what brings you back this time?

CHOICE:

[1] When's the next commission?

[2] Where do you get your money from?

[3] How long have you been doing this for?

[4] Do you have business with a lot of people?

[5] How's the Scroll Merchant doing?

[6] Where are you from?

[7] Just passing by.

[8] [honip lol]

CHOICE 1:

[1/2] Next commission, eh? Well, let's see... I'd give it... NEWOBJTIME 'fore you can get yer new one.

[2/2] Really is time to get a clock, ain't it...

CHOICE 2:

[1/4] My money? Uh... ha, ha...

[2/4] I have my sources.

[3/4] And this time I ain't tellin' you my business!

[4/4] ...it is a good thing I did last time though.

CHOICE 3:

[1/3] How long? Oh, you know, a while.

[2/3] Ask mister scroll merchant 'bout that sorta stuff. He'd remember better'n me.

[3/3] Hey, an' tell the guy I say hi! Can't remember last time I spoke with 'im...

CHOICE 4:

[1/3] Ha ha! I know better'n that. I'm not try'na sell myself to the government.

[2/3] I've got a few employees, though. Er... conscripts. Regular customers.

[3/3] But don't ya worry, haha! Ya've got no competition in them.

CHOICE 5:

[1/3] Ha, ya think I've been able to talk to the guy?

[2/3] Looks like he's got the soul sucked right outta him! Sorta like I do. But less talkative.

[3/3] Hey, if ya ev'r get a peep out of him, tell me right away, got it?

CHOICE 6:

[1/3] Ah. That's a... that's a good question.

[2/3] Would ya believe me if I said I was from Rymek?

[3/3] It'd make this whole thing a lot easier if ya did.

CHOICE 7:

[1/2] Ar'right then. Come back later!

[2/2] Hopefully with some more money in yer pockets.