

//When the player approaches Saskia in the cave before starting the battle.

Saskia(Happy_A): Glad to see you didn't lose your nerve.

Saskia(Neutral): The plan is simple: we get in position quiet as we can via the cave system, then breach the camp. We'll catch them when they aren't expecting it.

Saskia(Neutral): Randall and I used to work these mines. We know this site better than anyone.

Player(Happy_A): I'm looking forward to seeing him in action.

Saskia(Happy_A): With the two of you, we'll be able to wrap this up quickly.

Saskia(Neutral): Let me know when you're ready. Once you are, there's no going back.

[If the player says no.]

Player(Neutral): I need some time to prepare for the fight.

Saskia(Angry_B): Don't take long, we can't risk them finding us here.

[If the player says yes.]

Player(Neutral): I'm ready.

Saskia(Happy_A): Good.

Saskia(Neutral): Let's go people! Quiet as a mouse.

//When the player talks to Randall in the cave before starting the battle.

Player(Surprise_A): So you're Randall?

Randall(Happy_B): Nah, I'm Ynara's cup boy cast down to earth.

Randall(Happy_B): Aye, I'm Randall, and you've made it just in time. Glad you're not all talk.

Player(Happy_B): I promised my blade, so you'll have it.

Randall(Happy_B): That's the kind of fire I like. Put it to good use out there.

Player(Neutral): I plan to.

Randall(Angry_B): Clearing out the camp means taking out the soldiers and rescuing the workers. Don't forget that.

Randall(Angry_B): They're a tough bunch, with the sense not to get between us and the Wardens.

Randall(Angry_B): We need to make sure they get out safe. Do you understand me?

Player(Neutral): I understand.

//When the player talks to Randall before the quest is accepted.

Randall(Neutral): Saskia has all the details on the plan, talk to her.

//When the player talks to Randall while the quest is active.

Randall(Angry_C): We have to fight, Recruit!

//When the player and the Kindred approach the wall to Somercourt Lake Camp.

Randall(Angry_D): Bastards! They must have known we were coming!

Randall(Angry_D): Today we liberate Somercourt! Cut them down!

//When the player is on the objective to free the workers.

Saskia(Angry_C): Recruit! Free those workers from the huts!

//After the cutscene with Randall going into the lake.

Saskia(Surprise_D): Randall!

Player(Angry_C): Shit! We have to go after him!

//This is dialogue when the player goes underground

Saskia(Surprise_B): Randall! Where are you?

Player(Surprise_A): He's not here.

Player(Neutral): He might have been spit out somewhere else in the caves.

Neius: Find me.

Saskia(Surprise_A): Strange... There's a breeze coming from deeper in the cave. It might mean a way out— let's go!

Saskia(Surprise_C): Is this what the King was mining? I've never seen anything like this.

Saskia(Anger_C): All of this magic, all these lives lost... Disgusting. Despicable!

Neius: Go.

Neius: Without hesitation.

Neius: You must.

Neius: Forward.