

A Layman's Lament (Pavo's Quest) Dialogue Script - Pavo

Pavo Abor is an Imperial, of around 50 years. He has a lot of regrets about his past life, and is notably depressed and world-weary. He can't really see the point in anything any more and has thus isolated himself from the rest of Luftahraan. Pavo is weak mentally, but not physically - he used to be a dock worker and then a sailor, and isn't all that old, so his voice should still have some power in it, despite the grief that pervades it.

Main Dialogue

- "It has been many years since I was young. Since I felt that fire; that spark that drives men to their destinies." - *This is the first line that Pavo says to the player, apart from Idle Dialogue. It should be wistful - he's reminiscing about his youth, yet still tinged with sadness.*

- "I felt it, once. But I squandered my chances of glory on the hope of a normal life. On the hope of finding love." - *Same as the last line, except the last line should have a slight tint of wry irony.*

- "Instead of marching away, my head held high, to defend our lands and our pride, I subjugated myself to an old, balding man and worked on the docks." - *Pavo is slightly disgusted with his younger self here.*

- "I did find love, though, for a time. I met a young girl who worked at the Koskenkorva, and we became close. I meant to propose to her." - *This memory cheers Pavo up a little.*

- "But it was not to be. That very morning whilst working at the dock, I lost the ring - the ring I had nearly beggared myself on." - *Pavo is angry at his own inadequacies.*

- "I spent days searching everywhere, but it was no use - the ring was gone, probably into the sea." - *This line should convey weary resignation.*

The player asks Pavo if he can help at all

- "The girl is years gone, now - murdered by bandits on the road to Solitude. Those long years have stolen her face from me." - *Pavo is mourning the death of his love, here.*

- "It may seem foolish, to you, but I feel that if I held that ring again, I could remember." - *He doesn't really expect the player to understand what good it'll do, but the idea of regaining his ring gives him some measure of hope.*

- "I could remember her face, and my youth. Perhaps, I could even remember my hope." - *All of Pavo's regret comes out in this line - the last sentence should be said in a whisper.*

At this point, the player goes looking for Pavo's ring and can either return it to him, or

keep it and sell it for profit. This next line is spoken by Pavo if the player returns it.

-“You... you found it? Oh, thank you. Please, come and talk with me again sometime. It has been a long time since I had company.” - *Pavo is surprised that the player had bothered to help him. He seems a little more together as he says this line, although the longing for company that he has repressed comes out in the last two sentences.*

This line is said if the player decides to lie about finding the ring.

-“No matter. I've learnt not to expect anything in my life. Thank you for your effort. I'd like it if you would talk to me again sometime, anyway.” - *Pavo is still thankful that they tried, but a little bitter about their failure.*

The player returns to speak to Pavo again, and after they ask how Pavo is feeling.

-“Better. A little better. As if a single crow has taken flight and lightened the weight of the world pressing down on my shoulders.” - *Briefly, Pavo's rather jaded sense of humour emerges.*

-“One lost reclaimed ring, though, is far from the extent of my misery. A few years after, I decided to set sail; to find my fortune on the sea.” - *Pavo continues to tell the player of his past regrets.*

-“The night before I left, though, I stole a family heirloom from a nobleman living here in the city.” - *Pavo is simply telling a story here.*

-“He had always been a kind man - keen to help those less fortunate than he. But in my greed I took his son's heritage; robbed him of his birthright.” - *Pavo is a little disgusted with himself.*

-“I fled with the tide that morning, and it was many years before I returned to Luftahraan, still carrying the sword I had stolen so long ago.” - *The story continues.*

-“Guilt had crept up with the years, and I had resolved to return the sword to its owners. But both the old man and his son were dead.” - *The last sentence should be said with utter hopelessness.*

-“The son was taken by the fever, and his father took his own life shortly after. I was never sure what to do with the sword after that.” - *The same hopelessness from the previous line should continue here.*

-“Perhaps if you could take it to the family tomb, it would bring them some measure of rest and alleviate my guilt.” - *Again, Pavo asks for the players help.*

-“Let me show you where they were buried.” - *I haven't got much to say about this line...*

At this point, the player goes to the tomb of the Korvakr family - the people Pavo stole the sword from, and can choose to either return it to the ghost of the father, or kill the father and loot his tomb. The next line is if the player returns the sword to the ghost, and then goes back to Pavo.

- "Thank you." - *Pavo chokes up as he says this, whispering it to the player.*

If instead the player kills the ghost and returns to Pavo -

- "Thank you. I am so sorry for what I did to him. I hope that, in death, he can forgive me for it." - *Pavo has no idea that the player is lying to him, and wonders if the father would have forgiven him.*

Again, the player returns to Pavo and asks if he is feeling any better -

- "A little, thank you, after your help with the sword." - *Pavo is a little happier by this point than he was at the start.*

- "When I was a child, I was especially close to my grandfather. I loved him more than anyone else; more than I loved my own parents." - *Pavo is particularly fond of his grandfather.*

- "He died when I was 13 years old, but I will always remember the days we spent together, where he would teach me to write, and to sing; to fight with sword and bow. Those were the happiest days of my life." - *Pavo reminisces about the times he shared with his grandfather.*

- "He was an adventurer and a renowned warrior in his day, and I have always been proud that I knew him." - *Not much to say here.*

- "He used to keep a journal, detailing his life from before I was born. It was passed down to my father when he died, but my father lost it." - *Pavo is a little askance about how his father lost it, and says the last few words with a hint of disgust.*

- "He had been exploring a cave on the shore of the lake, looking for mineral deposits, when his camp was ambushed by bandits." - *Just telling a story here.*

- "I do not know what resides in the cavern today, but perhaps the journal is still there." - *Pavo is a little hopeful that it can be found.*

- "If you could find it for me, maybe I could hear my grandfather's voice in my head again, and remember the happy memories of my youth." - *As with the first part of the quest, Pavo drifts off into dreaming about what could be.*

At this point the player goes into a dungeon, finds the journal and, with it, the revelation that Pavo's father had Pavo with another woman - making Pavo a bastard and also not related to his grandfather. The player then has a choice about whether or not he wants to burden Pavo with this extra knowledge. Pavo's reaction depends on how much help you've given him in the previous two parts of the quest. Firstly, if you give him the journal but have not been of much help before -

-*"What. What is this? He wasn't even my Grandfather? I'm a bastard?! What sick amusement my life must give the gods, to have them play with it so." - Pavo can scarce believe it, his speech filled with indignation and surprise.*

-*"I curse them. I curse the gods, and their depraved schemes. Damn you all. Damn you and your fawning help!" - Pavo basically loses it, ranting at the gods and then turning on you, blaming everyone and then you specifically. (Emphasise the 'you' in "damn you and your fawning...")*

-*"Get away from me. GET AWAY! Leave me alone, alone with my regrets." - Pavo is screaming at this point, but his voice breaks as he says "Leave me alone", and he tearfully mutters the end of that line.*

Pavo commits suicide after this.

If instead the player decides to keep the news of Pavo's bastardy from him by saying they couldn't find the journal, then he is disappointed but survives.

-*"I understand. I never truly believed that it would still be there after all of these years." - Pavo is resigned that nothing is going to go right for him, but puts a brave face on it.*

-*"Thank you for listening, though. It has helped somewhat to talk to another about my regrets; to finally get them off of my chest." - He is grateful to the player, though, for talking to him, and his admitting his mistakes has cheered him up a little.*

After this ending, Pavo continues the same as before. He stays to himself, but keeps on going.

If the player decides to give Pavo the journal, but has been helpful in the previous stages of the quest, Pavo has a slight epiphany and cheers up significantly.

-*"What is this? Kolyan is not even my grandfather? I'm a bastard?! What wry amusement the gods must wring from my life. But, you have helped me so much. I have told you all of my woes, and you have listened, helping me acknowledge and accept my failures. I can see now that I cannot go through my life dwelling on the negatives, keeping them shut tight within me, corrupting my thoughts. Talking to you has taught me to look at what I enjoyed, those little*

moments with Kolyan or my friends, that brought a smile to my face. Not how I lost her ring, or how she died, but how the wind cast her hair across her face. How she would laugh when we talked. Not dwell on events beyond my control; not on the death of the Korvavr family, but how I used their sword to defend the pride of Luftahraan. Not mourn the loss of my Grandfather, nor my bastardy, but remember the days we'd spend together in the sun, talking. How he'd ruffle my hair as we sat together, our feet dangled in the stream, and how he'd smile at me as I turned to face him. How, as I began to get older, I'd brush his hand away yet, secretly, I'd wish that I could let him keep it there.

Yes. It is these moments, these precious moments, that I should remember. These moments that come along, out of nowhere, and make life worth living. It can be hard, yes, but I see now that it is this hardship that makes it worthwhile. Life is painful, yes, but death is more austere. Thank you, for making me see. Thank you.” - *I put this as one paragraph because of all the speeches in this quest, this one needs to flow the most. Initially, Pavo is surprised and indignant, as with the similar line in the suicide speech, but then he thanks the player for their help and explains how they have made him realise that the only way out of his depression is if he finds something good to remember. As the speech continues, Pavo should get more and more happy, but I'll leave most of the direction of this to you. Suffice to say, it should be the most emotionally delivered of all the speeches. The last 'thank you' should also be whispered.*

Misc Dialogue

These next few lines are idle comments made by Pavo in the depths of his depression.

-“I don't know why I bother anymore...”

-“If only I'd done things differently...”

-“Age is the greatest burden a man can bear.”

-“I'm so tired...”

These lines are added to the ones above after you've helped him a little.

-Thank you for your help.”

-“It's nice to see you again.”

These last few lines are said after you've achieved the 'good' ending - Pavo is happy again now.

-“Thank you so much for all of your help.”

-“I feel so much better because of you.”

-“If you want to get to the city quickly, feel free to use the boat near my house.”

-“I think I might go to the tavern tonight...”

-“Thank you again.”