➡️ Player Initiates Conversation

➡️ New Text Node

❌ Conversation Ends

{} Indicates a definition of the word was present within the game's glossary. Added here as google document notes.

Screenshot of original conversation within Celtx Gem can be found [at the end of this document](#)

// Author/Implementor notes

CH5 - Palladium - Calvin Quill

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➡️

//Player left the conversation early. Leads back to ""Right. That's enough chatter for today." and ""How deep in your drinks are you Calvin?" choice.

[COND]Variable["claTalksToCalvinCH5"] == true and Variable["claResolvesCalvinCH5"] ~= true

CALVIN QUILL

"Couldn't stay away? Can't say I'm surprised."

➡️

//Player returns after conversation is resolved.

[COND]Variable["claTalksToCalvinCH5"] == true and Variable["claResolvesCalvinCH5"] == true

GRACE

He's mumbling into his highball glass. Best not to disturb him.

➡️

//First player entry

[COND]Variable["claTalksToCalvinCH5"] ~= true and Variable["claResolvesCalvinCH5"] ~= true

[SCRIPT]Variable["claTalksToCalvinCH5"] = true

CALVIN QUILL

"Ah! My imperious neighbour! My connatural cohort, who endures alongside me in that house of vice and misery!"

CLARA REED

"I knew you long before we took up in the Bell Jar, Calvin dear."

CALVIN QUILL

"Can not a man wax poetic on his lot? Don't tell me even you've turned sycophant, my noble adversary! Ms Clara Reed! What a shame!"

//player gets two options

→

//option 1

CLARA REED

"Right. That's enough chatter for today. Be safe, Calvin."

✕

→

//option 2

CLARA REED

"How deep in your drinks are you Calvin? It's a {titch} early to be chasing {the green fairy}.

CALVIN QUILL

"I'm not inebriated, Clara! Merely miserable."

//player has two options

→

//option 1

CLARA REED

"Perhaps we should speak of something lighter then? Lift your spirits. Have you seen Tessica's latest work?"

→

[SCRIPT]Variable["claResolvesCalvinCH5"] = true

CALVIN QUILL

"Of course I'm familiar with my darling Tessica's latest endeavors! They are marvellous, are they not? Her soul holds all the blessings of {Clio} come to earth. Her form is as regal and flexible as a willow bough."

CLARA REED

"I can vouchsafe the last part, at least."

INTUITION

He is glaring at me, but it is a glare of being one upped, not of genuine malice.

CALVIN QUILL

"For any failings of yours, Clara, you do, at least, possess impeccable understanding of the principles of the {aesthete}."

CLARA REED

"Perhaps it does say something about me to earn such compliments from you of all people, Calvin."

CALVIN QUILL

"I suppose you did manage to distract me for a short while, Ms Reed. Some thanks are in order."

CLARA REED

"Any time, Calvin dear."

❌

➡️

//option 2

[SEQ]SkillCheckTarot(Grace, Medium);

//player makes a skill check if choosing this node

→

//player fails skill check

[SCRIPT]Variable["claResolvesCalvinCH5"] = true

CLARA REED

"Calvin, I haven't the time for a proper {chaff}, I'm afraid. Might I at least ask why?"

CALVIN QUILL

"Whatever is the point? My gifts, my virtues are anathema to success! Name for me any great artist who found themselves content with their lot! Simply leave me to my drink! Resign me to the murk and tribulations of my self-made hell!"

CLARA REED

"If that's what you'd prefer, Calvin."

CALVIN QUILL

"Ah, and if you're feeling kind, might you inform Souri that there is an awful draft in the halls? Atrociously chilly in my room last night."

CLARA REED

"I could loan you my quilt. Garish thing covered in cute little {bluebonnets}, that a client procured for me at market."

CALVIN QUILL

"Terribly kind of you, Clara. Perhaps I'll take you up on that."

PLAYER

"Be well, Calvin."

CLARA REED

"Be well, Calvin."

CALVIN QUILL

"And you."

❌

→

//player passes skill check

CLARA REED

"Calvin dear, I haven't the time for a proper {chaff}, I'm afraid. But might I at least ask why?"

CALVIN QUILL

"It's those disreputable misers that make their home round St. Paul's!"

CLARA REED

"Publishing woes?"

CALVIN QUILL

"Indeed. Am I truly destined to confine myself to the affront of a pseudonym? To persevere in the annals of history only by way of an anonymous echo, or else a false personhood?"

SELF-IMAGE

Clem has left the bottle on his table. He pours himself a glass, places a cube of sugar on his slotted spoon, and glares at it as the torpid drip of ice water erodes into the spirits below.

CALVIN QUILL

"One might have thought he'd have left such indignities as the misapplication of names and false titles behind by this point."

CLARA REED

"Calvin, for everything you are, you are indeed a good poet. It's a rotten lot, but even I believe you should keep at it all the same. We achieve nothing by turning our backs to the world, eh?"

CALVIN QUILL

"Nothing save the peace and the respite from injustice we so deeply crave!"

GRACE

He does not spit on the ground to underline his point, but it's a close thing. The peacock.

//player has two options

→

//option 1

[SCRIPT]Variable["claResolvesCalvinCH5"] = true

CLARA REED

"Be well, Calvin. I'll pop by later if I have the time."

❌

➡️

//option 2

CLARA REED

"Perhaps a lighter topic? Have you seen Tessica's latest works?"

//leads into same dialogue as above ("Of course I'm familiar with my darling Tessica's latest endeavors!")

➡️

Screenshot of conversation tree in *Celtx Gem* software: