

Everything Old Questline Script

Everything Old (Quest 1)

The player has arrived in the isolated town of Samuk, deep in the rainforests. As they conclude their business and prepare to leave the town, a young man, DIAN, waves them over.

DIAN

Pardon me! Stranger! Could you spare a moment to help me?

The player engages Dian.

PLAYER

What's the problem?

DIAN

Well... it's a bit embarrassing, but...

DIAN (CONT'D)

I was exploring the jungles outside of the village when I happened across a strange old man.

DIAN (CONT'D)

He asked me if I would sit and talk with him a while. I pitied him so I agreed. Afterward, he offered me this silver ring as thanks.

DIAN (CONT'D)

Then he said the most incredible thing—he promised it would grant me eternal life!

DIAN (CONT'D)

The old man insisted I put it on right away, and now it's stuck! I think he tricked me. I need you to help me force him to take the damned thing off!

PLAYER

I will handle it.

DIAN

Wonderful! Let's head to the clearing north of the village.

Dian accompanies the player on their journey to the clearing. As the two travel, Dian shares more of his story.

DIAN

I know I must seem foolish... but I wanted to believe the old man so badly...

DIAN (CONT'D)

My family has lost so much. When my father was alive, he was a hunter, until it cost him his hand.

Dian and the player reach the clearing. In the center is a simple lean-to made from sticks as well as a small cookfire, a wagon and various other sundry items. If someone was here, they must have left very recently.

DIAN

(angry)

Wait, where is the old man!? No! He must be here somewhere! Help me search his belongings!

The player and Dian search the camp, but find nothing that might help them find the old man. The player engages Dian.

PLAYER

Have you found anything?

DIAN

Nothing! Damn him! Where has he gone!?

A deep voice rings out, but while it is clearly coming from somewhere nearby, it seems to be coming from all around the pair.

STRANGE OLD MAN

Welcome back, young man! (laughs) Are you looking for something in particular?

DIAN

Where are you, you liar!? Take your damned ring back!

STRANGE OLD MAN

A liar? Me? I am no such thing! (laughs) But I will do as you ask. Come to me, child!

DIAN

His voice... it's coming from those ruins!

PLAYER

This feels off... This is a trap, I'm sure of it.

DIAN

No, I'm no coward! Let's find him!

Dian, his emotions running hot, sprints off towards a crumbling ruin partially hidden between some drooping trees. The player chases after him.

Inside the ruins, between two vine-choked pillars, stands a grisly statue of a horned creature holding a scepter. The old man's voice echoes through the hall, seemingly emanating from the statue itself.

STRANGE OLD MAN

Yes! Come here, boy, and I will fix what troubles you!

Dian steps forth and, puzzled, brushes the statue with his fingers.

DIAN

What? How? What magic is this? How is this statue—

The statue's eyes glint unnaturally, and blinding rays of fire leap from them, enveloping Dian in flames. Dian screams in pain, and collapses in a charred heap.

PLAYER

No!

A crook-backed old man steps out of the shadows where only cobwebs stood moments before, cackling spitefully. He approaches Dian's corpse, as if trying to better appreciate his handiwork.

PLAYER

Who... what are you? Why did you kill this poor boy!?

STRANGE OLD MAN

(flatly)

We have struck no bargain, you and I. Leave this place. It is not for you.

The old man fades into a wisp of smoke, leaving the player alone with Dian's blackened corpse, and many unanswered questions.

END

Everything Old (Quest 2)

The player has returned to the town of Samuk on unrelated business. As they head towards the exit, they see a young man waves them over.

DIAN

Pardon me! Stranger! Could you spare a moment to help me?

The player engages Dian.

PLAYER

What's the problem?

DIAN

Well... it's a bit embarrassing, but...

DIAN (CONT'D)

I was exploring the jungles outside of the village when I happened across a strange old man.

PLAYER

Wait... We've done this before. We've had this conversation.

PLAYER

I... I watched you die.

DIAN

You have an... interesting sense of humor, friend.

DIAN (CONT'D)

Listen, I'm going to confront the old man who gave me this ring, but I could use some help. Just in case.

PLAYER

Something strange is going on. Yes, I will come with you to the clearing... again.

Dian accompanies the player on their journey to the clearing. As the two travel, Dian shares more of his story.

DIAN

I know I must seem foolish... but I wanted to believe the old man so badly...

DIAN (CONT'D)

My family has lost so much—

PLAYER

Your father lost his hand in an accident, and he passed away. I remember.

DIAN

Oh, had I already told you? I'm sorry, I must have forgotten.

Dian and the player reach the clearing.

DIAN

(angry)

Wait, where is the old man!?

The player engages Dian.

PLAYER

He's hiding in those ruins

DIAN

Then he is close!

PLAYER

Dian, that old man... he is an evil spirit, possibly even a demon. He is trying to lure you into a trap.

DIAN

Spirit, demon, I don't care! He's going to take this ring back! Let's go!

Dian once again sprints off towards the ruins. The player follows. By the time the player has caught up with him, Dian is already approaching the statue, not seeing the ash and bone laying on the ground in front of him.

STRANGE OLD MAN

Yes, come a little closer!

PLAYER

Wait! Dian, do not touch that statue!

The player manually triggers the statue trap, and once again beams of fire erupt from its eyes. This time however, Dian is well clear of the danger. His eyes go wide. The player engages him.

PLAYER
Are you all right?

DIAN
I... I almost...

PLAYER
I told you, this "old man" is trying to deceive you!

DIAN
You... you were telling the truth! We have been here before! But... how am I...

A mirthful voice echoes from a doorway, deeper in the ruins.

STRANGE OLD MAN
(laughs) Very clever! Very cunning! I yield. Come then, if you are not afraid!

DIAN
I-Of course I am not afraid! I will make you show yourself!

Successfully provoked, Dian rushes deeper into the ruins in search of the old man. The player follows, and finds themselves in an interior space much larger than it appeared on the outside. Near the entrance sits another, similarly rendered demon statue. A familiar voice issues forth as Dian passes by.

STRANGE OLD MAN
(laughs) So brave! So brave! Welcome, child! I am waiting for you.

DIAN
(frustrated)
Show yourself coward!

The passages are littered with dangerous traps and venomous wildlife. Darts shoot from the walls, spikes fly upwards from hidden spaces between the flagstones, and floor tiles explode into razor-sharp fragments when trod upon. The entire place seems built solely to maim eager explorers. Decaying corpses crowd around pillars, barely visible in the dim light.

The halls twist and wind in a confusing sprawl, sending Dian and the player past another, prominently displayed demon statue. Moonlight filters in through the cracked ceiling, illuminating several of the corpses impaled upon a spike trap. They look strangely similar to Dian.

In fact, they are Dian. All of them.

The statue speaks again.

STRANGE OLD MAN

You see now? You have been here before! And died here before!
(laughs)

DIAN

(with bravado)

Not this time! Never again!

The pair continue on, until they see the old man appear in a cloud of smoke, laughter rolling from him. As he laughs, his voice changes and his eyes begin to glow. His entire body morphs into a crook-backed demon. It towers over Dian and the player, as it leans on a cruel-looking staff of thorns.

DIAN

Damn you! You'll pay for what you've done!

Despite his fear, Dian rushes towards the demon, attempting to stab it with a small dagger. However, the weapon finds no purchase in the demon's hide. The player attempts to attack, but they too, realize their weapons cannot harm the demon.

DIAN

W-what? No! I don't-

The demon's face twists into a too-wide grin as he points his staff at Dian. A familiar beam of flame slams into the boy's chest, burning him to ash as he screams in pain. The player can do nothing but watch.

DEMON

(laughs) You will never escape. My curse coils itself around you. You will die. And die. And die again! (laughs)

The demon disappears in a burst of flame, dazzling the player's vision.

PLAYER

"My curse coils itself around you." What does that mean?

PLAYER (CONT'D)

The ring. The ring is bringing Dian back to life without his memory.
I need to find him.

END

New Again (Quest 3)

The player rushes back to Samuk immediately. Just as they may suspect, Dian is waiting where they first met. As the player approaches, he waves them over.

DIAN

Pardon me! Stranger! Could you spare a moment to help me?

The player engages Dian.

PLAYER

There is much you should know...

We skip the explanation to Dian, allowing the dialog text above to imply it happens invisibly.

DIAN

This seems impossible... b-but how else could... I'm sorry, I-I need a moment.

PLAYER

We confronted the demon, but were unable to harm him at all.

DIAN

(deep breath) If this is all true, we must find a way to destroy the demon. We should speak with Elder Suharti; she knows much about evil spirits.

Dian races off down the streets of Samuk towards a small hut. By the time the player arrives, he has told ELDER SUHARTI the entire story.

ELDER SUHARTI

This demon... surely it can't be coincidence...

The player engages Elder Suharti.

PLAYER

Elder, what do you know?

ELDER SUHARTI

The demon's name is Beleth. Only one person I know of has ever seen it with his own eyes.

ELDER SUHARTI (CONT'D)

It was your father, Dian.

DIAN

What!?

ELDER SUHARTI

Your father hunted Beleth. He had a sword blessed by the spirits, and with it he struck at the creature. He wounded it, but it fled before he could slay it.

DIAN

My father was buried with that sword...

ELDER SUHARTI

Dian, there is something else. That ring you wear, it bears the same markings as the silver bracelet your father once wore.

The player can engage in optional dialog with Elder Suharti.

PLAYER

Why didn't you tell Dian about Beleth?

ELDER SUHARTI

I was trying to protect him. To keep him far away from the demon. I knew if he knew the truth, he would never stop looking for justice.

ELDER SUHARTI (CONT'D)

I suppose all my efforts were in vain. Beleth found him at last.

-

PLAYER

Did you know Dian's father well?

ELDER SUHARTI

Quite well. I remember him as a precocious child who grew into a man who always followed his heart.

ELDER SUHARTI (CONT'D)

He worked hard, but always had a smile, and would help a stranger without hesitation.

ELDER SUHARTI (CONT'D)

I'm sure his spirit looks down on us now, and is proud of his son's bravery.

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Dian turns to the player.

DIAN

I'm not happy about having to... dig up my father's grave, but we must. He's buried just outside of town.

Dian leads the player north of the town, to a bluff overlooking a waterfall. A grassy mound clearly visible on the flat earth. The player uses a nearby shovel to help exhume the grave.

Dian kneels over the decomposing body of his father.

DIAN

Father, I hope you will forgive me for-

DIAN (CONT'D)

H-his hand. His missing hand. I understand now...

The player engages Dian.

PLAYER

What is it?

DIAN

My father... he didn't lose his hand in a hunting accident. Elder Suharti said he once wore a silver bracelet that looked like this damned ring.

DIAN (CONT'D)

He was tricked by Beleth, the same as me. He must have cut his hand off to rid himself of the curse.

PLAYER

Can you not do the same? Cut off your finger, and free yourself of the ring?

DIAN

Beleth seems too smart to leave such an easy escape. Besides, this needs to end. I can't allow him to do this to anyone else.

As Dian speaks, Elder Suharti appears on the cliff, and gently approaches the grave.

ELDER SUHARTI

You really did choose a beautiful spot to lay your father to rest, Dian.

DIAN

Elder, what are you doing here?

ELDER SUHARTI

I looked through some old writings after you left. If Beleth tries to flee, you may be able to trap him if you inscribe the sign of a triangle with a rod of living hazel wood.

DIAN

I know exactly where to get such a thing. Thank you, Elder.

ELDER SUHARTI

I will see to reburying your father and administering his rites. Please, take care.

Dian straps the ancient two-handed sword to his back, and leads the player deeper into the jungles, towards a copse of tall, ancient trees. The player attempts to snap off a low-hanging branch, but as they do so, the tree sways violently and uproots itself, animating into a woodwraith and attacking the player.

Once it has been slain, the player collects the Rod of Living Hazel Wood quest item.

The pair make their way back to the jungle clearing for the third time, and once again descend deep into the ruins. The old man's voice does not hassle them as they make their way through the traps.

Not until the Dian and the player pass by the prominently displayed demon statue does the voice ring out. This time, the giddy, high-pitched voice of the old man is replaced with the deep, hateful voice of Beleth.

BELETH
(seething)
Time to die, child!

DIAN
Not th-

BELETH
(mockingly)
"Not this time! Never again!" (laughs)

As they travel deeper, the wildlife is replaced by minor fire demons who laugh and cavort as they attempt to cut both the player and Dian to ribbons. This time, instead of hiding behind the player, Dian swings his family's sword in a wide arc, dismembering the demons with ease.

Eventually they reach the room in which Dian was burned to death most recently, Beleth standing proudly atop the still-smoldering bones.

BELETH
Come child, and try-

BELETH (CONT'D)
No! I-is that-

DIAN
(cocky)
Have your taunts turned sour, Beleth? I can see you recognize my father's blade!

For the first time, fear is visible on the demon's ever-grinning visage.

BELETH
N-no! Keep that accursed thing away!

Dian rushes in, and slashes the blade across Beleth's midsection. The demon's flesh parts eagerly, its invulnerability shattered.

BELETH
(hisses) N-no! Get away!

The demon dissolves into a floating mote of flame, which flies quickly down the darkened hallway behind it.

DIAN
He's trying to flee! We must chase him!

Flush with newfound confidence, Dian chases after the mote, the player not far behind.

The mote leads them into a massive chamber. In the center is a massive demonic statue, richly painted and adorned with gold. The mote flies into the statue and vanishes.

So strange is the sight, that it takes Dian a moment to see what else fills the chamber. It is hundreds upon hundreds of bodies. His bodies. How many lives has he left on these ancient stones? How many pounds of flesh, of blood? How long has Dian been nothing more than Beleth's plaything?

DIAN
B -by the spirits... So many bodies...

He closes his eyes tightly to block out the sight.

DIAN
M-make the sign of the triangle! Quickly!

The player produces the rod of hazel wood, and taps it on three spots on the ground around the statue.

BELETH
No! NO!

The statue shudders, and the mote of flame is dragged out from its hiding place. It floats to the ground as if resisting the pull from some unseen force, until it manifests into the familiar, horned form.

BELETH
(hateful)
I will burn everything you love to ash!

A furious fight ensues, but with the help of the player, Dian strikes Beleth down with the blessed blade.

DIAN

(exhultant)

Beleth is slain! And look, the ring! It's gone! We—

Dian suddenly reels drunkenly, as though he has just taken a violent blow to the head. He staggers left and right, and doubles over in pain.

DIAN

(groans) W—what...

The player engages Dian.

PLAYER

What's wrong?

DIAN

(groans) Spirits save me...

DIAN (CONT'D)

I remember... everything.

DIAN (CONT'D)

Every flame... every death...

DIAN (CONT'D)

S—so many... (vomits)

The young man continues to retch for several moments before he is able to get some semblance of control over himself.

DIAN

I—I just need a moment. I will meet you back in Samuk.

The player leaves Dian to process everything, returning to the town. They find him where they have always found him. As they approach, he waves them down.

DIAN

Pardon me! Stranger! Could you spare a moment to help me?

The player engages Dian.

PLAYER

Dian!? But we broke the curse!

A wide grin escapes Dian's face.

DIAN

(laughs) I'm sorry, friend. I know that joke was in poor taste, but laughing feels better than crying.

DIAN (CONT'D)

I cannot thank you enough for rescuing me from that demon's trap. Seeing how many times I had... fallen prey to his lies...

DIAN (CONT'D)

My family, my father's memory. We are all free of Beleth's curse.

DIAN (CONT'D)

I want you to have my father's sword. I think it can do more good with you than with me. I think that's what he would have wanted.

DIAN (CONT'D)

Thank you again for everything. I won't ever forget you. Well, I won't ever forget you again (laughs).

END