

Dialog for Stone Scroll Oasis

There are 6 spirits throughout the level that the player can listen to. The player walks up to them and presses an interact button to listen.

Spirit 1

Location: Highest point of the level, on top of the hill behind the cave the player emerges from.



Rule: One dialog line per interaction. Dialog proceeds in order until the last line. The last line then repeats indefinitely.

Dialog Line 1: "What strange manner of spirit you are! It seems a blessing after all this cursed time."

"您是什么奇怪的灵魂！在这段被诅咒的时间以后，您可能是一种祝福。"

Dialog Line 2: "Do you see that Stone Scroll floating in the air over there? It is said that any who reach the scroll will receive great wisdom, imparted by the Four Holy Ancients."

"你看见那边空中漂浮着的石卷吗？人们说，任何一个到达石卷的人都会得到四神古传授的大智慧。"

Dialog Line 3: "We spirits are forbidden to cross these waters, but you... you seem different. Perhaps you can find a way."

"灵魂是被禁止穿越这些水域的，但是您似乎和和我们不同。也许你可能找到穿越水的方法。"

Dialog Line 4: "If only I could cross the water and reach that Scroll..."
"但愿我能穿越水面, 到达那石卷就好了..."

New rule: Once the player has solved the torch puzzle (making a path to the Stone Scroll Temple) and talked to this spirit **at least twice**. Dialog proceeds in order 5, 6. Line 6 then repeats indefinitely.

Dialog Line 5: "Now we can cross over to the Stone Scroll Temple again. But still, the scroll is out of reach. Have you obtained the Pearls of the Ancients?"

Dialog Line 6: "You must retrieve the Four Pearls of the Ancients."

Spirit 2

Location: By the gate and water, near the Stone Scroll Temple.



Rule: One dialog line per interaction. Dialog proceeds in order until the last line. The last line then repeats indefinitely.

Dialog Line 1: "Wondrous spirit and new friend! Greetings!"

Dialog Line 2: "The road used to go on through this gate to the Great Temple you see there. But this place has been cursed by a moat of water, trapping us spirits here."

Dialog Line 3: "When the cursed water came, it separated the Temple from its satellite structures, keeping us from our worship."

Dialog Line 4: "Yes, this place is beautiful, and the water causes lush things to grow, but to be trapped in this place is a Hellish thing."

Dialog Line 5: "A beautiful, Hellish place, surrounded by uncrossable waters..."

New rule: Once the player has solved the torch puzzle (making a path to the Stone Scroll Temple) and talked to this spirit **at least five times**. Line 6 repeats indefinitely.

Dialog Line 6: "Now we may worship again. Thank you."

Spirit 3

Location: By the whack-a-mole puzzle (the northmost puzzle).



Rule: One dialog line per interaction. Dialog proceeds in order until Line 3. Line 3 then repeats indefinitely, until the player has tried the whack-a-mole puzzle.

Dialog Line 1: "A swift, fiery spirit you are! I saw you emerge from your cave over there. It must be a miracle."

Dialog Line 2: "This place once was a training ground for the uninitiated. Here was a test of speed."

Dialog Line 3: "If you hover over that central symbol there, playful creatures will be summoned to test you."

New rule: After the player has tried the puzzle, but not completed it, and talked to the spirit **at least once**, Dialog Lines 4 and 5 **alternate** indefinitely.

Dialog 4: "As hard as I try, I can never catch those creatures."

Dialog 5: "I'm too slow for them, but you seem speedy."

New rule: After the player has completed the puzzle, and talked to the spirit **at least once**, repeat Line 6 indefinitely.

Dialog 6: "I knew you could do it!"

Spirit 4

Location: By the central torch puzzle / crossroads.



Rule: One dialog line per interaction. Dialog proceeds in order 1 through 4. Line 3 and 4 alternate indefinitely.

Dialog Line 1: "Welcome, traveler. Were you born from that cave? A new flame graces this solitary place."

Dialog Line 2: "Do you see that temple, ahead? We used to worship there, but it has become unreachable to us."

Dialog Line 3: "It is said if you collect the Four Pearls of the Ancients, a path will open to the temple."

Dialog Line 4: "I sense great purpose with you. Perhaps you can achieve what we could not."

New rule: After the player has solved the torch puzzle and talked to this spirit **at least once**. Dialog proceeds in order 5, 6. Line 6 then repeats indefinitely.

Dialog Line 5: "You have great power, I can see. Test yourself upon these challenges. They are not fit for us, but I see you have power we do not."

Dialog Line 6: "Test yourself upon these challenges. Retrieve the Four Pearls of the Ancients."

Spirit 5

Location: In the lush den just below the initial player path.



Rule: One dialog line per interaction. Dialog proceeds in order until the last line. The last line then repeats indefinitely.

Dialog Line 1: "Symbols, Stone Scroll, trials and trials and trials. I've been here for a millennium and I still don't understand this place."

Dialog Line 2: "Wait, who is this? Some bright angelical spirit from above?"

Dialog Line 3: "Air, Earth, Fire, Water.. ancient symbols... alignment."

New rule: After the player has solved the alchemical symbol puzzle and talked to this spirit **at least twice**. Dialog proceeds in order 4, 5. Line 5 then repeats indefinitely.

Dialog Line 4: "You say you've solved it? After all this time... You figured it out in less than a year."

Dialog Line 5: "You're a genius."

Spirit 6

Location: By the alchemical symbol puzzle (southmost puzzle).



Dialog Line 1: "Who are you? I haven't seen you around here."

Dialog Line 2: "My friend has been researching these ruins. I think it has driven him to madness. He went to rest in the shade a while."

Dialog Line 3: "It looks like there might be some trick to these ruins, but we spirits can't move the objects around us."

New rule: After the player has interacted with one of the rotating cubes and talked to the spirit **at least twice**. Dialog proceeds in order 4, 5. Line 5 then repeats indefinitely.

Dialog Line 4: "You have a great gift - to move these objects without touching them! How are you doing this?"

Dialog Line 5: "Keep it up. I think you're onto something."

New rule: After the player has solved the puzzle. Line 6 repeats indefinitely.

Dialog Line 6: "The Pearl of Air, one of the Pearls of the Ancients, has been granted to you."