

**Location: Black Teeth of Gendal / Drago's Dungeon**

**Talk to: NPC Rarpet**

**Sequence 1: Introduction**

RARPET: Hey you... Arrival! Psst...

RARPET: Pssst... This place is beautifully quiet, isn't it? The Juru people don't like to talk about it, but you're lucky I know some things...

a) [What do you know about this place?]

RARPET: Listen. They wouldn't call a place Drago if there weren't any dragons involved, would they? I bet you like dragons, everybody likes those fishy creatures. (You see the envy in Rarpets dry and ugly eyes.)

[Yes.] [Not so much.]

RARPET: Anyway. Follow me, will you? (He makes some unsavory hissing sounds.)

*[Both move towards the spider boss area, Rarpet talks on the way:]*

RARPET: The **Juru** must have built this dungeon after the **Dark Waves of Gendal** came over the land. Do you see the black ash embedded in every stone? They say that the Juru man Eafon alone had built this place over the course of hundreds of years, brick by brick. Can you believe that? Me neither, me neither. All this doesn't even look like the typical Juru style to me, but who else should have built something like that? The tribe claims that they had never been in contact with other people until the **Stranding** took place.

I've been looking for Arrivals like you since I found this place. I am about to solve the mystery of this forgotten dungeon, but not without your assistance. See, the Dark Waves may have buried most of the truth, and the Juru... let's say, they are not very chatty when it comes to their past.

But thanks to my... connections... I found out that this path here leads directly into the Cauldron. Why would someone dig a smuggling path into a volcano, you ask? I don't know, I don't know... May you speak to Eafon if you meet him in the Juru village to get more information on that. (He slurps something from his nose into his mouth.)

*[Both get to the boss door]*

RARPET: Listen... You should go in there. Behind that door you'll find the secret entrance to the Cauldron.

[Why should I go there?] [This is obviously a trick.] [How do you know?]

RARPET: Think about it, Arrival. The Cauldron is the only known place where native dragons from the peninsula live. All the others are invasive species, just like you and I, right? So where do you think those dragons hoard the treasures they heist from their prey? You must have seen them flying around at the top of the Cauldron with all their... gold and shiny things and stuff.

[Why don't you go yourself?]

RARPET: I've been there lots of times, what do you think? I have seen their shiny halls with treasures stacked to the roof. But ah, pssssss, you know, dragons are more like people than reptiles. They are so arrogant. (He sighs with a gurgling sound in his throat.) I, myself, am more a beast than a person. People and dragons will always mistrust a face like mine.

a) [I trust you.]

RARPET: That is unspeakably nai... Thank you so much, Arrival. So, go. I bet it's on your wishlist to meet a real dragon some time, right? This is your moment. Dragons are friendly as long as you are friendly to them, so don't be afraid. Just make sure you steal as much as you can carry, right? You can thank me later.

[Are you sure there are dragons in there?] [Are you sure this is the way to the Cauldron?]

*[RARPET nudges the player into the boss door, Spider fight starts.]*

b) [I also don't trust you.]

RARPET: You will thank me after your magical encounter with a dragon. I bet it's on your wishlist to meet a real dragon some time, right? Make some new fishy friends? This is your moment. Dragons are friendly as long as you are friendly to them, so don't be afraid.

[Are you sure there are dragons in there?] [Are you sure this is the way to the Cauldron?]

*[RARPET nudges the player into the boss door, Spider fight starts.]*

b) [Leave it and tell me what you want from me.]

I've been looking for Arrivals like you since I found this place. I am about to solve the mystery of this forgotten dungeon, but not without your assistance. See, the Dark Waves may have buried most of the truth, and the Juru... let's say, they are not very chatty when it comes to their past.

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[Are you sure there are dragons in there?] [Are you sure this is the way to the Cauldron?]

*[RARPET nudges the player into the boss door, Spider fight starts.]*

b) [I also don't trust you.]

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[Are you sure there are dragons in there?] [Are you sure this is the way to the Cauldron?]

*[RARPET stabs the player with a knife and nudges the player into the boss door, Spider fight starts.]*

## **Sequence 2: During the Spider Fight**

RARPET: Oh, whoops! I swear I didn't know that a giant insect is blocking the way.

RARPET: A giant insect that would be very busy digesting you if you lose.

RARPET: I swear this is a coincidence!

## **Sequence 3: After the Spider Fight**

*[NPC tries to run away as the player approaches.]*

RARPET: (Slurps.) Ooooh psssss, ah. This is a bit unpleasant, right? I swear, this was the way... I swear, I saw a dragon and its loot... Psss... This was ought to be your magic moment!

[I don't feel very magical.] [You tricked me to get in there.] [KILL NPC.]

RARPET: Okay, okay. No more tricks, I swear. Just go one door further, will you? Come on, go, go. I swear your magic moment awaits you, for real this time. Dragons are so chill, everybody should

meet one sometime. We are friends now, right? Right?

a) [You stabbed me.] [KILL NPC.] b) [Seems so.]

RARPET: Oh, that! You think I was trying to hurt you? I am so sorry, please let me do this right, my spiderslaughtering friend. We'll have this magic moment together, I am right behind you...

[Go to the dragon boss.] [KILL NPC.]

b) [Seems so]

(+Friend mode)

We'll have this magic moment together. I am right behind you...

[Go to the dragon boss.] [KILL NPC.]

#### **Sequence 4: During the dragon fight (off-voice)**

RARPET: Whoops, this is not as magical as you thought it would be, right?

RARPET: Enjoy your magical encounter!

RARPET: I may have been wrong about the friendliness of those creatures.

#### **Sequence 5: After the dragon fight (off-voice)**

RARPET: See, this was easy, right? You must have made him angry. I'll better be going!

**→ If the player chooses to kill RARPET at any point:**

RARPET: Aaaah, friend! Our connection was so magical...

- Player gets a reward (loot)
- The quest RARPETS TREASURE later in the game will only be available for players who spared him
- His home in the Black March is empty if the player kills him (there is more loot to be found)

**→ If the player becomes friends with RARPET at any point:**