

Noble Legacy - Tutorial Dialogue (Kingdom Mode)

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Narrative Intro for Kingdom Mode

Claim the Land

Upon loading in

LORD/LADY

(Relieved sigh)

Here, at last. Not too perilous a journey, all things considered...

(Pause)

So this is Greenwood - vast open plains as far as the eye can see.

Enough land to keep a steward occupied for a lifetime...

...Let us not tarry. There is still much to be done. Beautiful though this land may be, I have heard it is not without danger.

If I am to survive my first night here, I should begin preparations at once - starting with a suitable place to call home.

Claim the Land Step 1: Place Your Kingdom Banner

Barks During Gameplay

LORD/LADY

- Tallying war provisions for these lands in a dimly lit chamber is one thing. To stand here and see it with my own eyes is... another matter entirely.
- There is much promise here. If cultivated properly, it could support a great many people.
- It would be wise to survey the land. Note what is in abundance... and what may prove scarce.

(Suggestion - if the player takes too long to place their banner)

(Weary sigh)

- They say a good steward wastes neither time nor effort,
yet here I am, dawdling at the first hurdle.

Upon placing Kingdom Banner

LORD/LADY

(Relieved sigh)

There. My first true mark upon Greenwood's soil. I hope the land is
kind enough to grant me many more.

A camp from which to operate will be required. I should see to its
raising.

Claim the Land Step 2: Place Down Your Supply Cart

Upon placing the supply cart

LORD/LADY

This shall contain the tools and rations needed to see me through
the coming days.

Beyond that... I shall need to acquaint myself with bow and blade.

Claim the Land Step 3: Place your Sleeping Tent

LORD/LADY

Not quite the fur-lined beds of the Duke's halls... but every holding
must begin somewhere.

Food and warmth must be secured next.

Claim the Land Step 4: Place your Campfire

Upon placing the campfire

LORD/LADY

This shall suffice.

As for sustenance, I could draw from my stores, though it may be wise to conserve them and forage instead – provided I am willing to venture into the wilds...

Claim the Land Step 4: Eat Your First Meal

Upon eating food

LORD/LADY

(Annoyed)

It appears my cooking still leaves much to be desired – my supper is burnt beyond all recognition...

(Small sigh)

It's strange. For years I dreamed of an opportunity like this. To oversee a holding of my own and put my training under the Duke to use.

Yet now I stand here, amongst this... quiet. I wonder if it was the right choice.

(Sigh)

...I should rest.

Claim the Land Step 5: Sleep Until Dawn

Barks while walking to the sleeping tent

LORD/LADY

(Weary)

I miss the noise of the Duke's halls... and the friends that filled them.

Even the Duke's steady hand. (Small chuckle) Though he was a demanding liege...

Upon interacting with the portable tent/bed

LORD/LADY

(Heavy sigh)

I hope it is as you said, Uncle. That fortune always favors the
brave. If not... I may well be in trouble.

You are not Alone

Upon fade-in: two villagers will be standing around the Kingdom Banner

You are not Alone Step 1: Speak to the Hunter

LORD/LADY

Who are you, and what are you doing within my holding?

HUNTER

Your "holding"? That is a generous description for a tent and a cart.

LORD/LADY

(Exasperated)

Perhaps so, but every holding must begin somewhere... and you have not answered my question.

HUNTER

Be at ease; we are not here to cause harm. We are merely travellers of this land who saw the smoke of your campfire last night.

LORD/LADY

Ah. Forgive me. I am new to these lands. I hail from Caen, from which I served the Duke on his council as steward.

I am here to establish a settlement of my own, though I admit I am unaccustomed to this way of life.

HUNTER

(Amused)

Forgive me, friend, but that is rather plain to see.

Yet you were the Duke's own steward... on his council, you say? Hm...

I cannot say I am not intrigued... given our recent... displacement.

LORD/LADY

Displacement?

HUNTER

Displacement may be a strong word. We hail from a valley not far from here, yet the baron's attention has drifted elsewhere of late.

None can say exactly why. Many stay in the hope they will return to their old ways. They were once known as an attentive ruler, see.

For many, that is reason enough to remain. But for the more cynical of us, it seemed best to go our own way sooner rather than later.

LORD/LADY

I see... Thank you for sharing your tale.

You are not Alone Step 2: Speak to the Cook

COOK

(Playful)

Apologies. We would have woken you, but... with all that *snoring*, it was no small task to rouse you from your slumber.

LORD/LADY

(Embarrassed)

Snoring? Who do you take me for? I am a dignified steward, I shall have you-

COOK

We tried everything - shouting, clapping, stomping...

My friend nearly lobbed a piece of game at your tent before I reminded them a rabbit is better served as sustenance than as a projectile.

LORD/LADY

A vivid picture. Thank you.

(Sigh)

That aside... your friend tells me you have both left your homes.

COOK

(Pause)

...Aye. We did not wish to leave, and I owe that baron much - they are a kind soul.

(Annoyed)

There has been much rumour and gossip about the cause of the change, though I see no worth in such things.

(Saddened, sigh)

Whatever the reason, leaving was not a decision either of us made lightly.

LORD/LADY

It appears leaving was no simple ordeal for you both.

(Pause)

...Let me propose something: the two of you remain here, in my holding. As I said, this is new to me. I could use all the help I can get.

COOK

Hm... I see no reason to refuse your offer.

This land comes with many troubles, particularly for those attempting to fare unprepared or with few companions. We have already had many narrow escapes from danger.

Aye. We shall join you, and aid your settlement where we can.

LORD/LADY

You have my thanks. It seems you've both managed well on your own. What should I prepare to make use of your skills?

COOK

The pleasure is ours, my lord/lady! First, a place to store our game - and somewhere to prepare it.

You are not Alone: Step 3: Build a Hunting Tent & Shelter for your Hunter

Barks During Gameplay

LORD/LADY

I am glad to not have to rely on my own cooking any longer...

You are not Alone: Step 4: Assign a Hunter to the Hunting Tent and Shelter

LORD/LADY

Excellent. My Hunter has all the tools needed to begin their work. Onto preparations for the Cook.

You are not Alone: Step 5: Build a Cooking Tent and Shelter for your Cook

[No dialogue needed]

You are not Alone: Step 6: Assign a Cook to the Cooking Tent & Shelter

LORD/LADY

There. With the help of these folk, we should have a steady supply of cooked food.

I think it is time to make quarters fit for a lord/lady - sleeping in a tent is most definitely not to my liking... Though I suppose it may prove useful should I ever need to travel again.

You are not Alone: Step 7: Build your Home (With Stewards Desk and Workbench)

Upon building home

LORD/LADY

A home away from home. I should next see to providing the Hunter and Cook with somewhere to stay - and a means to keep clean.

A washtub basin shall aid in preventing sickness. Though I would not object if it also kept certain... *woodland aromas* at bay.

You are not Alone: Step 8: Build A Villager Home

Upon building a villager home

LORD/LADY

Our settlement is beginning to take shape. It may be time to employ a woodcutter if we are to expand it more efficiently.

I have a list of locals looking for work somewhere in my ledger. A peasant shall suffice for such a task.

Laying Down Roots

Laying Down Roots Step 1: Recruit a Peasant

Upon recruiting a Peasant

LORD/LADY

Our crew steadily grows. A proper hut to work from will be needed.

Laying Down Roots: Step 2: Build a Woodcutter's Hut

[No dialogue needed]

Laying Down Roots: Step 3: Assign a Worker to the Woodcutter's Hut

LORD/LADY

The Duke is correct. It would be prudent to acquaint myself with the nearest baron, even if the premise is rather... daunting.

Laying Down Roots: Step 3: Go to [Nearest Baron]

Barks While Travelling to the Nearest Baron

LORD/LADY

(Worried, sigh)

Living in the wilds and surviving on burnt scraps suddenly feels far more appealing, now I must involve myself in the region's politics.

(Sigh)

I have most certainly seen enough court intrigue to last a lifetime...

(Hopeful)

Still... So long as I can form a good relationship with the other barons, I shall be off to a good start.

Upon approaching their holding

This is their holding, then? My... an impressive sight.

Laying Down Roots: Step 4: Return to Your Holding

LORD/LADY

(Thoughtful hum)

The foundations are all set... and folk have been hard at work. A productive day indeed.

(Hopeful)

...It's too early to say for certain, but I believe I may yet make something of this land.

A place where people can prosper...

I'd like to think this was the correct choice.

I must see to it that it remains so.