

Red choices are crossed out options, even if they have been partially implemented

Red backgrounds are for an end of game or sex scene

Yellow backgrounds are for smaller choices that don't don't alter the story much

Blue backgrounds indicate a branching path or changes to the story or scenes

Purple backgrounds indicate notes about story and possible bugs

.49 Gruff

GRUFF route **NIGHT 1**

Name

The Player is driving down dusty highway, getting tired

Station: Soft Rock

For Gruff's route, the station must be on Soft Rock

Friend's Place/Parent's Home/Destination Wedding

Minor flavor text for whatever option is picked

Player notices GPS is wrong

Low On Gas/Lack Of Sleep

Minor flavor text for whatever option is picked

Radio starts to pick up static, and car breaks down

The Player tries their phone, but there's no signal

A strange app on the phone, Player doesn't remember downloading it

The screen of the app is static, like an old TV

Aradina comes over the radio and calls out the player's car as a scrying event

Aradina describes the Player as being on the "South Road"

Aradina knows about the cell phone's ability to intercept signals

Player notices the two moons

Stay and Wait. Run into woods is elsewhere, as it is specific to one route

Running ends in a GAME OVER, Vekk's route, or eventually back to this story

Focus on Moons/Yourself/Your Surroundings

Minor flavor text for whatever option is picked

A car pulls up behind the Player

Gruff orders the Player to get to the ground or die

Get Down On The Ground/Refuse (x2 if you refuse)

Getting down continues the story

Refusing to comply twice will create a GAME OVER

The Player gets down on ground and Gruff walks over and handcuffs the Player

The Player is placed in the back of makeshift cop car

The Player notices Gruff is a boar-man, not human

Gruff puts the Player's belongings into trunk of cop car

Gruff asks several questions about the Player's intentions

Truth/Lie

Truth/Lie

Both options end up the same with minor text flavor

Gruff says he has been told humans are very powerful and manipulative

This Isn't Real/He Is Going To Eat Me/Where Am I?

Minor flavor text for whatever option is picked

Sheet1

The Player arrives in Blackgate and notice the denizens are all monsters.
The Player arrives at Police Station, exits the vehicle to officers with weapons draw
Jack arrives, warns against sudden moves, and tries to reason with the Player
Jack retreats as the Player is moved forward by Gruff
The Player notices that the monsters all seem to fear them
The Player is taken to an interrogation room
Aradina asks if the Player would like to speak to Gruff or "someone else" (Jack)
Gruff/Someone Else
The interrogation is either Gruff+Jack, or just Jack and changes slightly
Truth/Lie/Bluff
Minor flavor text for whatever option is picked
I Am A Threat/I Am Not a Threat/Sarcasm
Minor flavor text for whatever option is picked
Player explains the events leading up to now
The Interrogator asks the Player to donate their car to the town
Give car/Ask for something in Return/Do Not give car
If player has been constantly negative, it's a GAME OVER
Player is informed they are a threat to Blackgate
The Interrogator is doubtful the player can ever go home
The Player is told if they try to leave, they will die
It is revealed that most Outsiders are dangerous and will kill out in the woods
The Player is told some Outsiders are open to talking and reason.
Jack/Gruff promises the Player nothing bad will happen to them
Jack/Gruff promises he will look after Player
Trust/Distrust
Minor flavor text for whatever option is picked
If talking with Gruff, Trust/Distrust comes slightly earlier than with Jack
Jack explains that humans are rare and often affect the town quite a lot
Jack admits creatures in Blackgate are not here by choice
The Player is uncuffed and led out of interrogation room
Vekk approaches the Player and asks them what they're good at
Police Officer
This is necessary for being partnered with Gruff
Vekk reveals Gruff will escort the Player to the Cabin
Gruff appears and the Player notes he has trouble noticing new developments
Gruff and the Player arrive at the Cabin in Gruff's makeshift police car
This is Ridiculous/It Could Be Worse/I Kinda Like It...
Minor flavor text for whatever option is picked
Gruff may point out that things could be worse
Gruff may point out that things in Blackgate are often better than they appear
Gruff describes the Cabin as pretty safe
Gruff leaves numbers to the Police Station, the Bar, and his personal number
Gruff apologizes for him not meeting the Player on the best of terms earlier
Gruff claims it is safer to travel together than alone
Gruff advises the Player not to wander off into the woods for fear of death
Gruff reveals he's seen a few newcomers attempt it
Gruff calls the Player's life "important"
Thank Officer Gruff.../Ignore Officer Gruff...

Minor flavor text for whatever option is picked

The Player may again note Gruff forgets they are new to Blackgate

Lock the Doors and Windows/Find a Weapon

You end up doing both anyway

The Player grabs a fire poker and locks everything

The Player finds a card with red lettering in the fridge saying "Welcome"

The Player wonders how they feel

Trapped/Depressed/Confused/Hopeful/Lost/Energetic

Minor flavor text for whatever option is picked

End of Night 1

NIGHT 2

The Player notices that there is no daylight

The Player showers and then calls Gruff

Gruff is pleased the Player made it through the first night

Gruff informs the Player they are to begin work tonight

Nervous/Confident

Minor flavor text for whatever option is picked

Waiting for Gruff, the Player notes the trees outside seem unnatural

Gruff arrives at the Cabin to give the Player a ride to town

In the car, the Player feels nervous

Ask a Question/Stay Silent

A little info if the Player asks a question

Gruff may reveal that Blackgate has no daylight, and has never seen a sun

Gruff may reveal he is used to Blackgate's cycle of nights (he's a native)

Outside the station, the Player notes most of the cars are hastily cobbled together

Gruff takes the Player to see Chief Gryz

The Player immediately assumes Gryz is Gruff's father

Gryz reveals that Vekk is never wrong, especially concerning work placement

The Player notices Gruff is very formal towards Gryz

The Player notes Gruff isn't really fat, just massive

The Player follows Gruff to the Locker Room

Gruff starts undressing

Peek/Don't Peek

Peeking gives a nude and some description of Gruff

The Player may discover they were correct to believe Gruff is just massive, not fat

The Player internalizes they've never been a Police Officer

The Player feels a lot of trust is being placed on them very quickly

Gruff reveals the Player's car works fine, but was disabled from the scrying event

Ask About Town/Ask About Gruff/Ask About Work/Ask About Weather/Stay Silent

Question list: repeats as story goes and loses what option you pick

Gruff explains Blackgate is at the edge of worlds

Gruff believes the purpose of creatures within Blackgate is most important

Gruff reveals Blackgate is not the only such "crossroads"

Gruff reveals the presence of another, dangerous world

Gruff reveals the last human in Blackgate ran away and supposedly died from

cont: The Eternal

Gruff explains the goal of stopping The Eternal
Gruff claims Blackgate citizens can feel the Eternal in some way
Gruff supposes he is around 35 years old in human terms
Gruff reveals he doesn't do much for fun
Gruff hesitantly admits he had a brother and mother
Gruff reveals he has been attacked many times, but can heal all wounds
The Player is glad Gruff is the front line, but Gruff is glad that he has a human
cont: backing him up
Gruff reveals there are no seasons in Blackgate
Gruff reveals more Outsiders come when it rains

At the Player's car, The Player notices Gruff is on edge looking at the forest
The Player and Gruff caravan back to the Police Station
On the way, the Player notices the variety of species of Blackgate
The Player notices the town is very busy
At the Station, Vekk hands the Player more paperwork for the car
Vekk reveals he is not an officer
The Player fills out the paperwork at Gruff's desk and turns it back to Vekk
Plox, Rotis, and Krane approach the Player as they get up from Gruff's desk
Plox introduces them.

Be Welcoming/Be Distant

Minor flavor text for whatever option is picked

Plox is distantly friendly, and mostly curious
The Player shakes Rotis' offered hand
The Player explains they need to go find Vekk

Be Welcoming/Be Distant

Minor flavor text for whatever option is picked

As the Player walks off, Rotis mentions that they will be watching.
Jack approaches the Player in a very friendly manner
Jack explains he's usually the one doing training exercises
Jack tells the Player that the beginner training will be skipped because they're human
The Player suspects the Police think the Player is very powerful
Jack takes the Player to the basement and shows them the Observation Control Center
The Player notices the terminals and Aradina magically overseeing everything

Ask About Equipment/Ask About Demoness

Brief aside with Aradina if she's picked, otherwise you learn about scrying

The Player may show Jack that their cellphone intercepts the radio communications
Jack may say that the Player might need to rely on their guts (heart/brains?)
Aradina may reveal she is a Major and the main dispatcher
Aradina may show she's pretty egotistical about her own ability
Jack leads the Player to his office and gives them a riddle test
Johnny's mom's third child's name:

June/July/Johnny/Jack

How did the monster die?

Murder/Suicide/Drowned

Fragile name gets broken:

Silence/My Name/The Dark

Minor flavor text for whatever option is picked

The correct answers are: Johnny, Suicide, and Silence

Jack will always say you did okay, even if you get them all wrong

Jack dismisses the Player and they find Vekk for their pay

There is a note with the Player's pay saying the writer often goes to eat at the Bar

Vekk asks the Player if they find him wicked

Yes/No

Minor flavor text for whatever option is picked

Vekk suggests the Player read up on "non-fiction" at the Library to study Outsiders

Vekk wants the Player to leave their uniform at work to curtail wandering inventory

Vekk offers to pick up the Player's "soul" should they ever need to spill it

The Player heads to the Lockers and questions how they feel

Alone...

For now, this is a forced choice, there are no other options

It's actually the same choice as Krane's route, but gives a button prompt

The Player reflects on feeling alone in Blackgate

Plox, Krane, and Rotis approach the Player in the Locker Room

Plox mentions the Player doesn't look as dangerous as he'd been told

Plox "playfully" mentions he could probably rip the Player in half

After dressing, the Player needs to walk through Plox, Rotis, and Krane

Plox tells the Player not to run off "like the last one probably did"

The Player decides where to go for the night

The Bar/The Library/Home

Path splits but converges later on. No known story changes.

If you choose "The Bar":

The Player decides to meet up with Gruff at the Bar and heads out

The Player passes several staring monsters

The Player reaches the Bar and approaches Gruff at the bartop

Gruff turns to the Player as they approach and seems surprised

Alin approaches and introduces himself

The Player orders a hamburger, then regrets it as he's sitting next to a boar-man

The Player changes their order to pasta. Alin and Gruff laugh.

Gruff forgives the Player and explains he doesn't get mad easily

Gruff reveals other Blackgate citizens may be more sensitive

Alin is flirty and crude, which Gruff grins at

The Player notes it's good to see Gruff smile for once

Gruff asks how the Player did in the Station

Truth/Lie

Minor flavor text for whatever option is picked

The Player may reveal concerns about Plox, Krane and Rotis

Gruff may reveal Plox does not like Gruff at all

Gruff may suggest that since the Player is partnered with him, Plox may dislike

cont: them as well

Gruff may start to explain why Plox doesn't like him but changes the subject

The Player may observe that Gruff should be higher rank if his father is in charge

Gruff will not want to talk about that

Gruff may say the Player brings good things with them

Gruff may promise to take care of the Player

Sheet1

Otherwise, Gruff will be surprised the Player isn't having problems

Gruff hides a smile with his beer.

Gruff explains that humans have a dangerous reputation, if not an evil one

Gruff offers to walk the Player home

Yes/No

No major changes for now, but Gruff may leave you alone tonight

If you choose "Yes":

Gruff and the Player leave the Bar towards the Cabin

Gruff occasionally looks back at the Player as they walk.

Gruff discovers the Player can't see in the dark

Gruff reaches out a hand and leads the Player along the dark trail

The Player falls in the dark and Gruff catches them

The Player thanks Gruff for the help and feels an attraction to him.

Gruff leaves and the Player heads to bed

If you choose "No":

Gruff tells the Player to get back safely and to call him the next night

Gruff exits the bar

After a while, Alin approaches the Player with a drink

Alin explains the drink is from another monster, Sooth, in the corner

Go Over To Him.../Stay Put...

This is actually a unique set of paths only on Gruff's route.

If you choose "Go Over To Him...":

Sooth reveals he is the one that wrote the notes with the red ink

Sooth is surprised his note actually worked

Sooth admits the town sees him as a bit of a loon, but believes the Player is important

Sooth claims to have seen the town for what it is

Sooth believes Blackgate is in the Player's hands

Sooth regrets that he cannot explain everything, as the Player needs to find

cont: the pieces for themselves

Sooth hands the Player some money wrapped around a hard object

Refuse the Money.../Quietly Accept It...

Minor flavor text for whatever option is picked

Sooth may demand the gesture is not about the money

Sooth calls this moment the beginning, and claim the Player is now the hope

cont: that the town needs

Sooth leaves before he raises suspicion and claims the Player is in danger

The Player notices eyes from some Bar patrons follow Sooth as he leaves

Alin appears and wonders if the Player has a thing for old dudes

Alin claims Sooth had been his mentor, and claims Sooth intervened enough to

cont: allow Alin to continue on until now, meeting the Player

Alin observes the Player might be more special than he had thought

Alin shoos the Player out of the Bar for closing time

On their way back, the Player wonders if they're in the wrong place at the wrong time

In the Cabin, the Player pulls a key and a note from the wad of cash from Sooth

The note warns the Player beware those with eyes and claims they are being hunted

The back of the note details "their" flag and to be wary if it is claimed

If you choose "Stay Put...":

Sheet1

The Player demonstrates they got the drink, and Sooth wanders over
Sooth is surprised his note and gesture actually worked
Sooth admits the town sees him as a bit of a loon, but believes the Player is important
Sooth claims to have seen the town for what it is
Sooth believes Blackgate is in the Player's hands
Sooth regrets that he cannot explain everything, as the Player needs to find
cont: the pieces for themselves
Sooth hands the Player some money wrapped around a hard object

Refuse the Money.../Quietly Accept It...

Minor flavor text for whatever option is picked

Sooth may demand the gesture is not about the money
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If you choose "The Library":

The Player heads to the Library and passes several staring monsters
At the Library, the Player discovers lots of monsters yelling and arguing
Silence envelops the Library as the Player walks in
Vincent approaches the Player and asks what they want
The Player sasses Vincent and he gets flustered
Vekk appears and apologizes to Vincent.
Vincent reveals he thinks Vekk has "sense" and leaves
Vekk calls Vincent almost harmless
Vekk explains Vincent is always on edge from dealing with the Library problems
Player reads books on Outsiders and Ethereal Entities
Reapers (Mortis Cullindunious Minor) are born from the Major line of the species
Reapers are aptly likened to bees, not intelligent. They collect "currency" from
cont: wherever it may be. The quota and type of currency is decided by the Major.
Other Ethereals consider the Majors and Reapers to be part of a healthy ecosystem
Reapers typically have a bladed weapon (usually scythe) but are defensive
Reapers can change their weapon's form, as dictated by the Major
The scythe also may paralyze the attacker to let the Reaper flee unharmed
Reactions to the scythe depend on the victim's meta-constitutional attunement
Meta-inclined individuals feel unease in the presence of reapers
Non-meta-incline typically do not notice them, but can sometimes visualize
Viewing a reaper causes it discomfort, usually causing it to flee.
If a reaper is collecting, then it will follow the Major's instructions rather than flee

Sheet1

Reapers stay away from mirrors or anything that amplifies its physical presence
Reapers have a primary predator: Exidon Slenmorian, who also fear mirrors
Exidon Slenmorian are akin to wasps or yellowjackets
White wisp (Clondis Apradona) causes issues but not maliciously
Feeds off ethereal electromagnetic currency, which builds up and causes problems
cont: in the physical realm
They can attract lighting to those with high levels of natural electromagnetism as
cont: they gather to feed on it
Vincent appears and announces the Library is closed
The Player heads home and sleeps
If you choose "Home":
The Player heads home and sleeps
All paths converge here again
End of Night 2

NIGHT 3

Player wakes up and wonders about the situation
Feel defeated/Question situation/Go with the Flow
Minor flavor text for whatever option is picked
Player looks through their Cabin, there's been an intruder
Night 3 Intruder Search
Check The Bathroom/Yell To See If Anyone Is Here
Minor flavor text for whatever option is picked
Search Again/Look Out Window/Look Outside
Minor flavor text for whatever option is picked
Player shrugs it off and takes a shower and reflects
The Player calls Gruff. Gruff claims the Player has a busy schedule
Optimistic/Pessimistic
Minor flavor text for whatever option is picked
The Player may notice Gruff doesn't read sarcasm well
Gruff may point out it is the Player's job, and the Player agrees woefully
The Player cleans up the Cabin as they wait for Gruff
Question list: repeats as story goes and loses what option you pick
NOTE: There is a bonus option if the Player met with Sooth in the bar on N2
Ask about Sooth
Some more info from Gruff
Gruff reveals he knows who Sooth is
The Player mentions to Gruff that Sooth gave him a lot of money
Gruff mentions that is odd behavior for Sooth
The Player mentions the note and key Sooth also gave them
Gruff observes that is much more like Sooth
Gruff reveals Sooth used to be in charge of the Library before awful things happened
Gruff describes Sooth as "going off the deep end" since then, but claims those
cont: aren't his words
Gruff claims he doesn't know what the key is for, but that it was meant for the Player
Gruff is notably silent when the Player asks if they are being hunted
Gruff claims it's not he that is after the Player, but won't explain further

Gruff promises again to protect the Player and slightly bends the steering wheel
cont: in his grip as he promises it

At the Station, Gruff and the Player head to the Locker Room

Gruff starts to undress

Peek/Don't Peek. A (currently) bugged section, no nude of Gruff because of it

Gruff tells the Player to stay safe and stick with Jack tonight

This section is separate and is reliant on the Player asking Gruff about Sooth

If the Player asked Gruff about Sooth, Gruff will maintain he is here to protect

cont: the Player whether they believe him or not. He'll also mention the Player

cont: probably doesn't need protecting.

Believe Gruff/Distrust Gruff

Minor flavor text for whatever option is picked

Gruff may find it hard to believe the Player could be hurt because they are so strong

Otherwise, the Player may sarcastically tell Gruff to be safe

This small aside ends here and the normal route continues

Gruff leaves with a grunt and the Player goes looking for Jack in his office

Jack claims the Player must think with their "guts"

Jack explains several creatures has asked to work with the Player

Jack mentions none of the others matter much, and they Player will stay with Gruff

Jack gets on with the lesson and asks if the Player knows how to use a gun

Yes/Maybe/No

Minor flavor text for whatever option is picked

Rotis, Plox, and Krane all follow along Jack and the Player to the range

The Player picks a pistol and goes for the first target:

Take Many Shots/Take 3 Shots/Take 1 Shot

Second target:

Take Many Shots/Take 3 Shots/Take 1 Shot

Third Target

Take Many Shots/Take 3 Shots/Take 1 Shot

Player will score between 0-2 out of 3, although it's flavor text.

After shooting, the group moves to the gymnasium for hand-to-hand training

The Player sees Aradina practicing with a magic staff

The Player feels Aradina is judging him sourly

Jack asks the Player what to expect from them in a training fight

I Have No Powers/I Am Very Dangerous

Minor flavor text for whatever option is picked

Jack is taken aback as the Player reveals they are powerless

Plox reveals he had thought it was the Player alone out of humans that had

cont: no powers, not all humans

The group seems collectively disappointed

Try to Reassure Them/Say Nothing

Minor flavor text for whatever option is picked

Jack advises the Player to just run away if they ever need to.

Jack says he has to leave to talk to some people (about the powerless Player)

Jack heads out and Plox apologizes for treating the Player badly

Rotis is noticeably silent

Krane calls the Player brave and Plox agrees

Sheet1

Plox reveals they'd been told humans were extremely powerful for a long time

Plox is confused that humans suffer so much and yet are not powerful

Plox calls the human homeworld a hell that not even Vekk can imagine

Plox asks the Player to pick someone to stay and train with

Train With Plox/Train With Rotis/Train With Krane

Diversion with the monster you pick. Plox is endurance, Krane is shooting, and cont: Rotis is hand-to-hand fighting

NOTE: Picking a monster whose route you are currently not following gives the cont: chance for a sex scene.

If you choose Plox:

Plox agrees and seems much more friendly than usual

Plox tells the Player about an obstacle course to train agility and endurance

Plox hopes the Player is ready

Optimistic/Pessimistic

Minor flavor text for whatever option is picked

The Player notes how fast Plox is

Plox directs the Player through the course for several hours

Plox and the Player head to the showers.

The Player notices old blood on the floor as they and Plox undress

Plox unashamedly takes a shower right next to the Player

Plox observes the Player likes how he looks

Have Fun/Remain Distant/Deny Him

Two are close, but it's an important split.

If you choose "Have Fun"

Sex scene with Plox

Afterwards, Plox poses around the Locker room and seems very pleased

The Player laments not having a good sense of pheromones

Plox leaves and waves at the Player

The Player gets changed and goes to see Vekk

If you choose "Remain Distant"

Plox backs off but points out the Player's excitement

Plox claims he might get another chance later

Plox also points out that he's not the only monster interested

Plox claims he can smell the desire on the Player, and his nose is pretty weak

Plox points out the Player has a lot of pheromones

Plox says the Player might be intimidated by how many monsters can smell them

Afterwards, Plox poses around the Locker room and seems very pleased

The Player laments not having a good sense of pheromones

Plox leaves and waves at the Player

The Player gets changed and goes to see Vekk

If you choose "Deny Him"

Plox backs off but points out the Player's excitement

Plox claims he might get another chance later

Plox also points out that he's not the only monster interested

Plox claims he can smell the desire on the Player, and his nose is pretty weak

Plox points out the Player has a lot of pheromones

Plox says the Player might be intimidated by how many monsters can smell them

Sheet1

Afterwards, Plox poses around the Locker room and seems very pleased

The Player laments not having a good sense of pheromones

Plox leaves and waves at the Player

The Player gets changed and goes to see Vekk

If you choose Rotis:

Rotis claims he is the best fighter, and Plox agrees

Rotis decides to focus on training the Player how to defend rather than attack

Rotis repeatedly calls the Player weak

Rotis suddenly lunges at the Player

Jump Away/Lunge Forwards/Push Him Backwards

Minor flavor text for whatever option is picked

Rotis lunges at the Player's waist

Jump Away/Lunge Forwards/Push Him Backwards

Minor flavor text for whatever option is picked

Rotis slashes at the Player with his clawed hands

Block With My Arms/Jump Away/Kick Him Backwards

Minor flavor text for whatever option is picked

Rotis slashes the Player's chest severely, drawing blood

Rotis tries to kick the Player

Block With My Arms/Grab His Leg

Minor flavor text for whatever option is picked

NOTE: The Player will always lose the fight

Rotis stops attacking and congratulates the Player on at least not giving up

Rotis admits that the Player has shown him they are not to be feared

Rotis observes the Player is capable of bleeding

Rotis observes the Player's wound needs to be seen to

Rotis escorts the Player to the showers to clean up and wash the wound

The Player notices old blood on the floor as they and Rotis undress

The Player is embarrassed and looks away from Rotis after their eyes meet

Rotis gingerly touches the Player's wound

Rotis reveals that in his culture, adversaries tend each others' wounds after a fight

The Player is shocked at Rotis' chivalry

Rotis reveals he keeps up an act in public to maintain an image

Rotis admits he thinks the Player is "decent".

Rotis shows a bruise the Player gave him, then massages the Player's back

The Player must decide if they are open to what is being suggested

No.../Yes...

Small diversion, but one of the options allows a sex scene with Rotis

If you choose "No"

The Player doesn't want to have sex right after fighting, and Rotis respects that

Rotis tells the Player they better defeat their next opponent

The Player gets changed and goes to see Vekk

If you choose "Yes"

Sex scene with Rotis

Rotis explains the Player must win their next fight against an Outsider or

cont: Rotis will look worse in his society

Rotis admits the Player is not so bad, but just weak

Rotis dresses and heads out of the Lockers
As Rotis leaves, he says he will keep watching the Player
The Player gets changed and goes to see Vekk

If you choose Krane:

Krane is delighted and wishes to help the Player shoot better.
Krane reveals he is the best shot on the Police force and Plox agrees
Krane escorts the Player back to the shooting range, holding doors open for them
Krane hands the Player a gun he feels better suits them
Krane helps the Player figure out a better stance to shoot from
Krane instructs the Player to always shoot in 3-round bursts
First target:

Take Many Shots/Take 3 Shots/Take 1 Shot

Second target:

Take Many Shots/Take 3 Shots/Take 1 Shot

Third target:

Take Many Shots/Take 3 Shots/Take 1 Shot

Minor flavor text for whatever options are picked each time

Note: Krane will always eventually react the same way and be pleased

Krane instructs the Player how to disassemble and clean a variety of weapons
The Player notices Krane abhors getting dirty
Krane and the Player head to the showers to wash up.
The Player notices old blood on the floor as they and Krane undress
The Player realizes Krane has noticed them looking
The Player feels something getting closer to them, hovering inches away
Each time the Player looks at Krane, he is far away
The Player notices Krane's independent shadow as Krane comes up to them
Krane offers to help the Player relax

Say Yes/Say No/Say Nothing

Two are close, but it's an important split

If you choose "Say Yes":

Krane kisses the Player but keeps his fangs away
The Player notices Krane's struggle controlling his desire to bite

Sex scene with Krane

The Player notices Krane's tendency to get carried away
Krane dresses and leaves the showers
The Player gets changed and goes to see Vekk

If you choose "Say No":

Krane respects the Player's decision
Krane dresses and leaves the showers
The Player gets changed and goes to see Vekk

If you choose "Say Nothing":

Krane kisses the Player but keeps his fangs away.
The Player notices Krane's struggle controlling his desire to bite

Sex scene with Krane

The Player notices Krane's tendency to get carried away
Krane dresses and leaves the showers
The Player gets changed and goes to see Vekk

Routes converge here again

Vekk appears near the Player within the shadows with the Player's pay

Vekk mentions the Player did "the right thing"... or possibly didn't

He'll always say this

Vekk reveals Gruff has gone to the Bar again

The Player decides where to go tonight

The Bar/The Library/~~Home~~

Branching path dependent on where you go. "Home" is crossed out but has the cont: bugged night-ending fadeout after saying the Player will go out tonight

If you choose "The Bar":

The Player heads towards the Bar and wonders how the town gets its food

At the Bar, the Player sits down next to Gruff

Gruff asks the Player how they did at training

Nothing special.../It was Horrible.../I am a god and I beat them all up...

Minor flavor text for whatever option is picked

The Player may mention Jack running off after learning they had no powers

Gruff may mention he had been waiting to hear about the Player's powers

The Player may reiterate to Gruff again that they have no powers

Alin approaches, flirts clumsily, and takes the food orders

The Player hears Alin in the back mourn the Player's lack of interest in him

Gruff describes Razers: Outsiders that do not think but just destroy and eat

Gruff reveals he and the Player will patrol the next night

Wait, already?/I am ready.

Minor flavor text for whatever option is picked

Either way, Gruff thinks the Player is ready

Alin comes back with food and alcohol, flirts again, and leaves

Gruff believes having the Player along is better than being alone

The Player warns Gruff not to rely on their "powers" and Gruff is a little confused

NOTE: The story can change here depending on whether or not the Player cont: walked with Gruff back home on Night 2. If the Player did anything else, cont: including go to the Library or Home on N2, and then goes to the Bar with cont: Gruff on N3, they will be forced to go with Gruff to the Cabin on N3 cont: without the choice to meet Sooth in the Bar on N3 (He's dead, after all) cont: Should that happen, the first walk-home with Gruff will play up until the cont: Cabin itself tonight.

Minor split here: If this is the 2nd Night Gruff is walking the Player home:

Gruff becomes embarrassed and trails off mentioning what he wants

Reassure Gruff/Laugh/Remain Silent

Minor flavor text for whatever option is picked

Outside the Bar, the Player notes they want to hold Gruff's hand

Give In and Hold His Hand/Resist the Temptation

Dooo iiiiiiit

If you choose "Give In and Hold His hand":

The Player brushes their hand against Gruff's, who responds by grabbing it

Gruff admits that even if the Player has no powers and doesn't think they are

cont: special, he does

The Player thanks Gruff and admits they would be lost without him.

Sheet1

The Player once again trips and Gruff stops them from falling
Gruff picks up the Player and slings them over his shoulder
Gruff and the Player reach the Cabin

If you choose "Resist the Temptation":

The Player grabs their own hand in silence.
Gruff notices the motion and asks if the Player is okay

Yes/Maybe/No

Minor flavor text for whatever option is picked

The Player may walk in muted embarrassment
The Player may admit that it all might be too much for them
Gruff may affirm the Player needs to hold onto what's real and the Player may
cont: grab his hand
In any case, The Player once again trips and Gruff stops them from falling
Gruff picks up the Player and slings them over his shoulder
Gruff and the Player reach the Cabin

The Gruff routes converge here

Inside, the Player offers Gruff some water and sits with him on the couch
The Player observes the attraction between he and Gruff and leans in
Aradina cuts over the Player's cellphone
The Player reveals the phone can pick up the radio transmissions
Gruff wonders if the Player can call others
The Player pulls up the app and figures it's possible
Gruff is pleased it is possible
Gruff gets up and leaves, advising the Player to get some rest
The Player heads to bed and sleeps

If you choose "The Library":

The Player heads out to the Library, seeking knowledge
The Player wonders why so much of Blackgate is afraid of them
In the Library, Vincent sasses the Player before Vekk appears
Vincent walks off, and Vekk tells the Player that the answer to why the town fears
cont: them is within books, one of which he hands to the Player
Vekk was keeping it behind his back. It has a bookmark labeling a section
The book is a Victorian horror story that paints humans as horrible monsters
The Player exits the Library after being unable to find Vekk
The Player comes to the conclusion Blackgate fears them from just such stories
The Player notices eyes watch them from upper windows
The Player heads to the Cabin and sleeps

The paths converge here again

End of Night 3

NIGHT 4

The Player wakes up and questions themselves
The Player notices they have a slight headache

Settle Down/Fight to Leave

Minor flavor text for whatever option is picked

Family and Friends/Significant Other/Career and Life

Minor flavor text for whatever option is picked

Sheet1

The Player calls Gruff using their cellphone to reach Gruff's radio

Gruff arrives and he and the Player head to the Police Station

Question list: repeats as story goes and loses what option you pick

At the Station, the Player and Gruff head into the Locker Room

The Player notices they are falling into a routine, which frightens them

Gruff wonders if the Player is okay as he undresses

Watch/Turn Away. No picture of Gruff in a jockstrap, yet, sadly.

The Player finds a gun in their locker and departs with Gruff

Gruff drives the Player around the town a little bit, but doesn't talk

The Player observes the town has everything they might need, if not want

Gruff reveals he can't drink coffee, and few in Blackgate can

After stopping at the Sandwich Shop, the radio perks up

Aradina comes over the radio and reports an Outsider on the East Road

Gruff volunteers he and the Player to respond

Gruff says goodbye to the owner of the Sandwich place. A Mrs. Saydel

Gruff assures the Player that they will be fine

The Player questions whether they are ready as Gruff drives over to the scene

At the scene, Gruff is visibly calm. Charlie jumps down from the truck.

Gruff introduces the Player to Charlie

Charlie mentions The Eternal must be angry because of a human presence

Gruff shrugs.

Charlie explains The Eternal's dislike towards humans

Charlie admits there is a way home, which Gruff tries to prevent him saying

Gruff starts to warn Charlie not to say anything but is cut off

The Player reflects they may be stuck in Blackgate permanently

When Charlie mentions it could be worse, Gruff agrees

Charlie comforts the Player inside their own head, dropping his accent

Gruff has Aradina drop the scrying on Charlie's truck

The Player realizes there must be quite a few crossroads like Blackgate

Gruff and the Player escort Charlie to town

Back at the station, Gruff and the Player head to the Locker room

The Player thanks Gruff for staying calm while they were nervous

Gruff explains he knew they would meet Charlie tonight

The Player asks Gruff to let them know of anything in the future

Gruff agrees but maintains the Player shouldn't be afraid

Gruff reiterates the Player is the Player and thus should not be afraid

Gruff asks if the Player is hungry again

Get Food With Gruff/Go to the Library/Go to the Diner/Go Home

The choice is currently forced as no other options are currently written in.

The Player agrees to go to the Bar for food

The Player observes Gruff is a creature of habit

Gruff claims he is aware, but trails off

Outside the Station, the Player sees Vekk heading somewhere

Gruff claims the Player handled themselves quit well tonight

Talk About Going Home/Talk About Monsters

Minor flavor text for whatever option is picked

Gruff may apologize for the Player not being able to go home

Sheet1

Gruff may say he believes the Player is doing well because of themselves, not him

The Player may suspect they may never see what Gruff sees in them

Gruff may admit he's been called stubborn by most

Gruff may observe the Player is equally as stubborn

Otherwise, Gruff may reveal he has trouble with supernatural entities that cannot

cont: be harmed by normal weapons

Gruff may reveal a special team is called for such rare events

Gruff may reveal the Police the Player knows are part of the Physical Entities

cont: Task Force

The Player and Gruff reach the Bar.

The Player mentions to Alin they met Charlie tonight

Alin claims Charlie is the reason for all the food and beer in Blackgate

Alin reveals all the Watchers can read minds and deal in secrets

Alin admits the Watchers don't rip him off, even though they could

The Player notices Alin can drink a lot

The Player starts to drunkenly yearn for Gruff

The Player drunkenly stumbles as they and Gruff leave and Gruff catches them

Outside, with the Player leaning on him, Gruff mentions the Player is a lightweight

Agree/Disagree

Minor flavor text for whatever option is picked

Gruff may admit he doesn't want the Player getting hurt but tries to play it off

cont: as worrying about the Police Force

Otherwise, the Player may wonder what Gruff knows about their body, which Gruff

cont: will dodge

Call His Bluff/Leave It Alone

Minor flavor text for whatever option is picked

The Player may mention he knows Gruff can smell the attraction from them

Gruff may reveal he had thought he was out of his league with a human

In either case, the Player and Gruff reach the Cabin

Invite Gruff Inside/Thank Gruff at The Door

Minor flavor text for whatever option is picked

If you choose "Invite Gruff Inside":

The Player invites Gruff inside for water and observes him nervous for once

Talk About Locker Room Peeking/Compliment Gruff

The choice is kinda "info or kissy face with Gruff"

If you choose "Talk About Locker Room Peeking"

The Player mentions they have noticed the peek and that Gruff is not sneaky

Gruff claims it's curiosity and replies the Player also peeks

The Player responds about being curious as well

The Player puts their hand on Gruff's thigh

Gruff wraps the Player in a hug and thanks them

Gruff starts to head out to leave

The Player turns Gruff around and kisses him, Gruff returns the kiss

Gruff smiles and heads out without a word

If you Choose "Compliment Gruff"

Gruff reveals he peeks because he is curious and knows the Player does too

Gruff reveals he still thinks the Player is powerful

Sheet1

Gruff reveals someone from higher up insists the Player is powerful
Gruff reveals they also said to fear the Player above all else
Gruff reveals that it was ordered that the Police were to fear the Player and
cont: to make sure they were happy at all times
Gruff admits these orders were from Aradina
Gruff admits it's because "they" don't want the Player running off
The Player wonders why Gruff would admit this if that's just what he is doing
Gruff excuses himself and heads out
The Player heads to bed and resolves to figure it all out the next night
The Player sleeps

If you choose "Thank Gruff at The Door"

Gruff tells the Player to get some sleep and leaves
The Player heads to bed and sleeps

The paths converge here again

End of Night 4

NIGHT 5

Reaper encounter. Player awakens to a noise and a shape in the dark

Attack/Defend/Talk

Minor text for whatever option is chosen.

Call Gruff/Call Jack/Call Plox/Call Krane/Call Rotis

Calling Rotis is crossed out, but selecting it has the Player call him, but he
cont: doesn't answer. The dialogue then "skips this part" and Gruff arrives as normal

Gruff heads over quickly with Aradina and "everyone"

Jack is brief and heads over

Plox doesn't answer and the Player claims Plox knew it was going to happen

Krane answers easily and tells the Player he will contact the force

Player gets ready in the bedroom for an attack

Gruff is always the one to arrive and helps the Player out of the bedroom

Player is stabbed invisibly, Gruff is visibly concerned

Player coughs up blood and passes out

Player awakens in back of cop car

The Player sees the Cabin is busy, with people inside it and going through the forest

Player in bare feet gets out of car

Jack and Plox talking in front of the Cabin, everything moves weirdly

The Player sees the trees in distance shake as if in fast forward

Talk to Jack and Plox/Go Inside

Minor flavor text for whatever option is picked

Player enters the cabin and falls into black ichor

Messages in the Player's mind are confused and disjointed stressing their death,
cont: stressing a "destroyer", that they are dead, and mentioning "choices"

The Player believes the messages are not their own mind

The Player wonders if it Charlie again. The voice says no

The Player fights through the black goo and tears through a wall and wakes up

Vekk is next to the Player readying to perform an autopsy

Vekk is a little disappointed

Vekk leaves and the Player gets dressed

Player reflects on the attack and their life in town

Leave Room/Stay and Wait

Leaving the room adds an Aradina scene. Staying cuts it.

Aradina may refuse to accept blame for the reaper attack

Aradina May explain she was told the Outsider in cabin was eliminated before

Aradina may think Gryz won't get blamed, but she will

Gruff arrives and claims the Player is still in danger

Gruff informs the Player the Insightful is hunting them and the attack was their doing

Gruff reveals Gryz refused to offer support to help the Player

Gruff admits Gryz has become less of the father he knew

Gruff is disappointed the Police would not rally around a fellow officer

Gruff observes humans are not afforded the same rights as others, apparently

Gruff invites the Player to stay with him and the Player agrees

Outside, the Player notices their cellphone is missing

The Player asks where Vekk keeps things but Gruff says it is not important

Plox and Rotis approach Gruff and the Player

The Player notices Rotis is holding what looks like a knife

Plox notices Gruff is protective of the Player

Plox starts to wonder if the Player knows something about Gruff, but is cut off

Plox claims he doesn't want Gruff "flying off the handle"

Plox claims he as a sergeant is just worried about his officer, especially with Gruff

Rotis tells the Player to go with he and Plox, but the Player refuses

Plox insists the Player misunderstands he and Rotis and should scrutinize Gruff

Agree/Sarcasm/Disagree

Minor flavor text for whatever option is picked

The Player may affirm they are all under the same scrutiny, and Plox may acquiesce

Plox may insist the Player has value even if they cannot physically stand

The Player may refuse their help, which Plox may shrug at

The Player may affirm they are scrutinizing Plox and Rotis the most, as they are threatened by him. Plox will refute that by saying they are afraid of Gruff, not the Player

In any case, Plox and Rotis move on and Rotis puts his knife away

The Player stumbles and falls onto the gravel

Gruff lifts the Player up by the waist, but says nothing

Inside Gruff's apartment, the Player notices the signs of routine

The Player notes Gruff even just steps in the same exact places every time

The Player observes it as a jail cell

Gruff offers his bed to the Player and will sleep on the couch

The Player thanks Gruff, but...

Question Gruff/Talk About Attack...

Talking about the Attack is not written in just yet

The Player asks Gruff why he's helping and what he has to gain

Gruff claims to not understand and just wants to keep the Player safe

The Player admits that Gruff could have hurt him easily at any time, but so could

cont: Plox and Rotis, and they definitely seem to have it out for them

The Player explains they are trapped and not sure if they can trust Gruff

Gruff offers to contact someone else to help the Player

The Player explains they might not be trustworthy either, especially if referenced

Sheet1

cont: by Gruff

The Player starts to break down over stress over the constant attacks, expectations

cont: the fact they died, the decision someone made for them to stay in Blackgate,

Gruff tries to explain that the time isn't right yet

The Player starts to leave the apartment to find their own way

Gruff stops the Player and kisses them

The Player struggles, but they're still too weak from the attack

Gruff apologizes, but claims he didn't know what to do

Gruff admits the Player is right not to trust him, but won't survive alone and weak

Gruff asks the Player to stay one night and rest and if they still want to leave,

cont: they can

Gruff again promises he has the Player's interests at heart

The Player stumbles backwards onto the couch and starts a coughing fit as tears

cont: fall down their face

Gruff sits next to them and tries to console them, then suggests food

As Gruff makes food, the Player admits Gruff is probably trustworthy

The Player notices Gruff is breaking one of his routines by sitting on the couch

cont: in a place where he normally doesn't

The Player heads to Gruff's bedroom after being told to rest up after eating

The Player notices a family portrait of 4 boars, Gears' badge, and a boar toy

The Player notes an axe in the corner and thinks it would make a decent weapon

The Player sleeps

End of Night 5

NIGHT 6

The Player exits the room to find Gruff asleep on the couch

Gruff wakes up as the Player gets a drink of water

Gruff asks if the Player is okay

The Player agrees they are and thanks Gruff for his help

The Player brings Gruff some water as well

Touch Gruff/Walk Away

Walking away is crossed out, but still technically accessible

Bane is snarky and it will cut to the end of the sex scene with Gruff :)

Sex scene with Gruff

In the shower, the Player wonders how they could have been dead for 8 hours and

cont: not have gotten brain damage

The Player observes Gruff is not happy that the Player's role in Blackgate has been

cont: assigned by others

The Player wonders why they are in Blackgate and their larger purpose

As the Player leaves the shower, they note they are causing changes, even

cont: something as small as a bathroom mat in Gruff's world

The Player cleans Gruff's apartment a little and notices they are changing more thir

Gruff reveals he has the night off and has extended that time off to the Player

Gruff reveals it is Sooth's funeral tonight

Gruff believes Sooth was murdered, but sees it as natural and eventual

Gruff reveals he may not be able to die from, and doesn't understand, old age

The Player heads out with Gruff towards the cemetery

The Player notices Amelia's plane and grave

Vincent lets the player sign in Sooth's book/headstone

I only met you once/I barely knew you

Minor flavor text for whatever option is picked

What you leave behind

On this route, this is the only choice here

I'll be the hope/I'll protect others

Minor flavor text for whatever option is picked

The Player joins Gruff at the gravestones for Angela and Gears

Gruff reveals he misses his mother more than his brother

Gruff wonders if that is weird

That Is Strange/I Don't Know/You Can Miss Someone More Than The Other

Minor flavor text for whatever option is picked

Gruff may reveals Gears hadn't been himself the night of the Library massacre

Gruff may reveal Gears no longer seemed like his brother, and he doesn't feel

cont: like he truly killed his brother at all

Gruff may suspect the Player is in denial and says Blackgate will take things away

Gruff may suspect the Player is a lot like Gears in some ways

Gruff may reveal he had been closer to Gears than Angela when Gruff was

cont: working in city hall and Gears was in the Police

Gruff cleans one of the graves

The Player wonders if the town is right to label humans as murderous monsters

The Player points out Alin and Gruff is surprised he is here

The Player notes Vincent and Alin's poor attitude to each other

Alin signs the book and a note falls out

Gruff recognizes the note and heads over with the Player

The note says that if they have the key, they are now "the big four" and must save

cont: Blackgate.

The note tells Vincent to forgive himself, Alin to find revenge, Gruff to "kill him", and

cont: the Player to "save us"

Vincent laughs at the terrible choice of saviors and Sooth's death to prevent them.

Vincent refers to the Player as a "messah-complex invalid"

Vincent points to the graveyard as proof of others who died from Sooth's prediction

Gruff reminds Vincent his anger is misplaced against Alin and that it is Vincent that

cont: could have "saved everyone" and that it was all his fault according to Sooth

The Player feels awkward at the argument over things they were not a part of

Vincent blames Sooth for it, and that's why he kicked him out of the Library

Gruff says Sooth set Vincent up with Amelia.

Gruff says Vincent was jealous, and he wanted to feel better about being in Blackg;

Vincent calls Kitako a job, not a family

Gruff says Kitako and Amelia are why everything happened

Alin reveals his flask is currently filled with water instead of alcohol

Alin claims Kody told him about the Blackgate in town hall.

Vincent is suspicious of Kody knowing about it.

Alin claims Kody said Andras never leaves town hall because of the blackgate

The group decides to go to the blackgate in 2 nights.

Vincent knows how to sneak into town hall from previous censored page searches

Alin reminds Vincent he promised to follow any notes they find from Sooth

Vincent disappears and Alin explains to the Player he has that ability.

Gruff reveals to the Player he needs to get the note to Vekk and starts out

The Player notes they can read most of the headstones, but not Gruff's family

Sheet1

Gruff and the Player head over to City Hall
Gruff and the Player are greeted by Vekk inside
Vekk references Gruff's past job at City Hall and knows about the funeral
Gruff shows the note and reveals he knows when it'll happen
Vekk has Gruff and the Player follow him
The Player is confused as to why they're walking into the building they were going
cont: to sneak into in a few nights
Gruff and the Player head into the Mayor's office to see Andras
The Player notices Andras doesn't seem to have movement, breath, scent, or heat
Andras notices the Player is with Gruff and notes Gruff has achieved his goal
Gruff asks Andras if the Player is "the one".
Andras admits the Player is part of the puzzle, but not without flaws
Andras explains to the Player they might be the one to help, or harm, Blackgate
Andras claims the Player may cause harm without ever meaning to
Gruff explains the Player's claims of having no powers
Gruff reveals Sooth's idea to get the Player into the blackgate
Andras is willing to go through with that plan if Sooth believed in it
Andras admits his cabinet of trusted associates has been infiltrated by enemies
Andras claims none in the town are more ally than enemy
Andras warns the Player may upset the Chosen, and doesn't know what that
cont: would mean
Andras admits the Player may lose their mind and soul in the blackgate
Andras reveals he is an immortal and doesn't know how the frail Player would do
Gruff points out the Player survived a Reaper
Andras points out they barely survived that Reaper and is still in doubt
Andras claims he doesn't know the Player's allegiances
Andras claims that the Player either is or is not the one to save or destroy
cont: everything and nothing can change it either way
Gruff claims the prediction by Sooth said the One would look like a demon
Gruff points out demons do look rather human
The Player wonders why Andras is so hung up on birthright and intent
Andras reveals it is humans that look like the daefic, not the other way around
The Player compares humans and demons to zebras and horses
Andras suggests the Chosen would be able to verify the Player's origin
Andras commands Gruff to keep the Player safe until a ruling is made
Andras commands Gruff to do so by any means necessary
Gruff claims Sooth's predictions are coming true, but Andras is hesitant
Andras insinuates Sooth may have foreseen Blackgate's destruction
Andras claims Sooth saw both that Andras would destroy the Eternal, and that
cont: Blackgate would be destroyed. Andras is adamant about protecting the town
Gruff and the Player leave and find Vekk
Vekk admits the mayor is paranoid, crazy, cold, and more
Vekk correctly guesses several key points to Andras' speech
Vekk asks the Player if they think it worth the effort
Gruff starts to claim it is, but Vekk interrupts him and again asks the Player
Vekk wonders if protecting life is worth so much pain and suffering
The Player thinks it is, and Vekk agrees
The Player and Gruff head to Hunter's Bar for food
Alin approaches and Gruff notices he hasn't been drinking

Sheet1

Alin claims it's time to do something
The Player sets Alin up and Alin is flirty as usual, which the Player then regrets
Gruff says he will kill on Sooth's note's message when he knows who to kill
Gruff reveals Alin used to be in the running to be Mayor
Gruff says Alin was very different before, and changed the town for the better
Gruff observes living for revenge might do Alin some good
Alin guesses Gruff went to see Andras
Alin reveals he believes Vincent no longer trusts Sooth's prophecies
Alin walks off to tend to the other customers
Kody appears and Gruff notes the rare occurrence
Kody believes in sticking with "his post"
Kody reveals he has poisoned Gruff's food and Gruff collapses
Alin appears as the Player holds Gruff
Kody claims he's "doing his job".
Vincent becomes visible and questions Kody about the poison
The Bar starts to empty out for a fight, but the Player notes Rotis stays to watch
Kody's pet appears and is instantly dealt with by Alin.
Alin and Vincent team up to subdue Kody
Alin tells Vincent to throw him in a cell, and Vincent agrees and will torture Kody
Vincent leaves with Kody
The Player suggests the hospital, but Alin is hesitant
Alin explains the Hospital usually only works on obvious stuff

Hospital/Gruff's Apartment

Paths split as the Player decides how to treat Gruff

If you choose "Hospital":

The Player decides the Hospital, as they might have medicine to help
Alin picks up Gruff and the Player notices how strong Alin is
Alin starts to explain he's used to something, but sighs instead
Outside, the Player thinks Alin is acting more like Vincent than himself
Inside the Hospital, it's deserted
On the second floor, Alin and the Player break up an orgy among the staff
The Nurse mentions Gruff can regenerate and will be fine
Alin points out Gruff will die if he can't breathe from the poison
The Nurse suggests it's an allergy and recommends adrenaline
Alin goes off in search of the adrenaline and the Player stays with Gruff
The Nurse points out that the Player doesn't look much like a savior
The Player agrees
The Nurse admits it's almost impossible to care for so many types of creatures
cont: she's never even seen before, and many die at the Hospital
The Nurse reveals she's had medical training, but it's useless in Blackgate
The Nurse admits she can't help, but the people who know Gruff could be able to
The Nurse points out Plox going to the 4th floor to release energy
The Nurse suggests the Player figure out what they are trying to save
Alin returns with the adrenaline and wonders how much to give Gruff

A small amount/About Half/All Of It

The Player has to decide how much adrenaline to give Gruff

If you choose "A Small Amount":

Alin injects him with a tiny amount, but nothing happens
Alin wonders if he should give Gruff more

Yes/No

More diversions

If you choose "Yes":

Alin fills up the syringe with another small amount and injects Gruff

Gruff still doesn't show any difference

Alin wonders if he should give Gruff more

Yes/No

More diversions

If you choose "Yes":

Alin fills the syringe and injects Gruff

Gruff suddenly starts to convulse

To Be Continued

If you choose "No":

The Player doesn't want to pump Gruff full of adrenaline

Alin calls it a waste of time and moves Gruff to a bed

Alin supposes Gryz might help, or Kody may reveal what he did

Talk With Chief Gryz/Interrogate Kody

Another split in the story

If you choose "Talk with Chief Gryz":

Alin doesn't think Gryz will help because of the past

The Player decides they will try anyway

Outside, the Player notices Krane rushing off somewhere

Krane doesn't notice the Player

Inside the Police Station, the Player heads to Gryz's office

The Player hears Aradina's heels on the hallway floors but ignores them

The Player informs Gryz that Kody has poisoned Gruff

Gryz keeps reading his paperwork and reveals Rotis has told him already

Gryz tells the Player to question Kody about it, not him

The Player tries to convince Gryz to help his son, but Gryz refuses to play favorites

The Player calls Gryz heartless, Gryz replies Gruff can be replaced as an officer

Gryz tells the Player they are too new to understand

I'm Done Hearing That Excuse.../Teach Me How Things Work...

This is an important choice, as it leads to some future interesting stuff

If you choose "I'm Done Hearing That Excuse":

The Player admits they might not know all the cultural minutiae or all the backstories

cont: but that doesn't mean the bad things are justified

The Player says they are sick of being brushed off to keep them in line

Gryz calls the Player's reaction a "tantrum" and says it's not the first he's seen

Gryz assures the Player he understands their stress

The Player wonders if Gruff dies, and so the Player dies, what's the point of it all?

The Player notices a gun on Gryz's desk

Grab The Gun.../Don't Resort To Violence...

Oh shit!

If you choose "Grab The Gun...":

The Player aims the gun at Gryz's head, and Gryz puts down his paperwork

The Player quips they can just replace Gryz like he would replace Gruff

Gryz reiterates the Player doesn't understand how Blackgate works

Gryz claims he'll have the Player fired, even if Andras has their back

The Player asserts they don't care about the history if it's getting in the way

Sheet1

The Player claims not to care about Gryn's lost relatives if it means Gruff gets hurt

The Player vows they are ready to fight to get things done

Gryn claims the Player's true self is being revealed and doesn't know what Gruff

cont: sees in the Player

The Player promises to have Kody poison Gryn as well, to share Gruff's last moment

The Player promises Gryn's body be dragged through the streets and thrown into

cont: the woods, that he will not be buried beside Angela and Gears

The Player vows Gruff will be buried there, as the one who actually cared about fan

Gryn is shaken

The Player reveals they know how important it is to Gryn to be buried with his wife

The Player promises Gryn will just be a pile of bones in a ditch

Gryn folds and tells the Player to give Gruff whole milk

Gryn reveals he knows Gruff has been given Cinnamon

The Player runs out of the office, gets milk at a store, and heads to the Hospital

Alin gives Gruff the milk and it seems to work almost instantly

Alin thanks the Player and knows Gruff will be thankful too

Alin appreciates the Player sticking their neck out, and hasn't seen anyone do

cont: that in a long time

Alin is glad Gruff has the Player as a partner

Alin drinks some of his drink but puts it down unfinished

The Player thanks Alin as he leaves, but Alin shrugs

To Be Continued

If you choose "Don't Resort To Violence..."

The Player vows not to act how the town thinks they will

The Player begs Gryn to help his son and to have a heart

Gryn says he doesn't know what Kody did, and why not to start there?

The Player reveals Kody wasn't talkative with Vincent

Gryn calls Gruff careless and that he must pay the price

Gryn claims Gruff killed Angela and Gears and that he can't let that go

Gryn claims this fate is better than it would be should he be given the decision

Gryn orders the Player out of the office and the Player leaves

The Player heads back to Gruff

To Be Continued

If you choose "Teach Me How Things Work...":

The Player asks Gryn to give them some information, then

Gryn claims Gruff is no longer his son

Gryn claims Gruff killed Angela and Gears and got away with it

Gryn tells the Player to stop being so self-absorbed with their power

Gryn laments that he has to work daily with his Wife and Son's murderer

The Player wonders if Gruff is a murderer

Gryn reveals that Gruff's bones will be scattered in the woods and not buried

The Player leaves the office

The Player heads back to Gruff

To Be Continued

If you choose "Interrogate Kody":

The Player will go help Vincent with Kody

Alin claims he knew Kody was up to something, but doesn't understand why he

cont: would go this far

Outside, the Player notices Krane rushing off somewhere

Sheet1

Krane doesn't notice the Player

The Player notices a figure watching them from the attic (Longma?)

Inside the Library, Vincent reveals he has tortured Kody to no avail

In the Library basement, Vincent reveals a cell containing Kody

Vincent reveals he has no desire to keep Kody alive if it's not helpful

Vincent leaves

Kody is silent to all questions

I wasn't the target/Get a mind reader/What do you want

Mostly text differences but something interesting can happen

If you pick "I wasn't the target":

The Player reasons that Gruff is the actual target and Kody suspects something

cont: about Gruff

Kody is surprised the Player figured that out, says humans are typically dense but

cont: more than capable

Kody claims to have several targets

Kody whispers a deal to the Player if the Player will help him in return

Kody says the Player must continue his work and find the right one

The Player wants to keep Gruff alive

Kody warns the Player not to trust Gruff until "the right one" is found

Kody warns that others before the Player have been killed from trust

Kody says to ask Andras if he's in charge of this place, if he rules this gate,

cont: and to ask him how many chairs are left

Kody says there may be more for the Player to do afterwards.

Vincent appears and warns the Player they need Gruff to keep the Player safe

cont: from the inevitable war

In City Hall, Andras already knows the situation and awaits the questions.

Andras answers "yes" to being in charge of this place

Andras thinks for a while and answers "partly" to ruling this gate

When Player asks Andras how many chairs are left, Andras wonders why the Player

cont: doesn't remember

Andras says there are five chairs left and one is empty

Andras asks Player if they remember their brutality, the Player doesn't understand

Andras holds the gore-covered fire poker and Player's cellphone

Player asks why it's covered in blood

Andras did not want to discuss it with Gruff around, lest he get the wrong impressio

cont: of the Player so soon.

Andras warns that "we" need Gruff on his side and are in it together.

Andras tells the Player to accept protection from kindness.

Andras tells the player to foster the community being built around them

Andras tells the Player they should know where the blood came from, and has

cont: disposed of the body to protect the Player from their murderous actions

Andras says they may need the weapon again

Player doesn't remember any murder

Andras says he cannot rush fate, or prophecies

Andras apologizes for the vagueness, but the Player will see in time.

Player is determined to not be drained from all this.

Back at the Library, Player tells the answers to Kody

Kody asks if Andras said anything else

No/Yes

Pretty major split that might affect things down the line.

If you choose "No":

Kody claims Gruff was the right one to poison and refuses to help

To Be Continued

If you choose "Yes":

Player tells Kody that Andras was curious why the player didn't remember the chair

Kody will help the Player if the Player continues to help Kody

Kody explains that he poisoned Gruff with Cinnamon and that the Tuskweathers
cont: are all allergic to it

Kody says the remedy is whole milk

Kody tells the Player to return when Gruff is better for more instructions

Kody warns that if not, all the pain and suffering was for nothing.

Vincent appears and promises he will lock up Kody forever

Kody claims he needs the Player to do more

The wall of the prison turns to brick and hides Kody away

Vincent explains he has eight such prisoners

The Player decides they need to help Kody, but need to help Gruff first

The Player heads back to the Hospital and picks up milk along the way

At the Hospital, Gruff drinks the milk and wakes up

Alin thanks the Player and knows Gruff will be thankful too

Alin appreciates the Player sticking their neck out, and hasn't seen anyone do
cont: that in a long time

Alin is glad Gruff has the Player as a partner

Alin puts down his drink unfinished and leaves

Player thanks Alin, but he shrugs it off.

To Be Continued

From before, if you pick "Get a Mind Reader"

Kody mentions mind control being illegal

Kody claims you can't mind break a mind breaker

Kody says Gruff is not like his brother, Gears

Kody mentions it being weird that Gryz abandons his son when all of families in
cont: Blackgate hold onto family very dearly

Kody goes on to say it is weird that Gruff was in the right place and time to get to y

Kody says things have been hand-picked

Kody says that if Gruff dies, his assumptions about him were wrong

Kody says he can't explain, or he will die

Kody says there is more to this than just Blackgate

Kody says he has more to do but it looks like he won't get the chance

Vincent asks invisibly what Kody meant by Gruff not being like his brother

Vincent wonders why Kody trusts the Player but not him

Kody begins to explain what the town is, then is physically torn apart

Vincent appears and is shocked

To Be Continued

If you pick "What do you Want?"

The Player begs and Kody sneers at the might human begging

Kody mentions that humans seem to always get what they want.

Kody thinks he was wrong about Gruff and enlists the Player's help

Kody says he could always count on a human

Kody wants those same questions asked to Andras

Sheet1

Cincent appears and asks Kody if he knew a human before
Kody declines to answer, but Vincent jumps to the conclusion
Kody explains that humans aren't special, but seem to get the job done
cont: that things tend to work out for them
Kody says to ask Andras if he's in charge of this place, if he rules this gate,
cont: and to ask him how many chairs are left
Kody says there may be more for the Player to do afterwards
Vincent appears and warns the Player they need Gruff to keep the Player safe
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In town hall, Andras already knows the situation and awaits the questions.
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Andras tells the player to foster the community being built around them
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cont: disposed of the body to protect the Player from their murderous actions
Andras says they may need the weapon again
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Andras says he cannot rush fate, or prophecies
Andras apologizes for the vagueness, but the Player will see in time
Player is determined to not be drained from all this
Back at the Library, Player tells the answers to Kody.
Kody asks if Andras said anything else
No/Yes
Pretty major split that might affect things down the line.
If you choose "No":
Kody claims Gruff was the right one to poison and refuses to help.
To Be Continued
If you choose "Yes":
Player tells Kody that Andras was curious why the player didn't remember the chair
Kody will help the Player if the Player continues to help Kody
Kody explains that he poisoned Gruff with Cinnamon and that the Tuskweathers
cont: are all allergic to it
Kody says the remedy is whole milk
Kody tells the Player to return when Gruff is better for more instructions
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Vincent appears and will lock up Kody forever
Kody claims he needs the Player to do more
The wall of the prison turns to brick and hides Kody away
Vincent explains he has eight such prisoners

Sheet1

The Player decides they need to help Kody, but need to help Gruff first
The Player heads back to the Hospital and picks up milk along the way
At the Hospital, Gruff drinks the milk and wakes up
Alin thanks the Player and knows Gruff will be thankful too
Alin appreciates the Player sticking their neck out, and hasn't seen anyone do
cont: that in a long time
Alin is glad Gruff has the Player as a partner
Alin puts down his drink unfinished and leaves
Player thanks Alin, but he shrugs it off.

To Be Continued

If you choose "No" from the first time Alin asks to give more adrenaline:

The Choices are identical after choosing "No" the second time.

If you choose "About Half" to how much adrenaline to give Gruff:

Alin fills the syringe halfway and injects Gruff
Gruff appears to be doing worse from the adrenaline
Alin wonders if he should give Gruff more

Yes/No

More diversions

If you choose "Yes":

Alin fills the syringe and injects Gruff
Gruff suddenly starts to convulse

To Be Continued

If you choose "No":

The Choices are identical after choosing to stop giving Gruff adrenaline after giving
cont: him a little bit

If you choose "All Of It":

Alin fills the syringe and injects Gruff
Gruff suddenly starts to convulse

To Be Continued

If you choose "Gruff's Apartment":

The Player decides to trust Alin's judgment and take Gruff back to the apartment
Alin picks up Gruff and the Player notices how strong Alin is
Alin starts to explain he's used to something, but sighs instead
Outside, the Player thinks Alin is acting more like Vincent than himself
In Gruff's apartment, Alin lays Gruff on the bed and joins the player in the living room
Alin notices the strict routine of Gruff's apartment
Alin wonders what happened to Gruff and doesn't think he is fine
Alin reveals that Gruff always said he was fine after the Library Massacre
Alin reveals he can smell where Gruff cries at a table in the corner
Alin believes Gruff is imprisoning himself in private and covering it up
Alin doesn't believe Gryn or Kody would help much

Talk With Chief Gryn/Interrogate Kody

Another split in the story

If you choose "Talk with Chief Gryn":

Alin doesn't think Gryn will help because of the past
The Player decides they will try anyway
Outside, the Player notices Krane rushing off somewhere
Krane doesn't notice the Player
Inside the Police Station, the Player heads to Gryn's office

Sheet1

The Player hears Aradina's heels on the hallway floors but ignores them
The Player informs Gyz that Kody has poisoned Gruff
Gyz keeps reading his paperwork and reveals Rotis has told him already
Gyz tells the Player to question Kody
The Player tries to convince Gyz to help his son, but Gyz refuses to play favorites
The Player calls Gyz heartless, Gyz replies Gruff can be replaced as an officer
Gyz tells the Player they are too new to understand

I'm Done Hearing That Excuse.../Teach Me How Things Work...

This is an important choice, as it leads to some future interesting stuff

If you choose "I'm Done Hearing That Excuse":

The Player admits they might not know all the cultural minutiae or all the backstories
cont: but that doesn't mean it's justified to happen in bad ways
The Player says they are sick of being brushed off to keep them in line
Gyz believes the Player is having a tantrum and says it's not the first he's seen
Gyz assures the Player he understands their stress
The Player wonders if Gruff dies, and so the Player dies, what's the point of it all?
The Player notices a gun on Gyz's desk

Grab The Gun.../Don't Resort To Violence...

Oh shit!

If you choose "Grab The Gun...":

The Player aims the gun at Gyz's head, and Gyz puts down his paperwork
The Player quips they can just replace Gyz like he would replace Gruff
Gyz reiterates the Player doesn't understand how Blackgate works
Gyz claims he'll have the Player fired, even if Andras has their back
The Player asserts they don't care about the history if it's getting in the way
The Player claims not to care about Gyz' lost relatives if it means Gruff gets hurt
The Player vows they are ready to fight to get things done
Gyz claims the Player's true self is being revealed and doesn't know what Gruff
cont: sees in the Player
The Player promises to have Kody poison Gyz as well, to share Gruff's last moment
The Player promises Gyz's body be dragged through the streets and thrown into
cont: the woods, that he will not be buried beside Angela and Gears
The Player vows Gruff will be buried there, as the one who actually cared about fan
Gyz is shaken
The Player reveals they know how important it is to Gyz to be buried with his wife
The Player promises Gyz will just be a pile of bones in a ditch
Gyz folds and tells the Player to give Gruff whole milk
Gyz reveals he knows Gruff has been given Cinnamon
The Player runs out of the office, gets milk at a store, and heads to the apartment
Alin gives Gruff the milk and it seems to work almost instantly
Alin thanks the Player and knows Gruff will be thankful too
Alin appreciates the Player sticking their neck out, and hasn't seen anyone do
cont: that in a long time
Alin is glad Gruff has the Player as a partner
Alin drinks some of his drink but puts it down unfinished
The Player thanks Alin as he leaves, but Alin shrugs

To Be Continued

If you choose "Don't Resort To Violence..."

The Player vows not to act how the town thinks they will

Sheet1

The Player begs Gryz to help his son and to have a heart
Gryz says he doesn't know what Kody did, and why not to start there?
The Player reveals Kody wasn't talkative with Vincent
Gryz calls Gruff careless and that he must pay the price
Gryz claims Gruff killed Angela and Gears and that he can't let that go
Gryz claims this fate is better than it would be should he be given the decision
Gryz orders the Player out of the office and the Player leaves
The Player heads back to Gruff

To Be Continued

If you choose "Teach Me How Things Work...":

The Player asks Gryz to give them some information, then
Gryz claims Gruff is no longer his son
Gryz claims Gruff killed Angela and Gears and got away with it
Gryz tells the Player to stop being so self-absorbed with their power
Gryz laments that he has to work daily with his Wife and Son's murderer
The Player wonders if Gruff is a murderer
Gryz reveals that Gruff's bones will be scattered in the woods and not buried
The Player leaves the office
The Player heads back to Gruff

To Be Continued

If you choose "Interrogate Kody":

The Player will go help Vincent with Kody
Alin claims he knew Kody was up to something, but doesn't understand why he
cont: would go this far
Outside, the Player notices Krane rushing off somewhere
Krane doesn't notice the Player
The Player notices a figure watching them from the attic (Longma?)
Inside the Library, Vincent reveals he has tortured Kody to no avail
In the library basement, Vincent reveals a cell containing Kody
Vincent reveals he has no desire to keep Kody alive if it's not helpful
Vincent leaves
Kody is silent to all questions

I wasn't the target/Get a mind reader/What do you want

Mostly text differences but something interesting can happen

If you pick "I wasn't the target":

The Player reasons that Gruff is the actual target and Kody suspects something
cont: about Gruff
Kody is surprised the Player figured that out, says humans are typically dense but
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Sheet1

cont: from the inevitable war

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Andras says they may need the weapon again

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At the Apartment, Gruff drinks the milk and wakes up

Alin thanks the Player and knows Gruff will be thankful too

Alin appreciates the Player sticking their neck out, and hasn't seen anyone do

cont: that in a long time

Alin is glad Gruff has the Player as a partner

Alin puts down his drink unfinished and leaves

Player thanks Alin, but he shrugs it off

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