

# Victini Summer Quest (Catching Victini)

## Crater Town Quest

Event 010:

Sub 010:

-Location: Dragonspiral Tower Exterior

-Trigger: Interact with Damon

===

[If all requirements are met]

Damon:

- Hello again, <name>. Now that you've proven your worth to the Tao dragons, it is time for you to fulfill the prophecy as the chosen one and find Victini, the guardian Pokemon of our ancient homeland, the Kingdom of the Vale.
- We, the people of the Vale, lived in that prosperous kingdom alongside our Pokemon for generations, under the mythical Victini's protection.
- The central tower of our kingdom, the so-called Sword of the Vale, harnessed the power of the Dragon and kept the whole environment in harmony and balance.
- But one day, two princes of the kingdom began a war for dominion. Due to the corruption and human violence, the Dragon Force grew unstable, and as a result, the once-flourishing kingdom fell into ruin.
- The mythical Victini vanished without a trace, and our people had to abandon their homeland to live in harsh conditions across the globe.
- The remnant of the Sword of the Vale is the Dragonspiral Tower located here in Eindoak Town. Ever since I discovered it, I urged Mannes and the others to build a settlement here, for I believed that that tower would provide a clue for us on how to rebuild our kingdom.
- My mother's deepest wish was to revive the Kingdom of the Vale to its former glory, and that is what I am going to do, with your help, chosen one.
- Now that we have unravelled the mysteries of the Sword of the Vale and you have been accepted by the Tao dragons, it is time for us to look for Victini in the ruins of the Kingdom of the Vale, where I believe it still dwells.
- I am sure that Victini is waiting for a worthy trainer, and I fully believe it is you.
- Find me in the Crater Town, to the south of Slateport City. We will discuss the further details there.

(leaves)

Sub 020:

-Location: Crater Town Entrance

-Trigger: Come in Damon's range so he speaks with you

===

Damon:

- Hey, <name>! I'm glad you made it.
- Rumours claim that, in this place, there was once an ancient kingdom, now fallen into ruins. I suspect that it must be the Kingdom of the Vale.
- But we need to confirm this, so I'll ask around for more info in the tavern here, where a lot of travellers come to pass.

(enters the Tavern)

Sub 030:

-Location: Crater Town Tavern

-Trigger: Enter when sub > 20

===

(Damon is standing near some travellers. When you enter, he turns around and comes to you)

Damon:

- You're here. Perfect timing. I just found out that the dungeon is inaccessible for some reason. All these folks who attempted to enter have faced the same problem.
- But so far, I couldn't make out a clear reason. Could you perhaps ask around the town for some clues, while I investigate further, on my part?

## Crater Town Activities

### **(Asking around the town for clues)**

**(Crater Town contains the following facilities:** 9 houses, Tavern, Chapel, Pokecenter, Pokemart)

Scene 001:

-Location: Crater Town (Streets)

NPCs: 5 Fluffs

Sub 001:

-Trigger: Interact with NPC 1 CT\_Streets

===

NPC 1 CT\_Streets:

- Long ago, our ancestors built a town around this mysterious crater.
- Now, many adventurers visit this area to check it out, and our town is flourishing thanks to the income they provide.

Sub 002:

-Trigger: Interact with NPC 2 CT\_Streets

===

NPC 2 CT\_Streets:

- I love spending time outside the house, to have some fresh air.

Sub 003:

-Trigger: Interact with NPC 3 CT\_Streets

===

NPC 3 CT\_Streets:

- Are you one of those adventurers who want to access the dungeon?
- Well, too bad for you - the road is closed.
- I don't know much, but they say that some kind of a key is required to unlock the gates.

[After the merchant quest is done]

- Are you one of those adventurers who want to access the dungeon?
- I hear Party Manager Larry's come back to accept the travellers. You should talk to him.

[end cond]

Sub 004:

-Trigger: Interact with NPC 4 CT\_Streets

===

NPC 4 CT\_Streets:

- You see those big black holes down there? They're entrances to the crater around which this town was built.
- The entrances to the crater are sealed, but I hear the Clyde family still manages to go in and out.
- They're the wealthiest merchants around here and practically run the town.
- Don't tell anyone I told you this.

[After the merchant quest is done]

- You see those big black holes down there? They're entrances to the crater around which this town was built.

[end cond]

Sub 005:

-Trigger: Interact with NPC 5 CT\_Streets

===

NPC 5 CT\_Streets:

- I wanted to go into the dungeon, but the entrance was locked.

(After the merchant quest is done, this NPC is no longer here, because they went to the dungeon)

Scene 002:

-Location: House 1

NPCs: Anne Clyde (wife), Zeke (little son), Bonnie Clyde (grandaunt)

Sub 001:

Trigger: Talk to Anne Clyde

===

Anne Clyde:

- Hello there! Welcome to our town! I hope you'll like it here.
- If you're looking for my husband, he's at the tavern with his colleagues.

Sub 002:

Trigger: Talk to Zeke

===

Zeke:

- I want to be an inventor like my dad when I grow up.

[If > Scene 001: Sub 004]

- ...

- Great Auntie Bonnie is the main merchant in this town. She says the dungeon is closed because it's undergoing repairs. Certain routes are demolished inside.

[end cond]

(After the merchant quest is done, the additional dialogue is cut)

Sub 003:

Trigger: Talk to Bonnie Clyde

===

Bonnie Clyde:

- Welcome to our town, young one!

[If > Scene 001: Sub 004]

- ...

- Oh, the dungeon? Sorry, dearie, but we closed it due to repairs. It is an ancient place, so certain routes got destroyed over time. It became dangerous for visitors, so we had to close it.
- But don't worry! It will reopen when it's done!
- Unfortunately, we do not know the exact date for now.

[[If > Scene 003: Sub 002]

- ...

- The bard? Y-Yeah, he did go missing some weeks ago. The police are still investigating.
- Unfortunately, I do not know anything of that matter.

[[end cond]]

[end cond]

(After the merchant quest is done, Bonnie is no longer here)

Scene 003:

-Location: House 2

NPCs: Bard's Wife, Johan

Sub 001:

Trigger: Talk to Bard's Wife

===

Bard's Wife:

- My husband went missing some weeks ago. I reported it to the police, but they haven't yet found him.
- I'm so worried... He was the dungeon party manager and entertained all the visitors with his songs. He wasn't a man to disappear just like that!
- But I'm trying to be calm and patient for my little Johan. I keep reassuring him that his dad will be found.
- Ah, I so greatly hope the police find him soon!

[After the merchant quest is done]

- Thank you so much for bringing my husband back to us!

[end cond]

Sub 002:

Johan:

- I entered the dungeon once. It was a dark and scary place.
- Some shady dudes keep sneaking in and out at night when nobody's looking. But otherwise, the gates are closed for everybody.
- How did I sneak in? - Well, I have my ways.
- You seem like a capable trainer, so I might as well give you my intel. Just please don't tell my mom about any of this. I don't want her to worry.
- You see, my dad is a bard who supervised the dungeon and gave entrance permission to the adventurer parties.
- But not a while ago, he went missing, while the gates to the dungeon got sealed.
- There are rumours that the Clyde family is at fault for this. So, I asked my friend Zeke for help and sneaked into the dungeon at night.
- It turned out to be the Clyde family indeed. I bet they're the ones who took my dad.
- But I don't know how to get proof of it without hurting Zeke or putting my family in danger.
- Please help me!

[After the merchant quest is done]

- Thank you so much for freeing my dad from those ugly bandits!
- Now he can teach me all about music and party management!

[end cond]

Scene 004:

-Location: House 3

NPCs: -

Scene 005:

-Location: House 4

NPCs: 1 Fluff

Sub 001:

Trigger: Talk to NPC\_House 4

===

NPC\_House 4:

- Would you like some coffee?
- ...
- I don't know much about the dungeon. You should ask the Clyde family - they control those routes.

[After the merchant quest is done]

- Would you like some coffee?

[end cond]

Scene 006:

-Location: House 5

NPCs: 1 Fluff

Sub 001:

Trigger: Talk to NPC\_House 5

===

NPC\_House 5:

- Isn't our town beautiful?

[If < Scene 001: Sub 004]

- ...
- I don't know about the dungeon. I'm a peaceful citizen here. Shoo.

[If > Scene 001: Sub 004]

- ...
- I... I don't know anything about the Clyde family! Leave me alone!

(kicks You out of the house)

[If the merchant quest is done]

- Thank you for freeing our town from the menace that was Bonnie Clyde.

- Now, we can finally live in peace.

[end cond]

Scene 007:

-Location: House 6

NPCs: -

Scene 008:

-Location: House 7

NPCs: LumberJack

Sub 001:

Trigger: Talk to LumberJack

===

LumberJack:

- Hello. My name is Jack and I'm a lumberjack.
- Life has gotten expensive here lately. All due to the closure of the dungeon - the main attraction for travellers.
- It sucks, man.

[If the merchant quest is done]

- Hello. My name is Jack and I'm a lumberjack.
- Now that Bonnie Clyde's monopoly has been crushed, my business is thriving again.
- Thanks for helping us out, kid.

[end cond]

Scene 009:

-Location: House 8

NPCs: -

Scene 010:

-Location: House 9

NPCs: 2 Fluffs

Sub 001:

Trigger: Talk to NPC 1\_House 9

===

NPC 1\_House 9:

- We settled here not long ago. It is fun to live in such a peaceful town.
- Except for that noisy tavern over there. Don't ever go there, it stinks.

Sub 002:

Trigger: Talk to NPC 2\_House 9

===

NPC 2\_House 9:

- My husband and I settled here to conduct peaceful trade in this flourishing town.
- However, lately, the Clyde family has taken monopoly over the market, and it has gotten difficult for little businesses like ours.

[If the merchant quest is done]

- My husband and I settled here to conduct peaceful trade in this flourishing town.
- Bonnie Clyde and her henchmen had been taking over for years, but now that they're gone, our business is thriving again.
- Thank you so much for freeing our town from that hag's dominance!

[end cond]

Scene 011:

-Location: Crater Town Pokecenter

NPCs: Nurse Joy, 1 Fluff

Sub 001:

-Trigger: Talk to Nurse Joy

===

Nurse Joy:

- Welcome to the Crater Town Pokecenter!
- Would you like to heal your Pokemon?

[If <Yes Please>]:

- Okay, let me take a look at these Pokemon.
- [Emote: Row 3, Column 4] There you go, take care of them!

[If <No Thanks>]:

- Have a nice day!

[end cond]

Sub 002:

-Trigger: Talk to NPC 1\_CT Pokecenter

===

NPC 1\_CT Pokecenter:

- I'm letting my Pokemon relax in the Pokecenter until the dungeon reopens.

[If the merchant quest is done]

- I'm letting my Pokemon relax in the Pokecenter before we enter the dungeon.

[end cond]

Scene 012:

-Location: Crater Town Pokemart



NPCs: Dan Clyde (Vendor) (Gurry's father, Bonnie's nephew)

===

Dan Clyde:

- Welcome to Crater Town Pokemart! Feel free to look around:

Scene 013:

-Location: Crater Town Chapel

NPCs: (Priestess) Tana Clyde (Gurry's sister; Dan's daughter)

Sub 001:

-Trigger: Talk to Tana Clyde

===

Tana Clyde:

- Welcome, dear traveller! I am Tana, the priestess of Crater Town Chapel.
- This Chapel was built to honour the legendary Pokemon, Victini, that is rumoured to reside in the dungeon and bestows its sacred blessing upon this place.

[After Victini arrives in the Chapel]

- Great Victini has blessed this Chapel with its presence. It told me that it is looking for a worthy trainer, so you may attempt your luck!

[end cond]

Scene 014:

-Location: Crater Town Tavern

Sub-scene 014\_01:

Sub-location: Crater Town Tavern (Main Hall)

NPCs: Gurry Clyde (Anne's husband and Zeke's father; Dan's son; Tana's brother), Naila Clyde (Gurry's and Tana's mother; Dan's wife), 5 Fluffs; Damon

Sub 001:

-Trigger: Talk to NPC 1\_CT Tavern or NPC 2\_CT Tavern

===

NPC 1\_CT Tavern:

(To NPC 2\_CT Tavern)

- Have you been to the mines lately? They say it is no longer accessible to simple townspeople.
- I wanted to look for some precious stones there but the guards didn't let me in.

NPC 2\_CT Tavern:

(To NPC 2\_CT Tavern)

- That's rough, buddy.

[After the merchant quest is done]

Sub 001:

-Trigger: Talk to NPC 1\_CT Tavern or NPC 2\_CT Tavern

===

NPC 1\_CT Tavern:

(To NPC 2\_CT Tavern)

- Have you been to the mines lately? I've been looking for some precious stones but was unable to find them.

NPC 2\_CT Tavern:

(To NPC 2\_CT Tavern)

- That's rough, buddy.

[end cond]

Sub 002:

-Trigger: Talk to NPC 3\_CT Tavern

===

NPC 3\_CT Tavern:

(To Gurry Clyde)

- So, how's your new invention coming along?

Gurry Clyde:

- If I had enough materials from the mines, I would've finished it faster.
- But my grandaunt restricted access to the mines, even to me.
- She's always been a stingy one. Hmph... As if she owns the land!

NPC 3\_CT Tavern:

(To Gurry Clyde)

- She does own it, though.

Gurry Clyde:

- She's just an entitled hag. She's got one leg in the grave yet is still struggling to hoard more money.

[After the merchant quest is done]

Sub 002:

-Trigger: Talk to NPC 3\_CT Tavern

===

NPC 3\_CT Tavern:

(To Gurry Clyde)

- So, how's your new invention coming along?

Gurry Clyde:

- All finished, mate! I'm going to test it out in the dungeon now, to see how well it works.

NPC 3\_CT Tavern:

(To Gurry Clyde)

- Woah, that's amazing! My compliments, Gurry!

Gurry Clyde:

- Thanks, man.

[end cond]

Sub 003:

-Trigger: Talk to Naila Clyde (Bar Owner)

===

Naila Clyde:

- Hello! Would you like a drink?
- ...
- Sorry, dear. We don't serve kids underage.

Sub 004:

-Trigger: Talk to NPC 4\_CT Tavern:

===

NPC 4\_CT Tavern:

- Naila is such a beautiful lady... It's a shame that she's already married.

Sub 005:

-Trigger: Talk to NPC 5\_CT Tavern:

===

NPC 5\_CT Tavern:

- I tell you, only booze can help you survive in this rotten town!
- Corrupted rulers ruin every settlement.

[After the merchant quest is done]

- I almost died in the dungeon.
- Now I'm drinking to forget all that scary experience.

[end cond]

Sub 006:

-Trigger: Talk to Gurry Clyde

===

Gurry Clyde:

- Huh? Who are you, punk? Can't you see I'm having a conversation here?
- ...
- Oh, sorry, kid. I thought you were just another drunk dude.

[If > Scene 001: Sub 004]

- ...
- Heh, so the rumours about our family have reached you too?
- I'd be happy to help, but it's my grandaunt who runs this town. I'm just a humble inventor.
- Sorry, kid.

[end cond]

[After the merchant quest is done]

Sub 006:

-Trigger: Talk to Gurry Clyde

===

Gurry Clyde:

- Heey, who do I see? If it isn't <name>, the liberator of our town!
- How's it going, kid? I'm doing fine, working on my inventions, as usual.
- After you helped us get rid of my nasty grandaunt, things have been going well for every one of us.
- Thanks, kid. If you ever need my help again, you know where to find me.

[end cond]

### **(The Tavern rooms are empty after the merchant quest)**

Sub-scene 014\_02:

-Location: Tavern Room 1

NPCs: - (This is Naila's and Dan's room. Both of them are absent so the room is empty)

Sub-scene 014\_03:

-Location: Tavern Room 2

NPCs: 2 Merchants

Sub 001:

-Trigger: Talk to Merchant 1

===

Merchant 1:

- Hey, who allowed you to come in here? Get out!

Sub 002:

-Trigger: Talk to Merchant 2

===

Merchant 2:

- My partner and I are on a very important business trip here that might change the entire future of our brand. We don't have time for lowlives like you.

Sub-scene 014\_04:

-Location: Tavern Room 3

NPCs: 1 Merchant (Merchant 5)

Sub 001:

-Trigger: Talk to Merchant 5

===

Merchant 5:

- This is a mysterious tavern for mysterious people... and Pokemon.

Sub-scene 014\_05:

-Location: Tavern Room 4

NPCs: - (This is Bonnie's room. She's in the Clyde House now, on a family visit, so her room is empty. This room is inaccessible at first because the hidden passage is here)

## Crater Town Quest (Contd)

Event 020:

Sub 010:

-Location: Crater Town Tavern

-Trigger: Interact with Damon after you've spoken to all the members of the Clyde family (except Naila, Dan, and Tana, who aren't mandatory), the Bard family, NPC 4\_CT Streets, and NPC 1/2\_CT Tavern

===

Damon:

- Ah, <name>, there you are! Well, any news?

[If not all aforementioned requirements are met]

- ...

- You've done well, but I'm afraid that's not sufficient. Please gather some more intel, so we could analyze all the info we can get.

[If all requirements are met]

- ...
- So, the Clyde family runs the town, and their matriarch, Merchant Bonnie Clyde, is in charge? That's some valuable news...
- I heard the same rumours in this tavern. The suspicious activities in the mines and the secret tunnels leading to the dungeon are interesting matters too.
- Alright, <name>, here's what we should do: I'll negotiate with Gurry Clyde here, while you investigate some shady groups you may find in the town. Hopefully, we can land on some clues.
- Good luck, my friend.

#### Event 030:

(Gathering intel by listening to merchant groups. If the group notices you, the Quest fails. You get the message **"You've been noticed! You black out."** and you end up in a Pokecenter, to restart the Quest. It is only available at nighttime)

#### Sub 010:

-Location: Crater Town (Streets)

-Trigger: Come close to the group of 4 Merchants near the Chapel when sub > Event 20

===

#### Merchant 1:

- So, we importin' goods tonight?

#### Merchant 2:

- Yeah, from the mines. Boss said we need 30kg purple crystals and 20kg blue ones.

#### Merchant 3:

- When is another key gonna be ready?

#### Merchant 4:

- Tomorrow.

#### Sub 020:

-Location: Crater Town (Streets)

-Trigger: Come close to the group of 3 Merchants (Merchant 5, 6, and 7) near the Tavern when sub > Event 20

===

#### Merchant 5:

- That bard ain't crackin'. I guess we need to form a party of our own to find that legendary Pokemon and harness its power.
- Boss said the 3rd key will be ready tomorrow. Finally, we will open up all the gates.

Merchant 6:

- All the funds are gathered, too. We recently got the taxes from the villagers who wished to access the mines and the dungeon.

Merchant 7:

- Splendid! So, tomorrow morning, we'll finally be ready to take action. Victini's power will help our brand prosper even further than this miserly little town!

Event 040:

Sub 010:

-Location: Crater Town Tavern

-Trigger: Interact with Damon or Gurry (sitting next to each other)

===

Damon:

- Welcome back, <name>! Well, what did you find out?

[If Event 30 not fully done]

- ... I see.
- I'm afraid that's not sufficient information. Please gather more intel.

[If Event 30 fully done]

- ... I see.
- So, Victini does indeed dwell in that dungeon, and those merchants hold the keys they have crafted from the mine crystals.

(turns to Gurry)

- What do you say, Gurry, can you craft another key for us?

Gurry Clyde:

- Well, I don't mind. I too want to get out of my grandaunt's sickening influence. Her governing methods are outrageous.

Damon:

- I'm glad we're on the same side.

(turns to You)

- Let's go, <name>. Gurry told me about the storage where those merchants most likely have their main base. We ought to confront them if we want more information.

(leaves)

Sub 020:

-Trigger: Talk to Gurry Clyde after sub > 10

===

Gurry Clyde:

- Follow your friend, kid. I'll make my preparations, on my part.

Sub 030:

-Location: Crater Town Storage Entrance

-Trigger: Interact with Damon at the Entrance

===

Damon:

- Here we are - below us is the merchant base.
- You will need to get in there when the sun is set, so that their guards won't see you.
- But their night Pokemon might be on the lookout, so be careful. Don't let them see you, or else our whole plan will be ruined.
- I'll go contact the police, as well as check how Gurry's doing.

(leaves)

## Merchant Battles

(The Player can only access the Storage at nighttime. It is guarded by nocturnal Pokemon. If they see the Player, there will be a message **"You've been spotted! You flee from the scene!"** and the Player reappears in a Pokecenter, to attempt the quest once again)

(After you access the Storage, the Merchant Battles begin)

Scene 001:

-Location: Crater Town Storage

NPCs: 7 Merchants, Bonnie Clyde, Bard Larry (Bonnie Clyde and Bard Larry are to be seen at the end of the Storage room)

Sub 001:

-Trigger: Interact with Merchant 1

===

Merchant 1:

- Hey! Who let you in here?

(Battle)

[When Player wins]

- We have an intruder!

(vanishes)

[end cond]

Sub 002:

-Trigger: Interact with Merchant 2



===

Merchant 2:

- We already heard of the intruder. You're not going past me!

(Battle)

[When Player wins]

- Maybe you've won, but you will never bring down our group!
- We worked hard for this!

(vanishes)

[end cond]

Sub 003:

-Trigger: Interact with Merchant 3

===

Merchant 3:

- For the sake of our boss and our brand, I will vanquish you!

(Battle)

[When Player wins]

- Crater Town is ours, and soon, Victini will be in our hands. A twerp like you cannot stop us.

(vanishes)

[end cond]

Sub 004:

-Trigger: Interact with Merchant 4

===

Merchant 4:

- We were powerful enough to outsmart even a genius such as Gurrihel J. Clyde. Who do you think you are, challenging our group?

(Battle)

[When Player wins]

- Damn! This brat is strong! Screw this - I gotta run!

(vanishes)

[end cond]

Sub 005:

-Trigger: Interact with Merchant 5

===

Merchant 5:

- Hmph, you think you can just barge in here and ruin our plans as you please? Not on my watch!

(Battle)

[When Player wins]

- I have to call for reinforcements!

(vanishes)

[end cond]

Sub 006:

-Trigger: Interact with Merchant 6

===

Merchant 6:

- You again? I've seen you around the town before!
- Well, no matter. You're not getting beyond this point!

(Battle)

[When Player wins]

- What? How can this be? I'm one of the strongest in our group!

(vanishes)

[end cond]

Sub 007:

-Trigger: Interact with Merchant 7

===

Merchant 7:

- So it's come to this - none of my useless teammates was able to stop you.
- Very well, so be it. I will teach you manners, brat.

(Battle)

[When Player wins]

- No! My Pokemon! How is this possible?
- You... You're a monster!

(vanishes)

[end cond]

Sub 008:

-Trigger: Approach Bonnie Clyde and Bard Larry (tied)

===

Bard Larry:

- Ah, finally, they've come for me! I'm saved!

Bonnie Clyde:

- Shut up, you idiot!

(to Player)

- So, you've found this place after all, huh? I bet that disgusting grandnephew of mine helped you out... I always hated that nasty brat!

- All of those idiotic underlings of mine too were utterly useless... No matter. I might be old, but I'm still kickin'! I'm not gonna go to jail, not now, not ever!
- I'm the lady of this town, and it's gonna stay that way!

(Battle)

[When Player wins]

- No! How could I lose to a twerp like you?! Ugh, I guess age did indeed take much of my strength away...
- But screw it - I'm not staying here for the cops to catch me! So long, brat! Hahaha!

(runs up the stairs that lead to the Tavern)

[end cond]

## Crater Town Quest (Contd)

Event 010:

Sub 010:

-Location: Crater Town Storage

-Trigger: Interact with Bard Larry (tied) after Merchant Battles are done

===

System:

- You untie Bard Larry!

Bard Larry:

- Ah, thank you so much, trainer! Please, do tell me your name!
- <name>? Alright, <name>, I will remember your name forever, as my treasured saviour!
- Now I can finally return to my family and retake my position as the Party Manager for the dungeon and the town bard!

(leaves)

Sub 020:

-Location: Crater Town Storage

-Trigger: If the Player attempts to leave after Merchant Battles are done and sub < 10

===

You:

- I'd better untie the bard before I leave.

Sub 030:

-Location: Crater Town Storage

-Trigger: If the Player attempts to leave from the same way he came after Merchant Battles are done and sub > 10

===

You:

- I must pursue Bonnie Clyde and make sure she's arrested for all these stolen goods and the kidnapping.

Sub 040:

-Location: Crater Town Tavern, Room 4

-Trigger: Arrive when sub > 10 (and/or 30)

===

(The door is blocked by 2 Police Officers, Gurry Clyde, and Damon. Bonnie Clyde is trapped inside.

Police Officers:

- Bonnie Clyde, you are arrested for crimes against Crater Town civilians, for stealing town treasuries, and for kidnapping and imprisoning the town bard and the Party Manager, Bard Larry.

Bonnie Clyde:

- No! You've got it all wrong! It wasn't my fault, I was framed!

Police Officers:

- Come quietly. Everything you say may be used against you.

Bonnie Clyde:

- No!

(They all leave)

Gurry Clyde:

- Thank you, <name>, Damon, for helping us finally expose my grandaunt's crimes and arrest her. Now she'll never bother us again, and my parents can peacefully rule the town alongside us.
- As a token of my gratitude, here you go.

System:

- Gurry Clyde gives you three dungeon keys!

Gurry Clyde:

- The two keys were in my grandaunt's possession, while I crafted the third one after your request. Best of luck to you!

(leaves)

Damon:

- Well done, <name>! We finally gained access to the dungeon. See you at the gates.

(leaves)

Event 020:

Sub 010:

-Location: Ruins of the Vale Entrance

-Trigger: Interact with Damon when the quest done

===

Damon:

- Here we are, at the ruins of the Kingdom of the Vale.
- That cavern leads deep into the palace now buried under the sands of time.
- Use the crystal keys to open the gates.

(When you interact with the gates, the system says “You have applied keys to the gates. They open with a thud”.)

Damon:

- Perfect! Now, the dungeon is accessible. You will need to talk to the Party Manager if you want to go in, though.
- According to the townspeople and the adventurers, a lot of danger will await you down there, so you will need your friends' assistance.

(Talk to Bard Larry after this, who will have the normal speech of a usual Party Manager)

## The End. Happy Raiding!