

BARKS

The player character is discovering a new area; it is a seemingly welcoming and luxurious health resort, but there is still a mystery to be solved: there's been a murder on the premises, and the staff is hiding it from everybody else.

Trigger: The player character gets close to an NPC and is spotted.

Receptionist:

- Friendly: "Welcome to Clearview Resort. How may I help you this fine day?"
- Neutral: "Anything else I can help you with?"

Patient 1, knows something:

- Frustrated: "Can you believe this is supposed to be a five-star experience?"
- Annoyed: "What are you looking at? I didn't do anything."

Patient 2:

- Regretful: "I wonder when they'll re-open the steam room again."
- Worried: "You haven't noticed anything off, have you?"

Nurse:

- Friendly: "Those rooms are staff only."
- Suspicious: "Where do you think you're going?"
- Friendly [voice, not message]: "Visiting hours are almost over. Don't let us catch you here after dark."
- Suspicious: "Who did you say you were here to visit?"