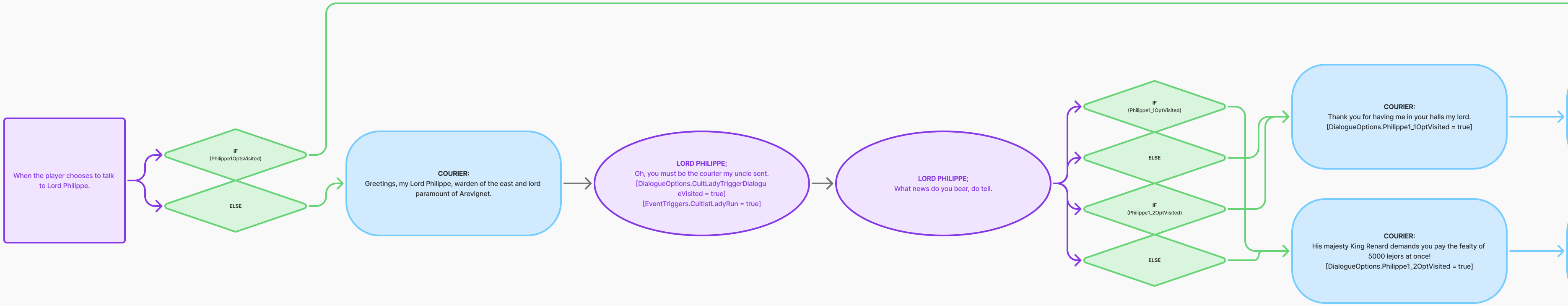
Lord Philippe Dialogue Tree(FIGMA VERSION)



When the player chooses to talk to Lord Philippe.

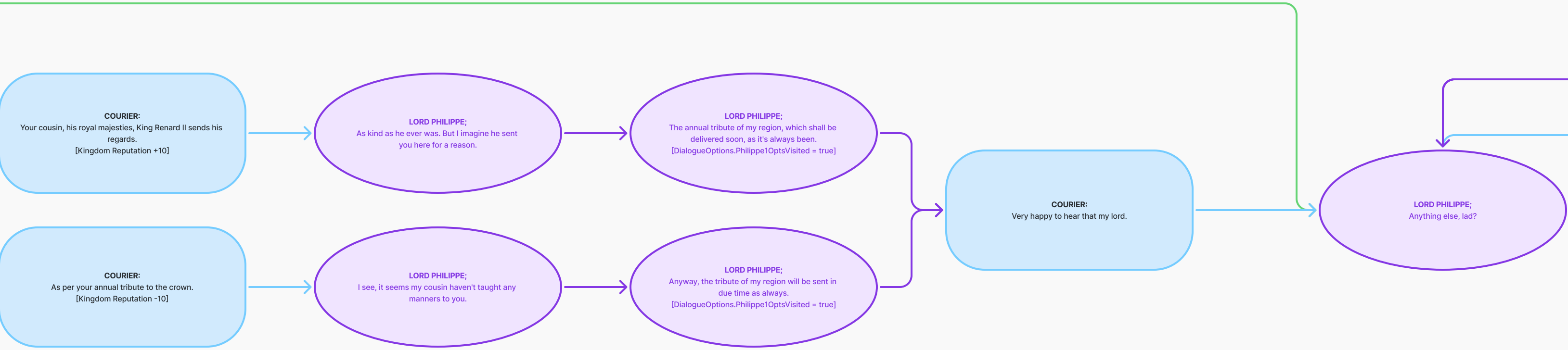
COURIER:
Greetings, my Lord Philippe, warden of the east and lord paramount of Arevignet.

LORD PHILIPPE;
Oh, you must be the courier my uncle sent.
[DialogueOptions.CultLadyTriggerDialogueVisited = true]
[EventTriggers.CultistLadyRun = true]

LORD PHILIPPE;
What news do you bear, do tell.

COURIER:
Thank you for having me in your halls my lord.
[DialogueOptions.Philippe1_1OptVisited = true]

COURIER:
His majesty King Renard demands you pay the fealty of 5000 lejors at once!
[DialogueOptions.Philippe1_2OptVisited = true]



COURIER:
Your cousin, his royal majesties, King Renard II sends his regards.
[Kingdom Reputation +10]

LORD PHILIPPE;
As kind as he ever was. But I imagine he sent you here for a reason.

LORD PHILIPPE;
The annual tribute of my region, which shall be delivered soon, as it's always been.
[DialogueOptions.Philippe1OptsVisited = true]

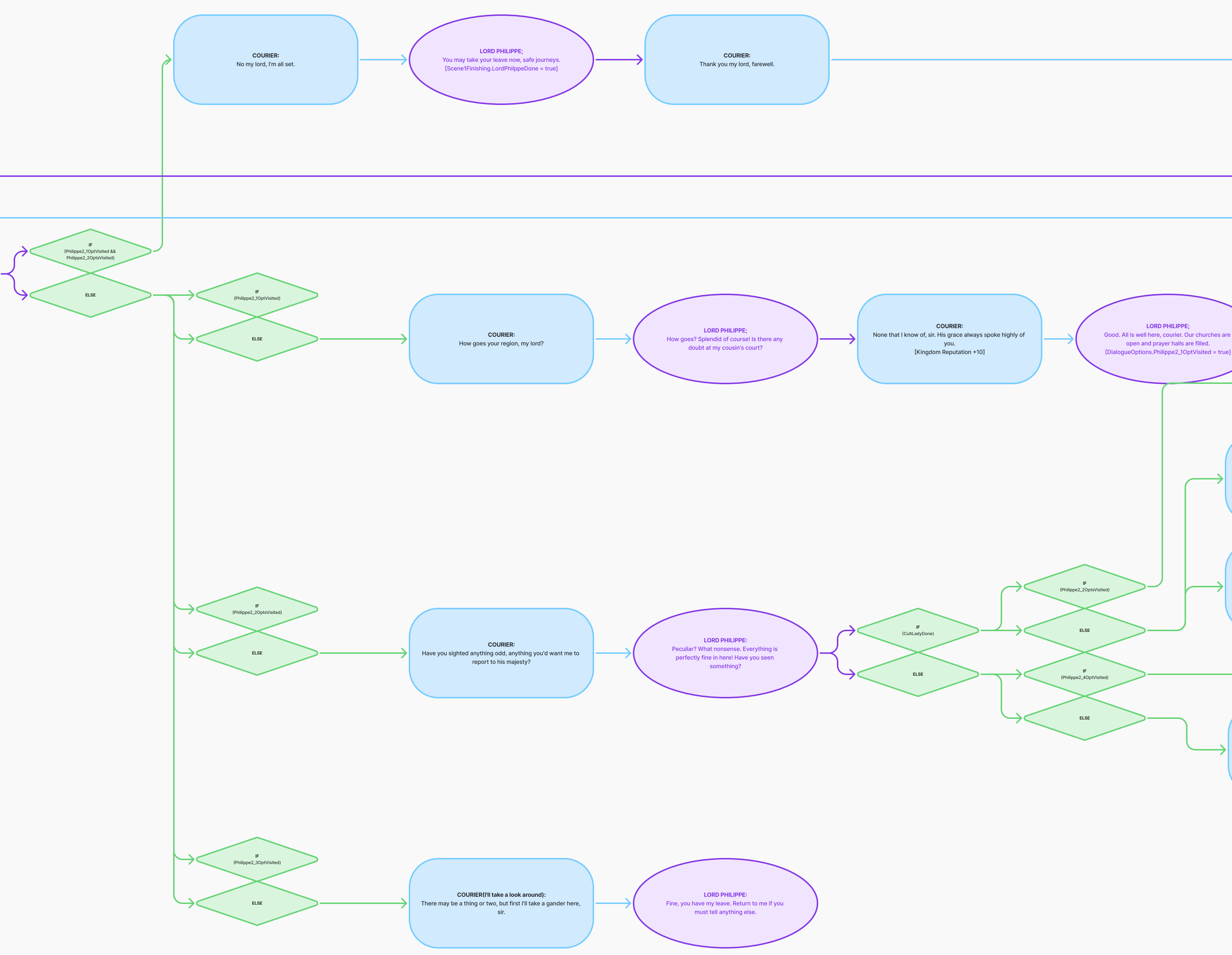
COURIER:
As per your annual tribute to the crown.
[Kingdom Reputation -10]

LORD PHILIPPE;
I see, it seems my cousin haven't taught any manners to you.

LORD PHILIPPE;
Anyway, the tribute of my region will be sent in due time as always.
[DialogueOptions.Philippe1OptsVisited = true]

COURIER:
Very happy to hear that my lord.

LORD PHILIPPE;
Anything else, lad?



COURIER:
No my lord, I'm all set.

LORD PHILIPPE;
You may take your leave now, safe journeys.
[Scene1Finishing.LordPhilppeDone = true]

COURIER:
Thank you my lord, farewell.

COURIER:
How goes your region, my lord?

LORD PHILIPPE;
How goes? Splendid of course! Is there any doubt at my cousin's court?

COURIER:
None that I know of, sir. His grace always spoke highly of you.
[Kingdom Reputation +10]

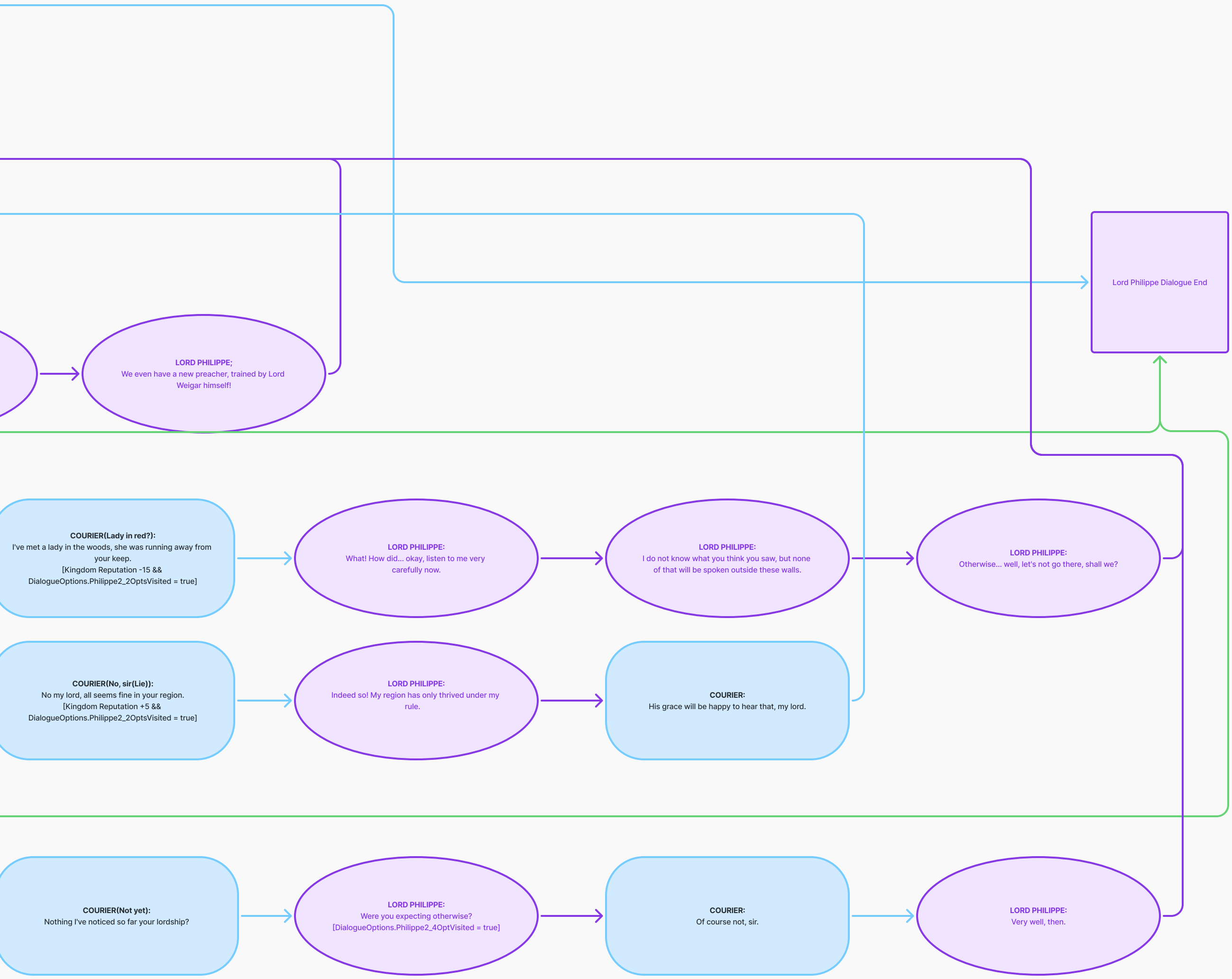
LORD PHILIPPE;
Good. All is well here, courier. Our churches are open and prayer halls are filled.
[DialogueOptions.Philippe2_1OptVisited = true]

COURIER:
Have you sighted anything odd, anything you'd want me to report to his majesty?

LORD PHILIPPE:
Peculiar? What nonsense. Everything is perfectly fine in here! Have you seen something?

COURIER(I'll take a look around):
There may be a thing or two, but first I'll take a gander here, sir.

LORD PHILIPPE:
Fine, you have my leave. Return to me if you must tell anything else.



LORD PHILIPPE;
We even have a new preacher, trained by Lord Weigar himself!

Lord Philippe Dialogue End

COURIER(Lady in red?):
I've met a lady in the woods, she was running away from your keep.
[Kingdom Reputation -15 && DialogueOptions.Philippe2_2OptsVisited = true]

LORD PHILIPPE:
What! How did... okay, listen to me very carefully now.

LORD PHILIPPE:
I do not know what you think you saw, but none of that will be spoken outside these walls.

LORD PHILIPPE:
Otherwise... well, let's not go there, shall we?

COURIER(No, sir(Lie)):
No my lord, all seems fine in your region.
[Kingdom Reputation +5 && DialogueOptions.Philippe2_2OptsVisited = true]

LORD PHILIPPE:
Indeed so! My region has only thrived under my rule.

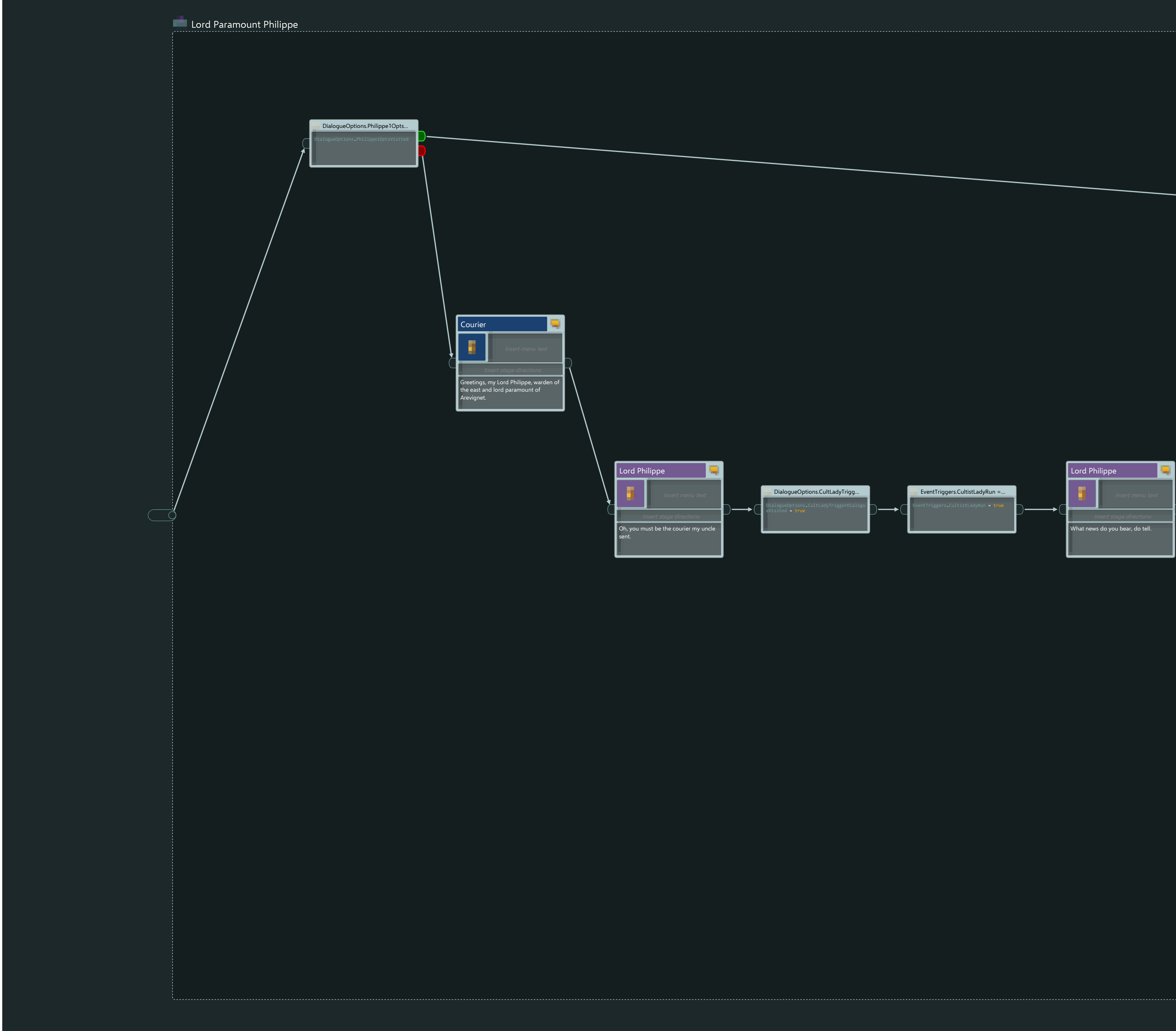
COURIER:
His grace will be happy to hear that, my lord.

COURIER(Not yet):
Nothing I've noticed so far your lordship?

LORD PHILIPPE:
Were you expecting otherwise?
[DialogueOptions.Philippe2_4OptVisited = true]

COURIER:
Of course not, sir.

LORD PHILIPPE:
Very well, then.


Lord Paramount Philippe
Insert menu text
Insert stage directions

DialogueOptions.Philippe1Opts...

```
DialogueOptions.Philippe1OptsVisited
```

Courier

Greetings, my Lord Philippe, warden of the east and lord paramount of Arevignet.

Lord Philippe

Oh, you must be the courier my uncle sent.

DialogueOptions.CultLadyTrigg...

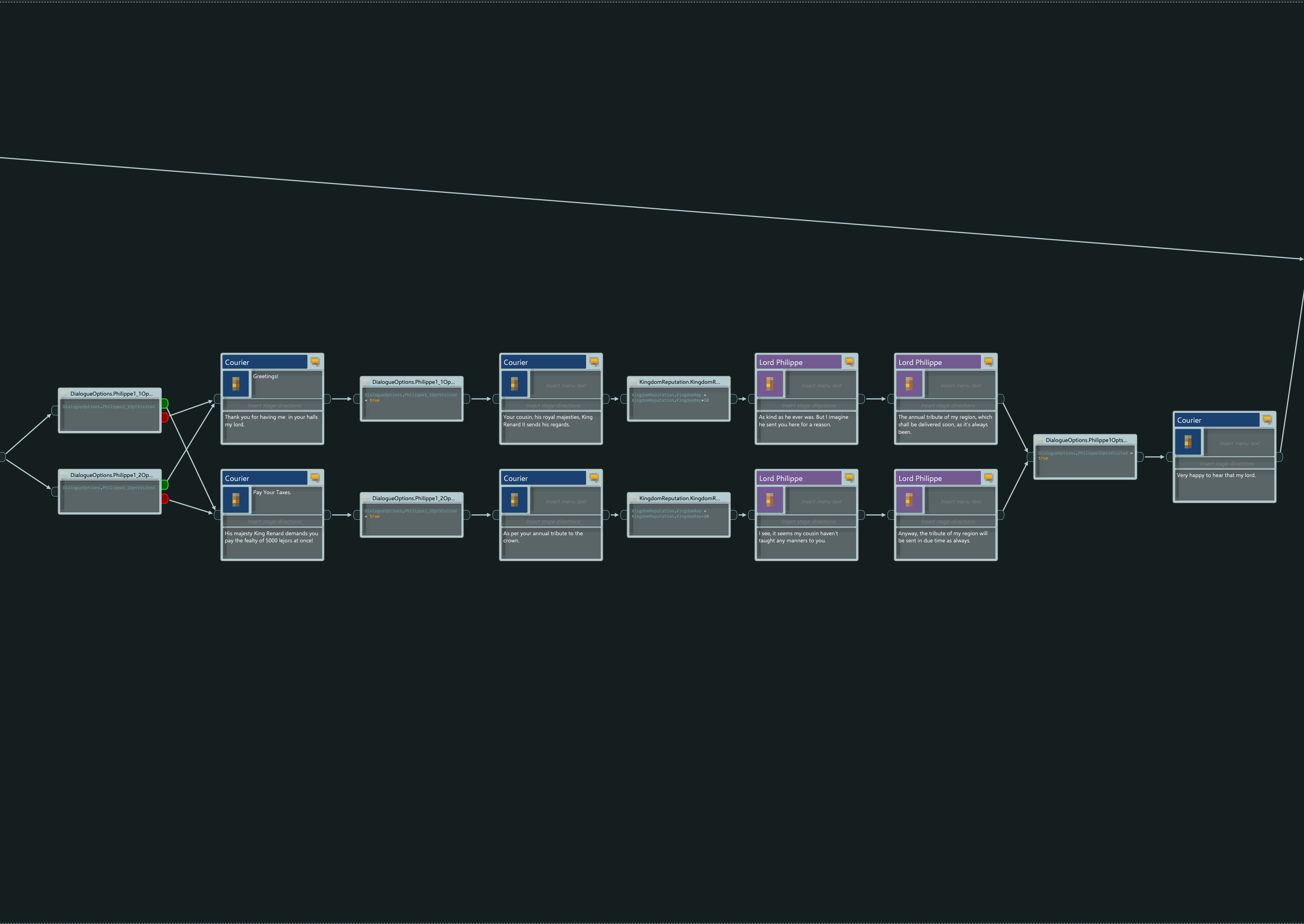
```
DialogueOptions.CultLadyTriggerDialogu
eVisited = true
```

EventTriggers.CultistLadyRun =...

```
EventTriggers.CultistLadyRun = true
```

Lord Philippe

What news do you bear, do tell.


DialogueOptions.Philippe1_1Op...
DialogueOptions.Philippe1_2Op...
Courier
Insert stage directions
DialogueOptions.Philippe1_1Op...
DialogueOptions.Philippe1_2Op...
Courier
Insert menu text
Insert stage directions
KingdomReputation.KingdomR...
KingdomReputation.KingdomR...
Lord Philippe
Insert menu text
Insert stage directions
Lord Philippe
DialogueOptions.Philippe1Opts...
Courier

```
DialogueOptions.Philippe1_1OptVisited
```

```
DialogueOptions.Philippe1_2OptVisited
```

Greetings!

Thank you for having me in your halls my lord.

Pay Your Taxes.

His majesty King Renard demands you pay the fealty of 5000 lejors at once!

```
DialogueOptions.Philippe1_1OptVisited
= true
```

```
DialogueOptions.Philippe1_2OptVisited
= true
```

Your cousin, his royal majesties, King Renard II sends his regards.

As per your annual tribute to the crown.

```
KingdomReputation.KingdomRep =
KingdomReputation.KingdomRep+10
```

```
KingdomReputation.KingdomRep =
KingdomReputation.KingdomRep-10
```

As kind as he ever was. But I imagine he sent you here for a reason.

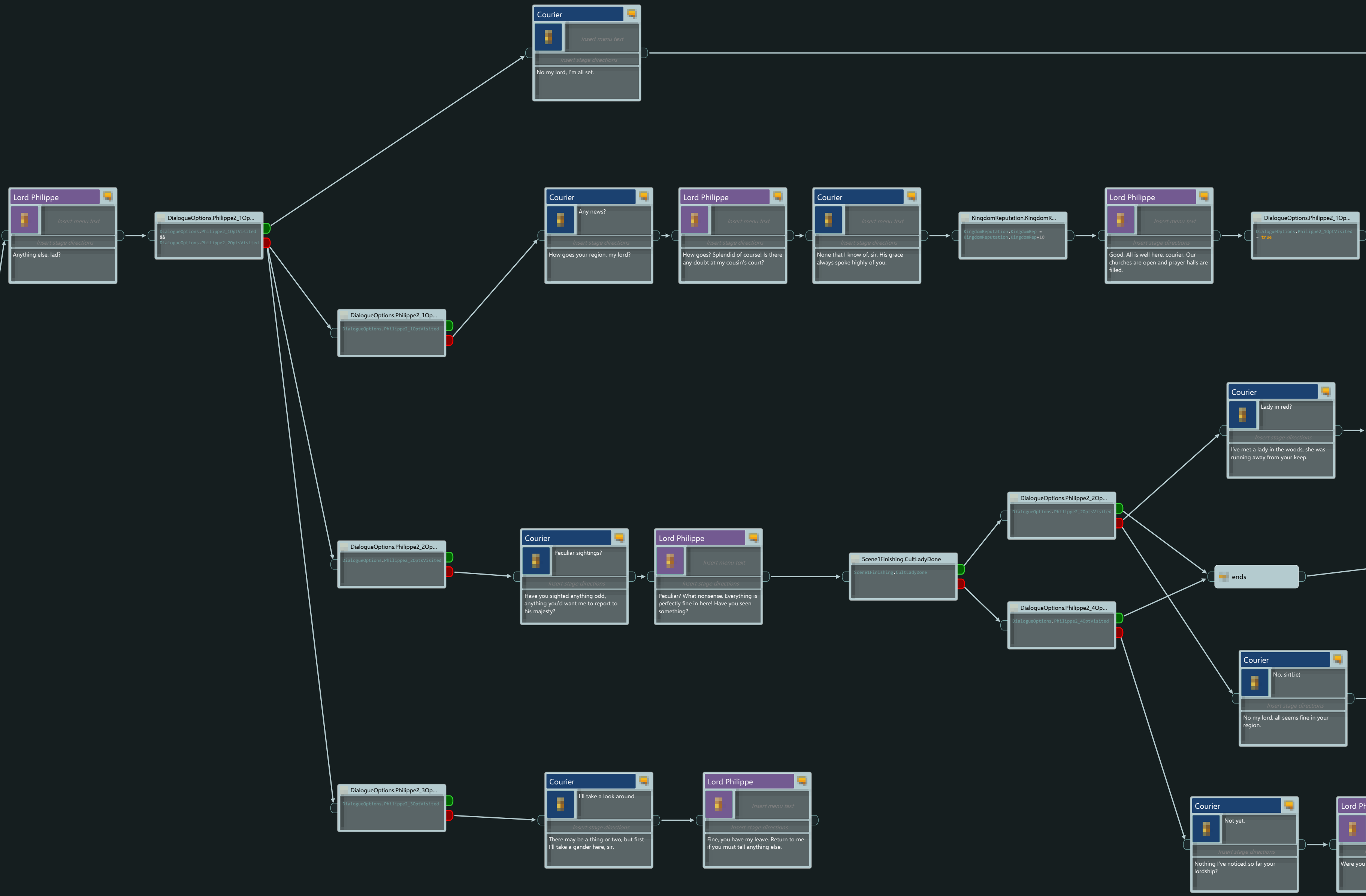
I see, it seems my cousin haven't taught any manners to you.

The annual tribute of my region, which shall be delivered soon, as it's always been.

Anyway, the tribute of my region will be sent in due time as always.

```
DialogueOptions.Philippe1OptsVisited =
true
```

Very happy to hear that my lord.


Insert menu text
Insert stage directions
ends

Lord Philippe

Anything else, lad?

DialogueOptions.Philippe2_1Op...

```
DialogueOptions.Philippe2_1OptVisited
&&
DialogueOptions.Philippe2_2OptsVisited
```

Courier

No my lord, I'm all set.

DialogueOptions.Philippe2_1Op...

```
DialogueOptions.Philippe2_1OptVisited
```

Courier

Any news?

How goes your region, my lord?

Lord Philippe

How goes? Splendid of course! Is there any doubt at my cousin's court?

Courier

None that I know of, sir. His grace always spoke highly of you.

KingdomReputation.KingdomR...

```
KingdomReputation.KingdomRep =
KingdomReputation.KingdomRep+10
```

Lord Philippe

Good. All is well here, courier. Our churches are open and prayer halls are filled.

DialogueOptions.Philippe2_1Op...

```
DialogueOptions.Philippe2_1OptVisited
= true
```

DialogueOptions.Philippe2_2Op...

```
DialogueOptions.Philippe2_2OptsVisited
```

Courier

Peculiar sightings?

Have you sighted anything odd, anything you'd want me to report to his majesty?

Lord Philippe

Peculiar? What nonsense. Everything is perfectly fine in here! Have you seen something?

Scene1Finishing.CultLadyDone

```
Scene1Finishing.CultLadyDone
```

DialogueOptions.Philippe2_2Op...

```
DialogueOptions.Philippe2_2OptsVisited
```

Courier

Lady in red?

I've met a lady in the woods, she was running away from your keep.

DialogueOptions.Philippe2_4Op...

```
DialogueOptions.Philippe2_4OptVisited
```

Courier

No, sir(Lie)

No my lord, all seems fine in your region.

Courier

Not yet.

Nothing I've noticed so far your lordship?

Lord Ph

Were you

DialogueOptions.Philippe2_3Op...

```
DialogueOptions.Philippe2_3OptVisited
```

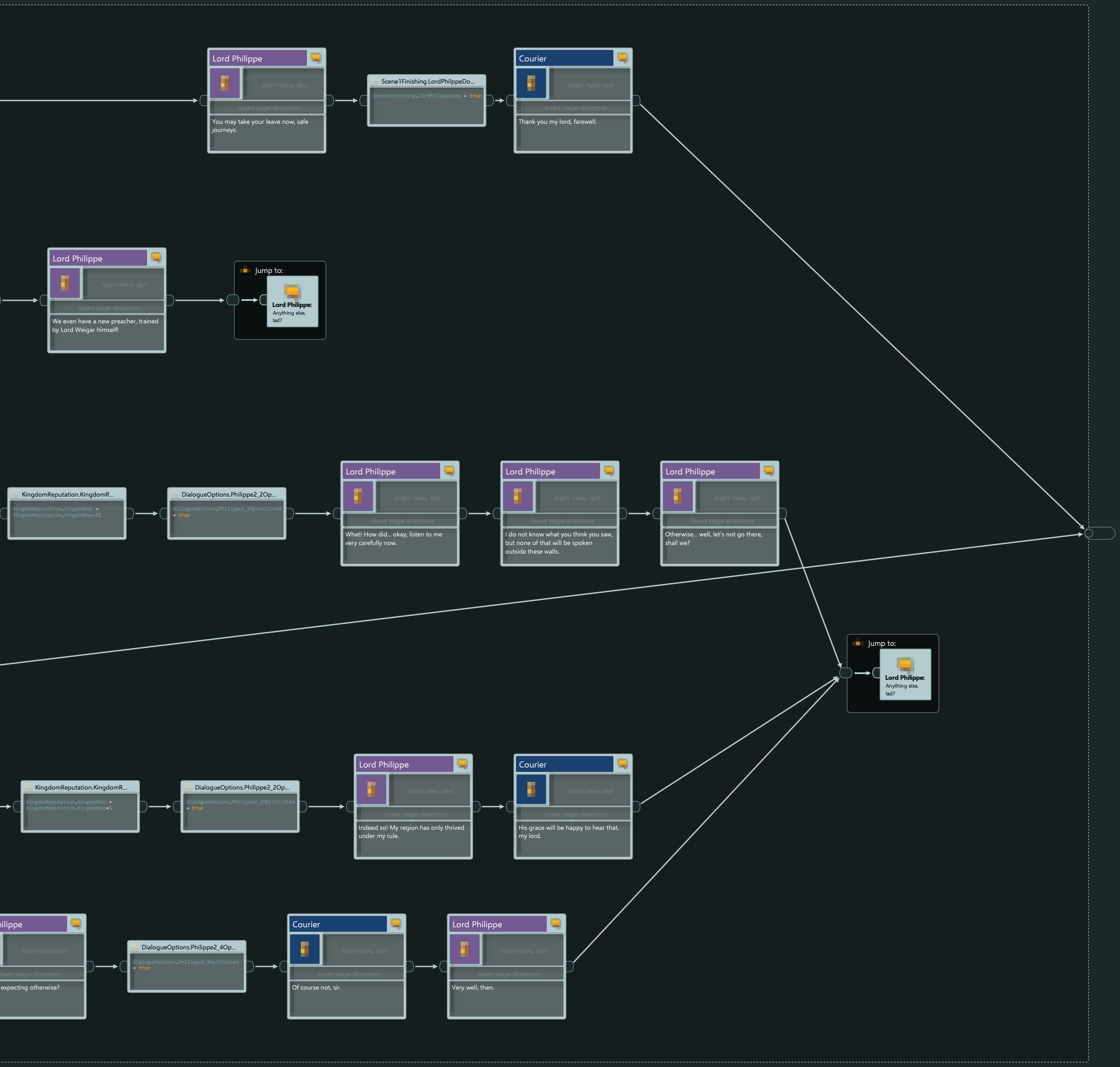
Courier

I'll take a look around.

There may be a thing or two, but first I'll take a gander here, sir.

Lord Philippe

Fine, you have my leave. Return to me if you must tell anything else.


Lord Philippe
Insert menu text
Insert stage directions

You may take your leave now, safe journeys.

Scene1Finishing.LordPhilppeDo...

```
Scene1Finishing.LordPhilppeDone = true
```

Courier
Insert menu text
Insert stage directions

Thank you my lord, farewell.

Lord Philippe
Insert menu text
Insert stage directions

We even have a new preacher, trained by Lord Weigar himself!

Jump to:
Lord Philippe:
Anything else, lad?

KingdomReputation.KingdomR...

```
KingdomReputation.KingdomRep =
KingdomReputation.KingdomRep-15
```

DialogueOptions.Philippe2_2Op...

```
DialogueOptions.Philippe2_2OptsVisited
= true
```

Lord Philippe
Insert menu text
Insert stage directions

What! How did... okay, listen to me very carefully now.

Lord Philippe
Insert menu text
Insert stage directions

I do not know what you think you saw, but none of that will be spoken outside these walls.

Lord Philippe
Insert menu text
Insert stage directions

Otherwise... well, let's not go there, shall we?

Jump to:
Lord Philippe:
Anything else, lad?

KingdomReputation.KingdomR...

```
KingdomReputation.KingdomRep =
KingdomReputation.KingdomRep+5
```

DialogueOptions.Philippe2_2Op...

```
DialogueOptions.Philippe2_2OptsVisited
= true
```

Lord Philippe
Insert menu text
Insert stage directions

Indeed so! My region has only thrived under my rule.

Courier
Insert menu text
Insert stage directions

His grace will be happy to hear that, my lord.

ilippe
Insert menu text
nsert stage directions

expecting otherwise?

DialogueOptions.Philippe2_4Op...

```
DialogueOptions.Philippe2_4OptVisited
= true
```

Courier
Insert menu text
Insert stage directions

Of course not, sir.

Lord Philippe
Insert menu text
Insert stage directions

Very well, then.