Marlinsvik Scenes

Major establisher

*Caechabhu, her dog Nabuco in tow, discusses the village's economic matters with Jerome and Gaubelin.*

Location: Center of the village

1. **Caechabu**: Alright, guys. How are we all doing? I haven't been getting a lot of quality game recently, and the rest isn't looking much better.
2. **Caechabu**: As it stands, we're not on track to afford a cow by year's end like we'd planned. Or any other livestock, for that matter.
3. **Nabuco**: (Bark)
4. **Caechabhu**: Easy, Nabuco.
5. **Jerome**: Jerome never gets bad harvest. If crops don't come, will simply pull harder.
6. **Caechabu**: Okay, but what if that doesn't work? Last harvest wasn't exactly a windfall.
7. **Gaubelin**: Perhaps one of my alchemical problems, I mean solutions, can be of help.
8. **Gaubelin**: Ground blisterwort soaked in snowberry extract, sure to completely destroy a crop. I mean, make it grow faster.
9. **Caechabu**: [skeptical] Yeah, sure. You do that. If nothing else, we can sell it off in the city to top off our funds.
10. **Caechabu**: Talk to you all later.

Random scenes

Scene #1:

*Wiske asks Caechabhu about her next hunt.*

Location: Any

1. **Wiske:** Hey Caechabhu, when's your next hunt?
2. **Caechabhu**: Soon enough, Wiske. Divines know we can use the coin.
3. **Wiske**: Do I get to come along again? Can I? Can I?
4. **Caechabhu**: No, sorry. I'm going to have to take down a lot of prey, and fast. Maybe next time.
5. **Wiske**: Alright! Can't wait!

Scene #2:

*Jerome asks Wiske to be careful. 3x3*

Location: Outside, 8:00-13:00

1. **Jerome**
   1. What is Wiske doing today? Going out wandering?
   2. Lot of work today. Hope Wiske keep busy in meantime.
   3. Jerome stuck in place, working. Wiske free to wander off. Where to?
2. **Wiske**
   1. I'm thinking of counting fishes by the water.
   2. I wanna see if the clouds look any different on the other side of the hill.
   3. I'm curious to see who's gonna pass by on the main road today.
3. **Jerome**
   1. Be inside before dark. Very painful to walk into a tree.
   2. If stray too far, leave trail of breadcrumbs. So Jerome can eat while looking.
   3. Must not get careless. First eat lot of bread, then break wolves in half like Jerome.