


Story

Based on this short:

 The Stone Girl

A stone statue of a girl lives inside a dark cave, watching the bugs and various cavern life go on about their existence. She believes these creatures her family, but longs for others like herself with whom she could speak. The player arrives and is greeted by a disembodied voice somewhere in the darkness. The player approaches, but cannot see the source of the voice, until the statue identifies itself for them. The statue speaks of its desire for a family, and someone to speak with.

Players may interact with the girl many times, each time the girl will ask for some small task of giving her a family, and each time the player will have a small delivery quest they can complete for a reward. The girl, however, rejects each of her own requests, saying that nothing the player can bring her quite has the life she was looking for. After a series of these events, the girl decides that it's ok that none of her requests have worked out, because she got what she wanted anyway. You. Her new friend, and adopted family. She asks if you'd be willing to stop by every now and then, and if you do she will give you basic supplies in return.

Reward

Recurring "Stone Sibling" buff which the player can reapply any time by speaking to the Stone Girl NPC.

Quest Items

A Doll

"A small, finely crafted toy for a young girl in need of a friend."

A Cave Spider

"A cave spider. A dutiful caretaker of clean cave living, and a fine friend."

A Puppy

"A perfect companion for any child in need of a friend."

Script

DAY ONE

[Player enters a dark cave and walks a few feet inside, unable to see well, but shining a light into the dark, attempting to find what secrets are hidden within.]

[Player is in control, gameplay is as usual]

GIRL

"Who are you?"

PC

"Hello?"

[momentary silence]

"Is someone there?"

GIRL

"It was me"

[Player has opportunity to look around the room, and after 5 seconds or if the player is ever standing directly in front of the statue, looking its direction]

"Me! The stone girl in front of you!"

[Cut to a cinematic (or in-game dialogue sequence) showing stone girl statue]

"Sorry to surprise you, I didn't know I could talk until just now!"

PC

"Amazing! Are you alive?"

GIRL

"Of course I'm alive! I've been living in this cave for a very long time!"

PC

"Remarkable! Who put you here? Were you carved? What are you? I have so many questions!"

GIRL

"Maybe just one for now? All this talking is tiring."

PC

"Thank you. May I ask how you came to be here?"

GIRL

"I don't know. I'm just here."

PC

"Is anyone else around?"

GIRL

"No.... I used to wish I had a family, but... anyway, it's just me."

PC

"Oh..."

GIRL

"Do... Do you think you could find me a friend?"

PC

"I can try!"

GIRL

"I'd like that."

[Momentary silence]

"Excuse me. Stone moves very slowly. I'm getting quite tired."

PC

"Can I come back tomorrow?"

GIRL

"Please do!"

[Player is given a quest to "Find The Stone Girl A Friend". This can be completed by finding any of 3 different items in a nearby village. [A doll](#). [A dog](#). [A cave spider](#).]

DAY TWO

[Upon approaching the statue and initiating a dialogue with her]

GIRL

“You came back again!”

PC

“I did!”

[if player has any of the quest items]

“And I brought you a friend!”

GIRL

“YOU DID?!”

PC

“A cave spider!”

[PC releases the spider, and it quickly sets up a home in a corner next to the stone girl]

GIRL

“Oh! She’s lovely! I think she’ll like it here, certainly.”

“Thank you for the new friend, but... She’s going to stay in her little hole, and... well I was hoping for someone I could spend time with...”

PC

“Oh. Of course.”

[If player has not given her the other two objects:] “I’ll see what I can find”

PC

“A dog!”

[PC is holding a small puppy with a concerned look on its face. PC releases the dog, who nervously sniffs around]

GIRL

“Oh! It’s so cute! I love it!”

[Puppy finds a cave spider in a corner, and the spider lunges. Puppy howls and runs out of the cave in pure terror]

GIRL

“Oh... well I wouldn’t want to force anyone to live here if they don’t like it...”

PC

"I'm sorry."

[If player has not given her the other two objects:] "I'll find something else"

PC

"A doll!"

[PC takes out a beautifully-crafted doll appropriate for girls the age the stone girl appears to be]

GIRL

"Oh! I love her, what's her name?"

PC

"Zoe"

GIRL

"Hello Zoe, it's nice to meet you!"

[silence]

"Is... Is Zoe not alive?"

PC

"No... I suppose she isn't."

GIRL

"Well that's alright. I still like her anyway."

PC

[If player has not given her the other two objects:] "I'll find you a living friend."

[If player has given her all three objects:]

GIRL

"Ya know what? You've brought me all these lovely friends, but... I think I already have someone to talk to. You."

[momentary silence]

"Do you think you could come back and say hello sometimes?"

PC

"Of course. I'll do my best."

GIRL

"Then I do have a family now"

[Player receives temporary “Stone Sibling” buff, which can be reapplied by speaking to the girl]