Mission 1 – Care packages

[Mission starts in church. Perhaps on a Thursday? Have the usual church shop not show up and give the player a reason to go to the church and seek out Lee and Nora.]

NORA
Oh, hello #PlayerName. I'm sorry we weren't at the plaza today. Lee is unwell you see; he is at home with fewer.

PLAYER
I'm sad to hear that. Hope he gets better soon. Is there anything I can help you with in the meantime?

NORA
There is one thing in fact. A thing Lee asked me to do.

PLAYER
A: Sure thing!
 B: No, sorry. I'm busy tonight.

---B---

NORA
Oh, well. I guess I have to find someone else.

---end quest---

---A---

NORA
Lee asked me to deliver these care packages. He has been secretly aiding those in need since he doesn't want to embarrass them in front of the whole town.

PLAYER
That's awfully kind of him.

NORA
I was thinking you could help me carry the packages. I'm afraid there won't be any rewards since this is charity work, I hope that's ok for you?

PLAYER
A: No problem, I love helping people.
B: I guess since it's for a good cause.
C: Sorry Nora, I don't work for free.

---C---

NORA
Ok, I see. I'll do it myself then, thanks anyway.

---end quest---

---A or B---

NORA
Thank you. Here is the boxes and the list of recipients.

[Player receives 3 x Care Packages to carry.]

---continue---

[The player can choose in which order they want to deliver the packages and Nora tags along.]

---Carol and Mars---

CAROL
Thank you so much, Nora. This will really help us out.

NORA
The church is glad to help.

MARS
I feel so bad relaying on your kindness. But it's so hard to provide for three daughters.

CAROL
Just make sure to follow the budget next time and we don't have to rely on the church.

MARS
But it's too strict! Life can't always be about work; we need to have fun too!

---continue---

---Alice---

ALICE
Thank you. Everyone in Portia is so kind. I'm so glad me and Jack ended up here.

NORA
[If road to SandRock open] I hope all the tourists from Sandrock will help your business.
[else] I'm glad I ended up here as well. I hope your business goes better soon.

ALICE
Please take this as a thank you.

[Player receives some flowers, e.g. Wildflowers or Asteria, whichever is suitable.]

---continue---

---Oaks---

OAKS
Thank you, Nora! You know I will pay you back once I get a job.

NORA
No need Oaks. It is a gift; the church is happy to help everyone.

---continue---

NORA
Thank you for helping me #PlayerName. Remember to keep this a secret.

PLAYER
Don't Lee want everyone to know about the good work the church is doing?

NORA
He is not doing it for the church or himself, he is doing it to help people. Promise.

PLAYER
I promise.

[The player will earn no monetary reward, but Rep with Nora, Lee and recipients.]

---end- quest--

[Subsequent talk with Lee]

LEE
I heard you helped Nora with the deliveries while I was sick. Thank you so much #PlayerName. You have a kind heart.

Mission 2 - Marry Arlo?

[Mission is available after Arlo and Nora starts hanging out. Omitted if player is married to Arlo]

NORA
Hi #PlayerName, would you like to check up on the local llama heard with me? Just to... make sure they are all right. I could really use the company of a friend. Someone to talk to.

PLAYER
A: Sure I'd love to!
B: Not right now.

---B---

NORA
Ok, another time? Just don't wait too long, I uh... the llamas might move on.

[If the player doesn't return to her with the allotted time, use the method mention in answer C below to determine what she'll do.]

---end---

---A---

[Player and Nora goes outside the city to watch the llamas.]

PLAYER
They all seem to be in good health, I think?

NORA
Yeah, they do... I only asked you here because I want to ask you for advice.

PLAYER
About what?

NORA

Arlo... he told me he wanted to date me. And I like him, I really do, but I'm not sure I want to have a romantic relationship with him. I just can't imagine what a future together with him would be like.

What if he goes off to join the Flying Pigs? I wouldn't want him to choose that over me, but I don't want to destroy his dream either.

#PlayerName, what do you think I should do?

PLAYER
A: Arlo is a great guy.
B: Honestly I think you and Arlo are too different. There are other people in Portia who might be able to make you happier.
C: Nora it is your life, nobody else can tell you who you should love.
D: [If player has high enough relationship with Arlo] Oh no... I haven't told you this, but... I am in love with Arlo.

---A---

NORA You are right. I shouldn't let worries of a possible future stop me from being happy right now. He is a fun guy to go on adventure with.

---end conversation---

[Arlo and Nora will get married after a while. The player will receive an invitation to the wedding in the mail.]

Dear #PlayerName

Arlo and Nora are happy to invite you to celebrate the beginning of their marriage.

Location: Church of Light

Date and Time: [date for wedding]

No reception to follow.

---end mission---

---B---

NORA
You are right. Arlo is nice, but I don't think I could love him like that. I hope he doesn't get too sad when I turn him down, I still want to be friends.

PLAYER
I'm sure he'll understand.

NORA
Thank you #PlayerName, I'm glad we had this conversation.

---end mission---

---C---

NORA
I guess you are right about that.

I will take some time to think about this, a decision like this should not be rushed.

[If the player is female just randomize whether Nora says yes or no. If the player is male let the players friendship status decide what she answers. If its high enough Nora will turn Arlo down, in the hopes that the player has feelings for her.]

---end mission---

---D---

NORA
You love Arlo...? On no! I had no idea! And I don't think Arlo does either...

PLAYER
I guess I'm too subtle...

NORA
Don't worry #PlayerName, I will turn him down! He wasn't Mr. Right for me anyway. And I certainly don't want to get in the way of you two.

---end mission---