These are my reference notes for each character’s first path scene. They are made to have the illusion of choice, when in reality all choices funnel back to a predetermined choice at the end. Many of these are expected to deviate from the path I’ve created, where I improvise as necessary to ensure the player still gets to the pivotal moment at the end. The first wave of path scenes were triggered in a dream, later ones were triggered in storyline relevant locations.

Ocenna: You awake, surrounded by a river and looming, dark, starry fog. You see a harpy with an arrow in its chest, weak and bleeding on the ground. In a booming voice, you hear, “Their time has come” echo across the stars. | You see a watery nymph, lying on the shore clouded with dark oil. | You hear the distant cries of your kin as the waves bash against the rocky shore. You see a human gnawed to a pulp, blood sinking into the sand.

* Refuse: As you \_\_\_\_ , time slows, and a vision washes over you. You see a brilliant, shining warrior, radiating with light. Do you continue?
  + As you refuse to follow the will of whatever being put you here, you feel your power fade from your body and collapse.
* Accept: As you move to put the human out of its misery, time slows, and a vision washes over you. You see a calm, quiet soldier, relentlessly overpowering those that stand against her. Do you continue?

Music: Scheming (Octopath 2)

Perdix: You awake on a small secluded island. The sky lights up with beaming stars, filling the space above with a sickly green hue. In front of you, you see a desk full of alchemical equipment. In the center, you see a nearly completed potion. On the desk, a piece of parchment records the recipe for the potion, (Investigation) including some extremely potent ingredients and precise methods. However, you can’t make out the last ingredient. (Investigation) There are a few viable substances on the desk. The first is a massive fang, with venom dripping from the tooth. The second is an extremely tough scale, fragmented into chunks. (DC14) Lastly, in the desk, you find one more substance. You see a strange bright purple vial, that almost seems to be beckoning you closer.

* Fang: As you reach for the fang, time slows, and a vision washes over you. You see a sickly Kobold in the heat of battle, raining down a barrage of bright green bottles. Do you continue?
  + As you grab for the fang, it seems to almost bend to your will. Despite being almost half your size, you manage to drip a drop of its venom into the brew, it sizzles and boils as it mixes, turning the color of a venomous green. You feel the distant satisfaction of some powerful entity wash over you, and collapse.
* Scale: As you reach for the scale, time slows, and a vision washes over you. You see a stout, proud, and wise kobold, holding an award for his research. Do you continue?
  + As you reach for the scale, it glistens in the light. You enter a dreamlike haze, as you grind it to dust and distill its essence. As you pour it in with the rest of the concoction, the brew calmly mixes, turning the color of a light cyan. You feel the distant satisfaction of some powerful entity wash over you, and collapse.
* Vial: As you reach for the vial, time slows, and a vision washes over you. You see an unbelievably powerful, crazed Kobold with piercing purple eyes. Do you continue?
  + As you reach for the vial, the liquid flows smoothly. As you pour it in with the rest of the concoction, the brew violently boils, melting, but not shattering the glass. What’s left is a morphed bottle, filled with the same bright purple liquid. You feel the distant satisfaction of some powerful entity wash over you, and collapse.

Music: Prelude - Discoveries (FFXIV)

Muff’n: You awake in a forest, the sky filled with sickly green stars. In one direction, you see a small village, encased in a forest. The village is quiet, but peaceful. As you turn around to face the other direction, you see a bronze snake. What do you do?

* Snake: As you follow the snake into the forest, you come upon a clearing. You hear the rustling of the trees come into harmony with the splashing of the pond at its center, and as quickly as the peaceful sounds of nature begin to resonate with your druidic spirit, the ground cracks beneath your feet. As the earth splits and you begin to fall, the trees extend out braided thick vines towards you. You hear booming words echo in your mind. “Embrace Chaos.” What do you do?
  + Grab the vines: As you reach for the vines, time slows, and a vision washes over you. You see a minotaur, standing tall and proud in the heat of battle, surrounded by the creatures of the forest. Do you continue?
  + Embrace the chaos: As you close your eyes preparing for the fall, time slows, and a vision washes over you. You see a creature, part minotaur, part snake, part half-a-dozen other things you’ve never even conceived. Do you continue?
* Village: As you turn to the village, you come across a modest shrine to Karametra on the shore of a central fountain. You hear the rustling of the trees come into harmony with the splashing of the fountain, and as quickly as the peaceful sounds of nature begin to resonate with your druidic spirit, the ground cracks beneath your feet. As the earth splits and you begin to fall, the trees extend out braided thick vines towards you. You hear booming words echo in your mind. “Embrace the Chaos.” What do you do?
  + Grab the vines: As you reach for the vines, time slows, and a vision washes over you. You see a minotaur, standing tall and proud in the heat of battle, surrounded by the creatures of the forest. Do you continue?
  + Embrace the chaos: As you close your eyes preparing for the fall, time slows, and a vision washes over you. You see a creature, part minotaur, part snake, part half-a-dozen other things you’ve never even conceived. Do you continue?

Music: Prelude - Discoveries (FFXIV), Tempest on the Battlefield (Octopath 2)

Xior: As you wake, you watch as all the color fades from the world. You find yourself in a lavish ballroom, filled with tall, wispy, humanoid figures, wearing golden masks. The figures dance in perfect harmony, circling the ball floor. What do you do?

* After interacting with any returned: The strange creature looks at you, and holds out a mask, as if inviting you to dance
  + Accept: As you reach out to accept the mask, time slows, and a vision washes over you. You see a frail, ethereal Leonin in the heat of battle, phasing in behind a pair of enemies and executing them both simultaneously. Do you continue?
  + Refuse: As you refuse to take the mask, the world fades into an empty void, with the outstretched mask hovering still in space. What do you do?
    - Wear: As you reach out to accept the mask, time slows, and a vision washes over you. You see a frail, ethereal Leonin in the heat of battle, phasing in behind a pair of enemies and executing them both simultaneously.
      * As you don the mask, you feel a sickly power come over you, and awake in a cold sweat.
    - Break: As you move to shatter the mask, time slows, and a vision washes over you. You see a proud, shining leonin, Clad in gold over a pile of jewels. Do you continue?
      * The sounds of coins ring throughout the empty expanse as the mask shatters, and you awake.

Music: Midnight Library