

Bonus Content

Knife Accident

Emma Barrett, the protagonist, is completing a request from Jillian, the produce seller, to collect radishes from the Kailancho Grove near Honeymint Hills. She gathers enough vegetables, and the job seems to be going as planned, until she encounters an angry mole with a knife. She tries to escape but is injured, and must treat her wounds and return to town.

Okay, six radishes? Done. No bruises, no mushy spots, no bite marks...we're all good. These should be perfect for Jillian.

(On her way back, she hears a noise and turns around to see a tree whose leaves are rustling.)

Huh? (She sees a hostile mole creature looking at her from behind the tree and is startled, stumbling backward.)

Agh! Is that a mole? Why does it look...angry? (Emma slowly backs away, but the mole approaches her, revealing that it is holding a rusty knife.)

Oh, crap. It's got a knife!

(She tries talking to the mole to calm it down.) **Hey, buddy. I'm just taking a few radishes. No big deal, there's a ton of them. I'm not here to bother you. I just need to help out a friend.**

(The mole starts running at her.) **I guess I'm not getting through to you!** (She starts running back to the Hills.) **I am *not* losing these radishes!**

Because she has no access to any weapons, Emma tries to run away without dropping any of the radishes in her backpack. She sees a stone wall up ahead, and she believes that climbing over it would be the best move, as the mole is too short and its legs too stubby to keep up.

I can climb that. This little gremlin probably can't!

(Just before she can clear the wall, Emma loses her balance and falls backwards, landing on the ground on her side.) **No, no, no, no, no!** (She tips over and falls down.)

(She feels a tremendous pain in her right calf, realizing that she fell on top of the mole, knocking it out and causing its knife to plunge deep into her leg.) **Aaaaaaugh! Ahh! Dammit!**

(The sharp pain is slightly reduced by the impact of landing on the ground, and she slowly gets back up and takes a knee to examine her wound.)

Oh, that's a lot of rust. I have to get this out right now.

(Quickly counting) **One, two, three...** (she closes her eyes and yanks it out, screaming through clenched teeth.) **...and it's bleeding. No big deal, I just need to tighten it up.**

(She removes one of her socks and uses it to tie a tourniquet just below her knee to minimize blood loss.)

(To calm herself down, she sings to herself as she removes a sock) ***Tame the fire from within...you won't break me...*** (she ties it around her leg, pulling tight) ***...love will tie the tourniquet...***

(She slowly stands back up, cringing in pain.)

(Softly) ***...and suffocate me. Okay, let's put some pressure on it. Can I just walk back?*** (She leans a bit more on the wounded leg.) ***Ooh, too much. One-legged bunny hopping it is, then.***

(She proceeds to limp home, still carrying the radishes she collected, as she is too stubborn to let her injury interrupt the mission.)

Honeymint Hills isn't very far. I should be able to make it back. It's still going to feel like I'm crawling across the entire continent.

(Along the way, she hypothesizes what Annabelle will think of this situation.) ***Just wait until Annabelle hears about it. "Almost-convict little sister gets herself stabbed on a simple trip to the grove." She's not going to like this. And yet I can almost see that smug look on her face when she finds out I survived because I tied a tourniquet like she taught me. (sarcastically) "Annabelle Barrett, the talented one."***

(She eventually returns to the Hills, by which point the bleeding has stopped. She delivers the radishes to Jillian and then visits the infirmary, where a doctor disinfects and closes the stab wound. The story ends.)

Item Lore

Below is a list of possible battle items, materials, and equipment obtainable in Emma: Spice of Life. Their descriptions, though informative, are meant to demonstrate potential for worldbuilding and humor.

Healing Potion (Restores 50 HP) – an enchanting drink with healing properties, brewed by Aruga Station's eccentric apothecary, Valerie. The potion is gorgeously pink and extremely fizzy, and it is said that those who drink it may experience up to an hour of loud belching.

Turkey Sandwich (Restores 200 HP) – a delicacy procured from the murky depths of Cyrus' satchel. The sandwich contains slices of turkey and prosciutto, as well as some sort of yellow sauce that looks like mustard. Cyrus, however, claims it was mayonnaise. How old *is* this sandwich?

Bronze Sword (+10 ATK) – a well-worn weapon supposedly recovered from a bandit outpost in Cayamin. It's too dull to cut butter, but who says you can't use it like a staff? Try whacking your enemies on the head with it!

Spear of Gonzor the Immortal (+120 ATK) – a precious weapon stored deep in the Caves of Sage. Gonzor was a charismatic warrior with incredible lightning powers. His legendary spear was always within reach during his...farming work. Yes, the weapon was used to till dirt, not to battle otherworldly beasts. If you can obtain it, the choice is yours to vanquish monsters with it...or carry on his legacy.

Stylish Shirt (+15 Defense) – a gorgeous polo shirt with a floral pattern. Annabelle used to wear it during beach trips with her friends, but Emma was able to steal it without her noticing. Despite being a normal shirt, it provides extra defense due to the thick padding in the...chest area.

Chainmail (+60 Defense) – robust armor sold at one of the shops in Aruga Station. Although it provides excellent protection, it is too large to fit most people and is the least expensive clothing item sold in the marketplace. It seems that no one wants to carry all that heavy armor home with them.

Elsian Pendant (Gives MP regeneration) – a stunning sapphire necklace auctioned off in Port Mustere. Despite its beauty and helpful effects, it did not fetch a high price because it was a family heirloom with a picture of someone's wife in it. It's a nice photo, but her nose is *huge*...

Mysterious Pie (Effect unknown) – a pastry with a peculiar smell. Its filling contains several unrelated ingredients with different flavor profiles. Every slice of the pie tastes different, but many people are too scared to try it. Tia from Cobalt Ribbon ate three slices and started vomiting within minutes.

Ochre Rock Salt (cooking ingredient, adds Salty flavor) – a seasoning prized by chefs and merchants alike for its unusual yellow hue and slightly grassy taste. Exploring the Caves of Sage to find it is hard, but denying its incredible flavor is even harder.

Pearl Radish (cooking ingredient, adds Savory flavor) – one of the many vegetables that is native to the Kailancho Grove. They are white, bumpy, and bitter when eaten raw, but they are quite tasty after a quick sauté. Just don't let the moles catch you harvesting them...

Dialogue Barks

The following lines of dialogue are intended to be spoken by Emma Barrett, the story's protagonist. These may be spoken during battles, cooking sessions, or exploration.

Attacking

- Here goes!
- Get some of this!
- Peek-a-boo!
- (various yells and grunts)

Incoming Attack

- Watch out!
- Here it comes!
- Heads up!
- (gasps while bracing for impact)

Taking Damage

- (wincing) That didn't hurt at all...
- You hit like my sister!
- Better not sleep on that side...
- (various grunts, gasps, yelps)

Defeat

- Didn't get to say goodbye...
- Can't hold on much longer...
- I...can't...breathe
- Just a cheap shot...
- (gasps, then collapses)

Victory

- It really is that easy.
- I think we got 'em all!
- *There* we go!
- How about that!
- ...and it's as simple as that!

Boss Victory

- Is it over? Yes? Good.
- Yes! Ha ha! We actually did it!
- Wow. That was crazy!
- Woooo! Ha ha! Not even close!

Retreating

- I don't have time for this right now.
- Now's not the time...
- Sorry, buddy. We're busy.
- No, no. I have to go.

Finding an Important Item

- This could be worth some good money.
- Ooh, this is cool!
- I'll take this home. Could be useful.
- This would be great for that one recipe!
- Cole's going to love this!

Using an Item (In-battle items are meals with flavors that provide different perks)

- Sweet Meal
 - Oh, I love this one!
 - Alright, give me some sugar!
- Sour Meal
 - Ahh, ahh...wow, that's strong stuff!
 - Time to pucker up, pal!
- Salty Meal
 - Does anyone have some water?
 - Up goes the blood pressure!
- Spicy Meal

- Ooh, ooh, my lips are on fire!
 - I'll burn you all down!
- Savory Meal
 - This is some real juicy meat! Love it!
 - I don't have time to slow roast you. How about a quick sear?

Getting the Player's Attention

- Are we going anywhere? Maybe this year?
- C'mon! Let's move!
- I'd love to sightsee, but there's work to do right now!
- Hmm...what was I doing again?

Commenting on the Location

- Wouldn't want to fall off of those plateaus...not a friendly height...
- Agh, crap...sand in the eyes...I should bring a hat next time...
- Can we just stay here and shop...all day, maybe? I won't ask for money, I swear!
- I bet a coconut would fall out of this tree if one of you hit it hard enough!
- You know, with all these trees here, it wouldn't surprise me if someone was watching us!
- Are those...ruins? Ooh, we might find treasure in there! Or skeletons!
- I wonder what Jillian's selling today...
- The flowers are in full bloom...who actually waters them? Haven't seen anyone else here...
- You think one of the fishermen would lend me their rod?
- Think of all the fish that probably live in this lake! Maybe we'll find some salmon?
- Ooh, it's so cold! I think my fingers are going numb...
- It's nice that this city is far enough away from the mountains to avoid the blizzards...

Starting Conversation

- Oh, hi there!
- What's up?
- Need anything?
- Hello!
- Hey there!
- You rang?

Accepting Mission

- I'll take care of it!
- I got you covered.
- No problem!
- This shouldn't take long.

Completing Mission

- Here's the stuff you needed.
- It's all taken care of.

- All done!
- I'm all finished!

Start Cooking

- What to make, what to make...
- Let's get back to it!
- Let's see what I can cook this time...
- Okay, I'll get it right this time.
- Time to crank out another masterpiece!

Adding Ingredients

- This should work well here...
- Ooh, I really like this one!
- This would be perfect for this recipe!
- Should add some good flavors...

Successful Dish

- Sweet
 - Definitely worth a cavity! Looks good!
- Sour
 - Love that tangy flavor! Perfect!
- Salty
 - Nice and tender! Just how I like it!
- Spicy
 - Lots of wonderful heat here! Can't wait!
- Savory
 - Can't beat that melt-in-your-mouth feeling!
- Any
 - Yes! Yes! It's a masterpiece!
 - Oh, wow! That looks amazing!
 - Ooh, it looks even better than I imagined!
 - That smell...just...wow.

Failed Dish

- On the bright side, the rats might like it...
- I might need to throw this away...
- No, no, no! What happened?
- Ugh...I thought I had it...
- Wow, that is...definitely not safe.