Below is a conversation flow from The King's Courier created through Articy and implemented in Unity. You can check out the game via this link and click here to view the dialogue tree.

1. # Lord Paramount Philippe

References:
Lord Philippe

DialogueOptions.Philippe2_1OptVisite ...

DialogueOptions.Philippe2_1OptVisited &&
DialogueOptions.Philippe2_2OptVisited

Following:
→ Courier: "No my lord, I'm all set."
→ DialogueOptions.Philippe2_1OptVisited
→ DialogueOptions.Philippe2_2OptVisited
→ DialogueOptions.Philippe2_3OptVisited

COURIER

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Greetings, my Lord Philippe, warden
of the east and lord paramount of
Arevignet.
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LORD PHILIPPE

```
Oh, you must be the courier my uncle
sent.
```

EventTriggers.CultistLadyRun = true

EventTriggers.CultistLadyRun = true

LORD PHILIPPE

```
What news do you bear, do tell.
```

Following:
→ DialogueOptions.Philippe1_1OptVisited
→ DialogueOptions.Philippe1_2OptVisited

DialogueOptions.Philippe1_1OptVisited

DialogueOptions.Philippe1_1OptVisited

Following:
→ Courier: "His majesty King Renard demands you..."
→ Courier: "Thank you for having me in your ha..."

DialogueOptions.Philippe1_2OptVisited

DialogueOptions.Philippe1_2OptVisited

Following:
→ Courier: "Thank you for having me in your ha..."
→ Courier: "His majesty King Renard demands you..."

DialogueOptions.Philippe2_3OptVisited

DialogueOptions.Philippe2_3OptVisited

COURIER

I'll take a look around.

There may be a thing or two, but first I'll take a gander here, sir.

LORD PHILIPPE

Fine, you have my leave. Return to me if you must tell anything else.

COURIER

No my lord, I'm all set.

LORD PHILIPPE

You may take your leave now, safe journeys.

Scene1Finishing.LordPhilppeDone = true

Scene1Finishing.LordPhilppeDone = true

COURIER

Thank you my lord, farewell.

DialogueOptions.Philippe2_2OptVisited

DialogueOptions.Philippe2_2OptVisited

COURIER

Peculiar sightings?

Have you sighted anything odd, anything you'd want me to report to his majesty?

LORD PHILIPPE

Peculiar? What nonsense. Everything is perfectly fine in here! Have you seen something?

Scene1Finishing.CultLadyDone

Scene1Finishing.CultLadyDone

Following:
→ Courier: "I've met a lady in the woods, she w..."
→ Courier: "No my lord, all seems fine in your..."
→ Courier: "No my lord, all seems fine in your..."

COURIER

No, sir

No my lord, all seems fine in your
region.

LORD PHILIPPE

Indeed so! My region has only
thrived under my rule.

COURIER

His grace will be happy to hear
that, my lord.

Following:
◯*Lord Philippe: "Anything else, lad?"*

DialogueOptions.Philippe2_1OptVisited

DialogueOptions.Philippe2_1OptVisited

COURIER

Any news?

How goes your region, my lord?

LORD PHILIPPE

How goes? Splendid of course! Is
there any doubt at my cousin's
court?

COURIER

None that I know of, sir. His grace
always spoke highly of you.

KingdomReputation.KingdomRep = Kingd …

KingdomReputation.KingdomRep = KingdomReputation.KingdomRep+10

LORD PHILIPPE

Good. All is well here, courier. Our
churches are open and prayer halls
are filled.

DialogueOptions.Philippe2_1OptVisite …

DialogueOptions.Philippe2_1OptVisited = true

LORD PHILIPPE

We even have a new preacher, trained
by Lord Weigar himself!

Following:
◯*Lord Philippe: "Anything else, lad?"*

COURIER

Greetings!

Thank you for having me in your
halls my lord.

DialogueOptions.Philippe1_1OptVisite ...

DialogueOptions.Philippe1_1OptVisited = true

COURIER

Your cousin, his royal majesties,
King Renard II sends his regards.

KingdomReputation.KingdomRep = Kingd ...

KingdomReputation.KingdomRep = KingdomReputation.KingdomRep+10

LORD PHILIPPE

As kind as he ever was. But I
imagine he sent you here for a
reason.

LORD PHILIPPE

The annual tribute of my region,
which shall be delivered soon, as
it's always been.

Following:
→ DialogueOptions.Philippe1OptsVisited ...

COURIER

Pay Your Taxes.

His majesty King Renard demands you
pay the fealty of 5000 lejors at
once!

DialogueOptions.Philippe1_2OptVisite ...

DialogueOptions.Philippe1_2OptVisited = true

COURIER

As per your annual tribute to the
crown.

KingdomReputation.KingdomRep = Kingd ...

KingdomReputation.KingdomRep = KingdomReputation.KingdomRep-10

LORD PHILIPPE

I see, it seems my cousin haven't
taught any manners to you.

LORD PHILIPPE

Anyway, the tribute of my region
will be sent in due time as always.

Following:
→ DialogueOptions.Philippe1OptsVisited ...

<div align="center">COURIER</div>

Lady in red?

I've met a lady in the woods, she was running away from your keep.

KingdomReputation.KingdomRep = Kingd ...

KingdomReputation.KingdomRep = KingdomReputation.KingdomRep-15

<div align="center">LORD PHILIPPE</div>

What! How did... okay, listen to me very carefully now.

DialogueOptions.Philippe2_2OptVisite ...

DialogueOptions.Philippe2_2OptVisited = true

<div align="center">LORD PHILIPPE</div>

I do not know what you think you saw, but none of that will be spoken outside these walls.

<div align="center">LORD PHILIPPE</div>

Otherwise... well, let's not go there, shall we?

Following:
◯*Lord Philippe: "Anything else, lad?"*

DialogueOptions.Philippe1OptsVisited ...

DialogueOptions.Philippe1OptsVisited = true

<div align="center">COURIER</div>

Very happy to hear that my lord.

Following:
→ *Lord Philippe: "Anything else, lad?"*