

Toy Odyssey: The Lost and Found
Quest Dialogues

Main Quests

2. Quest Name: Marco! Polo!

- Description: Rescue other toys, starting with Monger.
- Objectives:
 - Search for Monger's location.
 - Save him.
 - Go talk to Pike.
- Dialogue:

PIKE

Brand, there is a lost toy I would like you to find for me. His name is Monger.

BRAND

What's in it for me?

PIKE

I bet he'd be willing to trade with you if you saved him. I've heard he's quite the collector - he'd be of use to you!

BRAND

Fair enough.

Upon return...

PIKE

I see you've returned. Were you successful?

BRAND

Of course I was! Did you have any doubt?

PIKE

Well, there's always the possibility...

BRAND

Jeez! No faith!

PIKE

Well anyway, good job, Brand! That's not the end of your work, by far.

3. Quest Name: Encroaching Darkness

- Description: Pike believes the house plunges into chaos at night. See if he's right.
- Objectives:
 - Search for the Bedroom.
 - Clear out any enemies.

- Go tell Pike what you've found out.
- Dialogue:

PIKE

I have reason to believe the house plunges into chaos each night as the Lost Ones infect this place ever more with their filth.

BRAND

That doesn't sound good. What can I do?

PIKE

I want you to find out if I'm right about this - go to the bedroom and check it out for me. Clear out any enemies you find, and come back to tell me what you've found.

BRAND

You can count on me, Pike.

Upon return...

PIKE

Welcome back, Brand! Do tell me what you've found.

BRAND

Ehh, more of the usual - the place was swarming with Lost Ones, of course.

PIKE

Well, be that as it may, it's good you searched the place. There's more to be done, after all.

4. Quest Name: New Sheriff in Town

- Description: There are two more toys that need to be found - Grendel and Archie.
- Objectives:
 - Search for Grendel and speak with Grendel.
 - Find Archie and help save him.
 - Go back to speak with Pike.
- Dialogue:

PIKE

There are a couple missing toys I want you to find for me.

BRAND

Who are they?

PIKE

First, find Grendel - he's a combat master. You should be able to learn a thing or two from him. After Grendel, seek

out Archie, a master builder. His knowledge will be indispensable to us. Come see me for your reward when it's done.

Brand
I'll see you soon, Pike.

Upon return...

PIKE
Well done, Brand. Those two are strong assets for our side, you'll see. It would have been disastrous if the Lost Ones had found them first.

BRAND
I'm glad I was able to find them

PIKE
Now, if you're looking for something to do, I hear Archie might have some work for you.

5. **Quest Name: Batten Down the Hatches!**

- Description: Find building supplies to help Archie fortify the base.
- Objectives:
 - Find 10 Pieces of Cardboard.
 - Find 20 Wood Blocks.
 - Find 15 Pieces of Duct Tape.
 - Talk to Archie.
- Dialogue:

ARCHIE
Oh no no, this just won't do, Brand.

BRAND
Huh? What won't...?

ARCHIE
This place isn't nearly up to code! The enemy could attack at any moment and we have to be ready for anything.

BRAND
Oh, okay.

ARCHIE
You want to be ready, right?

BRAND
Of course I do!

ARCHIE

Good. We'll start with a basic Defensive Structure. I need you to collect some materials for me, though: 10 Pieces of Cardboard, 20 Wood Blocks, 15 Pieces of Duct Tape. Please bring me these items and we'll get to building!

BRAND
You've got it, Archie!

Upon return...

ARCHIE
Great work, Brand. This is some quality stuff you've brought me right here! It'll take me a bit to get this built.

BRAND
Good to know.

ARCHIE
Go talk to Pike in the meantime, I think he has something for you to do.

6. Quest Name: Bear Arms

- Description: Obtain a better weapon and some new techniques.
- Objectives:
 - Obtain Iron Sword
 - Learn one move technique
 - Speak with Pike again.
- Dialogue:

PIKE
A warrior is only as good as his weapon. Brand. And no offense, but your weapon is looking a bit shabby these days.

Brand
Aw, is it really that bad...?

PIKE
Yes, it is. Now, what you need to do is make yourself a better one.

BRAND
Fine! Is there anything else you want to critique?

PIKE
Well, while we're on the subject, you could use a new move technique too.

BRAND

Oh, and I'm supposed to just make one of those for myself too, huh?

PIKE
Yep!

BRAND
Wait - what?

PIKE
That's right, Brand! You make it, just like with a weapon.

BRAND
Well alright... I'll give that a try.

Upon return...

PIKE
You're getting stronger every day, Brand. It's good to see you progressing so quickly.

BRAND
Thanks, Pike. That means a lot coming from you.

PIKE
Now that you've gained some skills, go talk to Grendel about what you can do to thin the Lost Ones' numbers some.

BRAND
Gah! Him again?!

7. Quest Name: In Pursuit of Strength

- Description: Earn Grendel's respect by killing 10 different types of enemies.
- Objectives:
 - Kill 10 different types of enemies.
 - Talk to Grendel.
- Dialogue:

GRENDEL
Brand, I don't respect you. It's as simple as that. I think you're weak, and a poor choice as favorite toy.

BRAND
Psh, like I care.

GRENDEL
If you managed to kill 10 different types of enemies, my opinion toward you could possibly change some. I still won't respect you of course, but at least I won't

disrespect you quite as much.

BRAND

Well then, why should I have to do it!?

GRENDEL

What, do you care about my respect so much...? Come see me when you're done so I know you actually did it.

Upon return...

GRENDEL:

Hmm, and here I thought you'd just go out and die, but you sure proved me wrong! I lost a bet.

BRAND

That's right, I'm still alive!

GRENDEL

Good job, I guess. I think Pike's looking for you now, so you should maybe get out of my face and go see him.

8. Quest Name: Assembly Required. Parts Not Included.

- Description: Rescue three more toys and speak with Pike afterwards.
- Objectives:
 - Rescue Grandmaster Pat.
 - Rescue Smythe
 - Rescue the Dark Mantle
 - Talk to Pike.
- Dialogue:

PIKE

So, you learned the location of three more toys that haven't been defiled by the Lost Ones, huh?

BRAND

Yeah, luckily I did.

PIKE

That's good. I want you to save all of them and bring them back here - the more toys we can bring in to help us in this fight the better.

BRAND

Okay. Is there anything else?

PIKE

One of those toys is called Grandmaster Pat. His wisdom will be invaluable to you, Brand. Be sure to talk to him

when you're all done.

BRAND

Okay. Is there anything else? Anything else at all?

PIKE

Oh yeah, come back to me when you're done, so I know you're alive.

BRAND

Right...

Upon return...

PIKE

You're alive!

BRAND

You almost sound disappointed.

PIKE

Wha- no, I never meant that!

BRAND

Hahaha, I'm just messing with you!

PIKE

You're lucky I'm so soft on you, Brand. Grandmaster Pat won't be so kind, though! I want you to go talk to him, see what you can learn.

9. Quest Name: Great Power... Great Responsibility

- Description: Have three new techniques.
- Objectives:
 - Find three technique scrolls.
 - Speak with Pat.
- Dialogue:

GRANDMASTER PAT

Hidden somewhere within this house are three scrolls of great power.

BRAND

Oooh! Sounds awesome.

GRANDMASTER PAT

You have no idea! If you find them, untold power will be at your fingertips.

BRAND

You've got it, sensei!

Upon return...

GRANDMASTER PAT

Excellent work, Brand. You've really been proving yourself lately.

10. Quest Name: The Enemy is Fear

- Description: Locate and defeat a big Lost One
- Objectives:
 - Search for the location of a big Lost One.
 - Defeat the big Lost One.
 - Speak with Pike.
- Dialogue:

PIKE

It's time, Brand.

BRAND

Uhh, time for what...?

PIKE

It's time to take the fight to them.

BRAND

Fight who?

PIKE

We know there are a select group of the Lost Ones who are exponentially more powerful than the rest. You must seek them out and destroy them.

BRAND

That doesn't sound fun!

PIKE

No, but it must be done. Do not take one them lightly when you see them, and you will know them when you see them.

BRAND

Great, and where can I find them?

PIKE

They inhabit various parts of the house. Find a close one, and when you've finished it, you'll be able to push further into the house. Come back and tell me when it is done.

BRAND

I don't feel so good about this...

Upon return...

BRAND
It's done...

PIKE
Are you alright? You sound weary.

BRAND
That just... took a lot out of me... I'll be fine, I just
need some rest.

PIKE
Yes, you rest, Brand. Go speak with Dark Mantle when you're
ready.

11. Sinister Six

- Description: Get information about the other Lost Ones from Dark Mantle. He'll need to be persuaded with a Ruby, an Emerald, a Sapphire, and a Diamond.
- Objectives:
 - Talk to Dark Mantle
 - Collect: Ruby, Emerald, Sapphire, Diamond
 - Go back to Dark Mantle
- Dialogue:

DARK MANTLE
What can I do for you, Brand?

BRAND
Do you know anything about some Lost Ones being way
stronger than others?

DARK MANTLE
I may... but you're going to have to help jog my memory, if
you get me.

BRAND
Why won't you just tell me?

DARK MANTLE
I don't like digging up painful memories, okay?! Now get me
something to make it worth my while, please.

Upon return...

BRAND
Now will you tell me what I need to know?

DARK MANTLE

Of course! So, there are five more powerful Lost Ones you need to defeat.

BRAND

Five?! One was hard enough! What am I supposed to do?

DARK MANTLE

Don't do what I did and get yourself caught. It was horrible, I tell you! That's really all the advice I can give.

12. They Belong Here

- Description: Mantle's a bit happier now that he got all that off his chest, and got some gems in return! But, all things considered, Pike thinks we need more allies in this war.
- Objectives:
 - Talk to Pike
 - Rescue a total of 20 Friendly Toys
 - Go back to Pike
- Dialogue:

PIKE

It's just not enough, Brand.

BRAND

Huh? What isn't...?

PIKE

Our forces, of course! Can't you tell? Our numbers are thin.

BRAND

So, what do you need, then?

PIKE

Rescue as many toys as you can before it's too late! Let me know when you're done.

Upon return...

PIKE

Good work, Brand! Now I can rest easy.

BRAND

Well, I'm glad YOU can rest easy!

PIKE

Yes, you've got a lot of work left to be done, Brand! We're not nearly prepared enough for the coming onslaught. I bet Smythe can help you with more preparations.

13. Constant Preparations

- Description: Pike says we need to be more prepared, and that Smythe can help me.
- Objectives:
 - Talk to Smythe
 - Collect 10 of each: Iron Nails, Screws, Steel Bolts
 - Go back to Smythe
- Dialogue:

SMYTHE
Good day, Brand.

BRAND
Pike says we're not prepared enough, but I don't know what to do about it.

SMYTHE
Hmm... I think I should be able to help with that!

BRAND
How so?

SMYTHE
Get me some Iron Nails, Screws, and Steel Bolts and I'll show you exactly what I mean.

Upon return...

SMYTHE
Well done, Brand.

BRAND
So, what now?

SMYTHE
Now you leave me alone so I can do my work. Sound good?

BRAND
Ohh, right... sorry!

14. Foresight

- Description: Pike told me all about his memories from the family before. He figures they need redemption, and we should give it to them - whatever the price. It's time to face another of the Long Lost Ones...
- Objectives:
 - Talk to Pike
 - Defeat another Long Lost One
 - Go back to Pike
- Dialogue:

PIKE
It wasn't always like this you know, Brand.

BRAND
What do you mean?

PIKE
The family that lived here... they were good people, happy people.

BRAND
Well what happened, then?

PIKE
A sickness of the soul gone untreated can be deadly as the most dangerous of diseases.

BRAND
But what can we do about that now?

PIKE
I won't pretend to have an answer to your question, but I do know they need to be redeemed, somehow.

BRAND
I'll see what I can do...

PIKE
Come see me when it's done.

Upon return...

BRAND
I feel like I just did a good thing, so why do I feel so... unclean?

PIKE
That, my friend, is the terrible and secret price of war.

BRAND
I don't like it.

PIKE
I'll count that as a good thing.

15. Poor Souls

- Description: There's so much unrest in this place, and it seems there's one figure at the source of all this chaos. Pike says we need to know the little boy's story, and there are three Toys out there who just might have the answer I'm looking for.
- Objectives

- Talk to Pike
- Rescue last 3 Toys
- Go back to Pike
- Dialogue:

PIKE

Certain information's come to light, Brand.

BRAND

What are you talking about?

PIKE

The Mother is the source of all evil in this house! But we need to know the boy's story. There are three toys still out there who may be able to help in this regard.

BRAND

I'll find them, then.

PIKE

Let me know when you do!

Upon return...

PIKE

Ahh, I see you've returned.

BRAND

Yeah, successfully too, I might add.

PIKE

Well done, boy! Now see what you can find out.

16. The Boy Who Died

- Description: Curio couldn't tell me much about the boy, only that he had died, and he kept one of his favorite toys with him all the time. Now it's time for me to find and face that toy.
- Objectives:
 - Talk to Curio
 - Defeat another Long Lost One
 - Go back to Curio
- Dialogue:

BRAND

Curio, do you remember anything about the little boy who lived here before?

CURIO

Hmm, not too much... I know he died, but beyond that I knew little about him - I was not his toy, after all!

BRAND

You can't tell me anything else?

CURIO

Well, I know he always had a toy with him. Maybe you should find it.

BRAND

It's gonna be a fight, huh?

CURIO

I would bet on it, yes. It would be good to know if you survive the ordeal.

BRAND

Heh, I'll be sure to let you know, gramps!

Upon return...

BRAND

Well, I'm back

CURIO

Did you do what needed to be done?

BRAND

I did, and I found out what I needed to know.

CURIO

An all-around success, then.

BRAND

I guess... it just doesn't feel like it, for some reason.

17. Evil's Lair

- Description: I can't believe it... all these toys... they were human once, and now I have to defeat them. If I don't they'll just keep spreading darkness. But before that, I have some work that needs to be done.
- Objectives:
 - Talk to Pike
 - Destroy 10 Dark Cabinets
 - Seal 10 Wall Rifts
 - Obtain 3 Golden Weapons
 - Go back to Pike
- Dialogue:

PIKE
You look tired.

BRAND
Oh, thanks. A nap sounds great.

PIKE
You're a funny guy, Brand.

BRAND
Ughh... what do I need to do now?

PIKE
Just another step before the big leap, kiddo. Make sure the house is cleaned up, huh? You don't want to leave any remnants, you know.

Upon return...

PIKE
Good work, Brand. I sense your nap will come soon.

BRAND
I can only hope...

PIKE
Well, you just may get your wish, even if it's not quite what you expect.

BRAND
Whaaat are you talking about now...?

PIKE
No more questions! Off with you.

18. The Favorite Toy

- Description: It's finally time. I almost can't believe it. And yet, for some reason, I'm feeling restless. I've wanted this for so long, but now that it's here, I don't know how to feel about it.
- Objectives:
 - Talk to Pike
 - Defeat the last 3 Long Lost Ones
 - Go back to Pike
- Dialogue:

PIKE
I hope you're ready this, Brand.

BRAND

Yeah, I guess so...

PIKE

Why the long face?

BRAND

Ehh, I dunno... for some reason, just none of this feels quite right, you know what I mean?

PIKE

This is a feeling I've had for much time now. But I sense it will all come to pass soon enough.

Upon return...

PIKE

You look like you've seen a ghost, Brand.

BRAND

Seen ghosts, hah you're funny!

PIKE

You have never said that before. Is everything alright?

BRAND

I don't even know anymore...

19. Behind the Mask

- Description: Grandmaster Pat has a theory, and I think it's crazy. But, the way he tells it, it's as plausible as anything else. To test this theory, I have to find the Mother's room before the moon reaches its peak.
- Objectives
 - Talk to grandmaster Pat
 - Find the Mother's room before the Moon is at its peak (10 Min.)
 - Go back to Pat
- Dialogue:

GRANDMASTER PAT

You know, I've been thinking, Brand.

BRAND

I've heard that can be bad for you.

GRANDMASTER PAT

Heh, maybe for a dummy like you, Brand! Anyway, I've been thinking about you, and all this stuff and I've got an idea.

BRAND

What's that?

GRANDMASTER PAT

Well, you could be the soul of the young boy who lived here, you know.

BRAND

Hahaha! You're crazy! Have termites been at your head parts? No way, that just can't be.

GRANDMASTER PAT

Hmm, well, I think it's just about as possible as anything else that's happened, don't you?

BRAND

Whatever, even so, it's crazy. Got a way to test this theory of yours?

GRANDMASTER PAT

I do, in fact! You must hurry to face the Mother. Find her room before the moon reaches its peak in the sky, and come back here when you've found it.

Upon return...

GRANDMASTER PAT

Well, how did it go?

BRAND

I found it...

GRANDMASTER PAT

And?

BRAND

And I came back here, just like you said!

GRANDMASTER PAT

Ohh, right... Well, maybe go talk to her!

BRAND

Yeah, talk to her. For some reason, I don't think that's how it's going to go down.