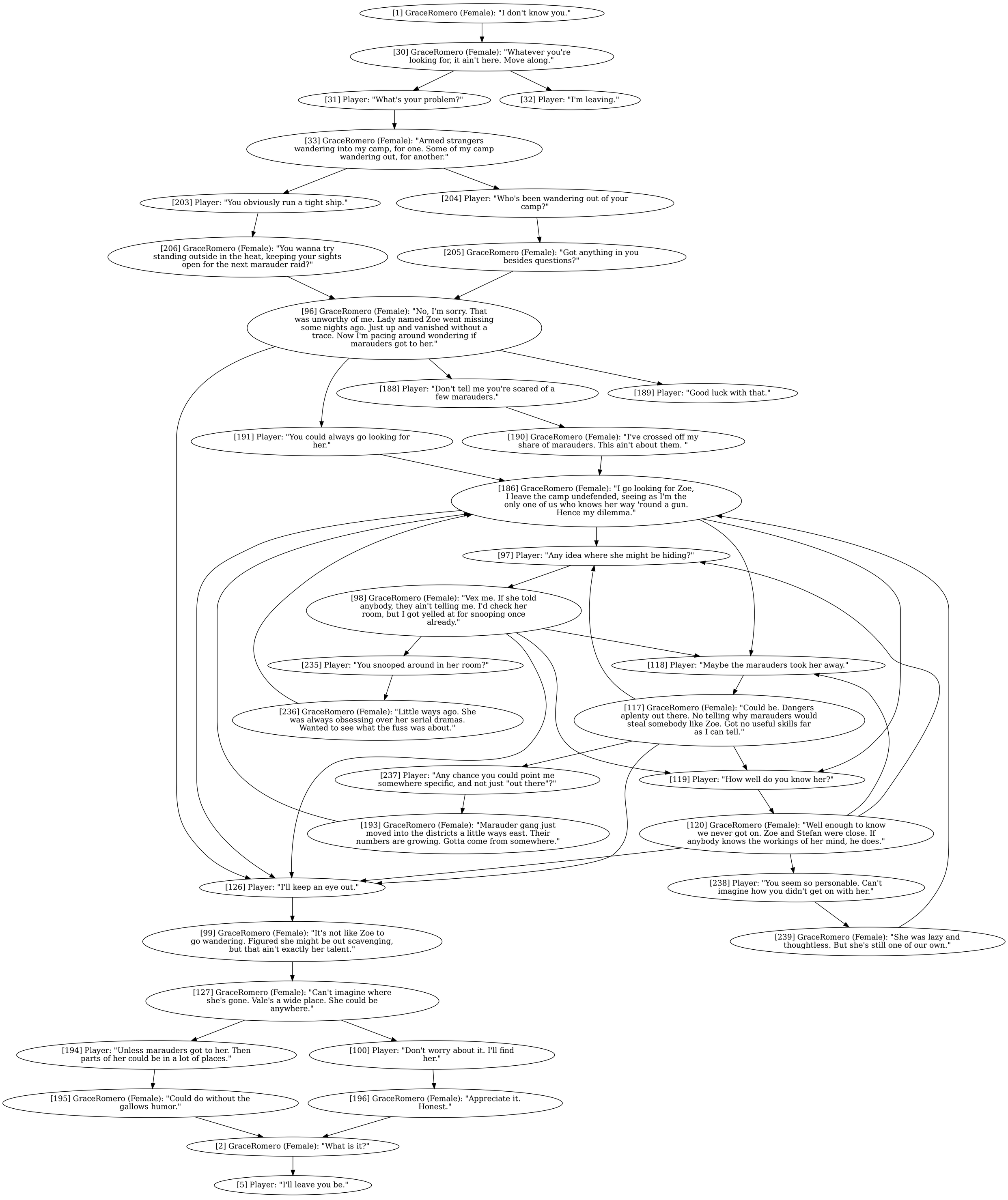
[1] GraceRomero (Female): "I don't know you."
[30] GraceRomero (Female): "Whatever you're looking for, it ain't here. Move along."
[31] Player: "What's your problem?"
[32] Player: "I'm leaving."
[33] GraceRomero (Female): "Armed strangers wandering into my camp, for one. Some of my camp wandering out, for another."
[203] Player: "You obviously run a tight ship."
[204] Player: "Who's been wandering out of your camp?"
[206] GraceRomero (Female): "You wanna try standing outside in the heat, keeping your sights open for the next marauder raid?"
[205] GraceRomero (Female): "Got anything in you besides questions?"
[96] GraceRomero (Female): "No, I'm sorry. That was unworthy of me. Lady named Zoe went missing some nights ago. Just up and vanished without a trace. Now I'm pacing around wondering if marauders got to her."
[188] Player: "Don't tell me you're scared of a few marauders."
[189] Player: "Good luck with that."
[191] Player: "You could always go looking for her."
[190] GraceRomero (Female): "I've crossed off my share of marauders. This ain't about them. "
[186] GraceRomero (Female): "I go looking for Zoe, I leave the camp undefended, seeing as I'm the only one of us who knows her way 'round a gun. Hence my dilemma."
[97] Player: "Any idea where she might be hiding?"
[98] GraceRomero (Female): "Vex me. If she told anybody, they ain't telling me. I'd check her room, but I got yelled at for snooping once already."
[235] Player: "You snooped around in her room?"
[118] Player: "Maybe the marauders took her away."
[236] GraceRomero (Female): "Little ways ago. She was always obsessing over her serial dramas. Wanted to see what the fuss was about."
[117] GraceRomero (Female): "Could be. Dangers aplenty out there. No telling why marauders would steal somebody like Zoe. Got no useful skills far as I can tell."
[237] Player: "Any chance you could point me somewhere specific, and not just "out there"?"
[119] Player: "How well do you know her?"
[193] GraceRomero (Female): "Marauder gang just moved into the districts a little ways east. Their numbers are growing. Gotta come from somewhere."
[120] GraceRomero (Female): "Well enough to know we never got on. Zoe and Stefan were close. If anybody knows the workings of her mind, he does."
[126] Player: "I'll keep an eye out."
[238] Player: "You seem so personable. Can't imagine how you didn't get on with her."
[99] GraceRomero (Female): "It's not like Zoe to go wandering. Figured she might be out scavenging, but that ain't exactly her talent."
[239] GraceRomero (Female): "She was lazy and thoughtless. But she's still one of our own."
[127] GraceRomero (Female): "Can't imagine where she's gone. Vale's a wide place. She could be anywhere."
[194] Player: "Unless marauders got to her. Then parts of her could be in a lot of places."
[100] Player: "Don't worry about it. I'll find her."
[195] GraceRomero (Female): "Could do without the gallows humor."
[196] GraceRomero (Female): "Appreciate it. Honest."
[2] GraceRomero (Female): "What is it?"
[5] Player: "I'll leave you be."