



By Robert Corra, Pixelles Game Writing Program 2023

## Quest Brief

**Name:** Two of a Kind

**Type:** Optional Side Quest (not critical path)

### **Game Background (Included for Reference):**

Bodhi was raised as a huntsman ever since he was found as a small child, the result of a mission into enemy territory that went wrong. Honor-bound to raise him as his own son, Bodhi's surrogate father did so to the best of his abilities, indoctrinating him into the ways of the huntsmen. Although loyal and accomplished, Bodhi can never quite shake the feeling of being an outsider in this world, both from how he is treated by his peers and from what he feels in his heart.

The huntsmen serve as the king's elite strike force, specializing in clandestine missions. Just like the infamous spider they share their name with, a huntsman relies on speed and stealth to relentlessly track and capture their prey. When on a mission, a huntsman always brandishes a mask, similar to the distinct mark/badge that can be found on the torso of their arachnid namesake. To be a huntsman is to be equal parts feared and respected.

The signature weapon of a huntsman is dual bagh nakh blades, essentially clawed blades, that can be used to swiftly navigate wooded terrain (clear brush, climb trees), as well as close-quarter combat. In certain situations, poison darts, short range grappling hooks, and nets are part of a huntsman's extended arsenal to help them incapacitate and/or pounce on their targets.

### **Quest Summary:**

A young village boy needs Bodhi's help. He fears something has happened to his invisible friend. While this seems hardly worth a huntsman's time, the player can choose to placate the lonely and distraught child. Bodhi's initial goal is to quickly assuage the child's fears and move on, but environmental clues start hinting at something more real than imaginary, sparking a more perilous quest for the truth.

### **Objective:**

Investigation Quest to humor the concerned child, which includes tracking. As more clues are surprisingly revealed, the tone changes from incredulous/wistful to alarmed. This leads to an Infiltration phase culminating in capturing the target and combat to subdue attacking opponents.

**Reward:**

- A relatable barb (narrative barb) that sheds light on the protagonist's past. Brodhi grew up as an outsider with little to no friends, so deep-down he knows how the scared boy feels.
- Item: 1 Lucky Rabbit's Foot Pendant (given by Jacob) - "It doesn't do anything, or does it?"

**Characters**

- Quest Giver(s)
  - Jacob: A child NPC that lives in the main village hub. Approximately 7 years old. Always appears playing in his front yard during the daytime.
- Other NPC(s)
  - Batai: Jacob's not-so-imaginary friend. Draconid child, same age range. Draconids are a nomadic, part-reptilian species that travel in large tribes. Diplomatic relations with them are cold/strained.
  - Batai's Parent: Draconid elder, parent of Batai.

**Location:**

- Village hub (house near outer wall)
- Wooded outskirts of town
- Draconid Encampment

**Triggers & Conditions:**

- **Start of Game:** Jacob appears playing by himself in his front yard during the daytime. Talking to him just gives innocuous dialogue.
- **Upon 20% Game Completion:** There is a slight change in Jacob's demeanor. He is still playing, but ambient bark dialogue indicates he is talking to someone and is somewhat upset. If you stop to talk to him at this time, you can choose to help him, which initiates the quest.

**Narrative Beats:**

**Introduction:** If the quest is accepted, exposition is provided by Jacob. Details are provided from the point-of-view of a child, which provides the setup and starts the trail.

**Investigation:** Breadcrumb trail of evidence leads to exploration out of town and into the woods. Hunting and tracking of environmental clues with running dialogue. Bodhi slowly grows concerned, progressing from casual, even playful, to more curt/serious.

**Infiltration:** The trail leads to a Draconid encampment. Bodhi must get past their defenses undetected to continue the trail. He now suspects foul play, but not sure what kind.

**Capture:** After further exploration, a netted trap/ambush is set near the end of the trail. Once triggered, something invisible flails and struggles in the net, causing more of a commotion than expected.

**Combat:** Draconid guards are alerted amongst the confusion, causing a battle to ensue. Bodhi must fend off a troop of lance-wielding defenders if he hopes to succeed with his investigation/extraction.

**Resolution:** Jacob rushes to the net, and Batai materializes into view. Batai's parent calls out for a ceasefire. Asked to explain himself, Batai reveals that he has been sneaking out of camp to play with Jacob, posing as his imaginary friend. Batai has the rare genetic abilities of a chameleon, giving him the power of limited visibility. Jacob is just relieved that his friend is safe. Batai's tribe will be leaving soon, but the boys vow to remain friends and to see each other again one day, hopefully with better

understanding amongst their people. Bodhi takes Jacob back to the village, and shares some of his past/origin, including his own struggles and imaginary friends when he was a child.

