

## 'Travelling in Pieces' Quest Document: For the Poor Man

### Introductory Paragraph

Ty and the player team up to gain immunity for the player in the Kindal Region. Ty gives the player three quests to complete which they can choose and complete in any order. This quest takes place in the outskirts of the cavernous Pol region, the player is introduced to Xavier, an old farmhand. Xavier tells the player of an unidentified squatter who has been living off pastures they don't own or work under. The squatter is to be apprehended and brought back to Xavier.

With the Trina clan looking for the player, these small and annoying jobs will go a long way to keep them safe. The Deliverers and guards sent after the player seem to avoid Pol Clan lands. This needs to be the player's new home.

### Quest Name: For the Poor Man

EXT. POL OUTSKIRTS: XAVIER'S FARM - DAY

THIRD PERSON GAMEPLAY

THE PLAYER (FLENA) hops off their horse, and follows TY through the cornfields of a large farm. At the end of the path, Ty greets XAVIER, who is sitting on the porch steps of his wooden home.

The farmer has a flute in his hands and stops his tune to shake Ty's hand. The Player can approach a PATCH OF BLOOD to the left of the house that leads into the cornfield, some STALKS OF CORN have been pushed to the side and crushed, or Xavier who watches her.

*Xavier will speak at certain points and areas.*

<i>Xavier Random Lines</i>	If The Player eyes the STALKS OF CORN.	What a waste of good corn. Bastard.
	If The Player stays next to Ty.	Who's your friend, Ty?

	If The Player approaches the PATCH OF BLOOD.	Should've shot the kid in the head.
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TRANSITION TO CUT SCENE

TY

This is, Flena. We're both here to help your squatting problem.

XAVIER

Finally, it took QALI too long to send someone my way. I'm glad it's you, Ty. A pleasure to meet you, Flena. The names Xavier.

FLENA

Right. Who's blood is that?

XAVIER

*Ha, ha!* Not one to beat around the bush, are ya? That blood belongs to the bastard who's been living off my land without so much as a 'thank you.' I caught 'em going for the cattle shed over there and shot him in the dark. Waste of an arrow if you ask me.

TY

It'll make tracking easier. Did you get a look at their face? Anything else you can tell us?

XAVIER

If you have trouble finding 'em, I know the squatter used to go around VILA'S farm.

TY

Isn't the place booby-trapped?

XAVIER

Everywhere is booby-trapped, Ty. Anyway,

good luck. I gotta go milk the cows.

TY

Thanks, Xavier. Let's look for a trail,  
FLENA. The cornfield should be a good place  
to start.

END CUT SCENE

EXT. POL OUTSKIRTS: XAVIER'S FARM - CONTINUOUS

THIRD PERSON GAMEPLAY

Xavier stands and walks towards the cattle shed to the left of the house. The Player is now tasked with looking for clues and/or a trail to where the squatter may be. The Player can now properly interact with the STALKS OF CORN, PATCH OF BLOOD, FOOTPRINTS, and Ty. Ty leans up against a porch pillar and watches The Player move around.

*If The Player interacts with Ty:*

TY

Need a hand?

*The Choice Dialog appears. All questions may be exhausted.*

<u>The Players Questions</u>	<u>Ty's Response</u>
Any ideas on who it could be?	No clue. I usually have an idea, but this squatter's M.O is my first. Most just kill the owners and take what they need until they get caught. This one seems to like going unnoticed, possibly unarmed.
You're just going to stand there and let me do all the work?	I could. But if Xavier sees me helping we'll be back at square one on your immunity. So, go on! Put your detective cap on.
Xavier mentioned booby-traps?	Ah, you see, thieves are common all across Kindal. So, a lot of farmers and merchants have placed traps around their shops or homes. The most common are mines. Let's hope

	our squatter didn't get blown to bits while running into the night.
No, I'll be fine. (EXITS CONVERSATION)	No worries!

*[The following dialogues serve to answer the questions potentially asked by The Player if The Player continues to pursue the dialogue.]*

If The Player **DID** ask question 3:

FLENA

Mines? How do we make sure we don't get blown up?!

TY

Don't worry, they're hard to miss during the day. Being spray-painted yellow and all.

*[All versions pick up here:]*

*If The Player interacts with Ty after exhausting all dialogue options these barks will play and loop after the third one.*

Ty Random Lines	First	Need a hand?
	Second	C'mon, get to it.
	Third	Found anything?

*If The Player interacts with the **STALKS OF CORN**:*

FLENA

It looks like they made their escape through here. I can see some blood on the stalks and ground.

TY

Ouch, Xavier's still a sharpshooter it seems. Squatter bled a lot.

*If The Player interacts with the **FOOTPRINTS**:*

FLENA

Pretty fresh, like the blood. Mud in the field has kept them preserved.

TY

Were you a hunter or something before all this? But yes, you're right. Hasn't been too long since the altercation happened. If they weren't smart, they've probably bled out by now.

*If The Player interacts with the **PATCH OF BLOOD:***

FLENA

Pools pretty wide. Did they fall over or stand still?

TY

Could've hit their chest or somewhere on the back. Might've been stunned by the shot.

Once all clues are exhausted, Xavier approaches Ty and The Player. Xavier has a sheep in his arms and it bleeps when he tucks it under his arm.

TRANSITION TO CUT SCENE

XAVIER

Found anything, Ty?

TY

Flena's leading on this one, Xavier.

XAVIER

Apologies, Flena. Go on, what didja find?

FLENA

The squatter ran through the cornfield. Where exactly did you shoot them? They lost a lot of blood.

XAVIER

Not too sure, was too dark for this ol' bugger to see. But seemed to be somewhere in the torso. The scream the bastard let out

was priceless.

FLENA

What did it sound like?

XAVIER

Sounded like a kettle going off. So, not sure. Anything else you need from me? Jessie here needs a shear.

FLENA

No, that's all. C'mon, Ty.

END CUT SCENE

EXT. POL OUTSKIRTS: XAVIER'S FARM - CONTINUOUS

THIRD PERSON GAME PLAY

The Player is now tasked with following the trail left behind by the unknown squatter. The Player and Ty must go on foot. Their horses are at the entrance to the farm but can only be called after they are out of the forest.

*If the player tries to enter the **CORNFIELD**.*

<u>Xavier's Dialogue</u>	<u>Ty's Follow-up Dialogue</u>
Don't go through the corn!	Guess we're going around.
You deaf? C'mon, this place is a mess enough.	Flena, stop that! Sorry, Xavier!

The Player follows the tracks which lead out of the right side of the CORNFIELD and to the FOREST that Xavier warned has traps within it. Drops of blood surround the tracks, and when The Player enters the FOREST, Ty stops The Player.

If The Player **DID NOT** ask question 3:

TY

Alright, be careful here; there are plenty of traps. Anything marked yellow you stay

far away from.

FLENA

What kind of traps?

TY

Mines, bear traps, nothing nice.

If the player **DID** ask question 3:

TY

Remember, anything yellow on the ground is a bad time.

FLENA

I know. Let's hope they didn't get blown up.

*[All versions pick up here:]*

EXT. POL OUTSKIRTS: FOREST NEAR XAVIER'S FARM - CONTINUOUS

THIRD PERSON GAMEPLAY

The Player is tasked with avoiding traps while following the squatter's trail. As The Player and Ty explore the FOREST, The Player can find a BLUE SHAWL covered in blood near the entrance to the forest. The Player can also collect a RED PENDANT NECKLACE found near some bushes the squatter supposedly ran through.

If The Player **FINDS** the BLUE SHAWL:

TY

Medicinal merchants wear those. But what would a squatter be doing with one?

FLENA

Could've killed a merchant and taken it.

Ty let out a sigh and glared at The Player. Not impressed by their remark.

TY

I hope that's not the case. C'mon.

If The Player **FINDS** the RED PENDANT NECKLACE:

TY

That looks important. Any engravings?

FLENA

Nope. The inside opens but nothing inside.

EXT. POL OUTSKIRTS: BUNJA POND - CONTINUOUS

THIRD PERSON GAMEPLAY

The Player and Ty arrive at a pond, the blood and footprints lead to a large boulder near it. A bloody handprint and streaks of red cover the left side of the rock. Rounding it, The Player spots a young woman lying a few feet away. Getting closer, The Player can hear her groaning softly.

TRANSITION TO CUT SCENE

TY

Shit, she's still alive. Hello? Can you hear me?

POM

H-help.

TY

Flena, help me carry her to the pond. We need to clean and treat her wounds.

*The Choice Dialogue appears. Only one can be chosen.*

<u>The Player's Choices</u>	<u>Ty's Response</u>
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Why? Xavier's going to kill her anyway.	Flena. Just help out.
I've got spare bandages and thread, can't believe she's still breathing.	Good, get them ready.

Time passes as the two treat POM who is now sitting upright against the large boulder, her breathing is still shallow. If The Player collected the BLUE SHAWL it is wrapped around Pom's torso to keep her from shivering. Otherwise, she is kept warm with Ty's COAT.

POM

Thank you. My name is Pom, who are you both?

TY

I'm Ty and this is Flena. We were sent after you.

POM

So Xavier wants to finish the job, ey? Bastard got me square in the back.

FLENA

Why were you on his land?

If The Player **DID** find the RED PENDANT:

POM

Is that my pendant?

TY

Where did you get it? It's beautiful.

POM

My wife gave it to me. Before she died. Please, let me at least have it if you're going to hand me in.

FLENA

You didn't answer my question. Why were you on Xavier's land?

*[All versions pick up here:]*

POM

Before JOSIE died... She gave birth. I've been taking care of the our baby ever since. But no one would shelter us. I've been taking corn and the cured meat from Xavier's shed. He-he turned Josie and me away. Josie was about to burst back then. When YUNA was born - I swear all she did was cry - I didn't know what to do.

Pom hands The Player a PHOTOGRAPH.

The PHOTOGRAPH shows a dark skinned-woman smiling and holding onto POM who has a baby in her arms. The two seem happy. Ty looks up at Pom, pity on his face.

TY

Where is the baby now? We can help find her someplace safe. Maybe convince Xavier to change his mind?

POM

Not far from here. We live near the wells to the east.

TY

Just give us a moment.

Ty pulls The Player away, whispering to them.

TY

We have to help her, Flena.

*The Choice Dialog appears. Only one can be chosen.*

<u>The Player's Response</u>	<u>Ty's Response</u>	<u>The Player's Response</u>
She was stealing from Xavier. How will helping her get me my immunity?	Please, Flena. She's got a baby!	You're going to get us killed someday.
Fine, we make sure the baby's ok. Then we turn her in.	But - Ugh fine.	Good, let's get this over with.

TY

We'll take you to Yuna. But Pom, you know you will have to face time or some form of punishment for all the stealing you've done.

POM

I do and I'm ready. But please, just let me see Yuna one last time.

TY

You think you're up for riding? It'll be quicker by horse and we don't want to reopen the stitches.

POM

I don't have a steed though.

*The Choice Dialog appears. Only one can be chosen.*

<u>The Player's Choice</u>	<u>Poms Response</u>	<u>Tys Response</u>
You'll be riding with me.	Thank you.	Uh, sure. Just don't go gung-ho, yeah?
TY can take you.	Thank you.	You'll be safe with me. Flena can go a little too fast sometimes.

END CUTSCENE

EXT. POL OUTSKIRTS: TILKA FARMLAND - CONTINUOUS

THIRD PERSON GAMEPLAY

The Player can now call their horse and head east of the mined forest onto the dirt roads connecting Pol to Tilka: a section of land owned by farmers to grow food and raise cattle. If THE PLAYER took POM on their horse and ride too fast or dangerously at any point, these barks will be activated:

*Barks Template in any order.*

TY'S Lines	Flena! Slow down!
	If you won't ride safely, I'll take Pom.
	Do you want her wounds to reopen?

If THE PLAYER did not take POM and ride too fast or dangerously at any point:

*Barks Template in any order.*

TY'S Lines	Flena! Slow down! I can't keep up!
	Aren't you glad I took you, Pom?
	What's got you in such a rush?

If the player **DID** find the BLUE SHAWL:

Along the way is an influx of merchants. None seem to recognize Pom if she has the BLUE SHAWL.

FLENA

So that shawl. TY told me it belonged to healing merchants.

POM

Yes. I've only recently started selling. It's harder for newer merchants to get proper buyers.

TY

You could've tried The Collective? They're

always willing to have shadow merchants on their journeys.

POM

I couldn't risk taking Yuna on them. She was so sick for so long. One even refused to help with Yuna's delivery.

FLENA

Not even the Father would help? Where was he?

TY

Flena!

POM

I asked JOSIE to run away with me. She wasn't happy and I...I loved her. I regret it always.

FLENA

Because she died? At least she was happy. Isn't that what matters.

POM

*Hah*, I suppose it does.

If the player **DID NOT** find the BLUE SHAWL:

The same influx of merchants occurs and POM becomes rather awkward.

TY

Are you ok, Pom?

POM

Yes of course. I just haven't had a pleasant past with merchants.

TY

How so?

POM

One refused to help with Yuna's delivery. I

sometimes wonder what would've happened if they had helped us.

FLENA

Who is the baby's father?

TY

Flena!

POM

No. It's ok. Yuna was from a past relationship. I had known Josie for years. She wasn't happy, so I offered for us to run away, to be together. I-I regret it. She got so sick after Yuna was born.

FLENA

I don't think you should regret giving her a short time of happiness.

POM

I suppose you're right. Thank you, Flena.

FLENA

Sure.

*[All versions pick up here:]*

The rest of the ride is silent until the trio arrive at the Tilka Orchard. This land is thriving with fruit and people who are tending to the land. Beyond the orchard is the Tilka Estate and a few miles west of the Estate is a smaller shack with three wells surrounding it.

POM

I live in that shack, Yuna should be in there.

TY

We'll find her somewhere safe, I promise, POM.

POM

Thank you.