

‘Travelling in Pieces’ Quest Document: Paid in Blood

Introductory Paragraph

Soon after dropping off the Icies at Vulic, Ty and the player (Flena) 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 Gorpho, a village living at the base of three mountains. By now, the player has met and interacted with Ulina, the leader of the Gorpho Clan, who is a steadfast woman willing to draw blood if her people are threatened.

While Ulina does not trust the two Icies with any proper work, Ty is able to secure them a hunting job. If they can bring in some food, which has been scarce lately due to a rise in Droids, then Ulina is willing to consider offering the player immunity within Gorpho. However, the rise in Droid and Deliverer activity in the area means that the player and Ty must stay on their toes and be prepared to fight at a moment's notice.

Quest Name: Paid in Blood

TRANSITION TO CUTSCENE

INT. GORPHO VILLAGE: THE PLAYER'S ROOM - DAWN

THIRD PERSON GAMEPLAY

THE PLAYER (FLENA) lies in a hammock sleeping peacefully. A knock on the door awakens her. The Player groans and rolls to sit up as TY walks in adjusting his quiver strap.

TY

Morning, Flena. How'd you sleep?

FLENA

Fine, until you came in. What do you want?

TY

ULINA finally budged and gave us some work.
How's your throwing arm doing?

FLENA

What does that have to do with anything?

TY

We're going hunting today. I've seen your work
up close with that spear but we'll need to
work on your throws.

FLENA

I'm more than capable, Ty.

TY

Good! Then it should be easy for us to hunt
some deer for the villagers.

FLENA

Of course, it will be. Come on, let's go.

Ty laughs, shaking his head and motioning for The Player to
leave their room. The Player walks by Ty into the foyer of
GORPHO'S INNER SANCTUM.

END CUTSCENE

INT. GORPHO VILLAGE: GORPHO'S INNER SANCTUM - CONTINUOUS

THIRD PERSON GAMEPLAY

The Player can explore the bustling foyer and upstairs area as
they wish. There are Gorpho Hunters, Sanctum Workers, and
Merchants dotted around. The upstairs area is lined with ornate
doors, the walls are intricately carved with humanoid faces,
plants, and natural landforms.

The foyer below is lit by a large pyre in the middle of the
room, it is maintained by multiple Sanctum Workers who throw
more kindle onto the pyre when they aren't serving the Sanctum's
guests. Endless rows of seating fan out from the centre of the

room and along the walls are Merchants selling weapons, medicine and other trinkets. The Player can EAVESDROP on some conversations, buy from the MERCHANTS, sit at the PYRE and interact with the FRONT DOOR of the foyer to progress the mission.

If The Player EAVESDROP's on GORPHO HUNTERS:

The GORPHO HUNTERS are gathered at the bottom of the left stair-case. They all have flasks in their hands and shout out a cheer before taking a long swig of their drinks. A tall, brunette-haired woman with skin like the night sky walks up a step to regard her friends.

BROWN-HAIRED WOMAN

Today, Ulina has given us her blessing to travel to the far reaches of this land and beyond. She called us her explorers, her hunters. We will not let her down! Tomorrow, we travel to Pol, then Trina, and finally Hadrana. We will bring back the most important trophy; a Droid's head.

A collective cheer follows her speech and they all take another swig from their flasks. The GORPHO HUNTERS all gather in a tight hug. Ty spots The Player listening in.

TY

You alright, Flena?

FLENA

What are they talking about?

The Player points at the group who are now singing an unknown song hand-in-hand.

TY

They've completed their initiation by the sounds of it. The Gorphons take pride in their hunting and scavenging. You travel to the highest mountain peak, stay there for a

TY (CONT'D)

week and if you come back alive? You're given the honorary title of one of Ulina'S Hunters.

FLENA

They mentioned a place called Hadrانيا?

TY

That's where you were found, Flena. The place is crawling with DROIDS and cryogenic pods. It's not a safe place, but these people are more than capable. If they bring back a Droid's head they are promoted to Ulina'S personal guard.

FLENA

Sounds stupid to me.

TY

It's called 'culture', Flena. Try to respect it, ok?

FLENA

As long as I'm not dragged into it, sure.

If The Player EAVESDROPS on SANCTUM WORKERS:

The SANCTUM WORKERS are working over the pyre, the tall one with a blind eye, JULIUS, hands his companion who is short with long black hair a log. The short one, EDO, starts talking, not even seeing The Player.

EDO

Did you see Ty with that Icie of his, Julius?

JULIUS

No gossiping while we're on the clock, Edo. FRILA will have our asses.

EDO

I don't know why you're so scared of her.

Julius wipes his hands on his soot-covered waist-apron and glares at his short friend.

JULIUS

You saw what she did to PAVNA. She wants this place in tip-top shape. We're lucky to even have a roof over our heads.

EDO

Yeah, yeah. I know what you're gonna say next: 'be grateful for the gifts we've been given'. Have you ever thought of bein' a pastor with sayings like that?

JULIUS

Nope, especially if I have to put up with an idiot like you.

Julius chucks another log at Edo who expertly catches it and throws it onto the pyre's kindle.

EDO

Look, jabs aside, did you see her? She's got this awesome spear and her hair is all shaved on one side. I remember when she first walked in with Ty in tow. She had blood on her face and carried a boar by the legs. Now that's a scary woman.

JULIUS

Next time you see her, make sure you ask for an autograph.

EDO

Fuck off, Julius. You're just angry that you don't look that cool.

JULIUS

What makes me angry is you slacking off. Now shut up and go serve the hunters by the staircase.

The Player smirks at Edo who, on his way to the staircase, finally spots The Player. He gapes, quickly bows then runs away. Julius also spots The Player and chuckles.

JULIUS

Sorry about, Edo. He likes to talk.

TY

That's an understatement, Julius. Good to see you.

JULIUS

You too, Ty. Happy hunting!

Ty and The Player walk away from Julius who turns back to the pyre. Ty nudges The Player's shoulder.

TY

Looks like you've got your first fan, Flena. How do you feel?

FLENA

Indifferent. What's an autograph?

TY

Something you sign and give people; it's a gift basically.

FLENA

Sounds vain.

TY

Oh, for sure. Do you even know how to write?

FLENA

Of course I do! I can read too you know.

TY

Those two don't always go hand-in-hand, Flena.

FLENA

Noted.

If The Player sits by the PYRE:

The PYRE's flames rise into the sky and the smoke exits through the large hole in the roof of the foyer. The sun is still rising and gives the sky an orange glow. The Player can stay here for as long as they like, the WHISPER will speak to them if they stay for a while.

The WHISPER (the cause of The Player's PHANTOMS) will talk to The Player and depending on their relationship with Ty, some responses may change.

<u>Whisper Barks</u>	<u>Ty relationship gauge = high response</u>	<u>Ty relationship gauge = low response</u>
No nightmares today, that's a first.	Aren't you the reason I have them?	No change
Do you really not trust, Ty? He's done so much for you. For us.	Maybe, but he is growing on me.	It's easier to not trust anyone.
Take your time. Resting is important.	You sound like, Ty.	I hardly get rest with you around.

If The Player buys from the MERCHANTS:

Weapons Merchant lines.

<i>WEAPONS MERCHANT Random Lines</i>	General greeting	Please, take your time. I have all you need to keep you safe out there.
	Upgrading weapons	No weapon is ever at its fullest potential. Let's see what we can do about yours.
	General Salutations	Will be seeing you! (EXITS CONVERSATION)

Medicine Merchant lines.

<i>MEDICINE MERCHANT Random Lines</i>	General greeting	You can never be too prepared for the wilderness. There is danger everywhere.
	Upgrading medicine pouch	You'll need a reliable method to carry all of this. Let's see if I can make you something for your needs.
	General Salutations	Be safe. (EXITS CONVERSATION)

Armour Merchant lines.

<i>ARMOUR MERCHANT Random Lines</i>	General greeting	A mighty warrior needs armour that can protect them and help them excel.
	Upgrading armour	A fine piece you have there. Let's see if we can make it greater.
	General Salutations	Make sure to clean your gear regularly! (EXITS CONVERSATION)

General Merchant lines.

<i>GENERAL MERCHANT Random Lines</i>	General greeting	What do you need? A gift for a friend? Some nice clothes? I've got it!
	Buying gifts	Why yes, I think they'll like that quite a lot!
	Buying clothing	Very stylish. It suits you!
	General Salutations	Don't be afraid to come back! (EXITS CONVERSATION)

[All versions pick up here:]

If The Player interacts with the FRONT DOOR:

The door is guarded by two Gorpho Hunters who nod approvingly towards Ty and open the door.

EXT. GORPHO VILLAGE: GORPHO COURTYARD - CONTINUOUS

The Player and Ty exit into the chilly morning air. The Gorpho Hunters and Ulina's personal guards train and spar with one another in the large courtyard before them. The Player is frustrated and starts talking to Ty who regards the strangers with a friendly nod.

They don't even look at me. You're sure Ulina actually wants to help?

TY

We're outsiders, Flena. These people are prone to distrust their own blood. It's nothing against you. Trust me.

FLENA

That's all I've done, yet here I am at *another* clan doing stupid chores for the small possibility of gaining immunity. Its-its...

TY

Try to articulate.

FLENA

It is *frustrating*.

Ty stops walking and places a hand on The Player's shoulder, giving it a small squeeze.

TY

I know it is. You think the Pol clan just gifted this to me? I had to fish with the elders for weeks to even be allowed to see QALI.

Ty digs into his jacket and procures the small metal plate hanging on the end of his necklace. Rubbing the symbol with his thumb before hiding it under his jacket.

FLENA

I don't have weeks, Ty. Trina guards are everywhere now.

TY

Are you scared?

FLENA

Of course not. I'm just sick of doing all this for nothing and being in someone's crosshairs.

TY

I understand, I do. But look, Ulina said if we do this for her then she will talk to Qali and boom! You'll be immune here and in Pol. There's HERA, let's keep our heads high and hunt, ok?

FLENA

Fine.

TRANSITION TO CUTSCENE

EXT. GORPHO VILLAGE: GORPHO COURTYARD - CONTINUOUS

Hera leans against a blacksmith's store, too busy carving into the hilt of her blade to notice The Player or Ty. She is a tall woman with tan skin and tattoo's that line her arms and collar bone. Her hair is crochet-braided and ends at her mid-torso.

TY

Hera! Long time no see. How've you been?

Hera looks up from her blade, her stone-cold expression lightens when she recognizes the man before her. The two embrace.

HERA

Ty! By Lina it's been such a long time!
I've been good, Ulina has me under the pump as always. What about you though?
I hear you've been helping another Icie.

TY

That'd be Flena. Flena, this is Hera. Hera, this is Flena.

The Player and Hera shake hands as Ty continues to speak.

TY (CONT'D)

Ulina has given us some work today regarding deer hunting. Is there anything we need to know?

HERA

It's usual for our numbers to be low when it comes to food supplies. But there's been a spike in Droid activity. A lot of our hunters come back injured, sometimes even dead.

TY

Got any specifications on where the Droids are?

HERA

Of course. This map here has been marked with Droid sightings. Yellow is for the bad and green is for the food we're after. Head for FOYA. We need food, not heroes, and OWA is a fast pass to death.

Hera hands The Player a MARKED MAP. It is made of brown parchment and certain areas on the map have yellow and green circles on it.

FLENA

Thanks, do we know what Droid types have been in the area?

HERA

You've taught her a lot, Ty. There have been sightings of Berserker Droid's. But keep an eye out in FOYA. If it isn't a Berserker then it's a wolf that's hunting you down.

TY

Thanks again, HERA. We'll be back soon.

HERA

Stay safe you two!

The Player nods goodbye and turns back towards the courtyard.

END CUTSCENE

EXT. GORPHO VILLAGE: GORPHO COURTYARD - CONTINUOUS

THIRD PERSON GAMEPLAY

The Player is now tasked with finding deer in FOYA. The Player can view the map at any time. The mini-map will also change to look like the MARKED MAP and update in real-time with their current location.

TY

Good thing we've got all day. These hunting areas are pretty spread apart.

FLENA

When have we ever been slow?

TY

You're right, you always like to dive in head first.

The Choice Dialog appears. Only one can be chosen.

<u>Player choices</u>	<u>Ty's response</u>	<u>Player's response</u>
Is that a problem?	No, just an observation.	I'll try to leave some of the work to you this time, then.
Pretty sure my methods have saved your ass multiple times.	Are we keeping score now?	Yeah, pretty sure it's six - four. My favour.

[All versions pick up here:]

There are two ways out of the GORPHO COURTYARD: The first is through OWA, the path leads down the mountains to a forest that is thriving with Droid activity. The second exit is through FOYA and guides The Player up the mountain ROAN which is dangerous to

climb yet has more deer hot spots and fewer Droid sightings.

If The Player approaches OWA GATE:

TY

We should probably heed Hera's warning and avoid OWA.

FLENA

Scared?

TY

Why do you always have to tease? I'm more worried about wasting all my arrows. These aren't cheap.

FLENA

Fine, FOYA it is then.

[All versions pick up here:]

EXT. FOYA MOUNTAIN: MOUNTAIN PATH - CONTINUOUS

FOYA's exit gate is home to dark-feathered birds that play and caw at one another. They pay no mind to The Player and Ty. Beyond the gate are small bushes covered in berries and light snow covers the earth.

TY

Fuck it's cold. Are you sure you won't freeze?

FLENA

I was on ice for a decade, Ty. I think I can handle some snow.

TY

Well I've got my jacket if you need. Let's see if we can find some tracks.

The Player can now explore FOYA with its narrow paths, the only way is up. Along the way are resources to craft more medicine

and weapon upgrades. After following the twisting path, The Player will arrive at a fork in the road. The left path is a tight squeeze and forces THE PLAYER to shuffle along the steep cliff-sides, past that are endless leafless trees and shrubbery. There are also tracks that can be seen across the gap.

The right path is wider but thick with deep snow that will slow THE PLAYER's movement. There are specks of blood on the ground that lead further down the path. Only the left path is full of deer activity.

TY

Best we take the left path first, more likely to find some food.

FLENA

I can already see tracks too. C'mon, you're about to turn into an icicle already by the looks of it.

TY

Very funny, FLENA.

EXT. FOYA MOUNTAIN: WEST ICE WALL - CONTINUOUS

THE PLAYER must now shuffle across a thin path to get to the other side. Beginning to shuffle along will trigger TY's next line.

TY

Be careful, FLENA. The ice could go at any time.

FLENA

Then let me focus.

EXT. FOYA MOUNTAIN: WEST FOREST - CONTINUOUS

Once across the gap, THE PLAYER pushes through the gnarled trees and bushes to an open, snowy field. Small boulders and fallen trees lie in the snow. The wind is strong and throws snow onto

THE PLAYER and TY. It is not only hard to see, but hard to hear thanks to the wind.

TY

Shit! Can hardly see a thing!

FLENA

What?!

TY

Look over there!

TRANSITION TO CUTSCENE

Through the snow and following TY's pointed finger, THE PLAYER can barely spot three brown shapes. TY motions for THE PLAYER to follow him behind one of the boulders.

TY

You see them, yeah?!

FLENA

You don't need to yell, TY. I can hear you, just fine now.

TY

Sorry. You ready to go?

FLENA

Shouldn't we wait for the blizzard to stop?

TY

That could be ages from now. I'd rather not freeze to death. You take the BUCK, I've got a clear shot at the DOE from here. Just don't go for the FAWN, OK?

FLENA

Got it.