

LOVE IN THE TIME OF KRAKEN

Quest Outline | Christophe Bettez

This choice-based, PvE side-quest was designed and written for the medieval fantasy world of Bicolline. Depending on their choices, players could experience one of three possible endings. Knowledge of the existing Bicolline lore was a plus for players, but not required to understand or complete the quest.

SETTING: Zahera, a small portside town.

MAIN CHARACTERS:

- **Zeyn:** A young woman living in Zahera with her family. She is madly in love with Amara, a girl from the village. Zeyn faithfully believes in the village's official religion, Octo Armis (an in-game Bicolline religion; they essentially worship an immortal and vengeful kraken).
- **Amara:** A young woman from Zahera, Zeyn's lover. While she pretends to believe in Octo Armis, she's suspected of believing in Noïséhoc (basically the exact same immortal kraken, but slightly less vengeful).

QUEST OUTLINE:

Back Alley meeting

Zeyn greets the players in a back alley. She is panicked, sweating and pacing back and forth. She confusedly explains the situation: her two sisters have seized Amara and have taken her to the river to make her confess. Zeyn does not believe for a second that Amara could worship the cursed Noiséhoc, and she's terribly afraid they might kill her.

She implores the players to go to the river and save Amara from her sisters' grasp by any means necessary, as long as she lives!

At the River

A grim spectacle awaits: Zeyn's two sisters, waist-deep in the river, are torturing poor Amara. Players' attempts to negotiate quickly fizzle out, as Zeyn's sisters are sadistic zealots and have no intention of handing Amara over. What will the players do next?

CHOICE 1: Do Nothing

CHOICE 2: Fight the Sisters

Do Nothing

The sisters invite them to join in the torture session, for the glory of Octo Armis!

CHOICE 1: Accept

CHOICE 2: Decline and Leave

Accept (Ending #1)

Through the players' hands, Amara drowns while claiming her innocence. The sisters offer them a reward.

Decline and Leave (Ending #2)

As they leave, the players hear the last echoes of Amara's agony. They receive no reward.

Fight the Sisters

Fight scene! The players have to get in the water and kill the zealot sisters while protecting Amara.

When Amara is safe and dry, instead of immediately going to Zeyn, she hangs back and asks for the players' opinion. It turns out the zealots were right: she indeed worships Noiséhoc in secret, and she asks for advice. Should she open herself up to Zeyn and risk losing everything? Or should she say nothing and keep living in secret?

No matter the players' response, Amara accepts their suggestion.

CHOICE 1: Have Amara Say Nothing

CHOICE 2: Have Amara Reveal the Truth

Amara Says Nothing (Ending #3)

To Zeyn's profound relief, Amara returns to her safe and sound. Zeyn profusely thanks the players, offers them a reward and leaves with Amara's arm around hers, though failing to see how sad Amara looks. She survived, but a lifetime of lies awaits her...

Amara Reveals the Truth (Ending #4)

Amara returns safe and sound, but Zeyn's relief quickly turns to horror when she hears her confession. For a moment, nothing happens... then Zeyn lunges at Amara and tries to strangle her!

Fight scene! Zeyn, driven by religious fury, cannot be reasoned with and has to be killed. After the fight, Amara stays behind, dumbfounded by this turn of events, but promises to help Zeyn's soul pass on by performing the only true rites on her body: Noiséhoc's. If the players want their reward money, they'll have to loot it from Zeyn's corpse in front of Amara...