

# Halcyon Quest (Test)

## 1.

In this writing piece, the words marked in (text-colour:orange)[orange] are the (text-colour:orange)[context] the gameplay would provide if this were a real RPG.

In (text-colour:blue)[blue], are the words of the (text-colour:blue)[Narrator], visible on screen.

In (text-colour:magenta)[magenta], are the descriptions of (text-colour:magenta)[sounds], which, in a real RPG, the Player would hear in audio format.

In (text-colour:purple)[purple], are the words of the (text-colour:purple)[NPCs], visible on screen.

---

(text-colour:orange)[You've just found out that Duke Flammel has departed from Dhara, to the *Flying Fortress*. You've returned to your shabby hotel in the outskirts (i.e. your current checkpoint) to rethink your priorities, resupply, and choose another quest to embark on. ]

(text-colour:blue)[**Narrator:** ]He's not here. Your sworn enemy has slipped away from you, again.

(text-colour:blue)[**Narrator:** ]*Flying Fortress* is high up in the sky. You'll need a *chariot* to get there.

[Continue \(turn to 40\)](#)

## 2.

(text-colour:blue)[Narrator:] You seize your weapon, ready to smite Halcyon.

(text-colour:magenta)[Halcyon squeals]

(text-colour:purple)[Halcyon:] He was my enemy! It's a tradition among us faskunji to eat our enemies!

(text-colour:purple)[Halcyon:] Wouldn't you also want to kill someone who destroyed your family?!

[1. You're right... \(turn to 30\)](#) [2. Kill Halcyon and take his meat and claws. \(turn to 29\)](#)

## 3.

(text-colour:blue)[Narrator:] You seize your weapon with killing intent. The birdling squeals in fright.

(text-colour:purple)[Birdling:] No, please! I'll never upset you again, I swear!

[1. Kill it and take its meat and claws. \(turn to 26\)](#) [2. Reconsider. He might be more useful later. \(turn to 7\)](#)

## 4.

(text-colour:purple)[Halcyon:] Oh, come on! It concerns my mother, okay?!

(text-colour:purple)[Halcyon:] Those bastards were faskunji hunters. I won't forget their leader... He killed my mother when she was downed and could no longer move! All of that just to take her claws! That monster...

(text-colour:purple)[Halcyon:] He had an eye-patch and carried a pair of chained sickles. I still see them in my nightmares.

(text-colour:blue)[Narrator:] Chained sickles... It's a weapon of choice for the Mantis Fraternity - a gang of thugs, robbers, and all kinds of ruffians. They've been devastating the region for a long time now.

(text-colour:blue)[Narrator:] It's no wonder they engage in faskunji hunting. It would provide them with rich patrons, to shield them from the government.

(text-colour:blue)[Narrator:] Hunting faskunji requires extreme dexterity and skill, and chained sickles are difficult to master. If Halcyon's enemy could do both, he must be a dangerous man.

(text-colour:purple)[Halcyon:] So, do you know where that sort of people could be hanging out?

(text-colour:blue)[Narrator:] You remember your innkeeper was a rather talkative fellow. With all kinds of thugs and outlaws roaming about this hotel, he should have some interesting connections.

(text-colour:blue)[Narrator:] It'd be wise to ask him about the Mantis Fraternity and their nesting ground. You might also hear a thing or two about black market, if you ever decide to sell Halcyon's meat and claws.

(text-colour:orange)[You gain a new objective - to talk to the keeper of your shabby hotel.]

[Continue \(turn to 24\)](#)

## 5.

(text-colour:purple)[Haral:] You bastard!

(text-colour:orange)[Haral and his henchmen take out their weapons.

Halcyon squeals and emerges from under your cloak. The outlaws in the pub seize their weapons once they see a faskunji birdling, whose meat is a treasure.]

(text-colour:purple)[Halcyon:] I'll fight with you!

(text-colour:orange)[The player has to kill everyone in the pub. After Haral is killed, another cutscene ensues, where Halcyon charges at the dead Haral's flesh.]

(text-colour:blue)[Narrator:] Halcyon gorges upon the dead Haral before your eyes. He pecks out his remaining eye, swallows his tongue and goes on tearing his body apart, finding bliss in it.

(text-colour:purple)[Halcyon:] Finally, I get to eat him! I'll keep this bastard's skull as a souvenir... to remind everyone what I'm capable of!

[1. I did most of the job. You just stood there. \(turn to 17\)](#) [2. I knew you were dangerous. I can't let you grow up! \(turn to 2\)](#) [3. I wish it were Duke Flammel in that man's place. \(turn to 21\)](#) [4. You're one bloodthirsty bird... Totally my type! \(turn to 10\)](#)

## 6.

(text-colour:purple)[Haral:] Damn right I did! And I downed a big one, at that.

(text-colour:purple)[Haral:] What's it got to do with you?

(text-colour:orange)[Halcyon squeals from under your cloak. He emerges and hisses at Haral.]

(text-colour:purple)[Halcyon:] I'll kill you!

(text-colour:orange)[Haral and the presenting people are devastated at the sight of a live faskunji you've brought. Haral grabs his weapons.]

[Continue \(turn to 5\)](#)

## 7.

(text-colour:purple)[Birdling:] Whew... Thank goodness!

(text-colour:purple)[Birdling:] I promise you won't regret your choice!

(text-colour:purple)[Birdling:] So, will you please take me to the city now?

[1. Let me heal you first. \(turn to 33\)](#) [2. Leave. \(turn to 14\)](#)

## 8.

(text-colour:purple)[Birdling:] Don't underestimate me! I may look small and fragile, but I'm a predator bird. When I grow up, I'll be invincible!

(text-colour:purple)[Birdling:] Will you please take me to the city? I'm not afraid of dying. I have to avenge my mother!

[1. I like your spunk! I'll take you along. I'm also looking for revenge. \(turn to 23\)](#) [2. You seem brave. But you should get healed first. \(turn to 33\)](#) [3. Alright, banter's over. I'll be taking your claws. \(turn to 15\)](#) [4. If you're not afraid, prepare to die! \(turn to 28\)](#) [5. Leave. \(turn to 14\)](#)

## 9.

(text-colour:purple)[Halcyon:] Well, I'm still assessing you, just as you're assessing me.

[1. If you try betraying me, I'll kill you! \(turn to 12\)](#) [2. Okay. Tell me about your mother's attackers! \(turn to 39\)](#)

## 10.

(text-colour:purple)[Halcyon:] Haha! We're birds of a feather, alright!

(text-colour:purple)[Halcyon:] Thank you for your help! From now on, I'm your friend.

(text-colour:orange)[After Halcyon grows enough (which happens faster if you let him eat humans), you may use him to get to the *Flying Fortress*.]

## 11.

(text-colour:purple)[Birdling:] Whew, you scared me to death!

(text-colour:blue)[Narrator:] The birdling squeals in laughter. He does seem like a child.

(text-colour:purple)[Birdling:] So, will you take me to the city, please?

[1. Sure, but let me heal you first! \(turn to 33\)](#) [2. Sure thing! I also seek revenge. We could help each other! \(turn to 23\)](#) [3. I meant I was kidding about punishing you. I'll just kill you. \(turn to 3\)](#)

## 12.

(text-colour:purple)[Halcyon:] No! I'd never betray you, I promise!

[1. Alright. So, what about your mother's attackers? \(turn to 39\)](#) [2. That's unconvincing... But we'll see. \(turn to 13\)](#)

## 13.

(text-colour:purple)[Halcyon:] Alright...

(text-colour:purple)[Halcyon:] Anyway, about my mother's attackers... They were professional faskunji hunters. The leader had an eye-patch and carried a pair of chained sickles.

(text-colour:purple)[Halcyon:] I'll never forget that bastard... He killed my mother!

(text-colour:blue)[Narrator:] Chained sickles... It's a weapon of choice for the Mantis Fraternity - a gang of thugs, robbers, and all kinds of ruffians. They've been devastating the region for a long time now.

(text-colour:blue)[Narrator:] It's no wonder they engage in faskunji hunting. It would provide them with rich patrons, to shield them from the government.

(text-colour:blue)[Narrator:] Hunting faskunji requires extreme dexterity and skill, and chained sickles are difficult to master. If Halcyon's enemy could do both, he must be a dangerous man.

(text-colour:purple)[Halcyon:] So, do you know where that sort of people could be hanging out?

(text-colour:blue)[Narrator:] You remember your innkeeper was a rather talkative fellow. With all kinds of thugs and outlaws roaming about this hotel, he should have some interesting connections.

(text-colour:blue)[Narrator:] It'd be wise to ask him about the Mantis Fraternity and their nesting ground. You might also hear a thing or two about black market, if you ever decide to sell Halcyon's meat and claws.

(text-colour:orange)[You gain a new objective - to talk to the keeper of your shabby hotel.]

[Continue \(turn to 24\)](#)

## 14.

(text-colour:orange)[This option allows the Player to not engage in the quest for some time. It may be for various reasons (prioritizing other quests, resupplying before coming back, etc.) When the player returns, the quest will be resumed from the Faskunji birdling's last dialogue.]

## 15.

(text-colour:purple)[Birdling:] Wait, stop!

(text-colour:purple)[Birdling:] My claws aren't well-developed! You'll find them more useful when I grow up. Please, reconsider!

(text-colour:blue)[Narrator:] An adult Faskunji's claws are precious, but so is the birdling's meat. It should sell well.

[1. Kill it and take its meat and claws. \(turn to 26\)](#) [2. Reconsider. He might be more useful later. \(turn to 7\)](#)

## 16.

(text-colour:purple)[Halcyon:] My mother was killed before my eyes, by the hunters.

(text-colour:purple)[Halcyon:] Their tracks led me to this city, but I was attacked when I sneaked in.

(text-colour:purple)[Halcyon:] People don't take well to faskunji. I found it out the hard way.

(text-colour:purple)[Halcyon:] The citizens wanted to roast me alive! They even tried to break my wing off!

(text-colour:purple)[Halcyon:] I managed to escape and hid away in the sewers. But you can't live long on rat meat. It was cold down there, too. I almost died.

(text-colour:purple)[Halcyon:] Fortunately, I've met you now. You seem different from others... You're trustworthy.

[1. Tell me more about your mother's attackers. \(turn to 39\)](#) [2. I'm not interested in your sob stories. \(turn to 4\)](#) [3. I wouldn't call myself "trustworthy". \(turn to 22\)](#) [4. Leave. \(turn to 27\)](#)

## 17.

(text-colour:purple)[Halcyon:] Oh, come on! Give me some credit!

(text-colour:purple)[Halcyon:] I'm small now. When I grow up, I'll help you more! I'll grow faster if I eat human flesh, so this bastard's a good start.

(text-colour:purple)[Halcyon:] I'll never forget your help. From now on, we're allies for life!

(text-colour:orange)[After Halcyon grows enough (which happens faster if you let him eat humans), you may use him to get to the *Flying Fortress*.]

## 18.

(text-colour:purple)[Haral:] That's not your damn business!

(text-colour:purple)[Haral:] What the hell do you want?

[1. If you won't fess up, I guess you should die. \(turn to 5\)](#) [3. Did you have a faskunji hunt recently? \(turn to 6\)](#)

## 19.

(text-colour:blue)[Narrator:] You assume a threatening pose. The birdling shivers.

(text-colour:purple)[Birdling:] N-No! I didn't mean it like that!

(text-colour:purple)[Birdling:] Please don't get mad!

[1. Smack him. That'll teach him manners. \(turn to 34\)](#) [2. You might as well kill him. \(turn to 31\)](#) [3. I'll give you another chance. But no more sass talk! \(turn to 32\)](#) [4. Don't fret. I was just teasing. \(turn to 11\)](#)

## 20.

(text-colour:purple)[Haral:] So what if I am?

[1. I'm here to kill you. \(turn to 5\)](#) [2. Do you work for Duke Flammel? \(turn to 18\)](#) [3. Did you have a faskunji hunt recently? \(turn to 6\)](#)

## 21.

(text-colour:purple)[Halcyon:] You mean the guy you're out to kill?

(text-colour:purple)[Halcyon:] Tell you what, I'll help you! I have to repay your kindness, so it's only natural I did.

(text-colour:purple)[Halcyon:] Let's kill that guy together!

(text-colour:orange)[After Halcyon grows enough (which happens faster if you let him eat humans), you may use him to get to the *Flying Fortress*.]

## 22.

(text-colour:purple)[Halcyon:] Ha! I wouldn't myself that either, but here we are.

[1. What do you mean? \(turn to 9\)](#) [3. We'll think of our relationship later. Now, tell me about your mother's attackers! \(turn to 39\)](#)

## 23.

(text-colour:purple)[Birdling:] Oh? Then we're birds of a feather! Let's go!

(text-colour:purple)[Birdling:] I'll help you get your revenge, you help me get mine!

[1. I should heal you first. \(turn to 33\)](#) [2. Leave. \(turn to 14\)](#)

## 24.

(text-colour:orange)[After your talk with the innkeeper, you will discover that the man Halcyon's looking for is a deputy leader of the Mantis Fraternity gang. His name is Haral and he's a powerful fighter. He hangs out in a pub in the outlaw section of the city. You hide Halcyon under your cloak and go to the pub. When you arrive, Haral having a drinking showdown with his fellows.]

(text-colour:blue)[Narrator:] Haral is sitting with his mates, celebrating another successful hunt.

(text-colour:purple)[Haral's Underling:] Duke Flammel said he needs another batch of faskunji claws by tomorrow. What do you think he needs them for?

(text-colour:purple)[Haral:] As long as he pays up, I don't give a damn!

(text-colour:blue)[Narrator:] Your blood boils. It turns out these ruffians work for the devil who destroyed your village and slaughtered everyone you cared about.

(text-colour:blue)[Narrator:] You can feel Halcyon fidgeting on your back, hidden in your cloak. He seems just as agitated.

(text-colour:blue)[Narrator:] You advance to Haral. He and his henchmen finally take notice of you.

(text-colour:purple)[Haral:] Who the hell are you?

[1. Are you Haral of the Mantis Fraternity? \(turn to 20\)](#) [2. Do you work for Duke Flammel? \(turn to 18\)](#) [3. Did you have a faskunji hunt recently? \(turn to 6\)](#) [4. I don't reveal my identity to people I'm about to kill. \(turn to 5\)](#)

## 25.

(text-colour:purple)[Birdling:] What? Wait! Stop!

(text-colour:purple)[Birdling:] I... My claws aren't well-developed yet! What do you need them for? You can't sell them!

(text-colour:purple)[Birdling:] Tell you what, you... you help me first, and when I'm big enough, you can take my claws! They'll be more useful then!

(text-colour:blue)[Narrator:] He's visibly shaken. He knows he can't beat you now, so he's trying to win you over.

(text-colour:blue)[Narrator:] An adult Faskunji's claws are more precious. But a birdling's meat is a delicacy too.

[1. A Faskunji can't be trusted. Kill it. \(turn to 28\)](#) [2. Reconsider. He might be more useful later. \(turn to 36\)](#)

## 26.

(text-colour:blue)[Narrator:] Your determination can't be shaken. You advance with your weapon at hand, to kill the birdling while it's still small and defenseless.

(text-colour:magenta)[The Faskunji squeals.]

(text-colour:orange)[A battle ensues (which is a definite victory for the player since Halcyon is too weak). When Halcyon is killed, the Player may loot his meat and claws.]

Once the Player sells the goods at the merchants' bazaar, they will meet the hunters who killed Halcyon's mother. They may join the gang on raids and obtain more precious goods that will help them to eventually buy the *chariot*. The choice of killing Halcyon will make the Player enemies with the Faskunji race, but it will not hinder their main quest for revenge on Duke Flammel.]

## 27.

(text-colour:orange)[This option allows the Player to not engage in the quest for some time. When they talk to Halcyon in their checkpoint site again, the dialogues will resume where they left off.]

## 28.

(text-colour:blue)[Narrator:] You seize your weapon with killing intent. The birdling squeals in fright.

(text-colour:purple)[Birdling:] No, wait! I... I can be useful to you!

(text-colour:purple)[Birdling:] I-I'll be loyal to you forever! I'll do everything you ask! Please, don't kill me!

[Kill it and take its meat and claws. \(turn to 26\)](#) [Reconsider. He might be more useful later. \(turn to 36\)](#)

## 29.

(text-colour:orange)[A battle ensues between you and Halcyon. When you kill him, you may loot his meat and claws.

Once you sell the goods at the merchants' bazaar, you may go on raids and obtain more precious goods that will help you to eventually buy the *chariot*. Having killed Haral, however, you become an enemy of the Mantis Fraternity gang, and now, having killed Halcyon too, you're the enemy of the faskunji race.

Your main quest for revenge on Duke Flammel remains intact.]

## 30.

(text-colour:blue)[Narrator:] Halcyon's sentiments resonate with yours. You sheathe your weapon.

(text-colour:purple)[Halcyon:] Although you're cautious around me, I should still thank you for helping me. I'll help you in return!

(text-colour:orange)[After Halcyon grows enough (which happens faster if you let him eat humans), you may use him to get to the *Flying Fortress*.]

## 31.

(text-colour:blue)[Narrator:] You seize your weapon. The birdling squeals.

(text-colour:purple)[Birdling:] No, please! I'm sorry! Please, I'm sorry!

[Kill it and take its meat and claws. \(turn to 26\)](#) [Reconsider. He might be more useful later. \(turn to 36\)](#)

## 32.

(text-colour:purple)[Birdling:] Oh, thank you! I won't talk like that again, I promise!

(text-colour:purple)[Birdling:] So, will you take me to the city? Please! I need to avenge my mother! They killed her before my eyes...

[1. Sure! But let me heal you first. \(turn to 33\)](#) [2. I need to avenge my loved ones too. Let's do it together! \(turn to 23\)](#) [3. How can a brat like you be useful? \(turn to 37\)](#)

## 33.

(text-colour:blue)[Birdling:] Oh, thank you so much!

(text-colour:orange)[Halcyon joins your party. You may heal it as you'd do any party member, but that will only cure its sickness. Its injured wing needs Healing Potion you may buy in a merchant's store or may have in your inventory.

After you heal it of its sickness, the following dialogue ensues. ] (text-colour:purple)[Birdling:] Oh, this feels so much better! You're a wonderworker!

(text-colour:purple)[Birdling:] My name is... well, you don't speak Faskunji, so you wouldn't understand. It means "tranquility", but... I'm not sure. It doesn't sound as great.

(text-colour:purple)[Birdling:] You know what? Call me Halcyon!

(text-colour:orange)[After this dialogue, Halcyon's name registers in your data. When you take Halcyon to your main checkpoint and speak to him, you will trigger the continuation of this quest.]

[Continue \(turn to 16\)](#)

## 34.

(text-colour:blue)[Narrator:] You smack the bird with your bare hand. He squeals in pain.

(text-colour:blue)[Narrator:] He tears up, like a human child.

(text-colour:purple)[Birdling:] I... I won't do it again! I'm sorry...

(text-colour:purple)[Birdling:] So... c-can you take me to the city, please? I need to avenge my mother. They killed her before my eyes! Please... I can't do it alone!

[1. Sure, but let me heal you first. You can't do much in your current state. \(turn to 33\)](#) [2. Nah, I'll be taking your claws. \(turn to 15\)](#)  
[3. I'd rather kill you. \(turn to 3\)](#)

## 35.

(text-colour:purple)[Birdling:] I don't care! I have to avenge my mother!

(text-colour:purple)[Birdling:] Take me to the city!

[1. I also seek revenge. Let's help each other! \(turn to 23\)](#) [2. Don't make me laugh! A brat like you will just get killed. \(turn to 8\)](#) [3. Let me heal you first. \(turn to 33\)](#) [5. Talking big already? I'll teach you some manners! \(turn to 19\)](#) [6. Leave. \(turn to 14\)](#)

## 36.

(text-colour:blue)[Narrator:] The birdling notices your hesitation. He seems relieved.

(text-colour:purple)[Birdling:] So... will you take me to the city? I promise I'll repay for your help!

[1. Why? Your kind isn't welcome there. \(turn to 35\)](#) [2. We should get you healed first. \(turn to 33\)](#) [3. How can you help me? Look at yourself! \(turn to 37\)](#) [4. Leave. \(turn to 14\)](#)

## 37.

(text-colour:purple)[Birdling:] Well, I... I'll do everything you ask! And then, when I'm big and strong, I can assist you in battle!

[1. Sounds fair. Let me fix you up! \(turn to 33\)](#) [2. That's unconvincing, but alright. \(turn to 33\)](#)

## 38.

(text-colour:purple)[Birdling:] I don't care! I have to avenge my mother!

(text-colour:purple)[Birdling:] Take me to the city!

[1. I also seek revenge. Let's help each other! \(turn to 23\)](#) [2. Don't make me laugh! A brat like you will just get killed. \(turn to 8\)](#) [3. Let me heal you first. \(turn to 33\)](#) [4. I'll be taking your claws. \(turn to 25\)](#) [5. Faskunji can't be trusted. Kill it. \(turn to 28\)](#) [6. Leave. \(turn to 14\)](#)



## 39.

(text-colour:purple)[Halcyon:] Well, they were professional faskunji hunters. The leader had an eye-patch and carried a pair of chained sickles.

(text-colour:purple)[Halcyon:] I'll never forget that bastard... He killed my mother!

(text-colour:blue)[Narrator:] Chained sickles... It's a weapon of choice for the Mantis Fraternity - a gang of thugs, robbers, and all kinds of ruffians. They've been devastating the region for a long time now.

(text-colour:blue)[Narrator:] It's no wonder they engage in faskunji hunting. It would provide them with rich patrons, to shield them from the government.

(text-colour:blue)[Narrator:] Hunting faskunji requires extreme dexterity and skill, and chained sickles are difficult to master. If Halcyon's enemy could do both, he must be a dangerous man.

(text-colour:purple)[Halcyon:] So, do you know where that sort of people could be hanging out?

(text-colour:blue)[Narrator:] You remember your innkeeper was a rather talkative fellow. With all kinds of thugs and outlaws roaming about this hotel, he should have some interesting connections.

(text-colour:blue)[Narrator:] It'd be wise to ask him about the Mantis Fraternity and their nesting ground. You might also hear a thing or two about black market, if you ever decide to sell Halcyon's meat and claws.

(text-colour:orange)[You gain a new objective - to talk to the keeper of your shabby hotel.]

[Continue \(turn to 24\)](#)

## 40.

(text-colour:orange)[You have decided to survey the area near your hotel. This gives you potential to hunt for some materials, engage in raids, etc.

This area stands near the river, which has some defunct drain-pipes, rusty and broken. This place has not been used by the city authorities for a long time now. A perfect location for thieves and scoundrels to seek their prey. ]

(text-colour:orange)[Here, if you step on certain tiles near the drain-pipes, you will trigger the Halcyon Quest.]

(text-colour:magenta)[Shuffling sounds and snuffles from the pipes]

(text-colour:blue)[**Narrator:**] You hear strange sounds coming from the drain-pipes.

(text-colour:magenta)[A painful squeal echoes]

(text-colour:blue)[**Narrator:**] It sounds like a hurting creature.

(text-colour:orange)[If you approach the pipes, you will see Halcyon - a *faskunji* birdling with a bleeding wing and a snotty beak. It's sick and wounded.]

(text-colour:magenta)[The birdling sounds like a young boy with parrot undertones]

(text-colour:purple)[**Birdling:**] Help me...

(text-colour:blue)[**Narrator:**] This wounded bird is a *faskunji* - a man-eating predator.

(text-colour:blue)[**Narrator:**] It's small and helpless. Merchants will pay a good sum for its meat. You're short of money.

(text-colour:blue)[**Narrator:**] If it grows up, it'll be harder to handle. But an adult's claws are more precious. They'd solve your *chariot* problem.

(text-colour:purple)[**Birdling:**] Help me, I need... to get to the city!

[1. Why? Your kind isn't welcome there. \(turn to 38\)](#) [2. Let me heal you first. \(turn to 33\)](#) [3. I'll be taking your claws. \(turn to 25\)](#) [4. Faskunji can't be trusted. Kill it. \(turn to 28\)](#) [5. Leave. \(turn to 14\)](#)