

Agile Adventures

Game Story Bible

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Characters

Lejes

Name: Lejes

Age: 18

Gender: Male

Appearance: A relatively well-built, eccentrically clothed half-elf. Can often be seen wearing a purple hood - even in more formal circumstances.

History: Lejes comes from a family of merchants from Saintwood. His family was very supportive of his passions and this helped foster his enterprising nature. While he tried out many get-rich-quick schemes throughout his early life, he never dabbled in crime. Currently finishing up his years of labouring for his family and now a man in their eyes, he looks toward the university to study in a field that surprises and confuses his parents - occultism. Nobody in his family knows why he would want to study such a thing but they surely don't see it as an easy path into one of the 'big four' adventuring guilds. Lejes has an idea though: what if he started his own adventuring team?

Personality: Excitable and eager to pursue his goals with passion, Lejes is the kind of guy that is always set on the next opportunity. He is eager to learn new things from his own experiences, not from books or what he is told and will pretend to know about everything. He has a strong moral compass and a real care for those around him, however he sometimes may lose sight of what's important and is often sarcastic (much to his detriment).

Barrett

Name: Barrett

Age: 18

Gender: Male

Appearance: A large, quite well-dressed dwarf. Often seen in a clean set of trendy garments.

History: Coming from the family that own one of Saintwood's largest inns, Barrett's upbringing was raucous and full of interesting passers by. He was known in his family as "bean" as he was made to count their businesses profits each night. Growing up in the town, he made fast friends with a number of the local youths, specifically Lejes and Marrot, with whom he'd often engage in feckless ventures that children often do. In more recent years he's been made to work harder and longer hours for his family and is planning on taking up a degree in paladinship, seeing it as a great opportunity to see the world, women and make a hearty lump of coinage.

Personality: Personable and agreeable - the best friend that's always up for some raucous fun. Barrett is a firm believer in procuring coin, a trait that often leads him to sniffing out odd jobs wherever they may hide. His principles are flexible and sometimes needs a reminding of right from wrong, but his heart is in the right place as he never would intend to harm another.

Marrot

Name: Marrot

Age: 17

Gender: Male

Appearance: An average sized human with a bizarre sense of fashion. Can be seen with an absent expression and some item of clothing completely mismatching the rest.

History: Marrot grew up in Saintwood under the household of two prominent arcanists. Being the oldest of the house, he was often put to work helping them with their pursuits in the field of theoretical magic. He was made to memorise magical proofs and build out enchantment models to assist in their publications. His parents are now pushing him towards formal studies, encouraging him to begin training as an arcanist in the university.

Personality: Incredibly intelligent and full of a desire to consume information, Marrot is the perfect candidate for a magical studies course. If it weren't for the fact he can also be incredibly lazy. While he is risk-averse and jumpy, he is often brought along for the ride when he is with friends, but can be pushed too far and in such cases has quite the temper. He has a very firm sense of right and wrong, and is the first to bring up potential issues with a course of action.

Dialogue

Act I, Scene III

(The scene opens on the three friends entering an inn with some degree of noise over the level around them.)

BARRETT

What do you mean that it might not be “magically charged”? I bought the damned thing from a registered mage myself!

(Now adjusting to a lower register)

It even glows green for god’s sod, man!

MARROT

All I was saying is that there’s no way to prove that it **is** magical given any set of properties – we can only say it with a great deal of certainty as it exhibits many traits of a magically imbued item.

MARROT (CONT’D)

(Off BARRETT’S perplexed reaction)

There’s no proof to show, only theory.

(The three realise they have been blocking the doorway for far too long.)

LEJES

Let’s... move to the taps.

BARRETT

Let's.

(The three move on towards the inn's countertops.)

LEJES

I'll have...

Choice A

1. "One Dark & Brooding, mate"
2. "An Idlemind Pale Ale please"
3. "A Fat Pig Cider for myself"

A1.

INNKEEPER

At'll teke a week te settl' down so I hoope yeh got the patience feh eht!

+1 Constitution

A2.

INNKEEPER

Raght te yah!

+1 Intelligence

A3.

INNKEEPER

Excellent chauce mete!

+3 Health Points

END

BARRETT

Two actually.

MARROT

Three please!

INNKEEPER

Yeh waghnt three?

LEJES

I... I think they're saying they each want the same as me...

(He looks quizzically, watching the INNKEEPER work for a moment.)

LEJES

Ok, moving on to the more important. First day at university, boys?

BARRETT

My classes only start tomorrow so I actually just went in to check out the societies. Nothing *that* interesting, but I joined student council.

LEJES

Girl catch your fancy then?

BARRETT

Hey I would have done it anyway!

(A beat.)

MARROT

Stupid test.

(The other two give him a long look.)

Oh it was this bloody competency thing. They told me I'll be moved to upper level classes tomorrow. Other students couldn't tell the difference between a seal and sign like seriously how do you expect to actually study arcana without knowing a few simple elemental conjures. The five properties of a spell my bell-end... you can just... not even that difficult... my little brother can even...

(His words turn to reserved muttering.)

LEJES (OVER MARROT)

Well in other news, I had Introduction to Occult Things early this morning! So I'm proud to say I can make little tentacles come out of stuff!

BARRETT

(With vague disgust.)

Congratulations.

LEJES

Thing is I went home at midday and did some practice and my parents found... the results.

BARRETT

The cat?

LEJES

The cat.

BARRETT

Is it...?

LEJES

No! Just very slimy and suction'y. My parents are even less enthused about my degree now.

(He hangs his head in reflection for a moment.)

LEJES (CONT'D)

So also I was reading ahead for my Adventuring Process Management subject and -

MARROT

I feel bad for you, the humanities are dreadful.

LEJES

No, no, I actually like it!

MARROT

You can't be serious.

LEJES

They were talking about these new principles like "lean parties". They were saying that soon parties of two or three adventurers are going to be a thing – the bare minimum.

MARROT

Who cares? It's all pseudo science anyway.

LEJES

Do you not get what I'm saying? Adventuring companies won't have to be the only thing. Smaller teams will be all the rage! The three of us could start something together! We could be the next rockstar adventuring team – we could just go independent!

BARRETT

Holy hell let's do it!

MARROT

No wait on a moment! Nobody is going to hire three university students to deal with a highwaymen problem, or slay the bear on their farm.

LEJES

We wouldn't have to start with big stuff like that.

BARRETT

Yeah, like, we could just run errands and deliver things. Stuff that they usually get interns to do in big four adventuring.

MARROT

Well fine but there would still be major OHS, and insurance, and union costs not to mention legally setting up as an employable company. They'd probably tax us, or fine us, or throw us in jail!

BARRETT

They really wouldn't. I've been running financials for my family's inn for years and it's fine. I think we just have to register our company name.

LEJES

Oooh! What should we call ourselves?

MARROT

How about nothing!?! I'm not part of this. You two can go get jailed for all I care.

LEJES

Oh come on. We'll be fine.

Choice B

1. "We aren't going to be earning much, nobody will care if some students make a little pocket money"

2. "Fine, we can do the appropriate research, and get it set up legally"

B1.

MARROT

It doesn't matter how much we're making, I don't want to be doing anything illegal.

LEJES

Choice B1

1. "And we won't be. It's all fine. I'm sure it'll be ok."
2. "It'll be a good learning experience and we can make a little coin while doing it. What's the hurt in that?"

B1.1.

MARROT

Hmm, ok fine. I will hold you entirely accountable if we get hanged.

LEJES

That's the spirit!

B1.2.

BARRETT

I could use some beer money honestly and this seems like a good way to get a job closer to our chosen fields.

MARROT

Sigh. Whatever. Sure.

B2.

MARROT

Well... fine. As long as we're sure we aren't doing anything illegal here.

END

LEJES

So... name? How about "Interactive Adventures Pty. Ltd."?

MARROT

You can't do that unless you **are** those things...

BARRETT

"The Sultans of Swinging Swords"?

LEJES

We aren't a minstrel troupe, Barrett.

MARROT

"Wizards of the Midlands"?

BARRETT

You're the only one studying magic!

MARROT

"Wizard of the Midlands"?

BARRETT

Nob.

LEJES

Oooh! There was a term in my reading today I saw! Agile. "The Agile Adventuring Company"!

MARROT

That's... not terrible.

BARRETT

I'm fine with it.

LEJES

So it's decided then. The Agile Adventuring Company.

(The scene fades on them holding up drinks ahead of a celebratory clink.)

Act III, Scene VII

(As the highwaymen retreat into the scrub, Lejes writhes on the ground, gripping at his open wound.)

LEJES

(Sharply inhaling through his teeth.)

Ah! Mother-fuck! Help!

BARRETT

(Running over to Lejes' position.)

Oh shit.

LEJES

He caught my side! It's open!

BARRETT

Ok, ok, it's ok. We can deal with this. We'll be fine.

LEJES

(Showing outrage.)

We'll be fine? Fuck you! I'm on my fucking deathbed!

(He squirms with even greater pain as it seems he's made things worse in moving.)

MARROT

(Finally close enough to see.)

Crap! That's a lot of blood. Oh crap, oh crap, oh crap.

BARRETT

(To Marrot.)

Hell are you doing? Don't tell him that!

MARROT

He's going to die, look at him! This was too much! I told you we weren't prepared for this! Oh crap. Do we even have insurance for this???

BARRETT

Marrot...

MARROT (CONT'D)

I mean it **could** fall under public liability but that would only be in cases where it was an accident that was non-workplace related and we did this while performing contract adventuring work.

BARRETT

Marrot.

MARROT

(Trailing off.)

We're not actually registered yet but if we were to claim it was an accident and they found out this was a job that would be like tax fraud! They'd throw us in the stockades!

BARRETT

Marrot!

(Barrett finally gets the mage's attention.)

BARRETT (CONT'D)

He isn't going to die. He was stabbed with a rusty dagger that one of the thugs was carrying on him. It looks dire I know, Marrot, but just trust me he has a lot more blood to lose than what's pooling around him so let's move quickly. I'm more concerned with the possibility of poison to be truthful.

(To Lejes.)

We'll get you to the university healer. He'll fix you up free of charge.

LEJES

(More pained than before.)

No. The university would have to make an official report on how it happened... They'll find out about AAC... Take me to Winter... She studies medicine...

BARRETT

Shit. Good point. Where is she?

LEJES

East dorms... 2nd level, first room...

(The scene fades on Barrett hoisting Lejes up on his shoulder, Marrot quickly following behind.)

Game Outline

Note:

*Bullet points (•) indicate that it is a combat chapter
When multiple combat chapters are listed, they may be done in any order*

- **Introduction to Odd Things:** Lejes is woken up by his mother and informed that he's going to be late on his first day. She asks what his first class is and is dismayed when he says Introduction to Occult Things. He rushes out of the house and up the hill toward the university halls. He receives instructions on where to find his first class and goes to it.
- **Slimed Up:** Lejes walks in late to class, quite meekly, but manages to settle in. The professor goes over some basic principles of the occult, and two simple skills (which the player learns).
- **Adventuring Process Management:** Lejes makes his way to his second class. It explains how traditional adventuring companies operate and their methods, and goes on to talk about "agile parties". Lejes shows a gleam of inspiration.
- **High Society:** Lejes is on the lookout for his friends at the orientation day activities. In the process of asking around, he begins a conversation with Winter, a classmate who aims to perform research into the medical applications of the occult. He is free to walk through the halls where many societies are flogging their organisations, and the scene concludes once he returns home.
- **To New Beginnings:** Lejes meets with his friends at the inn for drinks. He brings up the idea of forming an adventuring party and the three agree to partner up.
- **The Benefits of Cold Knocking:** The three conclude that the best way for them to find jobs is by asking around town for jobs. They hint of a number of good places to ask around.
 - **Little Nibbles:** The party find that a local butcher has been having trouble with rats. They are tasked with ridding them, but find out that the rats are far larger than expected. Rather than stealing scraps, they've been stealing whole cows.
 - **Pretty Lights:** The party is asked to deliver a package of magically imbued fireworks to a nearby town. They must wade through the marsh, which is filled with gas, and fireball-spitting lizards.
- **Summoning Rites (& Responsibilities):** Lejes attends a class in which he learns another skill in minor occult summoning, and is told to study for midterms as they

would be more... violent this semester. The class touches on not using any learnings outside a classroom without a permit.

- **Toil & Trouble:** After class, Winter invites Lejes to a dorm party she'll be having later that night. She asks him to help with the punch for the party for which he'll need several ingredients. Lejes may either find the ingredients correctly or conjure them artificially.
 - **Fishing for Trouble:** If Lejes artificially conjures the punch ingredients, he may take some time to enjoy the party and talk to guests. Upon chatting up Winter, who thanks him for his help, guests rapidly begin to morph into violent fish-people that he and Winter together fight off.
 - **Children of the Grave:** If Lejes does not artificially conjure the punch ingredients, he may take some time to enjoy the party and talk to guests. Upon chatting up Winter, who thanks him for his help, another guest recommends they head down to the university graveyard. They all head down to begin messing around when one belligerent partygoer named Derek, who studies necromancy, drunkenly awakens the dead. Guests rapidly flee from the scene while Lejes and Winter together take on Derek and his army of the dead.
- **Recommend a Friend:** Lejes wakes up with a banging hangover to find out previous clients have apparently given the party some recommendations and Lejes is informed of a number of jobs.
 - **Fresh Meat:** The party is asked by a nobleman in town to escort a "stuck up" pair of rich siblings to the summer home a few towns over. They find out the one of them is wearing a perfume made from meat juice. Wolves ensue.
 - **Same Ship, Different Day:** The group is asked to help the dockworkers to clear the abandoned boats from the pier. Turns out that boats are people. And the boat people (were-boats) are not happy about this. Nautical ensures confusion and hilarity.
- **At the Midterms of Madness:** Lejes' class is taken to a forested part of campus littered with training dummies. They are asked to form teams of two, and Lejes pairs up with Winter. They are evaluated on a combat situation against a number of vile creatures summoned by a portal opened by the professor and must read an incantation in full to close it. They succeed and proceed to the university tavern where they celebrate finishing midterms alongside Barrett and Marrot.
- **More to Do:** Another recommendation comes in from a local farmer that's having issues with a group of violent bandits.

- **Unwanted Gardeners:** The party track down the bandits from the farmlands to a spot along the road. They confront the group of three and have them retreating. Lejes is stabbed and requires medical attention.
- **Payday:** Upon Lejes coming to in Winter's dorm, the party members begrudgingly agree to join the Adventures Association to prevent situations like that occurring again.
- **Articles of Incorporation:** Lejes runs errand trying to get registered with the Adventurers Accusation and must be a bit tricky in order to get the paperwork through. It works and they have an invitation to their first Quest Auction.
- **Auction House Blues:** The three attend the quest auction and it is explained to them that adventuring companies bid on quests - the lowest bid wins the contract. It is noted that bidding below 40% is prohibited by the union. The party is left feeling annoyed with the system when they only win contracts for low paying jobs that have relatively high risk and difficulty.
 - **On the Tusks:** The party are told to scare off the growing walrus population down south. They soon find out the walrus are quite large and aggressive.
 - **Aggressive Architecture:** The party is asked to investigate a deserted town where many refugees are feeling from. They find that an arcanist has found a way to animate the buildings, making them talking, sentient beings. The party must fight to de-animate the town's various structures by placing a magical decomposition bomb in the town square.
 - **A Trip & A Half:** The party investigate a missing person - a fellow university student of alchemy that was researching ability-enhancing substances. He is found deep in the mushroom groves of the town, being held captive by elves, fungus-people, and treants. The party fights to get him home.
- **The Darkest of Dungeons:** Winter invites Lejes to come study in preparation for their final, agreeing to meet in the library. While trying to find a quiet corner of the building for themselves, they stumble upon a secret passage into the depths of the building. Below they encounter librarians from years past, deformed as they have fused with leather-bound books and candles. Lejes and Winter escape together.
- **Going Twice:** The party's second auction is worse than the first, getting outbid on all attempts to gain a quest by Paladins Warlocks & Clerics (PWC). The group agrees to not take the only open quest to avoid the risk (bringing in the bandits that hurt Lejes). Lejes feels cut by the auction system and secretly takes on the bandit quest without the knowledge of the party.

- **A Cool Line:** The party is angry with Lejes as they head out to find the bandits. They have grown in number several times but the party manages to dispatch them by the skin of their teeth. Lejes takes this opportunity to celebrate, coming off as arrogant.
- **No Ultimatum:** Upon returning home, the group have an argument and split, leaving Lejes as the only member that wants to continue adventuring.
 - **A Cool Lone:** Fast-forward a few months to see Lejes completing a quest on his own. It is lightly snowing and the works seems difficult as he must fight off large, wild rabbits from attacking crops. The scene is mostly void of music and dialogue, only interspersed by a few comments out loud from Lejes.
- **Dark Forces:** Lejes attends a class where he learns a new skill and can be seen being close with Winter. He seems distant and stressed out about studies and work. The final exam is mentioned to be this week.
 - **The Final:** Lejes goes with the class up to a high peak of university grounds, and is required to display his learnings through combat with a yeti. He is put into a team of three with Winter and another student. They fight the yeti and defeat it, showing great teamwork.
- **A Sorry Sight:** In an attempt to get the band back together, Lejes finds his two friends and is very honest about how awful it has been for him over the past few months. He pleads with them, asking for them to come join him again on adventures. They accept and the three make up.
- **Big Meanie:** At this auction the three are once again left with poor quests. They notice this time that the big adventuring companies do not like them and seem to be trying to bully them out. This leads to a direct verbal confrontation with PWC, leaving Lejes fuming.
 - **Poor Taste:** The group are hired by a maker of coats to acquire a bear's ass for the purpose of making high-end winter clothing. They fight a giant bear.
 - **Take the Reins:** The party are asked to acquire a set of large antlers for the upcoming, annual Antler Festival. This leads the party (accidentally) to fighting a winter spirit for its antlers. They win and bring it back home for the festival.
- **Undercut:** The party at this point is fed up with their results at auctions so far and Lejes looks to stir up trouble. He undercuts PWC on a highly prized quest at exactly 40% of its original value. This leads to an unpleasant, threatening conversation on their way out of the auction.

- **The Hero's Journey:** The team set out to a far off mountain range to fight a young dragon for its wealth. They are along the way met with assassins that turn out to have been sent by PWC. They fend them off, with injury. Upon arriving at the lair, they fight the dragon and after a hard battle win.
- **Winnings:** The three are seen travelling back home with riches, and are seen to be happily enjoying their newfound reputation as an up and coming party.
- **To Newer Beginnings:** The three friends share drinks together at the inn, celebrating a successful year of study and look forward to continuing their exploits in adventuring. Credits roll, end of The First Tome.

Item Lore

- **Healing Potion (Restores 50 HP)** - A small vial containing a foul liquid that blurs the lines between poperee and oak ash. They say what smells foulest must be good for you.
- **Turkey Sandwich (Restores 200 HP)** - This lovingly crafted mound of bread heaved atop and below lunch meat is the perfect elixir of vitality, nourishing you plentifully betwixt its two, bread-y sides.
- **Bronze Sword (+10 ATK)** - The bronze sword is a classic amongst adventurers. We always read stories of great adventurers undertaking their first quest on an adventure, bronze sword in hilt. Those are the ones that always die on their first adventure too, strangely enough.
- **Spear of Gonzor the Immortal (+120 ATK)** - “This spear belongs to Gonzor” reads the little tag at the back. It continues “If found, please contact Gonzor’s mum at:” and then there’s a sending-stone inscription.
- **Stylish Shirt (+15 Defence)** - This stylish shirt is a stylish reproduction of a beggar’s shirt, proving the wearer with an enlightened view on our society, bundled with an attitude that oozes irony.
- **Chainmail (+60 Defence)** - The chainmail comes with a message: “forward me to 30 friends and you will be granted luck upon this day!”.
- **Elsian Pendant (Gives MP regeneration)** - The pendant’s properties protract the proportion of prestidigitational power pulsating and permeating a particular person that possesses this piece.
- **Mysterious Pie (Effect unknown)** - This pie is a complete unknown, an enigma! It could contain blueberry, cherry, meat, spider eggs or even another pie. 9/10 pastry experts believe this pie is irrational.
- **Book of Fishy Concepts** - This slimy, green book is the standard textbook for Introduction to Occult Things (OCT 101). The professor warned students not to hold onto it for too long or it may attempt to lay eggs in you.
- **Horns of the Winter Spirit** - The giant set of antlers plied from a harmless symbol of joy and hope that you horribly murdered for the sake of a quest. Happy now?

Setting Outline

History

The world of the game takes place in a pseudo-fantasy setting. The events of the story take place specifically in the town of Saintwood and all worldly events take place around that area - the province of Valgrep. The world is dangerous, just as many medieval-type settings, but Valgrep is also highly unpredictable, being home to the weirdest of the weird that the universe has to offer. The province is home to many different races, most of which emigrated from their homelands to be there in a hub of commerce and innovation. It became a hub mostly due to its centrality in the continent and despite the dangers of the region, that makes it a necessity for trade and travel. There have been few racial-tensions for the last hundred years as societal concerns have turned their attention toward survival and preservation. Saintwood is one of the three largest towns in the region, and is held as a stronghold for civilisation as its geography makes it easily defensible against the terrors of Valgrep. It is also home to the yearly Winter Spirit festival which draws masses of tourists every year from all corners of the world. It celebrates the town's settlement, which was directly after a slaughtering of native creatures. There is a residential area, but many homes in the inner areas of town double as places of business.

In the last thousand years, the main industry of Valgrep has been adventuring. It was first started as a freelance profession where brave individuals were hired to complete quests for honour, glory and payment. The dangerously unpredictable nature of the world meant that many jobs would be considered dangerous from slaying dragons to even farming, you could be killed by any number of bizarre things. In time, every man and his steed were lining up to take quests, and due to the ill-preparedness and amateur nature of many, adventuring-related deaths were frequent. As the times became more civilised, a greater public outcry rose for the safety of those seeking quests and so it became an institution. The Adventurers Association was formed to regulate the adventuring process, governing the regulations around taking and completing quests. It has become a major industry, and the questing business is now mostly owned by "big four" adventuring; major adventuring guilds that every young adventurer would dream to work for.

Universities have long-provided the opportunity for those who wish to further their knowledge in the sciences, magics, commerce, and literature, however the growth in the adventuring business has led to the establishment of more practical courses that directly relate to adventuring positions such as arcana, paladinship, and occultism. For many people of this world, the great adventurers are regarded as modern sports stars, being household names and selling merchandise.

Countries, Groups & Organisations

- **The Adventures Association:** A governing body for adventuring that regulates and manages the adventuring industry, requiring all business to be registered with them and to pay insurance through them. For someone to hire an adventuring party for a quest, they may go through two options: direct request, where they may specifically ask for a company or party, and market, where the quests are doled out to companies in an auction to the lowest bidder. The auction system allows for companies to bid against each other from a starting price, to a maximum of 40% under original price.
- **Saintwood University:** Affectionately known as Saintwood “U” by its students, it is the largest university in Valgrop and is known as the best university for individuals looking to get into adventuring. Its campus sits atop a hill on the north side of the Saintwood, sporting a luxurious castle-like campus.
- **Paladins, Warlocks & Clerics (PWC):** Is one of the “big four” adventuring companies in the province. It is known for taking on some of the biggest and coolest quests such as dragon slaying. It’s no wonder every kid wants to be the next famous PWC adventurer.
- **Agile Adventuring Company:** The adventuring startup formed between Lejes, Barrett and Marrot. In their first year of university, the three decide to found a “lean party”, where only a range, a melee and a support are needed. The three begin their questing-taking jobs outside The Association.

Conflicts

- **Lejes vs His Parents:** Shortly before the beginning of our story, Lejes had applied to university under his parents instructions. What they did not expect, however, was for him to not be studying commerce, the family trade. On top of him chasing something other than that, what he chose was Occultism, which is an unknown and strange field to them. We can see remnants of the parents distaste for their son’s choice which has obviously followed a number of arguments in the past.
- **Lejes vs His Friends (AAC):** Midway through the narrative, Lejes’ ambition gets the better of him, as he bids on a quest behind the backs of Barrett and Marrot. While everyone is safe, the party feels as though can no longer trust him and so the party splits up.
- **AAC vs PWC:** On the latter half of the story, AAC encounter PWC in the many auctions they end up attending. Always being out-bid in their attempt to get decent quests, Lejes and the party show strong signs of frustration, even having it

out with their head of quest acquisitions after an auction. PWC seems to want to snuff out any potential competition from the smaller players and this creates AAC's resentment towards them.

Barks

- **Attacking (Slash):** “Take! That! You!”, “Ugh!”, “Hello? Excuse me, are you quite dead yet?”
- **Using a Spell:** “Dear lord of all things that are weird, incomprehensible and fishy... please grant me the power to do some of that weird shit.”, “Tentacles for you! Tentacles for you! Tentacles for you! Everyone gets tentacles!”, “Ohhhhhh jeez this is gonna be soooo gross.”, “I am so truely sorry about that horror from the abyss.”
- **Taking Damage:** “Ouchies!”, “Urgh! That hurt my feelings... and also punctured a lung.”, “Ahhh! How about when we’re done I’ll send you my insurance details and you send me yours, ok?”, “Oooof! That. Was. Not nice.”
- **Defeating an Enemy:** “Ha ha!”, “Is he dead? Holy crap I think he’s dead!”, “We’re here today to mourn the loss of our dear friend as he was brutally torn apart limb from limb by a madness-inducing cosmic horror.”, “In life and in death... you were ugly as hell, thank you.”
- **Commenting on the Location:** ”I’m going to go ahead and say that this place is spooky. Is that a fair assessment... guys?”, “Quaint! Quaint and creepy - it’s a real specific aesthetic.”

Quests

Same Ship, Different Day

BACKSTORY

The group is asked to help the dockworkers clear the abandoned boats from the pier South of Saintwood. Dockman Sterling says that the boats have been sitting there for some time and require “a bit of elbow grease” to deal with. As the party approach the pier, one of the boats quickly stands up on two oars, and begins to speak. The boat introduces itself as Jon Boat, saying that it “will not sit by and see the elderly and the damaged hauled off for scrap”. Turns out that boats are people. And the boat-people (were-boats) are not happy about being scrapped. A brief exchange is had with the party members and the fight begins as several other boats stand up to fight as well.

NPCS

- **The Butcher:** A bumbling and jolly man that is thankful to the party for their short (and quiet) work dealing with his rat problem.
- **Dockman Sterling:** A stern man that seems quite out of marbles. He seems to be on edge and very eager to have the party clear up the docks at all costs.
- **Jon Boat:** A sentient boat that speaks in a lofty, righteous tone. A spokesman for the were-boat kind that fights for the safety of its brethren.

SETTING

The quest takes place in a dockside, South of Saintwood. It is at the bottom of a large hill and has a faded, bight colour aesthetic about it. The piers are long and littered with half sunk boats.

TRIGGER

Upon completing Lejes’ second class-quest (summoning class), and returning to the inn, he is approached by his previous client, the butcher. The butcher informs him that Agile Adventures has been recommended to two new clients. One client being the dockman at a port to the South. If Lejes heads down in that direction and speaks to Dockman Sterling, the quest can be accepted and begins as soon as the player walks over to the docks.

COMPLETION

The mission is complete as soon as all were-boats have been destroyed.

FAIL STATES

If the player character dies during the quest, a game over screen is shown and the player is taken back to the point where they can accept the quest.

The Final

BACKSTORY

Lejes' has his final exam for Adventuring Process Management. The class is lead by the professor up to a high point of the university grounds, and is then instructed by the professor that they will be placed into teams of three by skillset. They are told that they need to show the basic principles of party-based combat and teamwork while fighting a yeti in order to pass the class. The three fight the yeti showing exemplar teamwork.

NPCS

- **Professor Eutritch Quest:** An aloof, but kind and intelligent professor for Adventuring Process Management. He used to be an adventurer himself one upon a time.
- **Garron:** A classmate of Lejes studying to be a cleric. He is kind, a little quiet and an adherent to a suspiciously occult religion.
- **Rasmus:** A classmate of Lejes studying to be a mage. He is fairly rotund, and has quite the sarcastic edge, but is rather sharp with his wordplay.

SETTING

The quest takes place at the high peak of the university grounds. It is snowy and full of caverns. Strong winds are blowing. The scene is entirely covered by either grey stone or powder white snow.

TRIGGER

Upon completing Lejes' fourth class-quest ("Dark Forces"), he is told that he has a final exam that leaves from the university gates. There he is seen by Professor Quest and asked if he's ready to begin his final. Upon accepting, the professor begins the quest by leading the class through the university grounds.

COMPLETION

The mission is complete as soon as the yeti is dead.

FAIL STATES

If Lejes dies during the quest, a game over screen is shown and the player is taken back to the point where they can accept the quest.

The Hero's Journey

BACKSTORY

The party accept a quest to deal with a pest dragon in the Unhappy Mountains after thoroughly embarrassing PWC at the previous auction. Along the way, the party encounter a number of masked assassins that turn out to have been sent by PWC. Fending them off with injury, they continue through the mountains toward their objective where they fight the dragon. After a fierce battle, they have the opportunity to slay or spare the dragon, and rewarded in accordingly.

NPCS

- **Masked Assassin Leader:** A wild-eyed assassin sent by PWC to hinder AAC's quest. She tries hard to stay loyal to her company under interrogation.
- **Helmand:** A young, white dragon that has taken up residence in the Unhappy Mountains. He can speak to humans and seems to show an inkling of civility at times.

SETTING

The quest takes place along the northern road out of Saintwood, following on to the mountain trails and finally into the Unhappy Mountains. The cold surroundings thicken with snow as the quest proceeds up into the mountain cliff-face. Helmand's lair rests in a shallow cavern of rock that is littered with various precious gems and golden statues.

TRIGGER

Upon leaving the auction, Lejes is told by his party that they would be waiting for him on the far end of town, at the gate to the northern road. There he is asked by Barrett if he's ready to head out. Upon accepting, they begin their journey north.

COMPLETION

Once Helmand is brought down to low enough health, he stops attacking and hobbles through the cavern, telling the party that he's happy to go elsewhere in exchange for his life. The player may continue attacking him (slaying him), or they may let him fly away if they do not attack or block his movement. The mission is complete as soon as one of those two outcomes occur. If the player slays him, he drops a white dragon pelt, and if they let him leave, he thanks the party and flies away (he will appear later as an ally).

FAIL STATES

If Lejes dies during the quest, a game over screen is shown and the player is taken back to the last checkpoint in the quest.

Storyboard

Same Ship Different Day - Intro



Narrative Summary

TARGET PLATFORMS & GENRE

The game would work with either mouse & keyboard, or gamepad, so it could target any of the three major home consoles and the computer.

The game is a fantasy RPG with comedic elements, an almost tongue-in-cheek look at fantasy RPG games. The game plays as a 3rd-person hack and slash, in which the player controls only one character.

GENERAL STORYTELLING METHOD

The game would for the most part fall into the category of “interactive traditional”, but would include some minor to moderate branching path decisions, that filter back into the main quest-line.

IN-GAME STORYTELLING METHODS

The story will mostly be told through cutscenes, camera-controlled dialogue scenes, barks, NPC interactions, and flavour text.

- **Cutscenes:** When a certain story section is appropriately cinematic in nature, a cutscene will be played.
- **Camera-Controlled Dialogue:** At some points, control will be taken away from the player as story sections that are mostly conversational play out - not switching away from the in-game engine, but not allowing the player to move away.
- **NPC Interactions:** All NPCs will be interactive in the game whether they have full dialogue trees or just a passing comment to make.
- **Barks:** At appropriate times, NPCs and the player character will have barks that comment on the environment or create conversation between the party. These allow both the world and characters to develop and breaks up gameplay sections with tidbits of story.
- **Flavour Text:** All in-game items will have flavour text that provide colour to the world around them.

IN-GAME STORY INTERACTION

The story will be fairly linear and so the story interaction will be minimal, consisting of cause-effect decisions, quests that can be completed in any order, and dialogue trees.

- **Cause-Effect Decisions:** At some points in the game, the player will have decisions they can make in gameplay. For instance they may decide to kill an enemy or let them go free so that enemy may show up at a later date to be a help or hinderance to the player, they may alert the player to a side quest's existent, or give them or drop an item.
- **Quest Completion Order:** Some sections of the game will provide the player with multiple objectives at once which they can complete in any order. The order in which they are played may determine relative difficulty or initial circumstances of the quest. For instance, if a monster is attacking a farm, it may have grown to a larger size if the quest is done later rather than sooner so that no matter what order the quests are taken in, the difficulty increases. These can occasionally tie into the cause-effect decisions, so if a town is being attacked, taking on that quest later will mean that the apothecary there is destroyed for the rest of the game.
- **Dialogue Trees:** Some NPCs will have dialogue trees, and so using information gathered through playtime such as reading flavour text or talking to other NPCs can be used to the player's advantage during the use of dialogue trees. Some sections of the game will yield side quests, story or items to players that manoeuvre in conversations intelligently (and potentially with dumb-luck).

JUSTIFICATION FOR STORYTELLING METHODS & INTERACTION

The above story interactions were chosen specifically to provide the illusion of control to players as the game is in reality an interactive traditional story. Minor and moderate branching options with negligible changes to the environment and player options throughout the game should provide a sense of effectiveness to the player without taking away that ultimate control from the developer. The storytelling methods were chosen to allow the player to both decide on the extent to which they want to interact with the story (flavour text and NPC interactions), but also balance the pacing of the game (barks, cutscenes and camera-controlled dialogue).

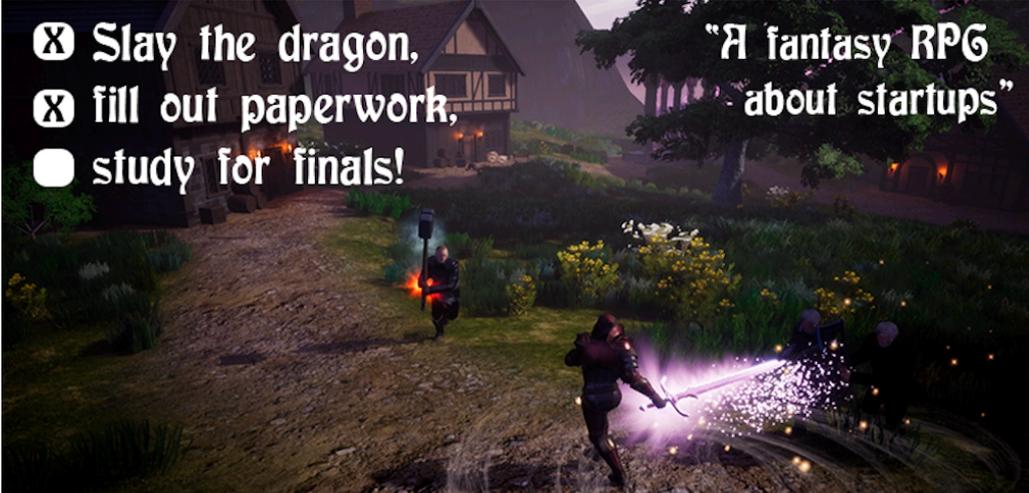
Hypothetical Box Art

⊗ Slay the dragon,

⊗ fill out paperwork,

● study for finals!

**"A fantasy RPG
about startups"**



Fight Weird Enemies
The lands of Valgrep are weird and full of bizarre enemies to expunge.

Explore Business Opportunities
Take on adventuring contracts and grow your business alongside your party.

Study the Occult
Play as Lejes, a student of the occult while balancing work, play and study.

Xbox One

Players 1







For use only with Xbox One™ systems. Game disc and up to 40 GB storage required. Additional storage, hardware, and Xbox Live® may be required for setup, some updates and features, including retention of some gameplay settings and information. See xbox.com/xboxone/gettingstarted. Storage requirements subject to change. Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

Xbox Live System Requirements: Broadband internet (ISP fees apply), and Microsoft® account required. In supported games, paid subscription required for online multiplayer. Features and system requirements vary by country and over time. Not available in all countries, see xbox.com/live/countries. Subject to Terms of Use at xbox.com/live/termsofuse. See xbox.com/live for full details.

*Fallout® 3 Included for Free: Fallout 3 available via internet download. Xbox Live and broadband internet required for downloads. Playable on Xbox 360 or Xbox One via backward compatibility. Additional storage space required for Xbox One. For more information, see xbox.com/xbox-one/backward-compatibility.

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⚠ WARNING Read instruction manual for information about photosensitive seizures and other important safety and health information.





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