



GAME: Assassin's Creed: Origins

QUEST TITLE: Return of the Scorpion

PATH: Side quest

DESIGNER: Charlie Carucci

SUMMARY:

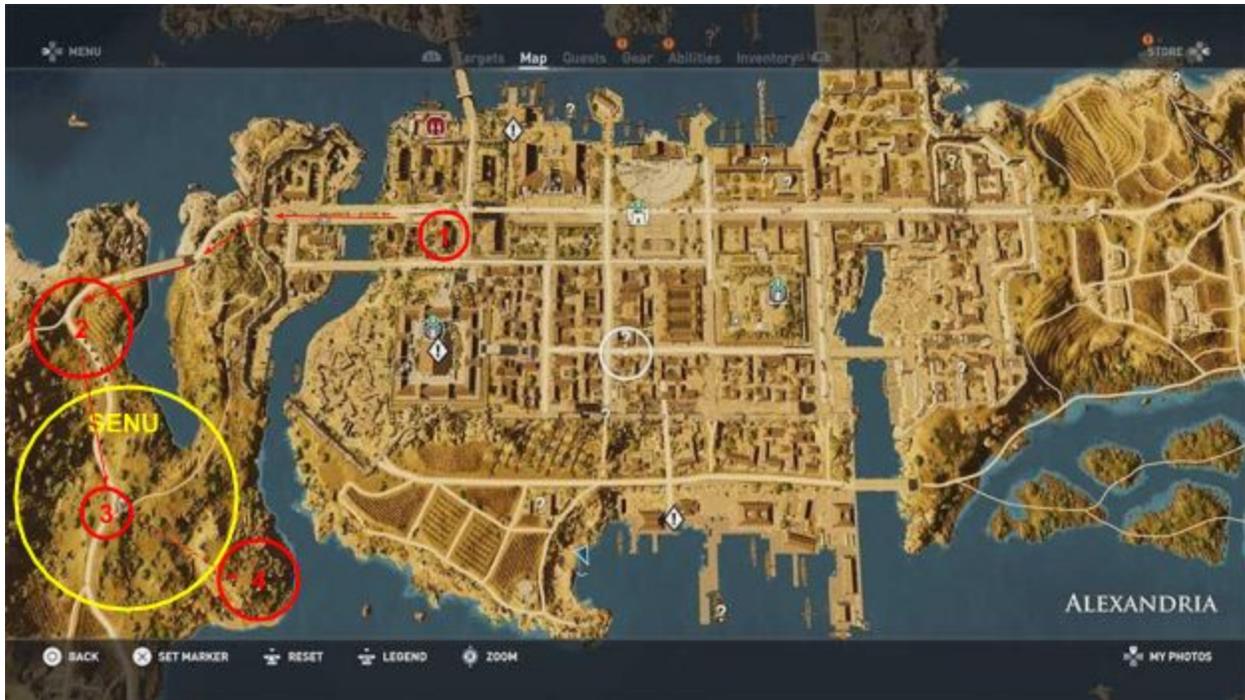
This quest can be unlocked **after** all of the golden path content. The player starts this quest in Alexandria. While exploring the city, the player will come across an old man, crying in the street in front of his house. The old man informs the player that his granddaughter was taken by a gang of cultists. Bayek offers to help the old man find his granddaughter.

From here, the player will head towards the direction the cultists took the granddaughter in. The quest marker is outside of the city. As soon as the player exits the city boundaries, a group of cultists on horseback will ambush them. During this fight, Bayek will notice that the cultists have a red scorpion painted on their chest, the symbol of Serket. It is now clear to both Bayek and the player that the Cult of Serket has returned.

In Bayek's search for the missing girl, he will discover that this rescue mission was nothing more than a trap and that the Cult of Serket has been hiding in the shadows while Flavius conquered the land, waiting for the right moment to strike back. Their first point of action is to sacrifice the man who stopped them from achieving their destiny in the first place, Bayek himself. They believe that by killing the medjay, Serket will grant the highest members of the cult with her magic, allowing them to take over Egypt while it is still in a vulnerable state.

The quest will conclude with the discovery of the granddaughter's deceit and an epic illusionary fight between Bayek and Serket herself.

ENVIRONMENT



1. This quest starts in Alexandria, in the home of Husani, an old Egyptian man.
 - a. Speak to Husani
 - b. Investigate his home
2. The quest then quickly brings the player outside of the city, heading south west toward the marshland near Lake Mareotis
 - a. Fight off ambushing cultists
3. Next, players will head toward the lake shore, where they will find the abandoned cart
 - a. Investigate the cart
4. Players then wake up in the new Cultist Hideout, which is hidden in a hillside near the water.
 - a. Escape from the cage
 - b. Sneak through the tunnels
 - c. Take out Kamilah/Serket

POINT OF INTEREST: CULTIST HIDEOUT

This is where the quest reaches a climax and then slows down to a satisfying conclusion. The hideout is hidden in a hillside cave system, with a large cavernous space located at the heart of the cave. Sloppily painted red scorpions can be seen on the walls, torches light the cave with a simmering glow, and bloodstained primitive surgical tools can be seen strewn about in a very carefree way.

ENEMIES



Cultists

Cunning enemies that wear light armor but move quickly. These foes are fast to dodge attacks from head-on, forcing players to attack them from behind, stun them, or attack from a range. They also like to throw smoke bombs, which stun the player and deal small amounts of damage until the player has escaped from the cloud.

Serket Illusion

A large illusion of the scorpion goddess, Serket. At the heart of the illusion is a real woman, Kamilah. Bayek sees this illusion because he has been poisoned and is now hallucinating. Serket is a powerful enemy and will act as a boss. Serket attacks by sending venomous waves across the ground at the player, calling for additional cultists to enter the cave, and erupting swarms of scorpions out of the ground.

QUESTS:

1. Intro

a. Story:

- i. The player will either see the quest icon on their map, or come across an old man, named Husani, in the street, crying and begging for someone to help him.
- ii. Husani explains to the player in an erratic, desperate voice, that he was visiting an old friend last night and while he was gone, someone ransacked his home and kidnapped his granddaughter, Kamilah. The front door was kicked down, vases and scrolls have been knocked around the whole house, he found drops of blood on the second floor, and his granddaughter is nowhere to be found. He begs the player to help him find her.

b. Objectives:

- i. Investigate Husani's house. Look for clues that might help point towards where the the kidnapers took Kamilah.

- ii. Most of what Husani said is true. Front door is broken down and the house is a total mess. It looks like a fight went down here. Maybe Kamilah tried to save herself.
- iii. Upon investigating the drops of blood, Bayek notices that this is not blood, but red paint. Bayek begins to suspect that something strange is going on here.
- iv. The last thing the player needs to investigate is a pair of footprints by the front door. Whoever was here left some mud behind and it's still fresh. Bayek suspects that the invaders must have come from the marshlands outside of the city.

c. Characters:

- i. *Husani* - A very old Egyptian man. He is hunched over and has a cane. He wears loose white garbs and is worried sick about his granddaughter.
- ii. *Kamilah* - Husani's granddaughter. She is a young woman who has lived with her grandfather since her parents left to find work in Rome. She takes care of Husani and doesn't leave the house often.

2. Rising Action

a. Story:

- i. After investigating Husani's home, the player begins heading towards northwest, outside of the city. Their goal is to find Kamilah before it's too late.
- ii. After exiting the city walls, the player is quickly ambushed by a group of cultists on horseback.

b. Objectives:

- i. They carry curved blades and sharp spears. There are 6 of them.
- ii. After killing the first few cultists, backup will arrive. 4 more cultists, including one heavy, will ride in, surrounding the player.
- iii. The player must kill all of the cultists before they can continue. Trying to run away will just prompt the cultists to fire their arrows and chase the player.
- iv. After killing the cultists, Bayek will notice a red scorpion painted on their chests. This is when he will realize that Kamilah's kidnappers must belong to the Cult of Serket.

3. Discovery

a. Story:

- i. After fighting the cultists, Bayek will be within range for Senu to find the target location. Bayek will continue down the path, toward the sea. When the target is within range, it is clear that a caged cart has been left abandoned on the side of the road. Even the horses are missing.
- ii. (Cinematic) Bayek discovers a note left for him on the floor of the cage. He bends down to pick it up and suddenly feels a sharp stick in the side of his neck. He's been shot with a poison dart. He tries to stand, grabbing

the sides of the cage for balance. His hands slip and he falls to the ground, unconscious.

b. Objectives:

- i. The player must head to the abandoned cart to look for clues as to where Kamilah may have been taken.
- ii. The cage door has been left open, and a scrap of papyrus lays on the floor. It seems to be the only clue around.
- iii. When the player interacts with the note, the cinematic plays, afterwards, the screen fades to black.

4. Betrayal & Escape

a. Story:

- i. Bayek wakes up in a dark and damp cave. He's locked in a cage and another prisoner lies next to him on the ground. It's Husani.
- ii. The player speaks to Husani. Husani explains that after Bayek left to find Kamilah, another group of cultists attacked him in the street and dragged him out of town. They brought him in this cave and locked him up. He says that it was only a short time after that Bayek was thrown in by a large man being followed by a young woman wearing a hood.
- iii. Husani suddenly gets very flustered. He starts speaking louder and his eyes widen, revealing that the hooded woman was Kamilah.

b. Objectives:

- i. The player must escape from the cell and collect their weapons before going to find Kamilah. Investigating the cell will reveal a hole in the roof toward the back of the cage where drops of water fall down in a timely pattern.
- ii. The player can grab the edge of the hole and pull themselves out of the cage. After successfully climbing up top, a cultist will walk through the tunnel, entering the room.
- iii. The player will take the cultist out quietly, find the chest in the corner of the room, and retrieve their weapons.
- iv. After getting their weapons back, the player must then unlock the cage door, allowing Husani to escape. Husani will follow closely behind Bayek now.

c. Characters:

- i. *Cultist* - only 1 walks in from the tunnel. He carries a sword and if he notices Bayek has escaped, he will run to alert the rest of the cult members. If he gets the attention of other cultists, it will be difficult for the player to approach the next section stealthily.

5. Boss Fight

a. Story:

- i. After Bayek frees Husani, he must find Kamilah and kill her before the Cult of Serket kidnaps any other innocent victims for their sacrifices.

- ii. Sneak through the tunnels of the Cultist Hideout and locate Kamilah. Bayek will find Kamilah performing a blood ritual, at this point Bayek's vision will begin to blur.
- iii. (Cinematic) When Bayek tries to approach Kamilah, she will quickly turn around, catching Bayek's hidden blade before it can cut her. Her eyes will glow green and the cave will seem to fade to black. Bayek falls to the ground and crawls backwards as Kamilah begins to grow and her form seems to morph strangely until she is Serket herself. As she grows, Kamilah/Serket will explain that the poison she inflicted Bayek with has a delayed effect, causing severe hallucinations meant to torture the mind.
- iv. (Cinematic) After bringing Serket's health down to ~10%, Serket will desperately jab Bayek with a handful of poison darts. Bayek becomes unable to stand and falls to the ground. Serket stands over Bayek with her foot on his chest and her sword raised with two hands over her head. Just as she is about to plunge her sword into Bayek's chest, a blade pierces through her stomach. She falls to the ground and Husani is standing behind her and he drops the sword on the ground. Husani leans over, speaking but Bayek is unable to hear what he is saying. The screen fades to black.

b. Objectives:

- i. Sneak through the Cultist Hideout, assassinate all cultists, and find Kamilah
- ii. Approach Kamilah from behind. As the player gets closer, the screen will start to get blurry. Attempting to assassinate Kamilah will activate the first cinematic.
- iii. Defeat Serket. This is a proper boss fight and will NOT be easy. Serket will loom over Bayek in the center of this large cavern. This boss fight works similar to how most of the "Trial of the Gods" fights work.
- iv. The objective is to bring Serket down to ~10% of her total health, but the player will think they have to bring her all the way to 0.

6. Conclusion

a. Story

- i. The screen fades in from black and Bayek is laying on the ground. He slowly stands up and Husani is kneeling next to him, preparing Kamilah's body for a proper burial. They are still in the cave but all of the cultists are gone.
- ii. Bayek speaks to Husani and he explains that the woman leading this cult, was not the Kamilah he knew. He said that he couldn't watch her commit such vial acts and knew that he had to kill her to save Bayek's life, as well as the lives of other innocent victims they might sacrifice here. Husani is convinced that while she was spending all that time in the house, secluded, she must have been studying the ways of the cult. He apologizes for leading him into this trap.

- iii. Bayek shows his concern for the old man and thanks him for saving his life. Bayek offers to bring Husani back to Alexandria, but Husani explains that he would like to finish mourning the loss of his granddaughter in peace and is confident that he's able to return home on his own.

b. Objectives

- i. Speak to Husani
- ii. Exit the cave

REWARDS

By completing this quest, players are rewarded with a powerful, **legendary** sword. This is the sword that Kamilah was carrying. It deals very high damage, has average speed and reach, and it has a 40% of poisoning on hit. You also complete this quest with full health because Husani healed you.