

GAME: Wick

QUEST TITLE: The Harvest Festival

PATH: Golden-path

DESIGNER: Charlie Carucci

SUMMARY:

This is the first quest the player will engage in, and therefore, their introduction to the game and the world. The quest begins in Wick's home, where we find him talking with his father, the Mayor of Vaciville. Your dad tells you that the Harvest Festival will be happening this evening, and he'd like your help preparing for the event. Wick is reluctant about having to gather supplies, but is excited about the festival. It's his favorite day of the year.

The player will first be required to collect items from members of the community to get everything ready for the Harvest Festival. While collecting these supplies, Wick is interrupted by an old woman who lives on the outskirts of town, babbling about an ancient evil prophecy. The townspeople dismiss her strange rumors and Wick heads to the center of town for the beginning of the festival. During the festivities, a monstrous beast attacks. Wick takes it upon himself to save innocent townsfolk who appear to be in danger, but he can't save the town's librarian whose Eternal Flame has been doused. She is frozen solid.

The quest ends as Wick sneaks around the town at night to discover more about the monster and what happened to the librarian.

SETTING:



- Small countryside village made of wax and kindling
- In this world, all of the people are living candles, with wicks sticking out of their heads, lit with an eternal flame
- People are all different types of candles
 - Tall candles, candelabras, lanterns, chandeliers, jack-o-lanterns, etc
- Architecture and culture heavily inspired by 18th century France
 - *Beauty and the Beast* as a reference
- This village is normally peaceful, but has recently become victim to the attacks of a monster
- The village is filled with beautiful warm colors and the sky is constantly painted with the colors of a sun set

ENEMIES:



Militiamen

- Work for Lieutenant Bruler during times of crises
- Guard the town from danger but also oppress the townspeople and claim it's for their safety
- They let the power go to their heads



The Monster

- Some sort of werewolf-like creature (person in village transforms into monster, doesn't know they are the monster themselves)
- Story heavily inspired by the original french tale of the werewolf attacks - The Beast of Gevaudan
 - Lore, episode 71, "Silver Lining", talks about this tale
 - One of the original werewolf tales, started the "silver bullet" lore
- The beast is dog-shaped, but very large. Like a bear standing on two legs
- The flame on top of its head, burns very intensely, with a bright green flame
- Hides in the darkness, can't be killed easily, very tricky

QUEST FLOW:

QUEST BREAKDOWN:

1. Intro

a. Story:

- i. Tonight marks the town of Vaciville's 50th annual Harvest Festival. Wick Allume, our protagonist, is reading a heavy book in his bedroom when he hears his father call for him.
- ii. Wick finds his dad, the Mayor of Vaciville. Mayor Allume needs Wick to find out if the finishing touches for the festival are ready while he finishes his speech.
- iii. Mayor Allume explains to Wick that the only things left to check on are the cake at the bakery, the decorations at the library, and festival security from the town law enforcement.

- iv. After visiting all three locations, Wick bumps into an old woman on the street who turns to him and begins shouting about an evil legend. She claims an ancient creature will rise with the blood moon to devour the souls of the innocent. Wick is scared, but the rest of the townspeople laugh at her ramblings. The old woman walks away and Wick tries to not think about the strange things she said.

b. Objectives:

- i. (Can be done in any order) Travel to the bakery to see if they've finished the cake. Upon arriving, Wick will discover that the bakery has a new rat problem. One of the bakers is holding the cake up, almost finished, so that the rats don't get to it. Wick has to help the bakers scare the rats away with a broom before they can finish frosting the cake.
- ii. (Can be done in any order) Head over to the library to ask them if the festival decorations have arrived. The librarian, Ms Luz, confirms that the decorations are in the back and that she'll bring them over soon. She talks to Wick for a long time, since he's a regular at the library. Ms. Luz introduces Wick to the new librarian assistant, Giselle. She's new in town and is looking forward to meeting people at the festival.
- iii. (Can be done in any order) Stop by the police station to ask about festival security. A local boy went missing a few weeks ago so the Mayor wants to be sure the festival is as safe as possible. Deputy Glow greets Wick when he arrives and says she'll be able to talk to him as soon as they manage to fix the holding cell. Wick figures he can help fix the cell using a little trick he's picked up recently. The old book he was reading at the beginning of this quest taught him how to manipulate the strength of his eternal flame, making it hot enough to melt wax and burn wood. To help Deputy Glow, Wick strengthens his flame and focuses it on a patch of wax stuck to the ceiling. The wax melts and drips onto the lock of the cell. Once it dries, the cell is shut tight. After fixing the holding cell, Deputy Glow says she'll make sure the Lieutenant sends a few officers to the festival.
- iv. After completing all 3 objectives and being interrupted by the old woman, Wick heads to the festival grounds to meet his father.

c. Characters:

- i. *Wick* - The protagonist of our story. Wick is a very curious, adventurous, and friendly young man. He has a deep love of reading and learning about history and magic. Wick lives with his father, the mayor. Wick also has a special ability that most other people of Vaciville do not share. Wick can control the strength of his eternal flame to make it hot enough to melt wax, burn wood, and eventually battle threats. With practice, his skills will only become more useful. He keeps his trick a secret from most people.
- ii. *Mayor Allume* - The mayor of Vaciville and also Wick's father. He's a proud man who cares about the safety and wellbeing of his people. Most

importantly, he loves his son. Mayor Allume knows about Wick's ability and while he encourages Wick to keep it a secret, he is so proud of what his son can do.

- iii. *Fred & Ted* - The local bakers. They are an odd pair, but compliment each other's strengths and weaknesses almost perfectly. Fred is a short sturdy man with a hearty laugh, messy habits, and an extreme fear of rodents. Ted is a tall skinny man with a short temper, clean nature, and an extreme hatred for rodents. They work well together.
- iv. *Ms. Luz* - The town librarian. Ms. Luz has been running the library since long before Wick was born. She's an old friendly woman and is very popular among the town. She also loves Wick, because the two of them chat almost every day about the books they've been reading. They've developed quite a bond with each other.
- v. *Giselle* - The new librarian's assistant. She's a young woman who has recently moved into town after finishing her studies. She dreams about starting a university outside of the town so members of these more rural communities have access to higher education.
- vi. *Deputy Glow* - A strong woman with a warming smile. She was recently promoted to the deputy position and is the youngest deputy this town has seen.
- vii. *Old Hag* - An old woman who lives on the outskirts of town. She rarely comes into the town, but when she does, it's usually to shout about some strange myths. The town has learned to ignore her, but Wick always listens to what she says, even if it makes him a little uncomfortable.

2. The Festival

a. Story:

- i. Wick arrives just as the Harvest Festival is starting. Everyone from the town is there playing games, drinking, and eating some amazing food.
- ii. People around the festival are trying to talk to Wick and ask about his father's speech. Some people are anxiously waiting for the fireworks finale.
- iii. When Mayor Allume's speech starts, he talks about the tradition of the Harvest Festival and why it's so important in Vaciville. During the middle of his speech, Wick hears a low growl that no one else seems to notice. He tries to get the attention of his father, but before he can, a huge monster bursts out of the forest and leaps onto the stage. Mayor Allume falls onto his back, trapped under the beast's massive paw. It lets out a terrifying roar and a fiery green mane flares out from the back of its neck., lighting the fuse of the fireworks display.
- iv. People are screaming and running in all directions. The beast releases Mayor Alumme, who scrambles away as fast as he can. It jumps off the stage into the panicking crowd. At that same moment, all of the fireworks

explode at once, sending colorful sparks and flares into the crowd and the surrounding buildings.

- v. The beast runs through the crowd towards the back of the festival. Wick can no longer see it through the mob of people, but he hears another roar and then a loud scream.
- vi. Wick quickly realizes that the surrounding builds are on fire, and several people are trapped by the flames and debris. No one else seems to notice, so he knows that he has to be the one to save these people.
- vii. The last person he can see is trapped is Ms. Luz, who is towards the back of the festival grounds. Wick manages to open up a passageway to reach her, but when he's close, he sees that her Eternal Flame has gone dim. She's cold to the touch and unresponsive. Something is very wrong.
- viii. Lieutenant Bruler arrives just as Wick discovers that Ms. Luz has been frozen. He controls the scene and orders everyone to return home. The beast is no longer around but it's clearly not safe for anyone to be outside.
- ix. People start leaving the scene, but Wick sticks around to see what's happening to Ms. Luz. He's worried about her. Unfortunately, he's caught by his father and is forced to return home.

b. Objectives:

- i. There are carnival games that the player can choose to interact with and other people from the town for the player to talk to if they so desire. This is a resting point for the character--a reward for completing all of those tasks in the first part of the quest.
- ii. Whenever the player is ready, they can approach the stage to listen to Mayor Allume's speech and watch the fireworks show.
- iii. When the beast attacks, several people are left in danger from burning rubble and falling debris. Wick knows he can save them.
- iv. Here, the player will exhibit the full potential of their eternal flame abilities by quickly melting pieces of wax to move through obstacles, open up safe passageways, douse fires, and catch falling pieces of broken homes.
- v. The last person the player has to save is Ms. Luz and that's when Wick realizes she's been frozen.

c. Characters:

- i. Lieutenant Bruler - An old stubborn man. He's the head of the local police and also leads the town's militia during times of crises. He's large and strong but his unwillingness to change often leaves other members of the police force frustrated.

3. End of the Night

a. Story:

- i. Wick doesn't like that he has to stay home knowing this monster is loose somewhere and that Ms. Luz is in trouble. So, he decides to sneak out.
- ii. Wick leaves his home and sneaks around the town, trying to avoid being seen by Lieutenant Bruler and his militia.

- iii. He arrives back at the Festival grounds where Bruler and several militiamen are on guard, waiting for the beast to return. Wick first makes his way over to where Ms. Luz was earlier, only to find that she's been removed.
- iv. He then notices the tracks on the ground left behind by the monster. Wick follows them back through the festival, onto the stage, and into the woods. Here he finds that the large beast tracks just stop, but some much smaller, regular footprints can be seen just beyond them.
- v. Unfortunately, before Wick can follow these other footprints, Lieutenant Bruler finds Wick and drags him back home.

b. Objectives:

- i. The player must first sneak out of their house. This can be done in many different ways, but the player HAS to be quiet, otherwise, Wick's father will wake up and prevent the player from leaving.
- ii. After escaping the house, the player has to sneak across town and make it to the festival grounds. By hiding in shadows, on rooftops, and using their flame powers, the player will find alternative routes to the festival that avoid any militiamen in the way.
- iii. Once the player has reached the festival, they'll have to stick to the rooftops to avoid being seen by Bruler or any of his militiamen. The goal is get to where Ms. Luz was to figure out what happened to her.
- iv. Once the player reaches where Ms. Luz was earlier, they'll discover that she's no longer there. Most likely, removed by the police. Wick is frustrated that Ms. Luz is missing, but he at least notices the tracks left by the monster that seem to go through the whole festival.
- v. The player has to follow these tracks back into the woods without being seen by any of the guards in order to figure out where this monster came from. When the player enters the woods, they see the tracks end and the regular footprints begin.
- vi. The quest ends before the player can follow these new tracks.