

'MERC' Twine Game Outline:

Prologue - Briefing:

- intro to mission
- ask questions
- intro to companions
- ask questions
- pick companion of 2 choices
 - companion influences future dialogue, choices, etc.
 - option of, basically, rogue or barbarian (Lily and Gorex)
- Mission is to recover Bishop Rafferty from the ogre encampment in the woods. Then, return him to the monastery within the populous, bustling nearby city.

Chapter 1 - To The Forest:

- caravan to forest overnight
- can speak with companions or just sleep

Chapter 2 - Search For The Encampment:

- arrive in morning
- two paths available
- Path 1: River
 - path goes along river
 - some investigatable objects (rock, mushroom, banner)
 - mushroom can be taken with, which can later help deal with ogre encampment
 - leads to side entrance of encampment
- Path 2: Commotion
 - wolf and young ogre are in fight
 - multiple choices about how to deal with it (e.g. sneak around, atk ogre, atk wolf)
 - some solutions end up getting a sack of ashes from the ogre, which can later be used to deal with the ogre encampment
 - leads to front entrance of encampment

Chapter 3 - Freeing The Bishop:

- encampment layout is:
 - circularly fenced in area
 - at front is a few ogres surrounding a fire
 - backside of encampment has a small stone hut, with door and window in which

Rafferty is tied up

-1. Back Entrance:

- investigate surroundings
- ask Lil to see in hut
- Gorex spidey senses sense there is an enemy in there
- near the hut. In it is rafferty, shackled and guarded by an ogre
- can use mushroom on guard
- if you don't have Lily and don't have mushroom, Gorex alerts the other ogres trying to free rafferty

-2. Front Entrance:

- investigate surroundings
- two ogres staring at fire
- can sneak around the perimeter with Lily, to back entrance
- Gorex can fight the two of them, distracting them and dropping the key ogre guard comes out. You grab the key and free him
- if the player has the ashes from earlier, they can command their companion to put the ashes on their face and distract them, claiming to be a spirit of Fi'ju, the fire gods that the ogres fear

Chapter 4 - Escaping The Woods:

- Some choice in banter, like in the wagon earlier. May impress the Bishop.
- Later, a pack of four wolves encounter you. The Bishop wants to see blood. Gorex is okay with fighting, Lily would rather just sneak around.
- very Simple Turn-Based Combat
 - A "turn" passes each time player picks an action
 - you attack
 - companion attacks
 - flee
 - Pack of Wolves HP (40/40)
 - Party HP (50/50)
 - Wolf bites each turn, dealing 5.
 - you and companion both do 10.
 - the text for companion attacks changes based on comp
 - each hit kills a wolf

Chapter 5 - Back To Town:

- re-exit through double archway trees, to find your carriage ransacked by ogres
- you begin making the three day trek by foot, salvaging the necessary supplies
- two main events occur over the course of the trek
- Event 1. Wizard in Distress.

- you hear a faint call of a human. Bishop would rather ignore and keep going. Morality goes up if you pursue the call.
- wizard is trapped in a cage hanging from a post with a goblin trying to get at him. His equipment, a staff, a sack of reagents, a tome, are near
- if you free him and return his equipment, he can teleport your party to the entrance of Town, skipping the rest of the trek and event 2
- Event 2. Dragon Egg
 - along the path, you hear a shriek and rustling of leaves. If you follow it, you see a large object that looks like a cream colored stone with red elevated veins on it and cracks throughout, in a nest amongst crushed bushes. Conclude shriek was its mom
 - Bishop would like to add it to his collection, companions disapprove. Morality lower for disturbing nature.
 - if you take it with you, after one night, it hatches into a dragonling and flies away, hurting your companion, who was holding onto it
- Find yourself at coreston gate. There are highwaymen demanding 5 silver.
 - pay them
 - intimidate (goes over better with Gorex)
 - persuade (goes over better with Lily)

Chapter 6 - To The Monastery:

- As you enter, its night, and you notice a riot has been occuring with mobs and flipped carriages
 - ”This way you imbeciles hurry. We should not be in this district at this hour”
 - Bishop attempts to take the lead. You may choose to instead. Bishop approves, companions find it dangerous to let him lead.
 - You light a torch and your party sticks close to the leader
- Moving quickly through spiraling, mazelike alleyways. Upon turning a corner, you encounter a mob punching and shoving each other in a bazaar that has closed for the night. They notice the Bishop and approach, shouting and pointing. There’s no other way and you need to get through. You shout “Protect the bishop. Turtle formation!” and you and the companion leap to him, your backs towards him and weapons pointed out.
 - May continue along without harming anyone. Bishop puts these people down, calling them dogs and such, and encourages you to do something to them. He disapproves.
 - May command Gorex to injure them, throwing a set of bolas stopping one of them. They back away slowly and disperse. He doesn’t approve of hurting them.
 - May ask Lily to attempt to sweet talk them/calm them down. She is very nervous of doing so and disapproves, though she is successful.
- After this, you go down a couple more alleyways and end up at the entrance to the church district.
 - ”I would not be seen with you in this district”, says Rafferty. You may insist on escorting him, keeping in mind the state of the town and the riots. This decision raises karma, but lowers his approval.
- Mission Complete. Make way back to HQ.

Epilogue - At The Pub:

- I don't think any of this will be interactable. It's just a scene
- Several days later, after receiving your reward. You find yourself alongside your companion in one of Coreston's finer pubs.
 - Self reflecting paragraph at the beginning. Thinking about mercenary work in general and your last job. (based on morality). If low morality, focused on money, killing. If high, focused on people helped, lives lost.
 - if companion approval high, you talk about how you've become friends with them, perhaps have hired them. If low, you guys just happened to meet them there. Something bleek about not drinking alone and having found a recognizable soul.
- At some point, the Bishop comes in, wearing common clothes, and notices you. Clergy are not typically allowed to drink so.
 - If low Bishop approval, he ignores you guys. If high, you may do shots with him

General Notes:

- at important decision intervals, can check status of party and ask for advice
- all paths lead to escorting the Bishop back home (i.e. no failure/reset/death routes). So, objective is instead to "do a good job at it", achieving high morality and approval of party
- certain choices affect these integer variables, positively or negatively which changes the ending (epilogue). Text displayed is based on if the value is positive or negative.
 - companion approval
 - Bishops approval
 - karma
- maybe an image for each chapter
- Chapters aren't going to be introduced as formal "Chapters", just using the term to organize the story