

Bitten!

Quest Script

The Red Temple

CONTEXT FROM THE PREVIOUS QUEST

In the previous quest, Thomas had entered inside the secret alcove of the Saint Paul's Abbey. Thomas had found the torture room of Gilles de Rais containing multiple clues including the address of his wife's apartment (the Bathory's house) with a mention of a hidden door at the left-hand side of the salon. Thomas had also killed all the members of the Red Knights present in the building and had stolen their clothes and emblem to disguise himself. At the moment the quest starts, Thomas stands in the centre of the monastery, surrounded by the dead bodies of the cultists and dressed up with their equipment.

1 - To the house

LOCATION: Saint Paul's Abbey at night with six dead bodies of the members of the Red Knights. At the centre of the cloister. The monastery is at 12 kilometres from the city of Angers.

DESCRIPTION: Thomas stands here, surrounded by dead bodies. He had just changed with the clothes of the Red Knights. So he now wears a chainmail, a tabard, some leather boots and the emblem of the cult pinned on his chest. He holds the small note with the address of his next destination written on it in his right hand.

GAMEPLAY: The player has to leave the Abbey, reach the horse and follow the road to the city of Angers.

PLAYABLE CHARACTER

(Bathory's house ... what horrors will I find there?)

Living the Abbey -

PLAYABLE CHARACTER

(I must be quick! If any of the members of this damned cult notices some of them were killed, they will surely look for me)

(Well. Maybe I want them to find me? No, I must find Bathory first!)

Thomas finds his horse a bit further in the edge of the forest and rides it, heading for Angers.
During the ride -

PLAYABLE CHARACTER

(Poor kids... Which man could do that? A monster surely!)

(And all this blood ... how many of those did he kill?)

(If I find him - Arg! I have to control myself, the moon is high tonight)

Arriving close to the gates of Angers -

GAMEPLAY: The player has to reach the gates of Angers and is called out by a guard at the entrance.

PLAYABLE CHARACTER

(I should stay hidden, the Red Knights are almost everywhere, especially at night. I must stay on my guard)

GUARD

Hi! What is your business here?

PLAYABLE CHARACTER

Hello! Some night purchases, I have heard you had the best wine of the whole region!

GUARD

The whole country I would say! No fight, eh?

PLAYABLE CHARACTER

Indeed!

The guard lets Thomas enter the city.

CUTSCENE: An overview of the city, the night market, the children playing in the streets, some people arguing and a closer look to a huge residence.

GAMEPLAY: The player has to follow the road until he/she reaches Bathory's house and then he/she must go inside.

Thomas takes a quick look at the city and as he already went there he knows where to go.

PLAYABLE CHARACTER

(This way I guess...)

(The city is so lively and crowded, even at night.
It's impressive!)

(Do they not fear murderers and beasts here?)

Arriving at the beginning of the right road-

PLAYABLE CHARACTER

(Here it is! Impossible to miss, actually. This is huge!)

The Bathory's house is an immense home with multiple floors, a private garden, guards in the entrance and a lot of people currently inside who seem to be celebrating something. Obviously, a party is going on.

Thomas moves to the entrance of the house, still wearing his hood and ensuring his badge is clearly visible.

2 - Inside the world of nobles

Thomas arrives at the entrance and look at the two guards in front of him, they are obviously members of the Red Knights. They barely look at him and make a little sign to show the direction of the feast. Without a word, Thomas heads to the indoor court.

CUTSCENE: An overview of the feast with many drunk people, all from noble families. People drink, eat, dance and speak a lot. At the very end of the court, opposite to the entrance, there is a stair guarded by two members of the cult.

DESCRIPTION: Everybody is busy with the party and nobody notices Thomas. He takes a look around and spots the stair and the guards. But as he tries to reach it, he is often slowed by people dancing or moving in a group.

GAMEPLAY: The player is invited to take a look around and to go forward to reach the stair. A trigger activates the people around to react.

PLAYABLE CHARACTER

(Bathory's quarters must be upstairs)
(Shit! How am I supposed to get there with all those people around?)

NOBLE 1

Hey friend! Why don't you drink?

PLAYABLE CHARACTER

Er... No, thanks!

NOBLE 1

No drink? You can't live for long with an empty glass, come, the wine is delicious there!

NOBLE 2

Oh let him go! You bother him!

NOBLE 1

Me? Bothering him? I just offer him the best wine on Earth!

NOBLE 2

Ha ha! The best wine comes from Bordeaux! Any educated man ought to know that!

NOBLE 1

What do you mean, any *educated man*?

The two nobles start to argue violently and one of the guards moves from his station to ease the two opponents, and then go back to where he came from.

PLAYABLE CHARACTER

(That's it! I have to find a distraction big enough to make both guards move, and so I will be able to pass quickly)

CUTSCENE: A close look at two people who seem to strongly disagree, supported by a crowd of curious people attracts the attention of Thomas.

PLAYABLE CHARACTER

(Maybe with a little help, they can start a fight)
(let's try to make them angry...)

3 - Distraction

GAMEPLAY: The player has to join the group of people around the two opponents and to listen to what they say. A trigger activates the dialogue.

OPPONENT 1

I told you hundreds of time Estienne, you can't hunt with a bow now! That's the old way!

OPPONENT 2

Of course that's the old way! That's why it is an art, hard to masters, and that's why the hunter is more worthy using a bow!

OPPONENT 1

More worthy? Pfff... And why? Because he is just a pagan using outdated tools?

OPPONENT 2

Don't insult me! Hunting with a firearm is easy, it is not an art!

OPPONENT 1

I have no time to lose with wild animals, my dear!
I am a noble!

PLAYABLE CHARACTER

If I may? Hem ... *clearing his throat*
I am a hunter myself, and I agree with the use of the bow. Well ... indeed the firearm is easier to use, but who wants the easy way? Hunting is for the most skilful ones, everybody knows that...

OPPONENT 2

As I was saying to this ignorant -

OPPONENT 1

Ignorant? How dare you!

The two people start to fight and Thomas slips away quickly before being mixed up with them. He also keeps an eye on the guards.

GAMEPLAY: The player has to move away from the struggle and when the two guards leave their station to stop the fight, he/she must go to the stairs quickly and quietly.

4 - The hidden door

DESCRIPTION: Thomas arrives upstairs. The place forms a square with the stairs in its centre and rooms at all the edges.

GAMEPLAY: The player has to investigate the place, there are no guards here. All the doors are closed, but the player can only interact with one of them on the left-hand side of the area.

PLAYABLE CHARACTER

(Phew, I hope nobody had noticed I went upstairs)
(It must be there according to the map on the torture room ... on the left ... yes! This one!)

DESCRIPTION: Thomas enters in the salon. It is a cosy place where everything looks normal. No sign of blood or tortured people.

GAMEPLAY: The player must investigate the entire room. Some parts of it would be highlighted, and he/she would be able to interact with it.

PLAYABLE CHARACTER

(Seems completely normal to me... You would never know such a mad woman lives there...)

Looking to a chair -

PLAYABLE CHARACTER

(Hmmm ... good quality, they must be wealthy. I wonder what kind of business they conduct ... apart from the children murders, of course)

Spotting three glasses -

PLAYABLE CHARACTER

(This must be the place where they negotiate or
receive their guests)
(I wonder if this room is used exclusively for the
cult or also for more ... ordinary work)

Looking at the books in the bookshelf -

PLAYABLE CHARACTER

(Great collection! They are obviously well
educated. Laurens would have loved this place ... if
only...)

(Better not to think about it)

(I should better look for something unusual ... let's
see ... in the Abbey, they had built a secret room
behind a hidden door. Maybe they did the same here)

Searching for a crack in the wall -

PLAYABLE CHARACTER

(Here you go! Let's see what is inside)

CUTSCENE: The camera is placed on the other side of
the hidden room. It is a huge library with
bookshelves on each wall. A scholar is sitting on a
chair, writing something on a piece of parchment.
He is back to the player. Right in front of the
hidden door is another door that seems really
heavy.

5 - Where is the office?

GAMEPLAY: The player is inside the library and can
see that the scholar has his back turned to him,
and so the player cannot be spotted. The player
must move to the door in front of him and play with
the mechanism to unlock it.

PLAYABLE CHARACTER

(A library ... what on Earth do they do?)

Looking at the scholar and moving towards the
door -

PLAYABLE CHARACTER

(Hopefully, he is too busy and won't look around...)
(Come on ... quickly!)

Facing the locked door and trying to open it -

PLAYABLE CHARACTER

(Locked! Damned!)
(I can do it... It doesn't seem too complicated...)

(Just a little bit more...)
(Not that way...)
(Ha!)
(Yes! Let's go take a look inside)

DESCRIPTION: The room looks like a small cell with its walls covered in blood and dust. Few chains hang from the top of the back side. Tied in one of these, a small boy is half-hanged by his wrists. Thomas rushes to free him, but he is dead.

GAMEPLAY: The player can still investigate the room and interact with the dead body.

Finding the body-

PLAYABLE CHARACTER

Oh my God! What have they done to you?!
Hey kid ... no ... don't be dead... It's alright...
Kid!
Oh my God!
I will kill them all! Monsters!

Thomas can hear voices from behind the door, he looks at it and gets closer, listening carefully.

VOICE 1-BEHIND THE DOOR

Do you like that, boy?

VOICE 2-BEHIND THE DOOR

Please...

VOICE 1-BEHIND THE DOOR

Please? What do you hope little one? I am sure you want to play...

Thomas cannot stand this any longer and opens the door quietly.

GAMEPLAY: The voices behind are no longer audible after that. The player can interact with the door to open it.

DESCRIPTION: A child is attached on a table and is bleeding. He is begging the man sitting next to him to stop. The member of the Red Knights is holding a knife and some tools are displayed next to him. They are made to cause pain. While Thomas comes inside the room, the man is torturing the kid.

MAN

Cutting one finger of the kid
You won't need it anymore, little one

KID

Nooooooooo! Arg! Please... Noooo!

GAMEPLAY: The player must kill the torturer. As he is placed behind him, he can slaughter with his dagger. Waiting for the player to kill, the man would continue to laugh and the child would ask for mercy.

As Thomas kills the man-

PLAYABLE CHARACTER

Go to hell, pig!
It's just a kid! How can you do that?
I hope you will burn in Hell!

Freeing the child-

PLAYABLE CHARACTER

Come on kid, it's finished ... shh... I'm here to help
you!
But stay here for now, there are other bad guys
around, OK?

KID

nodding and out of breath
Than-thank ... you...

PLAYABLE CHARACTER

You stay here, eh? Under the table, go, hide
yourself. I come back, OK?

GAMEPLAY: The player can now open the door on the left-hand side. It is heavy but not locked. When the player interacts with it, it opens slowly.

6 - Spotted

DESCRIPTION: Behind the door there is a huge office with a magnificent wooden desk in the very centre. On the ground, a richly decorated carpet covers the fine planks. The room is filled with high-quality furniture. And at the desk, talking together stand two men from the Red Knight cult.

GAMEPLAY: The player is free to kill the men as he wants to. He/she can transform or fight with his/her weapons in the human form.

MAN 1

What the...

MAN 2

Kill him! It's the werewolf!

BOTH

AAAAAAAHH!

While fighting-

PLAYABLE CHARACTER

Your life ends today.

Die monster!

I will kill you one by one!

You want more?

Let's see what colour is your blood!

GAMEPLAY: When the fight ends, the player hears some noises from the previous room and must go back there.

In the torture room, a huge man has just killed the child, breaking his neck.

PLAYABLE CHARACTER

NO!

MAN

He won't try to escape anymore, hahaha!

Your turn, wolf!

PLAYABLE CHARACTER

What have you done!

GAMEPLAY: The player fights the man whether in human or wolf form. But he/she cannot kill him, it stops before the end in order to watch a cutscene.

CUTSCENE: The man is defeated and Thomas threatens him with the torturing tools to make him speak.

PLAYABLE CHARACTER

Where can I find Bathory?

MAN

You can't!

PLAYABLE CHARACTER

Oh really?

Hitting him

Where can I find her? Speak! Or your day will be very, very long and your death even slower!

MAN

No please ... please... I don't know how to find her!

PLAYABLE CHARACTER

You should do better than this
Hitting him again

MAN

Please, no, I promise! I am just a servant... I don't know...

No, no! Go to her bedroom! Yes, the bedroom, it is where she stays most of the time! I don't know more, please, believe me!

PLAYABLE CHARACTER

Where is this bedroom? There are a lot of rooms in this house...

MAN

Please, have mercy... It's ... it's on the right side of the cell, just here ... please, believe me...

DESCRIPTION: Thomas sees the scholar of the library who was watching at the opening. He runs away when Thomas spots him and Thomas hears the door shuts behind him. Thomas slaughters the man.

PLAYABLE CHARACTER

(It should be this scholar who had warned him... He is surely calling for reinforcements. I must be quick if I want to find more clues!)

7 - Bathory's bedroom

GAMEPLAY: The player must go back to the cell and interact with the door on the right that is barely visible.

While moving to the door -

PLAYABLE CHARACTER

(Poor kid...)

(I really must hurry now!)

(Where is this door? But ... how many hidden doors do they have?)

Entering the bedroom -

PLAYABLE CHARACTER

(A bedroom just next to a cell and a torture room? She is madder than I thought)

GAMEPLAY: The player investigates the room, using both his/her hunting abilities and the environment where some items are highlighted.

Looking at the bed full of blood-

PLAYABLE CHARACTER

(Arg... That's disgusting! Does she kill even at the bed?)

(I wouldn't be her husband)

Looking at her desk-

PLAYABLE CHARACTER

(Some papers ... notes ... many mentions of the cult. She must trust her guards a lot to let those clues so much visible. Or maybe she wants me to find them...)

(Well, not sure about that)

(There are some names written here... Hmmm surely the kid's names. I should take everything)

Watching the mirror-

PLAYABLE CHARACTER

(Traces of blood here too, that's weird)

Looking inside her wardrobe-

PLAYABLE CHARACTER

(Many clothes ... all very ... extravagant)
(she loves to be seen)

Thomas notices a door ajar opposite the wardrobe and heads to it. He opens it.

8 - The red nightmare

CUTSCENE: Thomas enters the room behind the door and before him appears the worst scene he had ever seen. This is a huge square bathroom with an in-ground pool at its centre. On the edges of it lays dozens of dead young women, all cut on multiple parts of their body. Some were decapitated or had a limb removed. Their blood runs into the pool that is completely filled. Another body is crucified on top of the bloody bath and her red liquid fall into it. Bloody footsteps go into and out of the pond, as if someone had swum for a while. Taken aback, Thomas is unable to speak.

9 – An unsuspecting meeting

CUTSCENE: While Thomas is looking at the bathroom, someone is coming behind him.

OLIVIER

It is beautiful, isn't it, big brother?

Thomas turns at once to face his little brother, Olivier.

PLAYABLE CHARACTER

Olivier! You are alive! I can't believe it, I'm so glad to see you!
But ... wait, what did you just say?

Olivier is walking towards Thomas and stops next to him, looking at the bloody pool. He takes a deep breath.

OLIVIER

I have always loved the sight and the smell of the blood, you know it Thomas, don't you?

PLAYABLE CHARACTER

What ... what do you mean?

OLIVIER

All this little boring life we had had together. I know you loved it, and I don't blame you for that, it is your nature after all. Well ... actually it seems you have changed it for the good, isn't it?
Anyway... I have always been looking for more adventures. Westwend is so quiet, ha! No, I wouldn't have stayed more in this little hole!

PLAYABLE CHARACTER

What are you talking about? Westwend is our home! And, where did you go after the attack? Everybody thinks you were captured ... or ... dead..

OLIVIER

Yes... I should have been dead. The Red Knights found me among the survivors. But I saw them first, they were draining blood from their victims. I approached them and I asked them what they were doing. And I found their tales ... well ... entertaining. I asked to join them at once and-

PLAYABLE CHARACTER

You what? Don't tell me you are with those murderers?!

OLIVIER

Well ... it's true some of them seem quite mad, but who would keep his head clean with so much blood all around? No ... that's not important. They defend a greater cause, greater than you and I Big Brother. We serve God himself, by giving him some fresh blood, to show him we are eternally grateful for what he had done to us.

PLAYABLE CHARACTER

You serve God? By torturing children and killing women? Are you mad?

OLIVIER

You can't understand, I knew it from the beginning. But at least I tried to open your eyes. But it is not your fault, after all, you are a creature of Satan. Isn't it, werewolf?

Olivier jumps on Thomas and attacks him.

GAMEPLAY: The player has to fight Olivier who is a boss. He can fight in the form of his choice.

During the fight -

PLAYABLE CHARACTER

Don't be stupid Olivier! How can you think any of the things this cult does is good?

OLIVIER

Your mind is too narrow to understand!

PLAYABLE CHARACTER

Think of our family and our friends! What would they say?

OLIVIER

I don't care! I know why I fight, I know what I'm doing! I have no lesson to receive from a werewolf! You are the one who killed our parents!

PLAYABLE CHARACTER

I never touched Mother and Father, how dare you?!

OLIVIER

But your kind did!

PLAYABLE CHARACTER

I tried to find a cure! I was bitten, it is not my fault!

OLIVIER

Do you really think I would believe you, monster?

PLAYABLE CHARACTER

You doubt me? Look, I was bitten just there, when I was hunting!

OLIVIER

Liar! You are a weapon sent by Satan himself! It was the werewolves who attacked the village, at the exact same time you were in the woods! What did you do in the forest anyway? Saying you hunt for your family while you kill people!

PLAYABLE CHARACTER

Me? I kill people? Look at you!

GAMEPLAY: At this moment, the fight stops if the life of the boss is under 20%. Otherwise, the fight continues with a set of sentences. Thomas, in his human form, takes aim at Olivier with his sword.

PLAYABLE CHARACTER

I am not a monster Olivier, nor are you... You can choose to kill or to spare life, but there is nothing good in murdering innocent children.

Thomas extends his hand to Olivier who takes it and goes on his feet.

They both hear footsteps approaching, there are surely a lot of people.

OLIVIER

This is the reinforcements! They come to kill you! There is a passageway here, behind this column. Bathory takes it to come and leave her bathroom.

PLAYABLE CHARACTER

Where can I find Bathory?

OLIVIER

You can't! Let her come to you! But you can find Gilles, he is raiding Riverstone right now! Go there!

PLAYABLE CHARACTER

What about you? What will you do?

OLIVIER

Don't bother yourself, go! Quickly!

PLAYABLE CHARACTER

Oh you don't know me, I won't let the chance of
killing some Red Knights!

10 - To the death!

DESCRIPTION: Four soldiers of the Red Knights enter the bathroom, they are really aggressive and obviously here to kill Thomas. At their sight, Olivier pretends to be still fighting him and fake to prepare to kill his brother.

MAN 1

Well done Olivier! He can't go anywhere now!

MAN 2

You will die, dog!

PLAYABLE CHARACTER

For the kids.... AAAAAAAAAAAH!

GAMEPLAY: The player has to fight the soldiers, but as they are numerous and strong, he/she would be automatically put in the wolf form.

While Thomas kills the men, he sees that Olivier is leaving.

After the fight, Thomas heads to Riverstone to stop Gilles de Rais.

PLAYABLE CHARACTER

(All those bastards won't hurt the kids anymore!)
(I must reach Riverstone quickly if I want to stop
Gilles de Rais)
(where is this passageway ... here!)