

# Quest - A Strange Small Favor

## CONTEXT:

The Void Legions have invaded the galaxy, threatening all the living. The player must unite the warring factions against the common enemy. One of these factions is the Trading Guild, a neutral but militarized interstellar organization that hides lots of secrets.

**ACTION** - The player arrives in the Hades Gate solar system and docks at the Guild's startport to start the quest

### Dialogue - Corino

**GUILDMASTER CORINO**: Welcome, Marked One! I was beginning to worry you wouldn't show up.

**PLAYER**: You know why we are here, don't you?

**GUILDMASTER CORINO**: Of course. Laura told me you seek the Guild's help against the Void.

**GUILDMASTER CORINO**: In any other circumstances, I would politely decline. But given our delicate situation, I am willing to lend my support... for a small favor.

**GUILDMASTER CORINO**: Bring me some human remains, and my fleet is at your service.

**PLAYER**: Human remains? That's it? What would you do with human remains?

**GUILDMASTER CORINO**: Ah, ah, ah! This information is not meant for your ears. Focus on the task. Bring me human remains.

## OBJECTIVES - Bring Human Remains to Corino

**Briefing**: Guildmaster Corino wants Human Remains. In exchange, he promises to help against the Void.

**ACTION** - The player can stay and ask some questions

### Optional Dialogue - Conversations 1:

**PLAYER**: What does the Trade Guild do?

**GUILDMASTER CORINO**: As the name suggests, we trade. But we don't trade common trinkets. Our commodities are rare. Far more advanced than on the market.

### Optional Dialogue - Conversations 2:

**PLAYER**: Are you helping us for a bunch of corpses? Sounds too easy.

**GUILDMASTER CORINO**: Too easy? I can make it harder for you if you want. But I'd rather not.

### Optional Dialogue - Conversations 3:

**PLAYER**: I am still curious about the human remains.

**GUILDMASTER CORINO**: And I am still curious how you managed to survive in this galaxy, asking so many questions.

ACTION - The player collects X human remains

### **Dialogue - A.R.G.O**

A.R.G.O: Excellent! We should return to Corino.

PLAYER: Aren't you curious what he needs human remains for?

A.R.G.O: Curious? Maybe. Does it matter? No.

PLAYER: I think he is up to something.

A.R.G.O: The Guild is always up to something. We have bigger concerns right now.

## **OBJECTIVES - Travel to Astrophel**

**Briefing:** Curiosity kicks in. You wish to explore the nearby sectors to find any clues about the Guild's plans for human remains. But is it worth the risk?

ACTION - The player travels to the nearby sector

ACTION - The player encounters biological creatures attacking a Guild ship

### **Dialogue - Guild Pilot**

GUILD PILOT: Who are you? You are not supposed to be here!

The biological creatures destroy the Guild ship, then attack the player

## **OBJECTIVES - Eliminate the Creatures**

**Briefing:** A group of enormous biological creatures has killed a Guild pilot.

ACTION - The player eliminates the biological creatures

### **Dialogue - A.R.G.O**

PLAYER: What the hell is this? Some kind of... space worms.

A.R.G.O: I am not familiar with these life forms. If you bring me their biomass samples, I can study them.

## **OBJECTIVES - Collect Biomass Samples from Space Worms**

**Briefing:** A.R.G.O needs biomass samples from the space worms to study them.

ACTION - The player kills more space worms and bring A.R.G.O their biomass samples

### **Dialogue - A.R.G.O**

A.R.G.O: Interesting. These creatures have human DNA.

PLAYER: What? How?!

A.R.G.O: You were curious about what they do with human remains. This is the answer. They synthesize these creatures from human DNA.

**PLAYER:** What are they planning?

**A.R.G.O:** I hacked the slain pilot data. It mentions the Auroran sector. If you want to find answers, we should start from there.

## **OBJECTIVES - Travel to the Auroran Sector**

**Briefing:** The Guild synthesizes space worms from the DNA of human remains. The dead pilot's files mention the Auroran Sector.

**ACTION** - The player travels to sector Auroran

## **OBJECTIVES - Search for Information about the Guild's Plans**

**Briefing:** The Guild synthesizes space worms from the DNA of human remains. The Auroran sector might have information that sheds light on their plans.

**ACTION** - The player explores the sector and find space worms fighting the Void (and winning)

**ACTION** - The players come across abandoned Guild structures (starports?) and find lore entries

### **Codex Entries**

The guild found a way to synthesize life from DNA

They created large creatures capable of tearing ships apart

They planned to make them stronger than both the Federation and the Empire

The creatures proved strong against the Void

In the absence of enemies, the creatures turn on their creators

They escaped their reservations

**ACTION** - The player finds all lore entries

### **Dialogue - A.R.G.O**

**PLAYER:** We have to put an end to their experiments!

**A.R.G.O:** Mind you, they could be effective against the Void.

**PLAYER:** And what happens then?!

**A.R.G.O:** Without their help, there will be no "then".

**A.R.G.O:** I strongly recommend pretending you have seen nothing. Bring Corino the corpses he requested. I, in turn, will inform Laura about his intentions.

## **OBJECTIVES - Return to Guildmaster Corino**

**Briefing:** Guildmaster Corino awaits his human corpses in his starport.

**ACTION** - The player returns to the Starport

### **Dialogue - Corino**

PLAYER: I've brought your corpses.

GUILDMASTER CORINO: Excellent! A deal is a deal. Send me a word when you...

GUILD PILOT: Guildmaster! We are under attack! The thing...

GUILDMASTER CORINO: Shut up and keep it out!

GUILD PILOT: We tried! But it broke through our defenses! It's coming to...

GUILD PILOT: Aarrghh!!!

GUILDMASTER CORINO: Damn it!

GUILDMASTER CORINO: Marked One! Help me! I'll explain everything later, just help me!

## **OBJECTIVES - Defeat the Invaders**

**Briefing:** Gargantuan biological creatures have invaded the sector. Corino begs for help.

**ACTION** - The player destroys the invaders

### **Dialogue - Marduk**

MARDUK: MARDUK HUNGRYYY! WILL RETURN!

PLAYER: What the hell is that?

## **OBJECTIVES - Return to Guildmaster Corino**

**Briefing:** After losing all its minions, a giant creature called Marduk promised to return. Guildmaster Corino must know about this.

**ACTION** - The player returns to Corino

### **Dialogue - Corino**

GUILDMASTER CORINO: Are they all dead?

PLAYER: All except for one. It calls itself Marduk.

PLAYER: I think you owe me some explanation.

GUILDMASTER CORINO: Look. Being a neutral trading guild doesn't come easily. The militant superpowers put constant pressure on you to take away your market independence.

GUILDMASTER CORINO: To withstand that pressure, one needs a deterrence. And these things, which we synthesize from human DNA, are our deterrence.

PLAYER: "Were" your deterrence, you mean.

GUILDMASTER CORINO: Oh, they still are. In fact, they proved quite capable against the Void. We control their brains.

GUILDMASTER CORINO: Marduk is a failed specimen that can't satiate its hunger. It somehow corrupts the specimen and severs their link.

GUILDMASTER CORINO: Eliminate Marduk, and I will send an army of these things to assist you against the Void.

## OBJECTIVES - Travel to the Geminon Sector

**Briefing:** Guildmaster confirms that these space monstrosities are the Guild's creations. They normally obey their masters. But one of them, Marduk, has spun out of control due to its insatiable hunger. It makes others disobey as well. Guildmaster Corino wants to put it down to regain control of the swarm.

**ACTION** - The player can stay and ask some questions

### Optional Dialogue - Conversations 1:

**PLAYER:** Is it ethical to use these creatures as cannon fodder?

**GUILDMASTER CORINO:** Far more ethical than letting them roam free, that's for sure.

### Optional Dialogue - Conversations 2:

**PLAYER:** What if more creatures go rogue?

**GUILDMASTER CORINO:** Then we kill them, too. Nothing ever works as intended. It is not an excuse to stop striving for excellence.

### Optional Dialogue - Conversations 3:

**PLAYER:** What are you planning to do after defeating the Void?

**GUILDMASTER CORINO:** As I said, deterrence. I am a businessman. I have no interest in wars.

**GUILDMASTER CORINO:** Well, maybe apart from a small demonstration of power.

**ACTION** - The player travel to sector Geminon

### Dialogue - Marduk

**MARDUK:** MARDUK HUNGRYYYYYYYYY!

## OBJECTIVES - Find Marduk

**Briefing:** Guildmaster confirms that these space monstrosities are the Guild's creations. They normally obey their masters. But one of them, Marduk, has spun out of control due to its insatiable hunger. It makes others disobey as well. Guildmaster Corino wants to put it down to regain control of the swarm.

**ACTION** - The player confronts Marduk

### Dialogue - Marduk

**MARDUK:** MARDUK HUNGRYYY! MASTER PROMISE FOOD! WHERE FOOD?

## OBJECTIVES - Eliminate Marduk

**Briefing:** Guildmaster confirms that these space monstrosities are the Guild's creations. They normally obey their masters. But one of them, Marduk, has spun out of control due to its insatiable hunger. It makes others disobey as well. Guildmaster Corino wants to put it down to regain control of the swarm.

ACTION - The player defeats Marduk

**Dialogue - A.R.G.O**

A.R.G.O: It is... not hungry anymore.

**OBJECTIVES - Return to Guildmaster Corino**

**Briefing:** Guildmaster Corino would be glad to know that his rogue specimen is no longer a threat.

ACTION - The player returns to Corino

**Dialogue - Corino**

PLAYER: Your pet is dead.

GUILDMASTER CORINO: All my specimens are under control again. Thank you.

GUILDMASTER CORINO: As per our deal, send me a word when you line up your fleet against the Void, and I will chime in.

GUILDMASTER CORINO: Before you return to your affairs, please accept this as a token of my gratitude.