

Narrative Design Brief

Universe: *Star Wars*

Notes: Old Republic era, circa 22,000–5000 BBY. Lifts ideas from both *Legends* and canon.

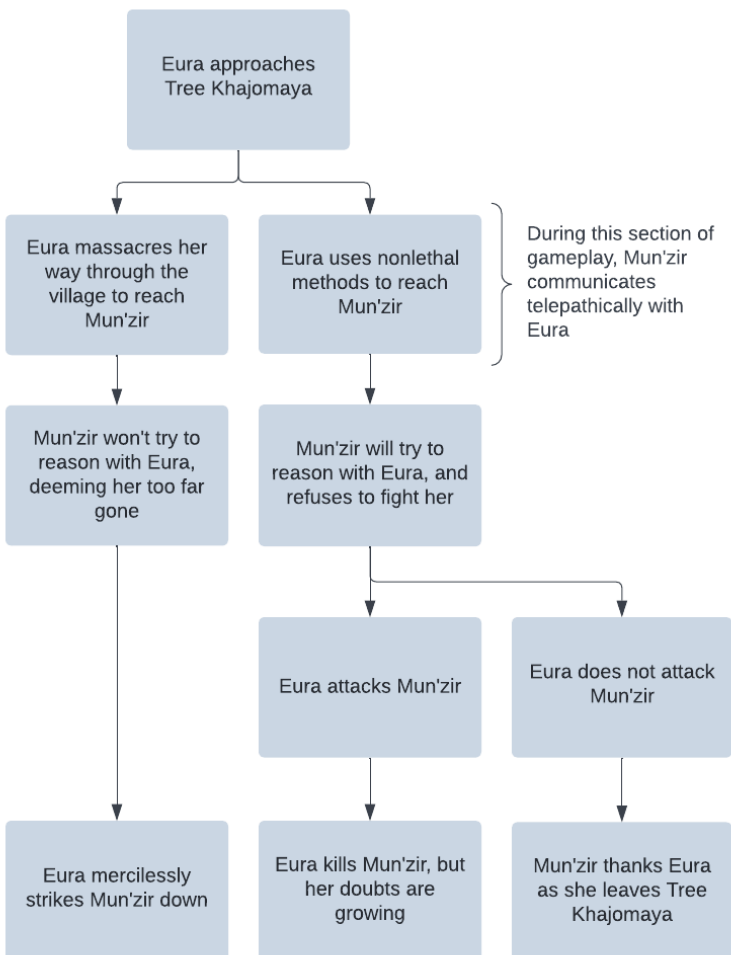
Logline:

When tasked with the hunting and killing of a renegade Sith acolyte, Eura Koen—apprentice to Darth Julna—must choose whether to respond with brutality or restraint.

Mission Statement:

My intent for this quest is to judge players based on their real-time actions similar to games like *Dishonored* and *Deus Ex*, rather than relying on dialogue choices (or actions disguised dialogue choices). I also want the quest to offer clear character development: it can either drive Eura closer to the light, or send her hurtling further into darkness.

Quest Flow:



Preceding Events:

This quest is the culmination of a chain that requires the player (Eura) to track down Mun'zir with aid from Darth Julna. Mun'zir, one of Julna's nine acolytes, has rebelled against him and gone into hiding, though Julna has not told Eura why. Prior to landing on Kashyyyk, Eura receives a holo from Julna informing her that Mun'zir has taken refuge inside Tree Khajomaya, a small village built into a juvenile wroshyr tree. Eura lands her ISF interceptor nearby and makes her way to the tree.

Key Story Beats:

When the player approaches Tree Khajomaya, the entrance is blocked by three wookiee guards, accompanied by a protocol droid. Eura asks them [ambient dialogue] why they're protecting Mun'zir, and the wookies respond (via droid translation) that Mun'zir has been good to them, and they look after their own. Depending on the player's actions in the world until now, Eura will either say something aggressive, cautionary, or peaceful/diplomatic. The guards do not allow Eura through, and it is up to the player whether they attack them or use nonlethal abilities (stuns, force choking/knocking them out, etc.) to disable them.

Once inside the tree, Mun'zir—sensing Eura's presence—speaks to her telepathically [ambient dialogue]. Depending on how the player dealt with the guards, he will be either aggressive or diplomatic at first. The two continue a telepathic conversation as Eura makes her way through the tree. During this conversation, the player learns more about Mun'zir and Eura's relationship, as well as why Mun'zir “betrayed” Darth Julna. The conversation will shift depending on how the player treats the villagers, both combatants and civilians.

The player finds Mun'zir meditating at the top of the tree. If the player killed many of the inhabitants of Khajomaya, Mun'zir attacks Eura, leading to a boss fight and Mun'zir's death. However, if the player took a nonlethal approach, Mun'zir will try to convince Eura to turn against Julna. Eura will always refuse, but the player can choose whether or not they attack Mun'zir afterwards. If the player attacks Mun'zir, the boss fight commences, but a post-fight cutscene will play where Eura closes Mun'zir's eyes out of respect, signaling her mixed feelings about her actions. If the player leaves without killing Mun'zir, he contacts them to tell them he is cutting himself off from the force so Julna will think he is dead, before saying goodbye.

Quest Gameplay:

- Combat (melee, powers/abilities, usable items)
- Exploration. Tree Khajomaya should be interesting to traverse, and offer a glimpse of wookiee day-to-day life and culture
- Jumping & climbing. Give traversal a sense of upward momentum, as the player is making their way up a gigantic tree
- A mix of passive and aggressive NPCs. Some of the wookies in the village will attack the player on sight, while others will cower or run away
- Boss fight mechanics. Fighting Mun'zir should be memorable. He should use a combination of saber and force techniques

Atmosphere & Tone:

The atmosphere and tone of the quest will vary dramatically depending on how the player approaches it. Depending on what choices the player has made in the past, Eura will be hostile towards the wookies from the offset (“Protect him, and you die with him.”), creating a very tense & violent tone that can be carried throughout the quest. If the player is attempting to be nonlethal, the tension will come from trying to avoid hurting anyone. The danger and potential violence of the quest should feel sharply juxtaposed to the environment, which is one of nature and domesticity. The audio should be reactive to the player's actions (similar to *Portal 2*) to aid the ebb and flow of tension.

Consequences:

As Darth Julna will believe Mun'zir is dead regardless of the outcome of the quest, the aftereffects of the player's choices are more internal and long-term than immediate, though Julna will comment regarding how the player dealt with the inhabitants of Tree Khajomaya. The next main story quest would be to hunt another of Julna's apprentices, as Julna has pitted them all against each other in a fight for supremacy. Depending on how the player handles Mun'zir and prior and future events, Eura's attitude and beliefs will shift over time, eventually leading to one of several different endings for the game.

Character Briefs

Eura Koen

Species: Zabrak (Iridonian)

Gender: Female

Pronouns: She/her

Age: 21

Appearance: Peachy/light red skin and sharp, fire-like facial tattoos. Golden eyes. Small horns jutt from her skull at regular intervals, and a gold chain is laced between them. Very short reddish-brown hair. Gear and weapons player-determinant.

Voice: Deep but youthful; alto; inexpressive unless angered/distressed; General American English. Reference actors: [Abby Trott as Tae Takemi in *Persona 5 Royal*](#), [Tara Platt as Zero in *Drakengard 3*](#).

Background & Character Relations: Plucked from the Sith Academy and trained by Julna from a young age, Eura thinks of him as a father figure and of his other acolytes—including Mun'zir—as rival siblings.

Wants & Motivations:

- To become Darth Julna's sole apprentice
- To gain power
- To gain approval

Needs:

- To think for herself
- To question Julna's motives and methods

Strengths:

- Lightsaber combat
- Force abilities, in particular:
 - Psychometry (which she uses to track Julna's other apprentices)

Weaknesses:

- Self-doubt

Beliefs, Values & Morality: ultimately player-determinant, but as a base:

- "Survival of the fittest" attitude
- Power is everything
- Some lives are worth more than others

Mun'zir

Species: Twi'lek

Gender: Male

Pronouns: He/him

Age: 18

Appearance: Teal skin, orange eyes; wears one lekku wrapped around his neck and a leather headpiece with straps that wrap around the top portions of each lekku; no tattoos.

Voice: Clear toned; highly emotive; tenor; RP British English. Reference actors: [Adam Howden as Anders in *Dragon Age 2*](#), [Liam O'Brien as Vax'ildan in *Critical Role/The Legend of Vox Machina*](#).

Background & Character Relations: Mun'zir was a child slave on Dromund Kaas before his force-sensitivity was noticed by Julna, who stole him from his master in order to train him. Mun'zir always struggled with Sith ideology, but for most of his adolescence felt he owed Julna his "freedom" and sought to impress him. When Julna sent Mun'zir to assassinate another Sith and commanded him to kill the slaves who had witnessed the deed, Mun'zir rebelled and went into hiding on Kashyyyk.

Wants & Motivations:

- To be free of the Sith
- To redeem himself
- To help others

Needs:

- To forgive himself

Strengths:

- Stealth & Illusions
- Force abilities, in particular:
 - Telepathy
 - Telekinesis

Weaknesses:

- Physical combat

Beliefs, Values & Morality:

- All lives hold value
- Darth Julna must be defeated
- Slavery must be ended

Darth Julna

Species: Human/cyborg

Gender: Male

Pronouns: He/him

Age: 63

Background & Character Relations: Julna lives outside of the Empire, preferring the isolation of the uninhabited Cophrigin system to the politics of Dromund Kaas. His solitude also enables him to train his nine acolytes without interference from the Sith and their rules.

Wants & Motivations:

- To train one of his apprentices into an ultimate weapon, then:
 - Use them to destroy the Republic
 - Use them to take control of the Empire
 - Rule the Empire from the shadows

Strengths:

- Lightsaber combat
- Force abilities, in particular:
 - Force fear/horror
 - Drain life

Fatal Flaw:

- Inability to predict his acolytes' actions

Beliefs, Values & Morality:

- Power is everything
- People are disposable
- The ends justify the means