

OMERICON: The Last Musketeer

LOCATION: Paris

TIME: Early Afternoon

Levels Covered: 0-10

Number of Quests: 5

Summary: Once a poor messenger who ran miles for mere deniers (cheapest value of coin and equivalent to pennies) everyday to survive, Valérie LaRue (a young adult woman who disguises herself as a teenage boy named Valère), must deliver a message that promises a far greater reward at a far greater risk. If she cannot get the coded last words of a great French general to somebody in a society called the ‘Omericon’, a group she’s never even heard of, then all of Paris may fall victim to the English’s hands.

Quest 1

LOCATION: Center of Paris & The Northern Side of the City

TYPE OF QUEST: Go To/Talk To

LEVELS: 0-3

NPCs: Madame Marise, Albert Boucher, Jacqueline Fontaine, Abraham Fontaine

PREREQUISITES: Game Has Started

BRIEF SUMMARY: It appears that Paris is once again under siege by the English, meaning Valérie can make good profits as people are desperate to send messages or hear from their loved ones. She’s still starving after a ruthless week of running too many miles to deliver too many messages. She’s always been overworked and underpaid, and is found scrounging for scraps from dumpsters before the siege occurs.

In her usual disguise of being a boy (named Valère), she starts off the afternoon with high spirits after Madame Marise of The Vernier Opera sees what appears to be a starving teenage male messenger with strong legs and offers enough francs to keep Valérie fed for a week. Valérie delivers Madame Marise’s message (after raising the fee by claiming memorized verbal messages cost more) to Albert Boucher, a butcher.

Gleeful about how much she now has in her pockets, she gets another job when Abraham Fontaine wishes to send a written letter to his daughter Jacqueline, who lives further from the center of the city and is much closer to the Northern side of the Parisian walls (by the Seine as well). Seeing how distressed this father is, she doesn’t try to charge him extra, and delivers the letter at her usual price even though the travel distance is much further than it had been for Madame Marise’s message.

As she begins to return to the center of the city, she finds what appears to be a man in a uniform, floating down the Seine as he bleeds. She’s skeptical on if he’s already dead, but decides to check mostly in case he has something expensive she could scavenge.

Quest 2

LOCATION: On the bank of the Seine, close to the edge of the Northern walls of Paris

TYPE OF QUEST: Puzzle/Go To/Talk To/Escort/Fetch

LEVELS: 3-5

NPCs: General Dorian Allard

PREREQUISITES: Delivered Madame Marise and Abraham's messages

BRIEF SUMMARY: Valérie figures a way to fish this half-drowning, half-bleeding-to-death soldier out of the Seine by using nearby trash pieces to form a hook she can throw before reeling him in. To her surprise, this body is not that of a soldier, but of the pride of Paris: General Dorian Allard. He regains consciousness and coughs up river water once he is back on the shore, and is extremely determined for somebody who has lost a lot of blood.

Valérie is extremely cautious, knowing that sometimes even the most well-regarded men in society can be dangerous. Dorian notices this cautious energy when he asks Valérie to help him stand/walk to the south-western side of the Parisian defenses. She takes some convincing, and with the promise of everything in his wallet, finally helps him up and lets him lean on her for support as they slowly walk. It doesn't take long for them both to notice there's no realistic way for Dorian to survive his heavy injuries, much less make it to his destination.

Dorian asks her to help him walk to the back of a nearby bakery. Though the conditions of the area behind the bakery are dismal, he seems more content as he tells her to use his wallet to buy them each a small sweet bread roll (an expensive last treat). Valérie considers just running off with his money, but buys the rolls and returns. As they both savor the rolls at the back of the bakery, Dorian tells her she can keep the rest of his money AND take his sword if she delivers a message for him. This message, he promises, can be the key to saving Paris.

Valérie agrees, and Dorian tells her to memorize what clearly sounds like an encoded message. He finishes most of his sweet roll as he talks, and after he tells her to deliver the message to a member of 'Omericon' (a society she's never even heard of), she asks him who the hell they are. She hears no response, for he has passed on, a final bite of sweet roll in his hand and a peaceful smile on his face. Not wanting his body pillaged or disturbed, she takes the sword he promised her and uses nearby trash to 'bury' him. One discarded plank of wood leaves a splinter in her finger, which she manages to pluck out after some frustration.

Quest 3

LOCATION: Northern Side of Paris, Center of the City

TYPE OF QUEST: Go To/Puzzle/Talk To/Find

LEVELS: 5-7

NPCs: Sabran Warens. Many civilians who want to send messages

PREREQUISITES: Saved (Temporarily) & Helped General Dorian Allard

BRIEF SUMMARY: Now armed with a military-grade sword that she has no idea how to use, Valérie returns to the center of the city, looking for any signs of this 'Omericon'. She's been delivering messages

all across the city since she was a child to support herself after her parents tried to put her to work at a brothel, and yet she's never once heard of this society.

As she wanders the streets, she has to turn down message delivery requests left and right because her current job is not yet complete. She feels compelled to take the jobs anyways and multi-task, but chides herself for being too greedy after all the money she already has. Worst comes to worst, she can sell the sword if needed.

When she passes by the home of Sabran Warens, who's known to be a 'strange' woman who's regularly considered a witch (and yet still a popular doctor for the ill and dying to run to), Sabran notes that Valérie smells like death. Not only that, Sabran has always dropped hints whenever they interact that she knows 'Valère' is just a disguise to Valérie (something that had always freaked Valérie out until she realized Sabran wasn't trying to blackmail her).

Valérie decides she might as well as try to ask Sabran for help, seeing she's at a dead end, and explains she's looking for Omericon. This surprises Sabran, who is rarely anything but calm, and she explains to Valérie that this society is one she used to be a part of. It's revealed that she left many years ago, and no longer wishes to re-enter the society even if it means endangering Paris. She won't even explain why she left, no matter how much Valérie pesters her.

However, Sabran helps point her in the right direction, and wishes her luck. As she sets off on her journey to find a 'Jacques Rousseau', Valérie notices that her previously injured finger has healed.

Quest 4

LOCATION: Center of the City, The City Bridges, Western side of Paris

TYPE OF QUEST: Go To/Talk To/Find/Kill

LEVELS: 7-10

NPCs: Jacques Rousseau, Jean Verrat, Eleanora Pontverre

PREREQUISITES: Talked to Sabran Warens

BRIEF SUMMARY: After traveling more around the center of Paris and finally over the bridges of Paris to the western side of the city, Valérie finds Jacques Rousseau in what looks like an argument with another man named Jean Verrat, and a woman named Eleanora Pontverre. They're all dressed in nice, high-class clothes and seem confused when what looks like a malnourished teenage messenger boy walks up.

It's clear that there is a lot of judgment at first, with Jean even questioning out loud why a poor person like her would even have such a lovely sword. This interaction almost makes Valérie quit on the spot, but she tells them about Dorian's final message and how she needs to find Omericon.

The mention of Omericon heavily surprises the three, and they immediately escort her to a more private location behind a few homes. Jacques starts to explain what Omericon is, saying that there are 'gifted'

folk who integrate into and run high society. However, during this explanation, Jean Verrat leaves and claims that he can tell Valérie isn't gifted and that he's not sticking around to waste his time.

After Valérie tells Eleanora and Jacques what Dorian's last words were, they realize they are surrounded on all ends of the alleyways by assassins. This initiates the first sword fight that Valérie has ever participated in, and it's one to the death. She has to quickly try to improvise and learn how to use her sword, though her malnourished stature gives her a disadvantage. It is also during this fight that she can see Jacques and Eleanora using their magical abilities.

Jacques seems to be untouchable in a fight, and it's revealed that he actually has a small degree of control over magnetism/polarity. He simply directs strikes and musket shots that should hit him away, giving him the appearance of simply being talented and better.

Eleanora, on the other hand, has a small degree of control over hypnosis/hallucinations. She can modify the sensory input in other people's minds as they are processing it in the moment, making her opponents fight thin air as she walks up behind them to cleanly kill them.

The difference in skill between the two of them and Valérie is evident, and the attitude towards killing and violence as well. She's so jarred by the experience that she's terrified the two of them would go as far as to kill her to keep their secrets safe.

Luckily, they do not, and instead offer her a job to work for the organization as a messenger. They have faith she will be able to sneak in and out of the siege for the organization, and in exchange, she'd get stable pay, a roof over her head, three full meals a day, a bed to sleep in, all opportunities that she would have never thought possible before.

Valérie decides to accept their offer, and asks what Dorian's message meant. Eleanora and Jacques look at one another knowingly, and simply tell her that she'll find out in due time. Until then, she will deliver messages for their secret society, become stronger, train in sword fighting, and help the French end the English's attempts at seizing their city.

Valérie LaRue - Malnourished dark-skinned woman whose ancestry lies in immigrants all the way from India

Madame Marise - Wig-wearing white woman who wears enough powder to look like a ghost

Albert Boucher - A rather muscular brown-skinned man who wishes to court Marise

Jacqueline Fontaine - Light-brown skinned woman studying astronomy

Abraham Fontaine - Concerned white man and father

Jacques Rousseau - Medium-brown-skinned man with wild curls

Jean Verrat - Light-brown skinned man with light brown hair

Eleanora Pontverre - Red-haired and pale woman with freckled cheekbones

Sabran Warens - A medium-brown-skinned woman with graying hair and eerily bright blue eyes