

# The Beekeeper

## **Game Context :**

Souls-Like Game/Third person Action-RPG. Fantasy setting.

Friendly/Neutral character

**Name :** Beekeeper

**Age :** 30-40 years old.

**Gender :** Cis man.

**Species :** Human.

**Personnality :** Calm and quiet. Doesn't care about social norms, but tries to be nice. His main goal is to live quietly, away from the world's problems. Love his bees, and can enter a frightening rage if something threaten them.

## **Appearance :**

### *-Starting form*

Human like, with a washed out skin color.

Rather skinny, looks weak and has difficulty moving around.

His body is covered in hives, mostly around the abdomen. They are part of his body but do not go into the flesh.

Wears a pair of ripped trousers, with a faded color. The rest of his body is naked, to let the hives breath.

### *-Evolution during his questline*

Become more colorful, with a healthier skin tone.

His body gets larger, with more meat on the bones. (Near the end, looks like a perfectly healthy active person).

More hives appears, with more and more bees going on around him.

The outfit stays the same.

### *-Final state*

Gets a new, thinner and taller form.

Hit eyes become bug like (compound eyes).

He gets bee-like wings on his back.

Antennas grow on his head.

The outfit is the same.

The hives are more colorful. Shiny, even.

The beekeeper flies around the area.

**Role :** Quest giver.

*-Quest types*

Escort mission.

Retrieving items.

*-Rewards*

Money.

Flower based consumables. (may become a merchant ?)

End of questline : Can be summoned + hive staff (polearm, can attack with summoned bees)

## **Story :**

A beekeeper that lived away from society. His days were simple, mostly being about his survival and taking care of the bees.

Some months after the crown were stolen (kickstarting event of the plot, which made the enemies appear), one his hives got destroyed by a monster.

Mad with grief and anger, he somehow fought the beast and killed it.

Realizing how the world was changing, and how dangerous it became for him and his bees, he decided to merge his hives with himself, and flee away.

The player meets him shortly after he's done with the merging, as some more monsters approach. If they manage to protect the beekeeper, they can offer to escort him to a hidden place.

This ordeal leaves the beekeeper weakened. Thus, he asks for help, tasking the player to bring him some plants, which he needs to take care of the bees, and recover his health.

While the quest progress, the area evolves too.

After the first flower, the beekeeper asks the player to put it in some prepared dirt.

Next, he'll look like a bit more alive, albeit still weak.

He'll put every subsequent plant into the ground by himself.

With each new plant, he'll look healthier and stronger.

He also adds some items around the area, like crude furniture, or a small field in addition to the flower dedicated place.

After reaching half of the total amount of flowers, the beekeeper starts using "we" when talking, considering the bees and himself as a single entity. Past that point, he seems to be able to communicate with them, as they multiply. He also seems to have a finer knowledge of the flowers that he needs.

Once all the flowers are brought, the beekeeper asks for a last task :

According to some old rumors, the faes (which are insect-like hybrids here) may have some technology that may be used to perfect the symbiosis between him and the bees.

Once the delivery is done, the beekeeper asks to be left alone for some time.

Later, the beekeeper has become an insect-like hybrid himself, using the fae items.

He's now one with the hives, and shares his mind with the bees.

This new form allows him to fly, and enhanced his strength and speed to the point that he can easily

fight the monsters.

In the same way, the bees have mutated. They are bigger, more powerful and resilient, and can sting without dying.

With that, the beekeeper thanks the player for all their help, and will vow to help them as much as he can, until the world is saved and he can go back to living in peace with the colony.