

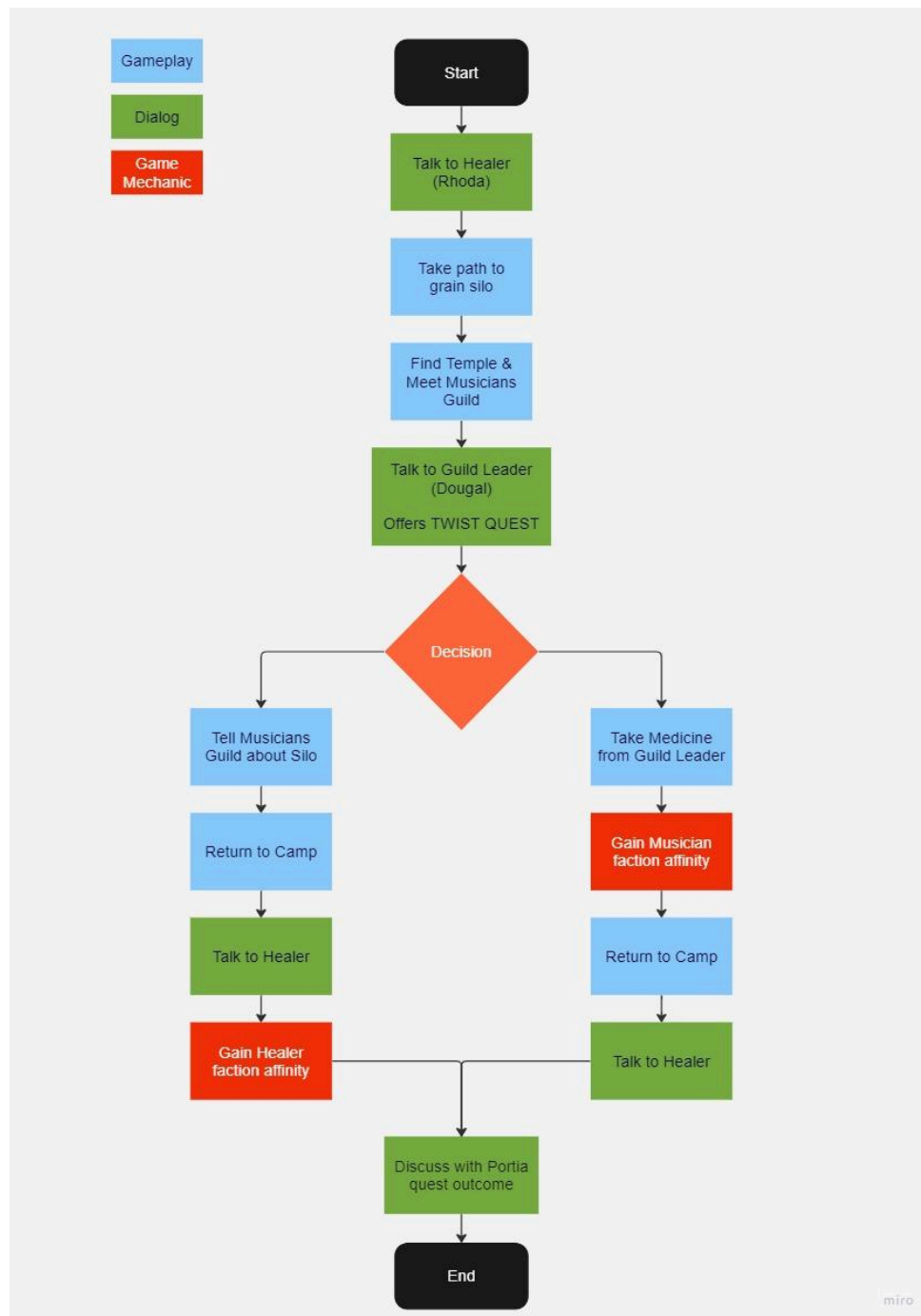
Nicholas O'Brien

Quest Sample: *Help Along the Way*

Context

In this Third-Person Adventure Exploration game with light fantasy elements, you are displaced from your home by an invading imperial army. Fleeing toward the capital city in the North, you are traveling with your best friend, Portia. Along the way, she gets gravely injured and needs immediate medical attention. There are many factions scattered across the world, including Musicians and Healers featured in this quest. Portia cannot travel any further just as you arrive at a large encampment nestled against a giant mountain range that divides the continent.

Quest Outline



Quest Dialog

Start

The player nears camp and carefully sets Portia down on a rolled-out mat.

Player

Rest here, I'll look for help...

Talk to the Healer

The player can explore the encampment before starting the quest. When ready, the player can approach a healer standing near an oversized tent.

Rhodaa

I am Rhodaa, a healer born of these foothills. I saw you carrying your friend toward our fire, they look unwell.

Player

Well, Rhodaa, you're right. We need help...

Rhodaa

I'd like to offer my services... but I have nowhere to perform the necessary ritual. My temple has been taken over by a group of musicians migrating North. Help me reclaim it and I will gladly see to your friend.

[The Player can choose to continue the conversation with Rhodaa before leaving camp]

Player

[dialog choices]

Where's your temple?	Why can't you go talk to them yourself?	Have others traveled through on their way to the capital?
----------------------	---	---

Rhodaa

Not far, just east of here. Follow the Path there to the grain silo. Once there, take the left fork and my temple will just around the bend. [prompt: <i>Investigate the Grain Silo</i>]	I did but it was hard to reason with him over the <i>racket</i> of his band. I admit, I'm not much of a music appreciator, and I'm unfamiliar with southern folk songs. But seeing as you're from the same region, I'm sure you'd have better luck convincing him than I did.	Yes, and I expect many more will. My family has been here for generations, and although I'm sympathetic to those fleeing, we do not have room for them to stay. The best I can offer is helping travelers like you and your friend. I wish there was more we could do. But without my
--	---	---

		temple, we're as useless as those musicians.
--	--	--

Twist

The player hears the jolly sounds of folk music echoing off of the cliffside as they approach a modest stone temple topped with a smooth cupola. As they near the entrance, the merriment of the guild equals the volume of the music and it's clear the troupe is making themselves quite comfortable.

No one pays the player much mind as they enter, but a man playing an oversized mandolin rises and hands his instrument over to a bandmate before walking over. He thrusts his hand out in greeting.

Dougal

Traveler! Welcome to our song circle, do you need refreshments? My name is Dougal. Do you play an instrument?

Player

No... I'm—

Dougal

Surely you're not alone?! Where are your companions? We have plenty to share and the stone of this temple stays warm through the night!

Player

About that—

Dougal holds up his hand and the revelry stops suddenly.

Dougal

Come again?

Player

Look, this place isn't yours. It's not mine either, but a healer in the foothills needs this place to perform her rites.

Dougal

Ack, yes... the *healer*. I'm sorry, but we're not moving. Our music has never sounded so good!

Player

Listen, my friend is badly hurt. We're on our way to the capital and that *healer* is the only person for miles that can help.

Dougal

That's not true, we can help! I'll give you medicine if you leave us be, and I'll send word to my mate who lives in the capital that you're a friend of the musicians guild.

Player

Let me think about it...

Dougal smiles and signals and the festive mood comes right back to life.

[The Player can choose to continue the conversation with Dougal before making a decision]

Player

[dialog choices]

Why can't you and the healer both use this space?	Is this all of your guild?	It does sound great in here...
---	----------------------------	--------------------------------

Dougal

We could! But that healer wasn't having any of it. She bristled at the thought. I could tell she's used to a certain volume when performing her rituals. One where the only sound is whispered mumbo-jumbo.	No... it's not. We're missing many of our troupe. When those imperial scum set fire to our hall, there wasn't exactly time for a headcount. I hope the spirit of our song catches the ear of our missing bandmates—on this plane or the next.	Ah ha, it does indeed! The old stone reflects the sound wonderfully. It's no Capital Amphitheater, mind you. But there are very few places as magnificent as that. If I ever get a chance to perform on that stage, I could greet death the next morning with a smile on my face.
---	---	---

Branch 1 (Music Guild Leaves)

The player approaches Dougal.

Player

What if there was a better spot for you and your guild to play music?

Dougal

How'dya mean?

Player

There's an abandoned grain silo just down the path. I heard a choir sing in one when I was young. It was truly unlike anything I've ever heard.

Dougal

That silo is abandoned?! The echo in those things is stunning, even better than here. We could rig a tin horn up top and our music would be heard for miles!

Player

The guild could be legendary in these parts.

Dougal

You're right! I gotta go tell the band!

Dougal runs off to share the news. The guild will be gone by the time you get back to camp.
[When the player returns to camp, the following dialog is initiated]

Rhodaa

You're back, how'd it go?

Player

I told them they should go to the silo, better acoustics.

[Gain Healer Faction Affinity]

Rhodaa

Excellent! I'll gather what I need and meet you there. It pained me not helping others on their arduous journey, especially after all that's happened. Now, that pain is gone.

Player

Speaking of pain... [gesturing to Portia]

Rhodaa

Yes, yes, I'll see you at the temple. Oh, and take this.

Rhoda hands you a pendant with an engraved sigil.

Rhodaa

Show this to a healer at the capital sanctuary. They might be able to help you on your journey.

Player

Thank you... I'll get Portia and we'll meet you at the temple.

Rhodaa

I will be ready.

Rhoda steps away.

Branch 2 (Music Guild Stays)

The player approaches Dougal.

Player

OK... I'll take the medicine.

Dougal

Splendid! These should get your mate up to snuff, and I'll wire my contact in the capital. His name is Wren, a fine drummer. He can help you get safe passage over the Ridge.

Dougal hands you a medicine pack.

[Gain Musician Faction Affinity]

Dougal

(con't)

Be well traveler, keep a song in your heart.

[When the player returns to camp, the following dialog is initiated]

Rhoda

Packing up so soon...?

Player

I couldn't get them to budge.

Rhoda

But... your friend...

Player

Guess she just needed some rest, we can make it—

Rhoda

They gave you medicine, didn't they?

(pause)

Guess you got what you wanted. Those following in your stead might not be so lucky. Think of them as you flee.

She turns angrily before you can get a word in.

Return to Portia

Player

How're you doing? Did you get some rest?

Portia

A bit... Did you find any help?

Player

I did. A healer named Rhoda offered her services. She's meeting us at her temple up the path. It's not far, I can help you walk.	Yes, I met some musicians from back home who offered some medicine. Stay still, let me fix you up.
--	--

Portia

Just help me up, I think I can make it. Soon we'll be back on the road.	Thanks. Did they mention anything from back home?
---	---

Player

I can't wait. Rhoda said if we go to the sanctuary, someone there might know how to hitch a ride over the mountains.	Nothing good, but they did give me a contact in the capital that can help us cross the mountains.
--	---

Player

(con't)

Ready?

[The Player helps Portia to her feet. If the Player chose to help Rhoda, the scene fades to black and fades back in outside the temple. If the Player chose to help Dougal, the Player immediately continues on their journey]