

OLD SCHOOL RUNESCAPE: QUEST DESIGN

QUEST: SPIRIT OF ADVENTURE

In this mid-level standalone quest, the player encounters an angry spirit who asks them to return a family heirloom stolen by scavengers.

Note that in Old School RuneScape, players have access to various different skills, which can be used to accomplish different things. After each obstacle in the quest, I've noted the skill level required to overcome it.

- The player meets a ghost, Bernina, at Shipwreck Cove. She's very angry, because her heirloom necklace was stolen by scavengers soon after she died - and being a ghost, she can't just go get it back! She says that her family will surely reward the player handsomely if they return it. She describes it as a gold necklace bearing the symbol of Ralos - a sun.
- The player travels to Salvager Overlook and speaks to the Jeweller there about the necklace. After describing the necklace to him, he remembers selling it to a mountain climber just a few hours ago. Luckily for the player, the climber didn't look too well prepared, so Jasper suggests they can simply pry the necklace from his cold dead hands. Gross!
- The player can obtain some basic supplies from the nearby general store. Jasper advises them to do so before proceeding - unless they want to be his next 'supplier'! If asked, he suggests an axe, a tinderbox, some rope, a hammer, and a knife. He also mentions that there have been wolves spotted on the mountain lately, so the player ought to bring a weapon.
- Upon travelling up the mountain, the player spots the unprepared climber. He's cold, hungry, and needs help. The player must:
 - Start a fire using logs from a nearby tree. (basic Woodcutting/Firemaking)
 - Cook some meat from the nearby animals. (basic Cooking/Combat)
 - If the player has brought logs and meat with them, they can use these supplies instead - it's only a basic check, so there's no reason to gatekeep. The purpose of this obstacle is to signal to players that they will need basic tools during this quest, if they haven't brought them already.
- The climber says his name is Bernard and explains that he's trying to honour his deceased mother by repairing the climbing trail she built over many expeditions to the peak. The necklace he bought looks just like the one she used to wear, so he thought he'd bring it up to the top of the mountain as an offering to her spirit. However, the climb was harder than he anticipated, and he isn't prepared.
- The player agrees to help him up the mountain in exchange for the necklace. He follows the player up the mountain path, and helpfully points out when they're getting near one of the landmarks on his mother's trail map.
- The first obstacle is a steep ledge. The handholds have rotted through, so the player needs new ones. They can craft them from wood using logs from the nearby trees and a knife (32 Fletching), and hammer them into the crevices in the rock using the hammer.

- Then, they must climb up the ledge using the handholds. (Agility 35)
- The second obstacle they encounter is a grappling shortcut - unfortunately, the rope on the grapple has worn away and the player will need to repair it. (54 Fletching, Rope)
- Then, they need to help Bernard up - and climb up themselves, of course. (Agility 55)
- The final obstacle is a pack of hungry wolves (two level 25, one level 64), which the player must defeat.
- Once they reach the top, Bernard places the necklace onto the Obelisk, and dedicates it to his mother Bernina. Hold on a minute - where has the player heard that name before?
- Bernina's spirit appears and thanks the player for saving her son's life, retrieving the necklace, and repairing her path so that other climbers can use it. Now at rest, she moves on and the quest is complete.

CHARACTER BIOS

Bernina, Restless Spirit

Bernina was an accomplished mountain climber, and dreamed of finding a new path to the Obelisk at the top of the Proudspire. Unfortunately, she was killed in a shipwreck on her way home. Now, she seeks the return of a precious heirloom necklace, intended for her son, which was stolen from her body by salvagers.

Bernina is a human ghost, and wears practical clothing for climbing. She has a large backpack and climbing boots.

Bernard, Hapless Adventurer

Bernard is Bernina's son, who always dreamed of following in her footsteps and completing her final climb. Unfortunately, he's nowhere near experienced enough, and hasn't prepared for the journey.

Bernard is a human man. He wears rich clothing with a jaguar-fur pelt - it's unsuitable for the harsh weather, and has already been damaged by the climb. On his belt is a small pouch which holds the necklace and a few supplies.

Jasper, the Jeweller

Jasper is a salvager who makes a tidy profit selling jewellery and other valuables from the unfortunate victims of the wrecks at Shipwreck Cove.

Jasper is a human man. He dresses in dark, practical clothing and wears a hooded cloak to hide his face. He wears no jewellery - he saves that for the display cases in his shop.



Spirit of Adventure Quest Flow



B/E/M = Beginner/Experienced/Master



