### Option 1: Quest Design4-6 Page Short Paper

Now that you have a character and a setting, you can begin to work on actual quests. These can take any form you like -- the only requirement of a quest is that it involves a journey of some kind and interaction with characters and means a change for the PC/main character. For example, a quest could just be learning a new piece of information, or something a little more obvious such as winning back the throne.

Using material from previous assignments, describe three quests. Each quest must include THREE characters: the Quest Origin character who begins it and two Quest Node characters that help the PC progress. Give a short (2-3) sentence description of each character and the role they play in telling the story. Any of the characters can be killed as part of the quest, or can join as NPCs for the quest. Include any backstory needed in order to "set up" the quest, and all the dialog for the initial quest origin encounter. Then write at least TWO dialog encounters for each quest that further the quest along, either in a journaling fashion or as direct challenges or investigations. Write all dialog for this, explaining as well any new characters you introduce.

At the end of each quest, summarize the difference this quest makes for the main character AND the world of the character. As a bonus, design at least one quest with a puzzle or riddle obstacle of some kind, with a description of the mechanism and/or riddle itself.

* Ego system, works similar to Karma or Light/Dark side of other games. The ego system affects the end game because the higher the character’s ego the more selfish decision they choose to make regarding the use of “The Elegance”. For example: a character with high ego will opt to use The Elegance to elevate either themselves and/or their own specific species above everyone else; whereas, a character with low ego will opt to use The Elegance to benefit others.

Quest: Mephisto’s Café

–The party continues to receive hints and bits of information about Mephisto’s Café from other quests in the area so they decide to investigate.

-The party explores the surrounding town and café for information that could lead them to The Elegance and/or passage to Dotteram (depending on story flags for what the player has or has not done yet). Upon finding the actual café a town patron stumbles out of the café with an entourage. Seeing the party, the patron points to Massey and yells “We don’t serve ye kind herr! You quer biffits git out syn-\*garbled vomiting noises\*.” However, the patron being extremely intoxicated sways the entire time which leads the party to thinking he is pointing at both Massey and Alys which could mean he is talking about either females in general or Coltanians/Coltanian females. The group is highly offended and Croix, being extremely costumed to this kind of environment leads the group to the café entrance as the patron finishes wiping the vomit from his mouth and his entourage stops laughing/encouraging his behavior. Croix pushes the patron out of the way saying “Fuck off, bâtard!” as he walks into a now walled entourage. One of the entourage pushes Croix back into his companions and a “Not so fast pal.” Radiates from somewhere within the crowd. Croix grits his teeth and readies for some face-stabbin’. Aureus, now accustom to Croix’s behavior, steps in to solve the problem peacefully is stopped short by the patron lightly slapping Croix across the face like a feeble child. The party is flabbergasted and the entourage is now making “ooooooooh” sounds. “C'est des conneries! Are you looking to die tonight pug?” Croix threatens. Another entourage member cries out “He accepts the duel!” in response to the situation. The patron smiles and responds “Sunrise bifff…” and vomits again as the entourage carries the patron. The party looks to one another in utter befuddlement and Aureus comments “Well then, what an interesting group of people. I can’t wait to see what the inside of the Café is like.”

-The party enters the Café which is host to essentially every species on the planet who are conversing and having a good time. The party is amazed to see the species existing in such peace and alludes to the fact that this Café has something to do with The Elegance so they must be in the right place. The party orders drinks and find seats where they can which leads Massey to sit at the actual bar instead of at a table with the rest of the group. A fight erupts and the participants are thrown out by the Café’s bouncers. The party asks for various information and insights which leads to some side quests.

-Before leaving, the party is stopped by the head barista who inquires about the party’s interaction with the entourage prior to entering the Café. Through conversation the party finds out that the patron they assaulted was Joaquin Biever, basterd son of Anglos Mephisto – the titular café/town owner and Rangolaith. Additionally, the ending altercation between Biever and Croix was actually a duel challenge/acceptance to take place when the first light breaks. The barista also informs the group that regardless of how good Croix is, the party will not leave with their lives. So, the barista offers to hide the party in the Café cellar until after the dual time passes leading Biever to believe the group fled; for a very high price of course.

**Barista**: Leaving so soon? Y’all seem especially calm considering…

**Player**: Considering what?

**Barista**: Considering your friend there *points to Croix* is going to die in the morning.

**Croix**: Why don’t you step out from the bar and say that too me.

**Barista**: ‘Scuse me?

**Alys**: He doesn’t take kindly to threats.

**Barista**: Wasn’t a threat miss. Do y’all really not know who you ran into when you walked in?

**Aureus**: Judging by your tone, someone important?

**Barista**: You could say that. Y’all had the first-hand pleasure of meeting Joaquin Biever, Mephisto’s basterd. Seems like every day he challenges at least on person to a duel. ‘Round here, dueling is our main source of entertainment and we get a show every single morning. Of course, Biever always wins since his daddy has a soft spot for the fucker.

**Massey**: So this Mephisto character cheats for his son.

**Barista**: Mhmm

**Croix**: Uh dephumf. I’m not worried; we can handle anything.

**Barista**: No offense, but it isn’t really a team sport and it isn’t going to be so much of a duel as an execution. Now, I’m a nice guy and I’d be willing to hide y’all in the cellar and tell the squirt that you folks skipped town… it’ll cost ya of course.

-The party discusses and reflects over their options; allow Croix to dual Joaquin, pay the barista to hide them, or flee the town.

-The player must then choose a course of action. Dueling Joaquin results in a boost in Criox’s ego if he wins, a decrease if he loses. Dueling Joaquin also opens up a side-quest tree in which the rest of the party tries to appease Mephisto; as well as opening up side-quest dialog after the duel concludes which helps lead the group to The Elegance by allowing them passage to underground tunnels.

-Paying the barista to hide the group opens up a chance for the player to discover parts of the cellar area which lead to the group escaping into underground tunnels, but if the player does not discover this escape the group is arrested as the barista double crosses them and sells them out to Mephisto. This path leads to the party trying to appease Mephisto; as well as opening up side-quest dialog after the duel concludes which helps lead the group to The Elegance by allowing them passage to underground tunnels.

-Fleeing the town cuts off the opportunity to gain anything from the town until their eventual return which leads to their arrest. Once arrested, this path leads to the party trying to appease Mephisto; as well as opening up side-quest dialog after the duel concludes which helps lead the group to The Elegance by allowing them passage to underground tunnels.

Quest: Siege of Lorelai

- To begin this quest the player receives information that the only way they can safely get to the famed city of Dotteram, which is rumored to be a source of the elegance but has long since been abandoned, is by booking passage in Lorelai. The player is given the objective “Book passage to Dotteram from Lorelai”.

- When the player arrives in the city they are halted by Coltanian guards at the city entrance. If the player initiates the conversation with Aureus or Croix the guard responds negatively and tells the group there is no entrance into the city and they need to leave the surrounding area immediately or the guards will open fire. The player can continue to ask questions which leads to more information about why the player cannot enter (an impending battle). However, if the player presses the guard to let them in the guard will become aggravated and attack the group. The same will result if the player exits conversation and attempts to enter the city. If the player initiates conversation with the guard using Alys or Massey the guard is much friendlier and another conversation tree is available where the group can enter the city after a promise to assist the Coltanian military that is stationed there. When the player completes this track the guard lets them in and tells the group to seek out the commanding officer for more information.

**Coltanian Guard**: *A Coltanian Soldier dressed in full armor carrying a rifle approaches the group and holds up his arm/hand in a stop signal.* Halt and good-tides in the name of the Coltanian Empire, identify yourselves and your intentions. *Each character introduction is dependent on which one the player initiates the conversation with.*

**Croix**: Croix, Masseur we need entrance to this city for passage Northwestward.

**Guard**: Nay, Mousnters are not welcome in Lorelai. Take your plague elsewhere.

*The player has the option to press the guard or exit the conversation. Pressing the guard results:*

**Croix**: Quite understandable mon frere, perhaps a large sum of credits will help leave the gates open.

**Guard**: *The guard becomes physically more aggravated.* We have no qualms ending your pitiful life. This is your last chance to leave with your tongue still inside of your skull.

*The player has the option to press the guard again or exit the conversation. If the player presses the guard again for entrance, combat is initiated. The other dialog options for the other characters are as follows:*

**Aureus**: Hail friend. I am the Engineer and we are here to conduct a quality check on your transportation system.

**Guard**: Not a chance, there are no scheduled checks today; especially none from YOUR kind. What is your true business here?

**Aureus**: Fair enough, we’re on a mission from GOD.

**Guard**: I don’t care who sent you. You’re not getting into the city. We’re locked down until further notice. Turn back now or we’ll open fire.

**Guard**: Hail and good-tides. Are you the re-enforcements?

**Alys**: Hail and good-tides soldier. I am Alys Maid-on-High of the Council’s Hand. We need safe passage to Dotteram and were told your city may provide transportation.

**Guard**: Sorry ma’am, we cannot open the gates for pedestrian activities, even for The Bear. We have too few men to ensure you and your companions’ safety.

**Alys**: Respect the will of the Council peon. We do not need your assurance; open the gate.

**Guard**: Very well ma’am, but I doubt you will be able to travel anywhere.

**Alys**: And why is that?

**Guard**: The city has been locked down ever since our scouts reported a battalion of Bushidi moving on a warpath towards the city.

**Alys**: Perhaps we could be of some assistance if it means getting to Dotteram.

**Guard**: Perhaps, speak to the commander. He will be able to assist you further. *The guard allows the group to peacefully enter the city.*

**Guard**: Hail and good-tides. Are you the re-enforcements?

**Massey**: Hail and good-tides soldier. I am Massey Lifebringer of the Council’s Hand. Re-enforcements for what good sir?

**Guard**: Re-enforcements for the fending off the Bushidi ma’am. That is why you are here correct? We were expecting more…

**Massey**: Alas, we are here to book passage to Dotteram, but we will assist you if we are able. Could you please grant us entrance to the city?

**Guard**: Very well ma’am, speak with the commander if you really wish to help us. It would probably be in your best interests as you won’t be able to traverse to Dotteram while the city is on lock-down.

**Massey**: And why is that?

**Guard**: We only have one vessel capable of taking you there safely and we need every resource for the impending attack.

**Massey**: Thank you for the information. We’ll keep that in mind.

**Guard**: I’ll go ahead and open the gate for you, remember to speak to the commander. He will be able to assist you further. *The guard allows the group to peacefully enter the city.*

-The party investigates further into the city and the possible imminent confrontation between forces. They converse with the Coltanian commander in charge of the occupying army and discover that since a long standing peace agreement has been in place, the Coltanians are not prepared for an act of war on the city. The city has been put on lockdown due to intelligence reports that the city is a crossroads for invading Bushidi, Congloian, and Jaegermach forces.

-The party informs the commander that they are traveling to Dotteram on a mission from GOD(the cross-species peace council) and are looking for passage. The commander tells the party that he has a vessel capable of traversing the landscape to Dotteram which is only accessible by transport craft (inaccessible on foot). The commander is willing to allow them passage on the ship as it is going to be stationed in Hravdec and Dotteram happens to be along the way. However, since the commander does not have enough well trained soldiers he needs the party’s assistance first. The party is also informed of rumors out that they could also obtain knowledge allowing them to walk to Dotteram from one of the shady patrons of Mephisto’s Café. However, rumors of this type of impossible feat are always coming out of the cesspool that is Mephisto’s Café.

-The commander requires the party to either join a raiding force which hopes to use a surprise offense to cut-off invading Bushidi forces to the North, thus saving the city from defensive collateral damage; OR the party must stay in the city, take up a defensive position, and save as much of as they can from enemy forces.

-Alys voices her opinion in favor of taking the offensive approach. Croix voices his opinion that the party should either take the offensive approach or risk going to Mephisto’s Café because “it sounds like a good time”. Aureus and Massey voice their opinion in favor of taking the defensive approach.

*The player may use any character when conversing with the Commander*.

**Commander**: Ahoy, I was informed the good graces of The Council arrived to provide us some assistance!

**Player**: Well we’re actually here to book passage to Dotteram.

**Commander**: Ay, I see, well we do have a vessel capable of taking you to Dotteram, but it’s currently in use. I could make it available to you in exchange for your assistance though.

**Player**: What kind of assistance do you need exactly?

**Commander**: Well, we’ve received reports that the Bushidi have broken the truce and are sending a battalion to sack the city. We don’t have the man power to protect the city so I’m sending my men to ambush the bug-eyes before they make it here. You can accompany my men, who are taking the vessel with them, that way you can ensure your own travel to Dotteram. Or you can stay here to guard the city… my men are brave lads but there’s no guarantee they’ll be successful and there will be no one left to protect the people here if they fail. Of course, you could just head out to Mephisto’s Café. I’ve had several men come back from leave with tales of scumbags claiming to have made it up to Dotteram from there, but those are just stories.

*The characters discuss among themselves*

**Alys**: We need to help these men. Let’s join their assault; it’s been too long since I’ve crushed in a Bushidi skull. **Croix**: You know me, I always enjoy a good fight. But Mephisto’s Café sounds like my kind of place too so either one is fine by me. **Aureus**: Coltanian soldiers are more than capable of holding their own, especially if they are ambushing the Bushidi. I say we stay here and defend the city. **Massey**: I agree with the Engineer, the civilians need our protection more than the soldiers. We should defend the city.

**Commander**: So… what’ll it be? Join the assault, defend the city, or leave us for dead and head to that hell-hole Mephisto’s Café?

-It is up to the player to choose which approach they want to take. The player is presented with the risk/reward of both options.

-Lead a unit to attack enemy forces head on positives: The party will be able to travel to Dotteram faster (as they will be with the vessel during the offensive choice as opposed to having to “wait” for the vessel to come back to Lorelai), all party members receive a combative upgrade bonus, military support, and a decrease in ego for Alys and Croix.

-Lead a unit to attack enemy forces head on negatives: This choice leads the player into a more difficult combat situation because they must fight both Bushidi and Congloian forces, upon the conclusion of the quest The City of Lorelai is sacked by Jaegermach causing a loss in civilian support, and an increase in ego for Aureus and Massey.

-Take up a defensive position to guard The City of Lorelai from enemy forces positives: The encounter is easier as the player engages in combat with three Jaegermach hunters and a smaller unit of either Bushidi or Congloian (chosen at random – acts as who would have won between the two factions from the offensive encounter) as the remnants of the forces the offensive campaign tried to stop, the party receives a fast travel location and options for upgrades/healing/items/base creation if successful, civilian support, all party members receive a defensive upgrade bonus, and a decrease in ego for Aureus and Massey.

-Take up a defensive position to guard The City of Lorelai from enemy forces negatives: All combat troops are killed which lowers military support, the city and its civilians act as collateral damage during the defense which can net less civilian support than is possible during the offensive choice, and an increase in ego for Croix, if the player does not successfully defend the city then Alys also receives an increase in ego.

-Upon quest completion the party can take the vessel to Dotteram to continue in the story.

*Joining the assault results.*

**Commander**: Ah, I knew I could rely on your four to show those Bushidi who the dominant species on the planet is! Shame we didn’t know about the Congloians but you all handled yourselves as expected. You really opened up my mind to the true nature of Mousnters and Clockworks. You have my complete support and whenever you’re ready we can head out to Dotteram.

**Soldier**: *To the Commander.* Sir! We just received communications from Lorelai that a Jaegermach pack sacked the city!

**Commander**: *To the player* Good lorde… I’ll need to take what we have left back to assess the damage. I’ll leave the vessel for you so you can be on your way.

*Staying behind to defend the city results*.

**Civilian**: I can’t believe you were able to kill those Jaegermachs so easily. Thank you so much for saving us. I thought for sure without the military we were sitting ducks.

**Player**: Don’t mention it, it was our pleasure.

**Civilian**: Well, you will forever have Lorelai’s favor. I overheard a guard speaking on a radio while the four of you were dealing with the Jaegermachs. I think something bad happened to the army.

*The player converses with the guard*

**Player**: Hail guard! Any reports from the assault party?

**Guard**: Sadly yes. Our forces were all but wiped out; including the Commander, but apparently the Bushidi encountered a Congolian raiding party so they won’t be making it here. The good news is that the vessel and its pilot are on their way back so can still take it to Dotteram. Feel free to stay a while, by the time the vessel gets back another platoon will be here to protect the city.

Quest: Marriage of Steinschonau

-The player/character party is led to Steinschonau by either discovering/being lead there from completing quests in Dotteram, by random chance, or after the commander’s vessel is shot down (from the Siege of Lorelai). Steinschonau is a small village of 500 inhabitants known for its master artisans who produce materials of Elegance. Upon arriving at the village the party discovers that Steinschonau is occupied by a mercenary army who refuse to let any of the citizens leave. The player has several different options for entering the village: Taking the army head-on in combat, sneak into the town or initiate in dialog with the gate patrol using Aureus. Using any other character for conversation results in the soldiers telling the party they cannot enter unless they’re there to make a purchase. By using Aureus, he can use a diplomacy tree to convince the mercenaries they are there to make a buy. By taking this route the mercenary takes the group to Mephisto’s Overseer – The mercenary in charge of handling the goings-on in the village and any merchant deals that come their way. The Overseer asks Aureus what kind of Elegance they are looking to purchase. The party can just buy Elegance as a lead for an immense price or ask if there is any way to work out a discount. Following this tree, the Overseer tells the group he suspects some kind of a revolt, but he hasn’t been able to find any evidence. Since it’s the first time the group has been in the village he tasks the player with discovering any signs of a revolt and suppressing it. If the player is successful, the Overseer will give them a discount.

- Regardless of which option the player takes to enter Steinschonau the player witnesses the massive oppression the mercenaries place upon the townspeople. No one is allowed to leave or have contact with anyone outside of the village and the inhabitants must mine and manufacture Elegance all day every day. Any type of recreation is forbidden and families are segregated. As the player progresses through the town they can interact with the civilians to varying success depending on the type of citizen and PC combination (i.e. female citizens will respond better to Massey). The player learns that despite the hardships the citizens of Steinschonau face, they have hope for their future because a young couple in the town is set to get married. The only problem is that if Mephisto’s men find out, they will punish the townspeople. The village view the PC’s as just the people they need in order to ensure the wedding goes off successfully. At this point the player has the option of helping the cityfolk of Steinschonau throw the wedding or report it to Mephisto’s Overseer. If the player chooses to help the people, all characters receive a decrease in ego. If the player turns the people over to the Overseer, all characters receive an increase in ego.

- In order to help throw the wedding the player must complete tasks to both set up the wedding and create a distraction so that the guards will be preoccupied; thus, not be able to interfere with the wedding. Despite the player’s involvement and the successful wedding, the joyous disposition of the town alters the mercenaries and a confrontation between the two factions erupts. The player has the option to assist either the mercenaries or the occupants of Steinschonau.

- This leads to the conclusion of the quest (this is also where the player is led if they initially assist the Overseer and report the wedding to him). Helping the village people results in the town gaining its freedom, the remnants of Mephisto’s mercenaries returning to his Café, the village offers the player a gift of Elegance and notifies them that the source of the Elegance originates from Mephisto’s Café. Helping the Overseer results in several townspeople getting killed, the Overseer thanks the player by giving them a discount, and directs the player to Mephisto’s Café for more work. Additionally, security in Steinschonau increases to the point where every civilian in the village is monitored day and night, and every inhabitant is forced to work throughout the entire day; with short breaks to eat and nap.

*Initiating conversation using Aureus*

**Mercenary**: Fancy this, a Clockwork, I suppose you’re here to make a deal with the Overseer for some Elegance.

**Aureus**: Why yes friend, my companions and I are here to purchase some Elegance. How did you know?

**Mercenary**: It was obvious, there are two reasons anyone comes to this piss-hole: to steal Elegance and the other is to buy Elegance. You can tell the difference by whether or not they’re shooting at us. Since you’re not shooting, I’m assuming Mephisto sent you down.

**Aureus**: Right you are. So, you would be able to take us to the Overseer?

**Mercenary**: Well y’all could just go in, not like this place is big enough to get lost in or do anything. But sure, I’ll take you to him; anything is better than standing around.

*Upon meeting the Overseer*

**Overseer**: Ah, welcome to my domain Clockwork. While it may not look like much, Steinschonau produces the finest Elegance merchandise to flow out of Mephisto’s Café into the valley. So, how much Elegance would you like to buy?

**Aureus**: That depends good sir, I’d like to see your prices before I commit.

**Overseer**: Haha, a true entrepreneur! I love it, here’s what I have to offer: *Merchant inventory opens and the player is shown varying Elegance, all at exuberant prices. Players can outright buy Elegance which can be examined to reveal its origin being from a cave under Mephisto’s Café. However, most players will be unable or choose not to buy any Elegance and back out of the menu to the conversation again.*

**Aureus**: I will give you this good fellow, you did not disappoint with your advertisement of your Elegance. However, I was hoping you could give us a discount; entrepreneur to entrepreneur.

**Overseer**: Interesting… normally I wouldn’t, but it just so happens that I could use a group of travelers such as you.

**Aureus**: Go on…

**Overseer**: Well, you see, I run an efficient operation here-which I absolutely love thanks to the good graces of Mephisto-and there has been some grumblings that some of the lesser pugs that inhabit this town may be planning to overthrow our great operation. Can you believe that? We provide these people protection and return they let their greed run amuck!

**Aureus**: Oh yeah, mhmm greed is terrible for your… “great” business practices.

**Overseer**: I’m glad you can see it my way. Now, since the four of you are first-time visitors I was hoping you could help me out by finding out what the townspeople are up to. In return, I’d be willing to grant you a friendly discount.

**Aureus**: We’ll see what we can do.

*Upon speaking with Franz, Ruth, Piet, or Gretta dependent on the best character selection regardless of how the player entered the village*

**Player**: Hail, you have quite the little village here. We keep seeing such Elegance everywhere, but all of the buildings and atmosphere here seems so rundown and negative.

**NPC**: Ay, things aren’t too bad as long as you avoid the guards and adhere to the curfew. It’s good to see unfamiliar and friendly faces. [We] knew keeping the hope would bring more positives.

**Player**: How’s that?

**NPC**: Oh, uh, forget I said anything.

**Player**: Are you sure? You seem to be one of the few people in town that sounds almost… happy.

**NPC**: Well, it’s the hope I have is what keeps me going. Now there’s nothing else I can say to an outsider.

**Player**: It’s alright, you can trust me. We’re here to help, not make things worse.

**NPC**: You want my trust huh? If you do something for me then I’ll tell you want you want to know.

**Player**: Anything.

*Franz has the player retrieve his painting supplies which is being guarded. Ruth asks the player to distract some guards so she can collect flowers. Piet asks the player to convince a guard at the village church/cemetery he is needed elsewhere in the village. Gretta asks the player to break into her grandmother’s tailor shop and retrieve some suits and dresses.*

*Upon returning to the corresponding NPC*

**NPC**: I had a good feeling about you.

**Player**: I’m glad you never had any doubt. Now it’s time for you to fulfill your end of the deal. It wasn’t easy [completing your objective].

**NPC**: Of course, of course! The people here have hope to keep them going because tomorrow my [son for Franz and Ruth, daughter for Piet and Gretta] is getting married to [the other one] and for everyone in the town it is a symbol of triumph over Mephisto’s tyranny. For as long as anyone can remember Mephisto has been sending men to drive more and more workers in the mine, force our artisans to produce more, and every few years his rules and oppression gets tighter. We are forbidden from fraternizing; recreation time, but we still have a relatively late curfew. Of course, due to their inane rules, the wedding is forbidden and thus must remain a secret. We still need the mercenaries in town to stay away from the church long enough for the wedding to happen. If you help us we would forever be in your debt. *If the player has not completed each NPCs quest the NPC they are currently talking to tells them to speak to the remaining NPCs and then return to plan the distraction.*

*Player decides to turn the townsfolk over to the Overseer*

**Overseer**: They told you they were holding a wedding? No doubt a lie; every townsperson is already married. They must be planning to steal the Elegance. Thanks for the information.

**Player**: And the discount you promised?

**Overseer**: Oh right. Of course you can have the discount. I’ll tell you what though, go lead some of my mercs around the town to squelch this treason and I’ll give you some Elegance for free.

*Player decides to distract the mercenaries so the wedding is successful. The player is drawn back to the town square due to a large group of people and loud commotion.* *The townspeople are celebrating the wedding as the joy spilled from the church into the streets of Steinschonau. The people thank the player and the Overseer approaches the civilians with a regiment of mercenaries.*

**Overseer**: I knew you people would stage a revolt. And after everything Mephisto has given you! Travelers! Squelch these pugs and you will receive the full gratitude of our master, Mephisto.

**Townspeople**: *To the Overseer.* You’re right Overseer; we are sick and tired of being oppressed and today is the day we take our village back! *To the player.* Please, you’ve helped us so much and we need your help to drive this fiend back to his “café”.

*Player chooses what to do.*