

# Elden Ring style quest:

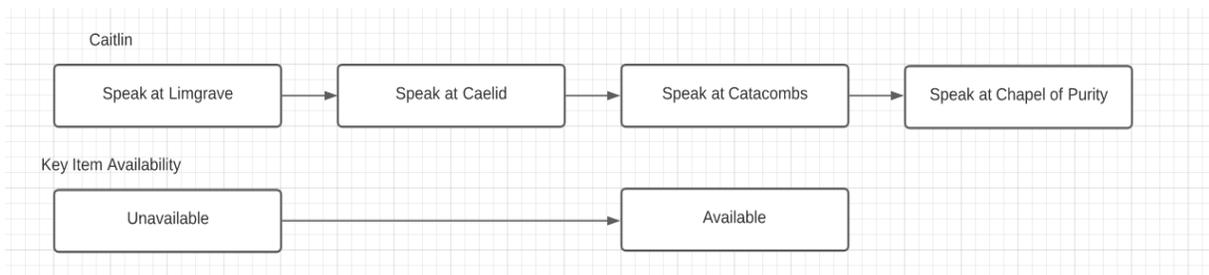
## Brief Summary:

A fighter who has discovered a new, dark sorcery she cannot possibly control, but which she cannot win without. Who are you to say when a hopeless struggle doesn't deserve extreme measures?

## Design Goals:

- Create new character to supplement existing cast with potential for further building on
- Provide narrative context to existing boss fights
- Build player relationship to an NPC through shared gameplay interactions

## Flowchart:



## The Quest:

A warrior, Twin-faced Caitlin, has a sister who is dying of a rotting disease, slowly and painfully. Caitlin cannot sit by and watch, and has adventured to find a demon who's blood she may use in a ritual.

[In a castle in Limgrave, just outside of a boss fight]

“Ah, another Tarnished. You have excellent timing, my new friend.”

“This demon needs slaying, the world will be safer with it gone, and I need its blood.”

“Help me kill it. Just let me get in a hit or two before it's done.”

If you slay the demon, Caitlin will walk over to its physical body, bound and sealed on the floor, where she begins to clean and prepare it. If you speak to her, she says:

“Thank you. I, and my sister, are forever in your debt.”

“If you wish to help further, I'll be in Caelid... Creating a cure for the blight...”

[In a cave in Caelid]

“Hello again, Tarnished. Nice to see you.”

“There is a scroll at the bottom of this cave. Will you help me retrieve it?”

[Yes/No choice]

If you say no:

“I’ll be here a while, if you change your mind.”

(if you don’t return in time, her body will eventually show up in the sorcerer’s lair)

If you say yes:

“Excellent, thank you once again.”

“A foul sorcerer lives in the depths below, twisted by his dark magics.”

“The scroll is in his possession. Help me kill him, and I’ll cure this vile rot.”

Caitlin will help you kill the sorcerer, and after his death will appear at his desk.

“At last, I hold the cure in my hand.”

“Caelid’s very soul now rests with me. Can I cure this rot, or will I succumb as the others have?”

“Meet me in the catacombs below the heart of the blight. We must cleanse the earth itself if my sister is to survive.”

[Within the Caelid’s Heart Catacombs]

“Tarnished. You’ve come once again. Thank you.”

“I now use the demon’s blood and the scroll of faces to bind this rot.”

“If I fail, the rot will use my body against you. Do not hesitate to kill me, if this happens.”

“Now stand back. This must be done.”

Caitlin’s body begins to twist and morph, she grows larger and masses of flesh begin to tear from her body, but then stop short. She stands, looking like the beginnings of a monstrosity, but not the end of one.

“I live, it seems. Though not as I did.”

“Perhaps... Perhaps this form has strengths I can use.”

“Leave me, Tarnished. I must learn this new body if I am still to fight.”

Farther north on the Altus plateau, the player can find items which mention a great struggle between two monstrous sisters within a chapel once owned by the royal family.

[Within the Royal Chapel of Purity]

An enormous twisted monstrosity sits towering over the altar, its bulbous form still attached to the chair it once sat in. Priestess of Cleansing boss fight begins. After a few seconds, Caitlin appears.

“It is time, Sister. It ends now.”

Once you beat the Priestess, a cutscene starts. Caitlin approaches the bloodied body of her sister, holding up the demonic scroll, chanting black speech that writhes through the air. The

body of the Priestess begins to boil, its skin sloughing off in great chunks, revealing a woman at its heart.

[Return to normal gameplay]

Caitlin stands, holding her sister in her arms

“Thank you, Tarnished. I have her back at last.”

“It would seem this new body has its uses. I only hope she will see me for who I am still.”

“Here. I don’t need this anymore.”

Caitlin hands the player the Demon Blood Scroll, which they can turn in at a sorcery vendor to unlock additional spells.

## Call of Duty style quest:

### Brief Summary:

A kid who's supposed to help you, but desperately needs to feed his family, so he sells you out. Do you punish a child for needing to provide?

### Design Goals:

- Offer meaningful continuation of a narrative twist from a story mission
- Make world feel more alive by including callbacks to previous player actions
- Offer new player choices for future callbacks

### Flowchart:



### The Quest:

A mission into Small Town, Russia requires a strike team to get into a government-run supply depot without being noticed. The area around it is heavily patrolled, but it's attached to a nearby civilian neighborhood, and the team has decided that the best way in is with civilian escort. A 16 year old boy arrives to cooperate with the military effort.

LEADER

"Alright, everybody listen up! Our contact has just arrived, so it's time to move out."

SOLDIER #1

"Our contact is a kid?!"

LEADER

"Anyone with a problem with our contact is free to leave. The rest of us will be liberating this region from Russian control and bringing them into the free world... We've got a 20 minute window to get in, tag the supplies, and get out. Mission's simple, but don't get caught or the Ruskies will destroy the goods and we lose our chance to track their supply route. Any questions?"

[Pause]

"Good. Let's head out!"

[Just outside of the supply depot, in an adjacent apartment building under Russian control]

SOLDIER #1

"Boss, the kid's gone."

LEADER

“What?!”

SOLDIER #1

“I just looked back and he disappeared.”

LEADER

“What the hell?”

SOLDIER #1

“We’ve got Russian army in the street behind us.”

LEADER

“SHIT! Someone find a window, we need an exit. NOW.”

[Russian army arrives, shoot out begins. Players can no longer complete the objective, so they must escape via any route available to them.]

[Much later mission]

[Players stumble into a civilian refugee camp where the kid stands beside his sick mother. Kid watches the player carefully, waiting for player to make clear eye-contact(trigger reaction if player cursor targets kid NPC for more than 2 seconds)]

KID

“I didn’t mean to! It’s not my fault I swear!”

SOLDIER #1

“Boss, is that the kid!?”

LEADER

“Son of a bitch! This little bastard tried to kill us all!”

KID

“They said they wouldn’t kill you! They were just gunna take you in for questions! Please, my mom’s sick, I just needed the money! Please!”

[Player gets a choice to punish the kid, or to let the kid go]

Punish:

[Scripted sequence of the player hitting the kid in the face with the butt of the gun]

LEADER

“You almost got us killed, you little shit. I’d do worse, but your mom needs you. Don’t mess with us again.”

Let Kid Go:

LEADER

“Kid with a sick mom. You gunna judge? This is war. Just don’t mess with us again, kid. Next time we won’t be so nice.”

DESIGNER’S NOTE: This sequence is a bit limp on its own, it needs the context of many similar micro-quests to work. This should be one of many quests building meaning in the relationship between the locals and the military occupying them in the name of freedom.

# Breath of the Wild quest:

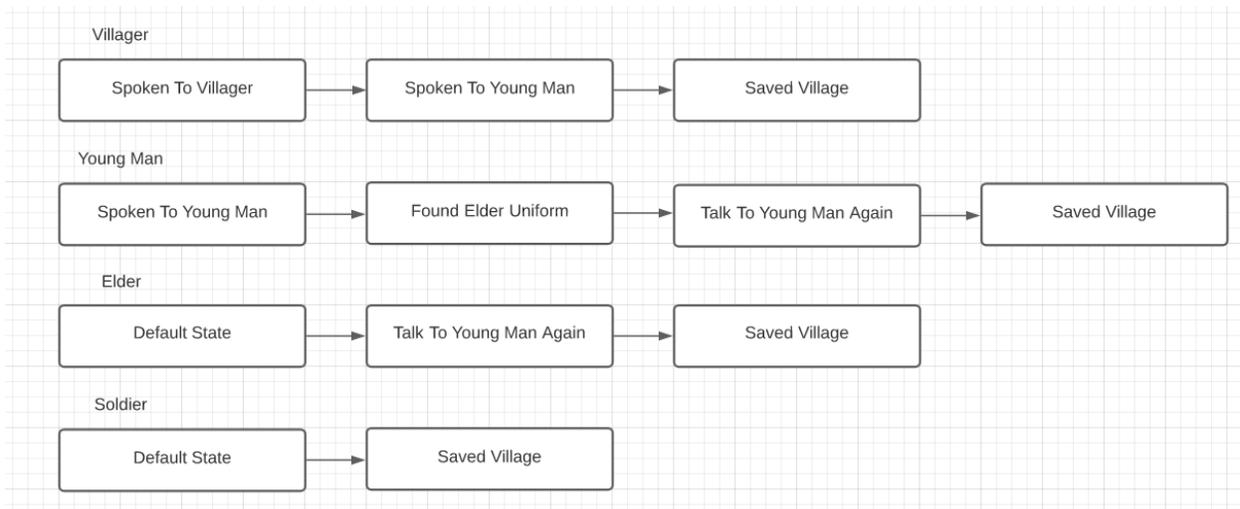
## Brief Summary:

A man has heard that the dead are rising from the ground nearby. His son has gone to investigate but hasn't returned, so it may be dangerous there.

## Design Goals:

- Create meaningful interaction to build relationship to a specific location
- Expand the world by offering history between hylian and monster races
- Show the complex tension between hylian and monster

## Flowchart:



## The Quest:

The village was built near a forest rumored to have been the site of a massacre. Humans attacked and killed a village of Moblins there, and were cursed by the Moblin Shaman. In the years since, the Moblin Shaman has turned Moblin Necromancer and has begun raising his villagers from the earth in preparation of attacking the village to get revenge. He tests village defenses regularly to judge when he will be ready. The village founders are responsible for this massacre and you can find evidence of that within the Necromancer's lair.

To enable this storytelling, village elders/founders should all wear a specific outfit. Village soldiers should also be visually distinct.

Moblin spawns nearby village and walks on predefined route towards village where village guards attack and kill it. Moblin scouts overlook the village from nearby. At the moblin camp, a boss moblin shaman is in a cave. The moblin camp is surrounded by the bodies of village soldiers, including the body of at least one village elder in full regalia.

[At the village, you can speak to one of the villagers, marked as a quest giver.]

VILLAGER

“Have you seen my son? He was wearing a Green Helmet, and he went off to the nearby Moblin village. We’ve heard rumors of the dead coming back to life, and he went to investigate. The Moblin camp is to the south, please make sure my son is safe!”

[At the village, you can speak to the soldiers at the gate]

SOLDIER

“Moblins sure have been sending a lot of their skeletons at us lately...”

[When you approach the Moblin camp, a human youth is overlooking it from a nearby treeline.]

YOUNG MAN

“HEY! Over here!”

“There’s a Moblin camp down below. I’ve heard the dead are walking around here, so I came to investigate. Could you help me find why they’re doing this?”

[At this point the player must investigate the ruins of the moblin village, where they can find various pieces of costume from the village leadership.]

“Is that a village elder’s uniform? What was that doing in the moblin camp?! I have to ask the elders. Maybe this is why the moblins are attacking us.”

[Back at the village, you can enter the chamber of the elders, where the youth, his dad, and the elder are talking]

YOUNG MAN

“We found an elder’s uniform in the rubble of the moblin village!”

ELDER

“Worry not, child. We have nothing to fear from old rumors and rotten cloth.”

YOUNG MAN

“But this must be why they attack us! We destroyed their village!”

[At this point, the soldier at the gate breaks in.]

SOLDIER

“Sir! The moblins are attacking! And they’ve brought re-deads!”

[Player helps defend the village from attack]

[Afterwards, the elder and the youth are back in the elder’s house]

YOUNG MAN

“If we did this to them, they’re not going to stop with one attack.

ELDER

“We’ll have to move the village. This will take some time.”