

Quest Design Document - Fantasy Online RPG

Questline: A Quaint Turmoil

Summary: Drawn to the Emberlake for a seemingly straightforward caravan escort job, the player becomes entangled in the turmoil surrounding the recently discovered energy crystals. Pursuing one of the caravan's clients, Ziggy, the player delves into the heart of the region, navigating crystal tunnels, meeting the Prospectors and their leader, and better understanding the potential and the dangers of the crystals.

Objectives: The questline introduces the player to the region of Emberlake by learning first-hand about the threat posed by the crystal monsters. The player also learns more about the crystals, their magical properties and the crystal monsters' connection to them. As they complete the questline they are exposed to the Prospectors' goals and gameplay loop, as well as meeting their leader Harper Thorns.

Rewards: Ability to join the Prospectors faction, gold, experience and levelled loot.

Locations: Capital Road, Dewille, Soothill and the Crystal Tunnels.

Characters: Ziggy – A young, naïve and untrained local half-elf, eager to join the Prospectors and learn about the crystals.

Harper Thorns – The charismatic half-elf leader of the Prospectors, supervising the activity of the researchers and adventurers investigating the crystals.

Amaund the arms dealer – A brash merchant dealing in weapons and armour across the continent.

Quests:

Quest 1: An Easy Job

Summary: Meeting Amaund, the arms dealer, the player accepts an easy job escorting a caravan to Dewille. However, the journey through Capital Road is interrupted by an attack from crystal-like creatures. Narrowly surviving the assault, the player takes it upon themselves to track down a caravan's client named Ziggy for a reward.

Quest 2: Chasing Ziggy

Summary: In Dewille, Ziggy is nowhere to be found. Through exploration and conversations with the locals, the player learns Ziggy likely headed to Soothill to join Harper Thorns, leader of the Prospectors. Finding Ziggy injured on the road, the player escorts him. Arriving in Soothill, a cutscene introduces the Prospectors faction and their leader, Harper Thorns, who expresses gratitude for helping his people and invites the player to join an imminent expedition.

Quest 3: The Prospector's Lot

Summary: Talking to Harper initiates a Prospector's Expedition, a time-based mission within the Crystal Tunnels. The player's objective is to gather as many crystals as possible before being overwhelmed by the growing number of crystal monsters. Post-expedition, Ziggy promises a proper reward when met back in Dewille, and Harper extends a formal invitation to join the Prospectors.

Quest 4: Chasing Ziggy... again

Summary: Arriving at Ziggy's house on the outskirts of Dewille, the player finds it besieged by crystal monsters. After eliminating them, it is revealed that Ziggy joined the prospectors to learn more about the rumoured healing properties of crystals and successfully healed his sister with the shards gathered during the expedition. In doing so, he also attracted a swarm of monsters drawn to the energy released by the crystals.