

Quest Design: Morhind's Sword

1 Introduction

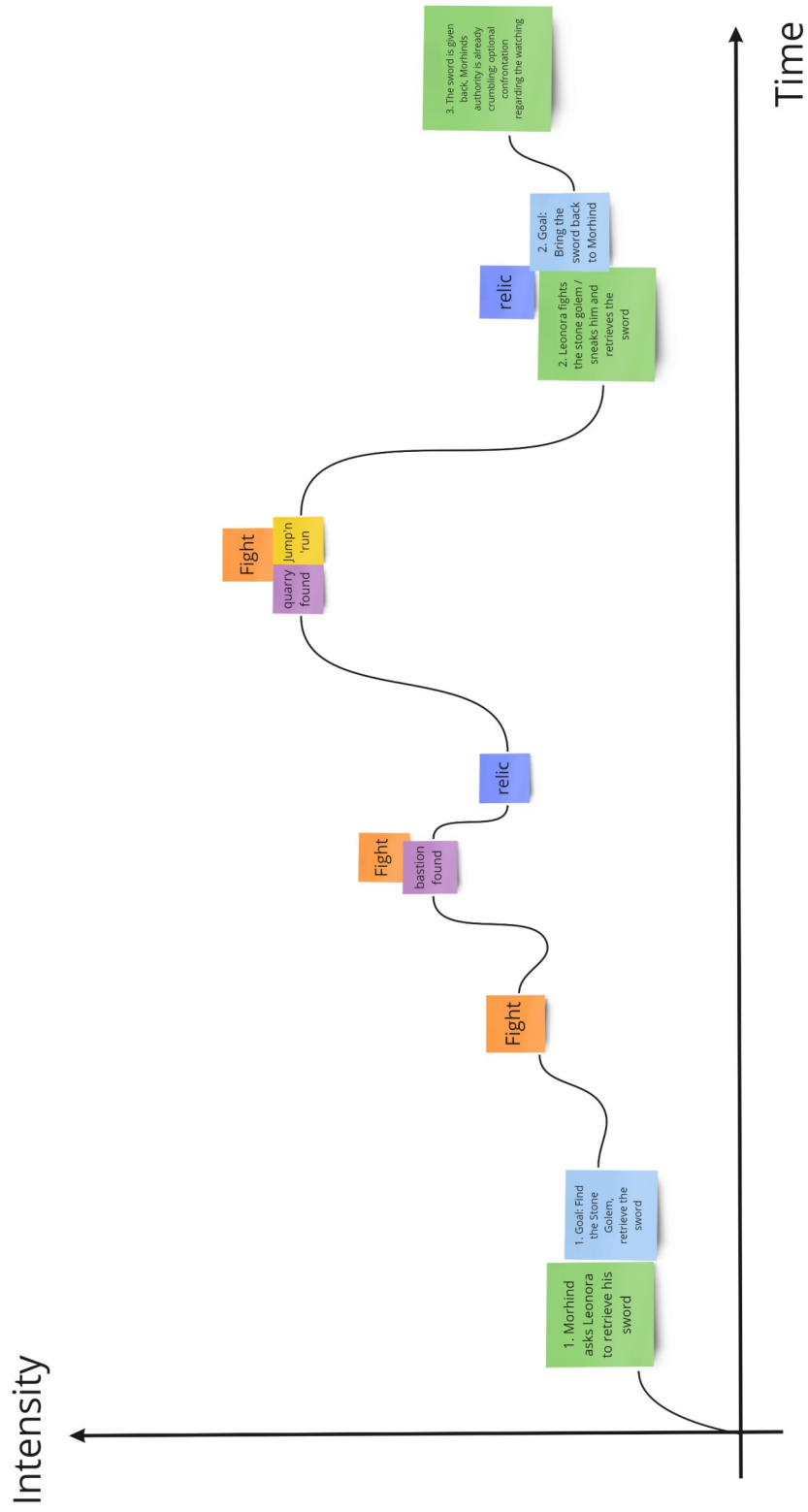
1.1 Quick Info

Leonora, the fairies and Palli have recently entered the *Mountain Pass* and found Morhind. While getting a necessary medical treatment, Morhind finds the group in great twist: Palli is heavily doubting the fairies, the fairies see themselves as group leaders (though they're obviously not capable of that) and Leonora – being yet dependent on them - is not able to speak a word of power.

Morhind decided to change the group. In a great speech he presented himself as the leader and Leonora as his co-leader (ignoring that in the long term, Leonora is a better fit).

In a show of power he deems necessary for the beginning of a leadership, he now approaches Leonora and intends to give her an important task: Retrieving his sword.

1.2 Event/Goal Graph



1.3 Event/Goal/Space Layout



2. Chain of Events/Goals

3.1 Scene “Morhind asks Leonora to retrieve his sword”

This scene is triggered when the player enters any campfire place for the first time after having saved Morhind.

If Leonora already got the sword, then this scene blends with 3.5.

Key proceedings:

- Morhind speaks first, approaches Leonora (activeness of other group members vs. Leonora’s passiveness)
- Morhind speaks in his leadership-style and relies on his military bond with Leonora
- Morhind treats Leonora as a second-in-command whom he delegates an important task (retrieving his sword, killing the stone golem)
- Morhind ignores fairies and Palli, who protest against the killing (they bond against a common enemy)
- Leonora may agree or not to help him (antithesis to earlier with Palli!)
- Leonora is unsure about Morhind’s demeanor

3.2 Exploration “Travelling to the Stone Golem”

There is no campfire at the stone golem’s place, which is why usually Leonora has to travel there first.

This section does not appear if Leonora got the sword before getting the task from Morhind.

Key proceedings:

- The intended path is shown in 1.3: On her way to the north, Leonora encounters a small enemy group and most importantly the bastion, which is important as the mountain pass’s centre containing one relic fragment.
- There are two possibilities to access the stone golem’s pit. This should be reflected in the level design (two jump’n’run and fight vectors).

3.3 Encounter “The Stone Golem’s Pit”

The stone golem’s pit can be accessed via two entrances and without having gotten the task before.

Key proceedings:

- Upon entering the area, there is a change in color (more black-grey-white, higher contrast, lesser saturation but for red and blue) and possibly in music/SFX (maybe suddenly crackling stones?)
- There are at least two arrival spots (for each entrance) with a good overview of the pit

- The pit contains a more obvious open space where the stone golem guards an ocularis relic and Morhind's sword and where the golem can be fought.
- More secluded are two (possibly joining) jump'n'run passages to access both items.
- While down in the pit, Morhind spawns on the southern arrival spot, watching Leonora. She can spot him and unlock 3.6 by looking for at least 5sec. in his direction.
- Leonora loots Morhinds sword.

3.4 Exploration “The Way Back”

There is no campfire at the stone golem's place, which is why usually Leonora has to travel there first.

Key proceedings:

- The way back is eventless.

3.5 Scene “Handing over the Sword”

A main campfire dialog topic (dialog partner: group).

If Leonora already got the sword in 3.1, then this scene blends with 3.1.

Key proceedings:

- Leonora approaches Morhind (activeness reversed!)
- Morhind is still (he knows already some time due to the watching) surprised by how well she handled the matter (having had a pretty bad time with the golem himself)
- Leonora almost has the upper hand for the first time, but Morhind manages to establish them being on the same level
- If Leonora killed the golem, then the fairies are very happy (more crystals!)
- If Leonora left the golem in peace (jump'n'run), then Palli is quite happy (nature's flow)
- Morhind is touched by getting his sword back, has a section of reduced presence

3.6 Scene “Confronting Morhind about him watching”

Can be enabled as an optional campfire dialog topic (dialog partner: Morhind) in 3.3.

Key proceedings:

- Leonora, half curious, half estranged, asks Morhind what the watching was about
- Morhind is ashamed in his inner, but after a short silence answers with references to his military/scouting “nature”
- Leonora understands, shares that she herself has had a hard time bonding with people who are new to her
- Morhind: “Such is life” (cannot handle such openness)