

"The Howling Mine"

The following quest is designed for an open world RPG. The player can pick up the quest by speaking with the marked NPC.

Location - A remote mining village. The mine recently suffered a major collapse and have been closed since. The villagers are getting hungry and desperate.

The PLAYER finds the smith ELMITH (22, clever and cautious) at his outdoor forge.

> Speak with Elmith.

ELMITH

You must be that traveler folks have been talking about? I don't suppose I could ask you for a favor. They'll be a reward in it for you.

>Select:

>>Yes.

>>No.

If player selects "no" option:

PLAYER

I can't help you right now.

ELMITH

(apologetic)

Ah, of course, sorry to bother you.

> End interaction.

If player selects the "yes" option:

PLAYER

What can I do for you?

ELMITH

My sister Ragam and her crew were due back in town yesterday. If you could find her, and save her from whatever trouble she's got into. I would be in your debt.

PLAYER

Where was she headed?

ELMITH

(hesitantly)

She went up to the mine.

PLAYER

I thought it was closed on the Ealdormen's orders?

ELMITH

(defiant)

Orders or no. Without the ore from the mines it's only a matter of time before people start starving. We're getting desperate.

PLAYER

(awkwardly)

Ah, I'm... sorry. So, where do you suggest I start searching?

ELMITH

She and the others have would have set up a camp to the north, near the old mine entrance.

PLAYER

Alright. I'll make sure she returns safe.

ELMITH

(relieved)

Thank you, and good luck!

> Find the miner camp.

The PLAYER departs for the camp in the north. When they arrive the camp is empty, with no signs of miners nearby.

MINER CAMP

PLAYER

This must be the miner's camp, but it's definitely empty. Let me see if I can find out what's happened.

> Search the camp for clues.

Clue - The fire pit.

PLAYER

It's cold, hasn't been a fire in here in at least a day.

Clue - Footprints in the camp.

PLAYER

Hmm, no signs of struggle. I don't think they left in a hurry.

Clue - Neat piles of equipment.

PLAYER

Their camping gear is all still here, they must have been planning to return soon.

After finding the three clues, tracks leading out of the camp are revealed.

> Follow the tracks to find the cave entrance.

PLAYER

Looks like the tracks lead towards the mine. Better stay alert in case they ran into creatures on the way.

The PLAYER follows the tracks through the forest. Player may optionally encounter creatures on the way. If the creatures are defeated:

PLAYER

No sign of Ragam here. Something must have happened at the mine.

Eventually arriving at a small opening in the cliff wall.

PLAYER

This must be the entrance. They likely got into trouble inside.

> Explore the mine and find the miners.

NORTHERN MINE

The PLAYER enters through the entrance to the mine, making their way through winding tunnels until it opens into a larger cavern. A pack of DIRE WOLVES stalk the cavern. A group of 3 MINERS are on a ledge across the way, hiding out of sight from the wolves.

PLAYER

There's Ragam and the miners, and the trouble they ran into. I better take care of these monsters.

> Defeat the wolves.

After player defeats the wolves. The miner RAGAM (19, Enthusiastic and Confident) calls out to the player.

RAGAM

Over here!

> Climb up the miners and speak to Ragam.

RAGAM

Gods bless, thank you!

PLAYER

Is everyone alright?

RAGAM

Mostly, at least we're all in one piece.

PLAYER

What happened here?

RAGAM

We were surprised by the wolves, we haven't seen them inside the mines in a long while. Orist (*gestures to another NPC*) got injured as we tried to escape and we ended up stuck up here. We're lucky you found us!

PLAYER

You can thank your brother.

RAGAM

Bless, Elmith. Someday I suppose he'll stop fussing over me. But I'm glad it wasn't today.

PLAYER

The way back should be clear now. Head home before he worries even more.

RAGAM

We will. Thank you!

RAGAM and the other miners exit the cavern.

> Return to Elmith.

The PLAYER heads back to the village and speaks with ELMITH.

ELMITH

Thank you. Take this, it's the the least I can offer for rescuing her.

The PLAYER is rewarded with a choice of weapons and money.