

The Lost Wagon

A D&D Game Quest Example

Summary:

A frustrated Provisions Officer is having a loud argument with a driver who refuses to deliver resources to an outpost to the north. The player speaks to the office and is tasked with finding the last missing cart and its driver, and delivering news about the cart to the outpost. While investigating the player will fight a shadowy creature and stumble upon a secret passage used by the attacking Orc forces from the north, where they will fight the Orc ambush leader.

Locations Involved:

Town of Amnwater, The Deadwood, Citadel Amnur

Factions Involved:

King's Army, Orc Invaders

Items Involved:

Item Name	Description
King's Service Document	A piece of official-looking paper confirming the player's task.
Delivery Route	A list of waypoints and landmarks to follow to the destination.
Dark Magic Wand	A jagged bone wand of pure dark magic that belonged to an Orc sorcerer.

Quest Giver:

Officer Falum Kane

Background:

The Orc forces from the north are attacking Citadel Amnur. The King's Army is defending the intrusion point, but their supplies are dwindling, and help is nowhere to be found. Cart after cart of war supplies and provisions was sent from the town of Amnwater, but not one has reached the citadel. The Orc invasion threatens the small region as they await help from their allies.

Quest Text:

A distressed officer is having an argument with an old cart driver over the planned departure of a supply cart. The old driver seems to refuse to drive the cart considering none of the past drivers made it through the Deadwood. The requisitions officer is threatening, but also begging him to go, offering triple the usual pay.

Dialogue:

Falum Kane: "What do you mean you won't go?!"

Driver Edris: "Like I told you the last eight times, I'm not gonna end up like the previous saps you managed to trick into this. I've got a family!"

Falum Kane: "What if I get you an armed escort? These supplies *must* reach Citadel Amnur by nightfall or we'll all be served as dinner for Orcs!"

Driver Edris: "A *no* is a *no* and that's final!" – He turns and walks away.

Falum Kane: "You're a coward and a traitor old man! The king will hear— and he's gone. Gods, what will I do now? – Turning around he spots the player. – "You there, adventurer! I have a proposition for you..."

Quest Text (cont.):

I have a cart full of supplies for the defense of Citadel Amnur. It absolutely *must* reach the citadel tonight! Now, I suppose you overheard my little argument a second ago, so I might as well tell you the truth. You see, as of last week, we haven't been able to send a single cart through to the citadel. Being undermanned here meant that no search parties could be sent to investigate, and we could only afford to send a single driver so far. Unless you're willing to do it. Deliver the cart that is, and find out what happened to the last night's driver. I'll give you four times what the drivers make, plus I'm sure Captain Eismond will offer some sort of a reward as well. So, are you up for it?

Quest items:

King's Service Document

Quest closed conditions:

1. The missing cart and the dead driver are found, and the Delivery Route item is looted from the corpse. After a battle with a Shade, a spectral being capable of sapping strength, Both quest items are delivered to Captain Eismond at the Citadel Amnur.
2. On top of condition 1, if the player explored and found tracks leading to a cave, a new enemy would be introduced, the Orc Necromancer. After defeating the Orcs in the cave, the item Dark Magic Wand is looted from the Orc Necromancer. Reporting to Captain Eismond after clearing the cave grants the player an extra monetary reward.

Special conditions:

1. Dark Magic Wand begins a new quest: *Purification ritual*.
2. If the Orc Necromancer is not killed, as a consequence the Citadel Amnur will be taken over by Orcs later in the game.

Items Involved:

King's Service Document, Delivery Route, Dark Magic Wand

Reward:

22 gold, 100 Experience, Region Reputation