

Norquist's Medallion

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A Myworld Competition:

1. *Norquist's medallion is represented in the game by a coin.*
2. Who is/was Norquist?
3. Why did N. Leave?
4. Where did he go?
5. What is special about his amulet?
6. What kind of countryside is the quest set in?
7. Who is the quest giver?
8. Why do they want the medallion?
9. Who **is** the player?
10. Where does the quest start?
11. Where does it end?
12. Does someone have the medallion now, or is it hidden?
13. How many stages **4?** *I will have to use dialogue/questing to point the player in the right direction so that he doesn't get to the end scenario without playing all the others.*
So what are the scenarios?
 - a. *Get the ingredients to cure the blight around Shirecross*
 - b. *Put down the insurrection in Westerthshire*
 - c. *Fight off the orc invasion in Northshire*
 - d. *Find the monastery in Estshire and defeat the now, quite mad champion to retrieve the medallion*
 - e. *Return to Kington*
14. *How many worlds will this require? Kington 1 - blighted crops at Shirecross, Estshire, Kington 2 - bettering crops at Shirecross, Northshire, Kington 3 - healthy crops at Shirecross, Westershire, Kington 4, healthy crops everywhere, King recovering*

The medallion can only be found at the end of the final quest. If it is held by someone they must be a boss.

Consideration:

Use boss ranking to ramp difficulty .

Four worlds/areas

Norquist² was a great Northern hero who was undefeated Kings Champion until one day, six months ago, he mounted his warhorse, armoured as if for battle, and rode out of the castle at dawn, seen only by the gate guards. Down the steep, winding streets of the city. He did not respond to their salutes, nor those of the city guards he startled into wakefulness - staring straight ahead, his eyes on the distant horizon.

He's not been seen since.

Bright and gleaming on his chest was the great medallion awarded him by the King, bearing the king's seal - reward for defending the realm for many years.

He believed he suffered the same illness as his father - an illness that led to mad bouts of violence against any and all around him. **He feared he might harm the king**³. **He has gone to spend his last days in seclusion in a monastery deep in the Everhush Forest in the east of the kingdom**⁴, where the priests can control his illness.

Many believed that **the medallion was imbued with magic**⁵ powers that helped protect Norquist, and hence the king and the kingdom from harm. Others said this was merely rumour - for who was there in the kingdom with the powers to so enchant an object?

Nonetheless, since Norquist's disappearance many things have started to go wrong in the kingdom. This summer the wheat crop failed, blighted by some awful grey fungus that rotted it in the ground.

The King has become ill, jaundiced and obese. Stories are filtering in from all corners of the realm of vile greenskins attacking lonely farmsteads, robbers and highway men on the roads, unrest amongst the nobles, eerie sightings in the forests.

You, as **Norquist's protégé**⁹ have been sent for by the King's senior advisor **Marfelin**⁷. You meet in his **chamber in the castle**^{10 & 11}.

He wants you to search for the King's champion, talk to him and try to persuade him to return to the Kingdom, bringing the medallion with him. If you are unable to persuade him then somehow you must take the medallion from him and bring it back. **Unless the medallion is returned, he tells you - the kingdom will fall**⁸.

You will have to search the kingdom for clues to Norquist's whereabouts - through **town and cuntry, farmland, forest, heath, bog and mountains**⁶.

The castle looms over the town of **Kington** which stands on the banks of the River Li with wharves, a warehousing district, merchant quarter, nobles quarter, temple district, marketplace.

Dialogues: with guards, nobles court officials about N.'s behaviour before the disappearance.

Dialogue with the court physician reveals Norquist's concern.

Area 1, (**Midshire**) is the castle, the town, the fields around the town, the village, (Shirecross) at the crossroads to the 3 shires.

There are farmers in the fields, there are people walking the streets.

Special locations and characters in Kington

Physiker:	Will tell of visits by Norquist seeking remedies
Fortune Teller	In a small house off the market square - Will tell of visits by Norquist seeking knowledge of his future
Tavern	Off duty soldiers will talk of his bravery but also of him falling into rages when things were not perfect
Guardhouse	On duty soldiers, nothing but praise for Norquist
Kings chamber	Access is prevented by guards. The king can be seen inside - yellow skinned, fat, dishevelled, with the court physician
Marfelin's suite	Tidy well decorated. Here Marfelin first tells of the problem, then at the end receives the medallion.

Shirecross is a small village, North of Kington, with a mill, a blacksmiths, a tavern and various small village houses. It is surrounded by farmland. There are chickens, pigs, orchards, vegetable and wheat crops. The villagers all bemoan the state of the crops. They are not interested in the King's champion though they know he has gone. They talk of the doom foretold by the wise woman, (Mystic Meg) who lives in a cottage in the forest.

The first people the player meets will be farmers, the village elder, the blacksmith, tavern patrons.

There will be palace guards on duty at the crossroads, monitoring traffic. They have no news of Norquist. Villagers will have all kinds of gossip, nothing useful. The tavern keeper and the blacksmith will be reticent, the mayor concerned about his village.

An old lady will give directions to Mystic Meg's.

Mystic Meg says the failure of the crops is caused by poisoning of the waters and quests the player to seek the cure in the woods, (cabbages, carrots, lost souls, flowers). N.B. this will have to be two quests so justify this by saying the first collected herbs must be prepared in advance.

Completion of the 2nd of the two herb quests will open the way to **Westershire**.

In the woods are gnats, **dryads** and goblins providing low level challenges that must be overcome for each of the herbs to be collected.

If the player seeks to go E, W or N then they will meet the Mystic Meg at the relevant portal and be told - no, they must cure the blight.

When the player completes the blight quest, the **West** portal will be opened. The player *must be* told to head **West**.

In **Westershire** **Duke Westerhold** has decided he can take power from the king. A neighbouring noble - **Earl Grey** is opposing him. The quest here is for the player to kill Duke Westerhold who will be a Dark Knight Boss AI. His soldiers will be of 3 qualities - unarmoured conscripts with spades, picks and forks for weapons using goblin miner AI's, armoured Knights using DK1 & 2 AI's, and a Captain, using the DK Hatchet AI. Similar forces, though fewer in number will be fighting for Earl Grey.

There will be staged battles.

Killing Duke Westerhold will open a portal in the East of the map which will take the player to Midshire v2 with crops looking less blighted.

Westershire valley,

portal exits at some stone ruins close to the siege camp manned by kington soldiers.

THE KINGTON SIEGE CAMP

Layout:

Upon entering the camp the player will see various soldiers readying for the upcoming battles. the camp will be filled with tents and siege equipment and the walls are made from wooden palisades.

Notable areas within the camp:

- tent of the Baron

- siege tavern

- armory

Side Quests:

- kill scouting parties from the Duke

- Find the missing supply cart

- investigate the strange tomb

Main quest:

1. Talk to the Baron
2. Attack the Dukes forward camp and kill its captain
3. deliver the note to a general
4. besiege the keep and climb the wall
5. free the prisoner in the prison
6. Go to the throne room and defeat the duke
7. Enter the portal going too woodlands

Small side detour within the keep: various demonic rituals that suggest the duke was possessed

Layout of the Westershire Valley.

War has taken its toll on the land and thus the area will be filled with dead/scorched trees. the dirt will be grey brownish. There will be a decent canyon where a big bridge has been build over this serves as the Dukes forward camp that will be attacked.

there will be a small path downwards into the valley in there will be an old tomb upon entering the tomb the player will learn a demon has escaped from it.

Midhshire Phase 2

The village wise woman will apologise for sending the player to the wrong place. ~~A villager recalls seeing a big man in armour riding northwards around about the time of Norquist's disappearance. This conversation will open the portal to Northshire.~~

Whilst the player has been away a heavenly thunderbolt has devastated the forest in the West of Midshire. The blacksmith says he might have some useful information about Norquist but will only tell the player if he goes and retrieves the 'sky iron' from where it fell. This starts a quest for the meteorite which will be represented by the ice crystal collectible. **Since the fall of the meteor fungal growths have sprouted in the surrounding area - cue fights with mushroom men and turrets.**

Scene setting: It is night in the woods and misty. Crater in the middle of the woods, surrounded by stumps and blackened skeletal trees. In between the trees, mushrooms spreading out. Use tiny eyeballs painted luminous to provide fungal glows on trees and stumps. Paint mushrooms with glows.

Completion of the quest will open the North portal and the blacksmith will tell the player that he believes he saw Norquist heading North and warns the player he will be riding into danger with the Northern Barbarians raids happening in Northshire.

In Northshire there is a Northern Barbarian invasion in progress. Big men dressed in furs, wielding axes and short swords. They are led by **Alger Baldersson**. The yeomanry of the **Duke Norton** are trying to fend them off. The barbarians are supported by shamen of both types. Alger Balderson, (orc boss AI) won't be the final challenge in this world. Instead it will be a shaman with the Wraith Master AI

Northshire locations:

Norton is a small town with the Earl's castle and a dozen houses. Isolated farmhouses and fields of crops around it. To the north foothills leading to snowy mountains covered in pine forest. In the forest a **wooden palisaded fort** manned with the Duke's yeomanry, led by his chief lieutenant **Sir Balderdash** and beyond that, the **barbarian camp**. Groups of barbarians are scattered through the forest. An attack is being mounted against the fort. This attack is led by an Orc Bravo, (superstrong) AI Barbarian.

The player will have to head from the fort to the Barbarian encampment to defeat the barbarian boss. This will need a 2nd copy of Northshire. At the end of the fort attack the player will be told to sleep and prepare for the attack on the barbarian camp. When he wakes up he will portal to the camp where the Duke's men will be attacking.

The player will have to find a way into the camp to confront Alger, defeating Alger will open a **Defeating the Shaman Boss will open the South portal back to Midshire where in Shirecross a sergeant will tell the player he must go back to Kington to speak again with Marfelin** Marfelin will tell the player that he has heard from the abbot of the monastery in Estshire and tells Norquist to go there. This conversation opens the eastern portal in Midshire.

In Estshire is the Sylvanian **monastery** hidden deep in the **Everhush Forest**. The player will have to find his way through the forest to the monastery.

Locations : logging camp, bandit camp, ambush, monastery, druids hut, ruins, Goblin mines

At the logging camp npc's will tell of bandits robbing travellers. ~~They will give directions to the monastery.~~ Whilst the player is there the camp will be attacked by Goblins from the mines under the Black Mountain. After the battle the logging boss will quest the player to kill the goblin king.

Completion of the quest will result in the logging boss giving directions to the monastery.

The player will be ambushed by bandits on his way to the monastery. The bandit leader in the ambush will be an Orc grunt, (strong) AI

The Monastery

Big town house with towers. Formal garden, kitchen garden, combat training area, monks, kitchen staff, abbot, cells, Chapel, norquist

At the monastery monks will try to talk the player out of disturbing Norquist, who is now raving in a cell. To get the key to the cell from the abbot the player will be quested to defeat the bandit leader and retrieve a special prayer book stolen from the abbot. The Abbot believes the prayers in this book may hold the power to cure Norquist.

The player must find the bandit camp and defeat the bandits. The bandit chief is a half-orc and has the Orc Boss AI. Completing the abbot's quest will reward the player with the key to Norquist's cell. The player will then have to defeat Norquist who will use the Samurai Boss AI. Norquist's loot is, of course a coin.

The player must then return to Midshire where Marfelin will be waiting at the Inn in Shirecross and return the coin to him.

Marfelin will say they must now return to Kington, activating a portal to The castle. A story board will be at the spawn point saying several months have passed and the kingdom is healing. The player will be directed to the Kings chamber. The Earls Grey and Norton will be there as well as the Physiker, the captain of the guards and Marfelin. The King appoints the player as new Kings Champion and awards him the medallion.