

Nowhen

Second town, day two optional questline.

Overall

Context:	This is a questline for the 2D RPG “Make Believe” and details an optional quest in the first town players can visit after the tutorial village. In this quest, players investigate the appearance of strange creatures called Angers that have infested a local orchard and, in doing so, learn more about the world, its inhabitants, and conflicts.
Step summary:	The player will need to make their way to Honey Ham farm, talk to Woop, clear out 3 Anger encounters, discover the body of Miss Honey Ham, and report the death back in town.
Story:	This questline introduces players to Angers and acts as an introduction to some of the darker themes.
Locations:	Honey Ham Farm, Road to HHF, HHF home, HHF silo, HHF barn, HHF orchard, Finn Wheatly’s Home.
Region/Town:	Nowhen, Honey Ham Farm
NPCs involved:	Jacoby, Woop, Miss Honey Ham, Finn Wheatly
Items involved:	Honey Ham Diary, shiny apple, a set of bandages, apples, bananas, pears, droop cubes, swarls

Item	Description
Honey Ham Diary	The honey ham diary will include a few recipes for foods players can make both in and out of game, some pages about MHH’s decline into their current condition, and evidence that MHH is usually very different from how they are now.
Shiny Apple	The Shiny Apple is a polished carving that can be sold for 25 Mons or given as a gift.
Bandages	Bandages act as a healing item that regains 20 HP.
Apples	A fruit that heals 5 HP.
Bananas	A fruit that heals 5 HP.
Pears	A fruit that heals 5 HP.
Droop	A type of fruit that decreases the chance of infection by 10%.

Cubes	Droop cubes look like purple fruits that start as cubes but soften into clumps as they ripen.
Swarls	Swarls heal party members for 50% of their health. They look like little red rocks covered in bumps, and the fruits are hearty, so they often end up in stews.

Questline Details

Honey Ham Farm (q1)

Summary:	Walk to Honey Ham farm, take in the scenery, and orient yourself in the world.
Dialogue:	If [Investigate] Jacoby: * A scarecrow of a scared crow. It sways in the breeze. *
When:	Days 2,3,4, and 5
Acquired:	Job Board
NPCs involved:	Jacoby (Scarecrow)
Items involved:	N/A
Rewards:	Honey Ham farm added to map, HHF entry one added.
Experience points:	200

Honey Ham Farm (q2)

Summary:	Arrive at HHF, explore the surrounding orchard, and interact with Woop.
Dialogue:	If [Speak] Woop, their dialogue will give players a general description of Angers and Miss Honey Ham.
When:	Days 2,3,4, and 5
Acquired:	Implied from q1
NPCs involved:	Woop (Tree)
Items involved:	N/A

Rewards: Angers added to monster codex, Miss Honey Ham entry one added, Woop entry one added.

Experience points: N/A

Honey Ham Farm (q3)

Summary: Past Woop are three areas players can enter, The Barn, The Silo, and The House. Each contains a pack of Angers that needs to be defeated to fully explore their respective areas.

Honey Ham Farm (q3a)

Summary: After defeating the Angers at the Barn's entrance, players will find Miss Honey Ham's body, which will prompt [Investigate], where players will learn MHH fell from the rafters and broke her leg.

Dialogue: If on Day 2 or 3, players can talk with MHH to learn more about what happened. If on Day 4 or 5, MHH has died and cannot be spoken with.

When: Days 2,3,4, and 5

Acquired: Implied from q2

NPCs involved: MHH

Items involved: N/A

Rewards: Miss Honey Ham entry two added {2,3}. Miss Honey Ham entry three added {4,5}.

Experience points: 500

Honey Ham Farm (q3b)

Summary: After defeating the Angers inside MHH's house players will have access to MHH's entire home. Looking around will reveal MHH's Diary and present players with the chance to steal some of her things.

Dialogue: N/A

When:	Days 2,3,4, and 5
Acquired:	Implied from q2
NPCs involved:	N/A
Items involved:	20 Mon, 1 shiny apple, 1 set of bandages.
Rewards:	MHH entry four added.
Experience points:	500

Honey Ham Farm (q3c)

Summary:	After defeating the Angers inside MHH's silo, players have access to the various fruits stored here. These can be sold, eaten to regain health, or given to NPC's.
Dialogue:	N/A
When:	Days 2,3,4, and 5
Acquired:	Implied from q2
NPCs involved:	N/A
Items involved:	3x Apple, 2x Banana, 4x Pear, 2x Droop Cube, 3x Swarl
Rewards:	HHF entry two added.
Experience points:	500

Honey Ham Farm (q4)

Summary:	Returning to town the player must find Finn Wheatley listed on the Job Board poster.
Dialogue:	N/A
When:	Days 2,3,4, and 5
Acquired:	Given to players when they accept the HHF q1.

NPCs involved:	N/A
Items involved:	N/A
Rewards:	N/A
Experience points:	N/A

Honey Ham Farm (q5)

Summary:	Players must talk to Finn, who will thank players for eliminating the Angers and direct them to Tobias if they mention MHH's condition.
Dialogue:	Finn will thank players for dealing with the Angers, talking like a nosy neighbor, and disregard any concern for MHH in favor of sending players to Tobias. They will be seen with a pastry.
When:	Days 2,3,4, and 5
Acquired:	Implied from q4
NPCs involved:	Finn Wheatly
Items involved:	N/A
Rewards:	Finn entry one added, 50 mons.
Experience points:	1,000

Restatement

The overall quest serves as one of several possible introductions to [Investigate], Angers, and dialogue. It also introduces Jacoby, Woop, MHH, and Finn while giving the player some hints as to the greater mystery of the town.

Glossary

Overall

Step Summary:	A quick explanation of what players need to do in the quest.
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Story:	What players get from the quest, story-wise.
Locations:	A list of the different in-game locations used in the quest.
Region/Town:	The general location of the quest.
NPCs involved:	Names of NPCs involved.
Items involved:	A description of each item in the quest.

Questline Details

Title (qx):	Title of the overall quest, then the number associated with the order of events.
Summary:	A summary of what players do.
Dialogue:	A quick summary of any possible dialogues.
When:	The days when a quest or section can be accessed.
Acquired:	How players know where to go.
NPCs involved:	Names of NPCs involved.
Items involved:	A description of each item in the quest.
Rewards:	Anything players gain from a quest that isn't picked up in-game.
Experience points:	The amount of XP players gain from completing a quest.

In-game Terms

Mons:	The in-game currency.
Anger:	Angers are sentient balls of hate and aggression that form when excess negative emotions are left to ferment in the air. Once created, Angers seek out further negative emotions to feed from, and in their larger forms, can be rather dangerous.
Investigate:	[Investigate] is when the player moves from the 2D RPG style to enter flat

point-and-click zones that can reveal clues.

Entries: As players make story progress and meet NPCs, information will be added to a journal. The information gained goes in a distinct entry for the player to access later.

Codex: A list of enemies, which will fill out as players fight new creatures. If players fight the same creature enough times, additional information will be added.