

Quest Chain: The Mothman Conspiracy

This Document details a quest chain written for Cyberpunk 2077 in which the player meets an enemy netrunner and has to find them to stop them from tormenting them.

Hook:

A mysterious figure known as Mothman has started targeting V after a fateful encounter they had with two members of Mothman's crew.

Story Summary:

After the player completes a gig by taking out two hired mercs, the merc's partner Mothman, takes an interest in taking the player down. They are taken to several locations by Mothman, before the player figures out the actual location of Mothman and confronts them and the player has to decide whether Mothman lives or dies.

Locations Involved: 5 (Abandoned auto shop, abandoned warehouse, The Afterlife, Abandoned Server Farm, Mothman's House.)

Regions Involved: Westbrook, Pacifica, Watson, Badlands

NPCs Involved: 4 (Johnny Silverhand, Nix, Mothman, Will Paschke.)

Quest Nr. 1: Wet Willy

Summary:

Will Pashke has been kidnapped by the Scavs, and V must save him before he is scrapped for parts.

Description:

The player must raid a small auto shop and save Will who is trapped in the basement, they have several ways to approach entering the area, and upon reaching the basement they will find Will being held prisoner by two mercs, who are killed either by the player or Will in a confrontation.

Level Range	15-20
Quest Type	Combat, Exploration
Unlock Condition	Completing "The Heist"
Closed Conditions	Escape with Will Pashke
Quest Giver	Wakako (Via Call)
NPCs Involved	Scavs (Enemy), Will (Ally)

Items Involved:

- None

Rewards:

- Experience: 5000 XP

Quest Nr. 2: Karma Police**Summary:**

V enters a warehouse, faced with puzzles to solve crafted by Mothman. Depending on V's chosen skill path (Body or Tech), different approaches are available to bypass the challenges.

Description:

V receives a call from Mothman directing them to go to an abandoned warehouse in Pacifica. Upon entering, V is faced with a puzzle to solve. Two optional paths are also available:

- **Body Path:** Break into the warehouse through a shuttered window, giving the player different dialogue and a different puzzle to solve
- **Tech Path:** Hack open a securely locked steel door, giving the player different dialogue and a different puzzle to solve

After completing the puzzle, V is knocked unconscious. They wake up in an empty warehouse with a **Datashard** left behind by Mothman, taunting them about their next encounter.

Level Range	15-20
Quest Type	Puzzle and exploration.
Unlock Condition	Completing the Quest Nr 1. Wet Willy
Closed Conditions	Complete the puzzle, obtain the Datashard.
Quest Giver	Mothman (via Call).
NPCs Involved	Mothman (Enemy), Johnny (NPC)

Items Involved:

- Datashard (Taunt from Mothman).

Rewards:

- Datashard (Key item for next quest).

- Experience: 5000 XP

Quest Nr. 3: Risk

Summary:

V takes the **Datashard** to Nix in the Afterlife, where they attempt to trace its origin. The quest advances the story as new leads are uncovered.

Description:

After obtaining the **Datashard** from the warehouse, V travels to the Afterlife to consult with **Nix**. Nix scans the shard and uncovers key information that points to Mothman's next steps and location. However, the analysis takes time, so V must wait a few in-game days before the next lead can be tracked.

Level Range	15-20
Quest Type	Interaction/Story-driven
Unlock Condition	Completion of Quest Nr. 2: Karma Police .
Closed Conditions	Wait for Nix to finish the analysis.
Quest Giver	Nix (NPC in the Afterlife).
NPCs Involved	Mothman (Enemy), Johnny (Ally)

Items Involved:

- Datashard (Scanned by Nix).

Rewards:

- Experience: 3000 XP

Quest Nr. 4: Holy wars... The Punishment Due

Summary:

V is tasked with traveling to where the data Mothman left them in Karma Police. The trail leads them to an abandoned server farm on the outskirts of the city, where they must navigate hostile drones, solve complex security puzzles, and face off against rogue AIs in cyberspace. With Nix's help, V has to trace Mothman's whereabouts and stop them.

Description:

Following the events of "Risk," V receives a call from Nix with an update on the location of Mothman's data origin, pinpointed somewhere in Heywood. V is instructed to meet him at a hidden, underground server farm on the eastern edge of the city. The server farm, a labyrinthine maze of old tech and abandoned machinery, is crawling with dangerous security systems, including drones and turrets designed to keep intruders at bay.

After bypassing the physical security and reaching the central terminal, V will jack into the Net. Inside, the familiar world of cyberspace becomes an unnerving landscape of glitching firewalls, fragmented data, and rogue AI entities. These AIs are remnants of the old Net, and V must survive their relentless attacks while Nix traces the data's origin.

The journey culminates in a heart-pounding race against time: the longer V stays inside the Net, the more dangerous it becomes. Once Nix has completed his analysis, V can extract the data, but not without some unexpected twists that lead directly into the next chapter of their pursuit of Mothman.

Level Range	20-25
Quest Type	Combat, Exploration
Unlock Condition	Completion of Quest Nr. 3: Risk
Closed Conditions	Survive the Net, extract data, leave the server farm
Quest Giver	Nix (via phone call)
NPCs Involved	Nix (Ally), Mothman (Enemy)

Items Involved:

- *Encrypted Data* (Leads to next quest)

Rewards:

- *Encrypted Data* (Key item for the next quest)
- *Experience*: 5000 XP

Quest Nr. 5: Nobody

Summary:

The trail from the encrypted data leads V directly to Mothman's hideout, a secluded house in Heywood. This quest is short but offers the player a chance to explore Mothman's personal space, learn more about his backstory, and confront him face-to-face.

Description:

With the encrypted data obtained from the server farm, V follows the trail to Mothman's hideout—an old house located in the quiet district of Heywood. The house is sparse, with minimal decoration. A heavy door that leads into Mothman's main room proves difficult to

unlock, but eventually, V gains access. Inside, V discovers a large computer at the center of the room, its presence stark and eerie against the otherwise empty space.

Mothman speaks through the computer, welcoming V to his lair. He admits it was only a matter of time before V found him. A confrontation with Mothman can go in several directions. If V has followed the tech path in *Karma Police*, there is an opportunity to talk Mothman down from his plans. If not, the encounter will inevitably lead to a fight, with no way to avoid the deadly conflict.

During the confrontation, Mothman reveals his tragic backstory: he was once human, but in his obsession with the Net, he experimented with uploading his consciousness onto a computer. This act has left him physically and mentally fractured, unsure if he even exists anymore in any meaningful way. Mothman expresses regret over his decision and pleads with V to destroy what's left of him, ending his suffering.

Level Range	20-25
Quest Type	Dialogue, Exploration
Unlock Condition	Completion of Quest Nr. 4: Holy wars... The Punishment Due
Closed Conditions	Confront Mothman, decide to either spare him or kill him
Quest Giver	Nix
NPCs Involved	Mothman (Enemy) Johnny (Ally)

Items Involved:

- None

Rewards:

- Experience: 5000 XP
- Optional Reward (if Mothman is spared): *Mothman's Data Logs* (reveals deeper secrets about Mothman's actions and more context for future quests)

Glossary of Terms

- **Concept Part**
 - o **Hook:** Mothman's psychological traps challenge V to confront their past while advancing the plot.

- o **Number of Quests:** 4
- o **Story Summary:** V faces Mothman's traps and confronts their past actions through a series of escalating challenges. The quest chain leads to a major confrontation or new chapter in the story.
- o **Special Content:** Personalized traps tailored to Vs past choices create an emotional and intense gameplay experience.
- o **Locations Involved:** The warehouse, the Afterlife, and Mothman's hideout (future locations as unlocked).
- o **Factions:** Mothman (Antagonist), V (Player).
- o **NPCs Involved:** Mothman, Nix.
- o **Items Involved:**
 - ♣ **Datashard** (Key item for story progression).
 - ♣ **Venom-X Smart Pistol**
- o **Background:** Mothman seeks revenge for the destruction of his mercenary team, using Vs past actions as psychological weapons.
- **Quest Chart:**

The quest flow is as follows:

 - o **Wet Willy** – Break in, save Will, get out.
 - o **Karma Police** – Enter warehouse, bypass traps, obtain the Datashard.
 - o **Risk** - Take the Datashard to Nix for analysis.
 - o **Holy Wars... The Punishment Due** – Investigate the datashard, find Mothman.
 - o **Nobody** - Confront Mothman.