Side Quests (First Draft)

Quest Types: Magic, Warrior, Normal.

Relevance: Low, Medium, High.

1. **The Crazy Wizard – Quest Type: Magic – Relevance: Low**

#1 A strange man wearing a ragged cloak stops you in the road. He looks a bit insane, and says to you: “You look powerful my friend. I am the legendary mage Derius and have a challenge for someone like you!” (Options: Accept the Challenge or Ignore him and throw him a coin while yelling him “Go buy you some clothes you beggar”).

#2 Accept the Challenge → Derius walks you to a small cave. Once inside he says: “I will transform you into a mushroom, if with your force of will you can stop me I will give you my own Staff, perfect for making the most incredible magic!” (Options: “Okay let’s do it!” or “Are you out of your mind?”).

#2 Ignore the man and throw him a coin while yelling → You leave, lose a tiny bit amount of Gold. END of QUEST

#3 “Let’s Do It!” → The Wizard automatically transforms you into a mushroom, cooks and eats you = GAMEOVER

#3 “Are you out of your mind?” → You Attack the Wizard and kill him (Result: Lose some Hp but you sack the mage’s lair, obtaining some Gold and a Spells book or a magic weapon, to be decided). Once you return to the town the people see your treasures and celebrate the evil wizard has died. Karma goes up. END of QUEST.

**Suggested Location: Forest or Field, Town.**

**The King of Beer – Quest Type: Normal – Relevance: Low**

#1 You arrive at the center of the town (or the Castle) and hear people yelling. Once you approach the noise, you see a long table in the middle of the street and a man in top of it. The World’s Drinking Beer Contest has started! He asks you if you would like to participate (Options: Of Course! I can defeat anyone in a drinking contest! Or You politely decline).

#2 Of Course! → Pay the Entrance (Lose some Gold) → The Contest Begins! (Options: Drink as fast as you can or You take it easy, enjoying the drinks with a smile in your lips).

#2 You Decline participating → The man looks at you and says out loud: “Well, it seems we don’t have a man right here but a chicken! Go runs with your hens then! (Options: What you just said to me? Or Okay it’s on! You are paying for my entrance though!)

#3 Drink as fast as you can → You pass out after a few drinks, lose the contest and when you wake up you realize you have been robbed = Lost of Gold, END of QUEST.

#3 You take it easy → Contestants start to pass out, you manage to keep on drinking and end up as a winner = Win some Gold and a nice Item or Weapon, END of QUEST.

#3 What you just said to me? → You hit the contest announcer with a beer mug, and start a brawl in the middle of the street = Lose some Hp, Karma goes down, END of QUEST.

3# Okay it’s on! → You get into the contest but for free, same options as if you would have agreed at first (the contest begins!).

**Suggested Location: Town, City Capital.**

**A new Ally? – Quest Type: Normal – Relevance: Medium**

#1 You see some tracks on the road. They seem to go throw the forest. You realize there are some Apple trees nearby. (Options: Get some apples and follow the tracks or Ignore the tracks and start taking as many food as you can).

#2 Follow the tracks → You see they go deeper into the forest, and found a nice creek full with shiny insects. (Options: Keep following the tracks or Stop there and explore a bit longer).

#2 The farmer that owns this land sees you stealing from him and comes yelling at you (Options: Run with what you already have or Stay and try to explain yourself).

#3 Keep following the tracks → You find a wild horse that has a leg stuck between two fallen trees (Options: Try to calm him down with an apple or Try to set him free)

#3 Stop there and Explore → You see that what you thought were insects are in fact small magic fairies. (Options: You leave from where you came or try to give them a food offering)

#3 Run with what you already have → You escape with some apples = Acquired items (food=health recovery), Karma goes down, END of QUEST.

#3 Stay and Explain Yourself → The angry farmer realizes you didn’t know and forgets you, he lets you go with some apples as an apology. You Acquire few Items (less than if you run) and Karma goes Up, END of QUEST.

#4 Try to calm him down → the horse eats the apple and relaxes, allowing you to take out the leg that got stuck. You have a horse now! Horse unlocked, END of QUEST.

#4 Try to set him free → You reach for the leg, the horse gets scared and hits you when you are near. Loss of HP, even maybe death, END of QUEST.

#4 You leave from where you came → Fairies get offended and attack you all at once = GAMEOVER.

#4 Try to give them a food offering → Fairies get happy for it, healing you completely and giving you a nice heal potion (thanks Zelda). HP Full recover, Strong HP potion reward, END of QUEST.

**Suggested Location: Fields, Forest (maybe wilderness as well)**

**Bard’s Song – Quest Type: Normal – Relevance: Low**

#1 Walking around the woods, you start hearing a melodic sound and a voice singing. (Options: Follow the Music or Ignore it and keep on your way).

#2 Follow the Music → You find a Bard playing apparently by himself. He sees you and says: ‘Did you enjoy this song I just created?’ (Options: Yes, it was awesome! or Not really into my style).

#2 Ignore it and keep on your way (Options: Inside another Quest → END of QUEST or If normal → Somebody throws a rock at your head. When you turn back, you see some kind of bard getting out of the woods looking angry).

#3 Yes, it was awesome! → The Bard gets excited and wants you to listen to his next one (Options: You keep listening or You say to him ‘I would love to, but I forgot I left my horse back in the village and need to take care of it’).

#3 Not really into my style → The Bard doesn’t look pleased. He thanks you for your honest opinion and wish you farewell. END of QUEST.

#3 Somebody throws a rock at your head (Options: Take out your sword (of you have one) and ram it through his chest or Demand him to explain himself).

#4 Take out your sword → The Bard drops dead at the spot, your sword in the middle of his chest. (Options: You look at the body to see what you can get from it or You move the body outside the main road an leave).

#4 Demand him to explain himself → He stops where he is, and realizes he was acting crazy. He mumbles an apology and offers you a small gift to compensate the trouble. You get an item (whatever we have that can be related to music), END of QUEST.

#5 You look at the body → You check what the man was carrying. You obtain more items than #4 but also you lose some Good Karma), END of QUEST.

#5 You move the body → You leave the road, no benefit from it. Loss of some Good Karma. END of QUEST.

#5 You keep listening →

#5 I would love to, but… → He stops

**Suggested Location: Forest (Idea: Make it trigger in the middle of another side quest in the same location).**

**It’s a Trap! – Quest Type: Warrior – Relevance: Low**

#1 You see an old road that crosses the fields to an old farm, once you get closer you can see some smoke getting out from the window. (Options: Rush Inside to help or Ignore the fire and check the surroundings).

#2 Rush Inside to help → The fire seems to leave from a side room. You see a young woman lying in the floor. (Options: Get the girl out right now! or Go see if you can stop the fire in the other room).

#2 Ignore the fire and check the surroundings → Besides the main building, you see a barn to your right. (Options: Try to open the barn or Go to the back of the house).

#3 Get the girl out right now! → You leave the house safely with the girl in your arms. She thanks you but yells that her house is going to burn down and if you can do anything about it. (Options: You can see the house can’t be saved so you tell her no and offer her to go to the closest town. She sees the truth in it and accepts it. You receive good karma from your actions (and maybe a follower or a romance too), END of QUEST or You try to get in again to see if the fire can be put down).

#3 Go see if you can stop the fire in the other room → The

**Suggested Location: Fields, Forest.**

**Goin’ Huntin’ – Quest Type:**

#1 You are walking nearby

**Suggested Location:**

**A Lady In Distress – Quest Type:**

#1 You are walking nearby

**Suggested Location:**

**Dangerous Beauty – Quest Type:**

#1 You are walking nearby

**Suggested Location:**

**Mysterious Vagabond – Quest Type:**

#1 You are walking nearby

**Suggested Location:**

**The Arc of the Covenant – Quest Type:**

#1 You see some tracks on the road. They seem to

**Suggested Location:**