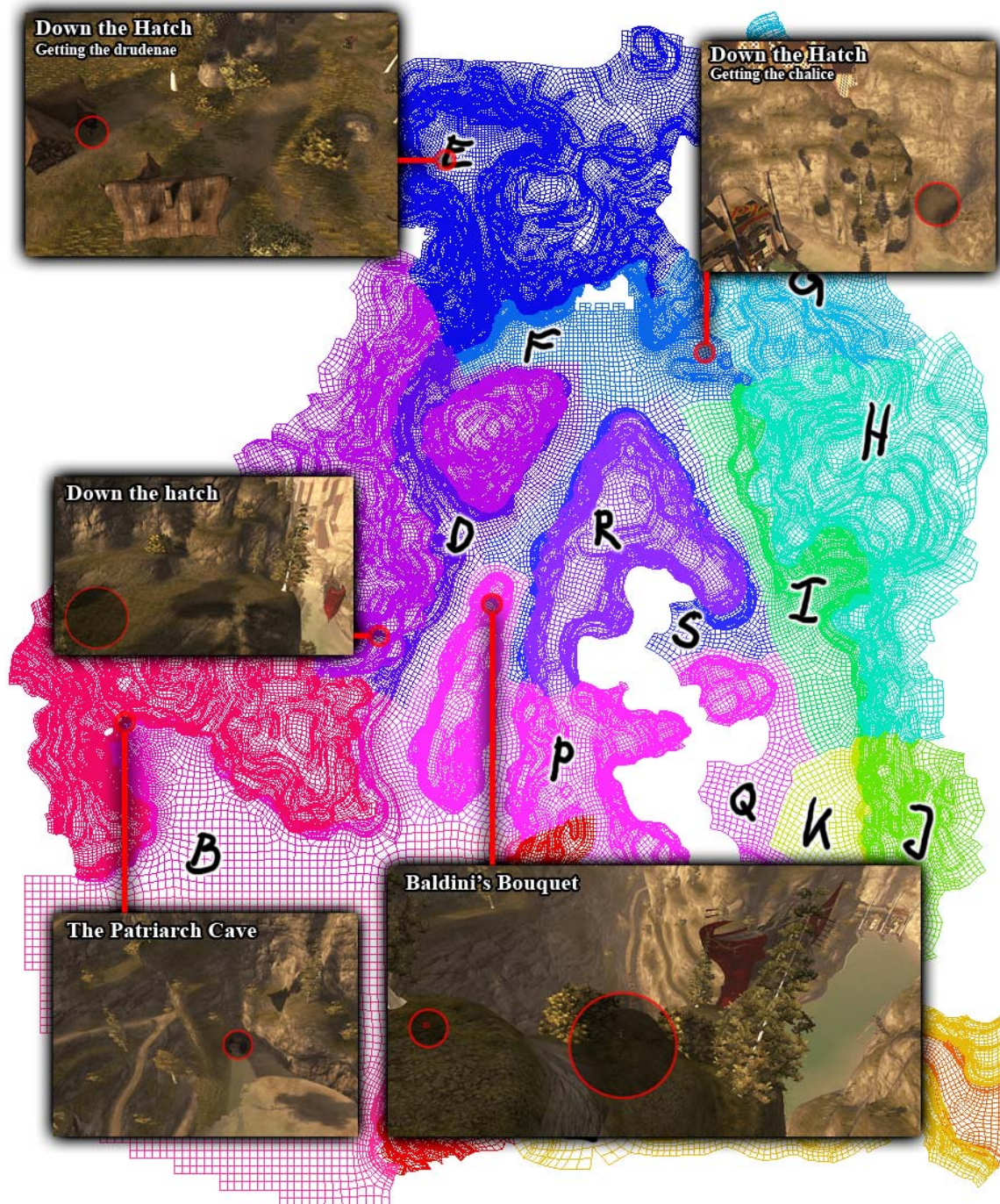


Dragon Zone quests  
Tutorial  
BV boosters doc



Quest 1  
Baldini's Bouquet

Solution A

### Sequence

- Go to the ghost of Baldini
- Talk to him about the flower he plucked
- Get the Baldini's bouquet quest
- Go to Archie his grandson in Aleroth
- Give him the Baldini's flower

### Dialog changes

- He'll treat you more respectful when you come around

### Consequences/Rewards

- Archie will give you a special perfume he made
- A follow up quest is available at the sewer cleaner

### **Quest 2**

#### **Pass the smell test**

#### **Solution A**

### Sequence

- Go to the sewer cleaner
- Ask him to let you in
- He'll refuse because he's ashamed of the smell in his house
- Give him the perfume you got from Archie

### Dialog changes

- He's very humble and he's ashamed of his job as the sewer cleaner
- After you give him the perfume he'll be more confident

### Consequences/Rewards

- The sewer cleaner will give you the skull key of the sewers
- A follow up quest could possibly rise from the new found confidence of the sewer cleaner

### **Quest 3**

#### **Down the hatch**

#### **Part 1 (getting the chalice)**

#### **Solution A**

### Sequence

- Go to the savage community
- Talk to Jedediah
- Get the down the hatch quest
- Go to dragon knight training ground
- Talk to Tilion
- Reveal you are a dragon knight
- Kill all the dragon slayers
- Take the chalice

### Dialog changes

- The Savages love you and see you as their redeemer
- The Dragon knights love you because you are the son of Arben
- After you reveal yourself the dragon knights will hurl insults at you

### Consequences/Rewards

- You complete one part of the Down the hatch quest

## **Solution B**

### Sequence

- Go to the savage community
- Talk to Jedediah
- Get the down the hatch quest
- Go to dragon knight training ground
- Talk to Tilion
- Tell him you will trade the chalice for Arben's sword
- Tilion agrees
- Take the chalice

### Dialog changes

- The Savages love you and see you as their redeemer
- The Dragon knights love you because you are the son of Arben
- After you reveal yourself the dragon knights will hurl insults at you

### Consequences/Rewards

- You complete one part of the Down the hatch quest

## **Solution C**

### Sequence

- Go to the savage community
- Talk to Jedediah
- Get the down the hatch quest
- Go to dragon knight training ground
- Talk to Tilion
- Mindread Tilion and find out that the rookies treat the chalice with disrespect
- Tell him you will take the chalice to Arben's tomb
- He will agree and give it to you
- Take the chalice

### Dialog changes

- The Savages love you and see you as their redeemer
- The Dragon knights love you because you are the son of Arben
- After you reveal yourself the dragon knights will hurl insults at you

### Consequences/Rewards

- You complete one part of the Down the hatch quest

## **Part 2 (getting the drudenae)**

### **Solution A**

### Sequence

- Go to the savage community
- Talk to Jedediah
- Get the down the hatch quest
- Go to high hall
- Kill the trolls
- Talk to Nicholas
- Ask him if he has something more special
- Buy drudenae

### Dialog changes

- The Savages love you and see you as their redeemer
- The people of high hall will have a lot of respect for you
- Once you ask the trader for drudenae he will act sneaky and dodgy

### Consequences/Rewards

You complete one part of the Down the hatch quest

## **Solution B**

### Sequence

- Go to the savage community
- Talk to Jedediah
- Get the down the hatch quest
- Go to high hall
- Kill the trolls
- Talk to Nicholas
- Ask him if he has something more special
- Ask him more about drudenae
- Go to his house
- Find the key to his cellar
- Go trough his cellar/cave
- Get drudenae

### Dialog changes

- The Savages love you and see you as their redeemer
- The people of high hall will have a lot of respect for you
- Once you ask the trader for drudenae he will axt sneaky and dodgy

### Consequences/Rewards

You complete one part of the Down the hatch quest

## **Solution C**

### Sequence

- Go to the savage community
- Talk to Jedediah
- Get the down the hatch quest
- Go to high hall
- Kill the trolls
- Talk to Nicholas
- Ask him if he has something more special
- Ask him more about drudenae
- Mindread him
- Go to his house
- Find the key to his cellar
- Go trough his cellar/cave
- Get drudenae

### Dialog changes

- The Savages love you and see you as their redeemer
- The people of high hall will have a lot of respect for you
- Once you ask the trader for drudenae he will act sneaky and dodgy

#### Consequences/Rewards

You complete one part of the Down the hatch quest

### **Quest 4**

#### **Lair of the Patriarch**

**Location: the hidden cave underneath the first waterfall in the Dragon Zone**

#### **The seed room**

#### Sequence

- Go to the hidden cave underneath the first waterfall in Dragon Zone
- Go to the seed door (catacomb door on a Maxos tile?)
- Talk to the dragon statues and get the four seeds quest
- Every dragon statue tells you what seed they require (every statue has a different dialog)
- Go to ledge A to collect seed A
- Go to ledge B to collect seed B
- Go to ledge C to collect seed C
- Head back to the seed door
- Feed the four golden dragons the seeds (every time you feed them an effect appears on them)
- The door opens

#### Dialog changes

- The dragons aren't very sociable

#### Consequences/Rewards

- You can pass to the next room

### **Tree A**

#### Sequence

- Go to Tree A
- Talk to it

- Get the save me from these wyvern quest
- Kill the three powerful wyvern
- Talk to the tree
- Get the seed
- Go back to the Patriarch cave
- Feed the seed to the dragon

#### Dialog changes

- The tree is happy with what you have done

#### Consequences/Rewards

- You get the seed



Figure 1: Tree\_A

#### **Tree B**

#### Sequence

- Go to Tree B
- Talk to it
- Get the save me from this froblin quest
- Kill the powerful froblin
- Talk to the tree
- Get the seed
- Go back to the Patriarch cave



- Feed the seed to the dragon

#### Dialog changes

- The tree is happy with what you have done

#### Consequences/Rewards

- You get the seed



Figure 2: Tree\_B

### **Tree C**

#### Sequence

- Go to Tree C
- Talk to it
- Solve the riddle
- Get the seed
- Go back to the Patriarch cave
- Feed the seed to the dragon

#### Dialog changes

- The tree is happy with what you have done



### Consequences/Rewards

- You get the seed



Figure 3: Tree\_C

### **The Dragon elf sequence**

#### Sequence

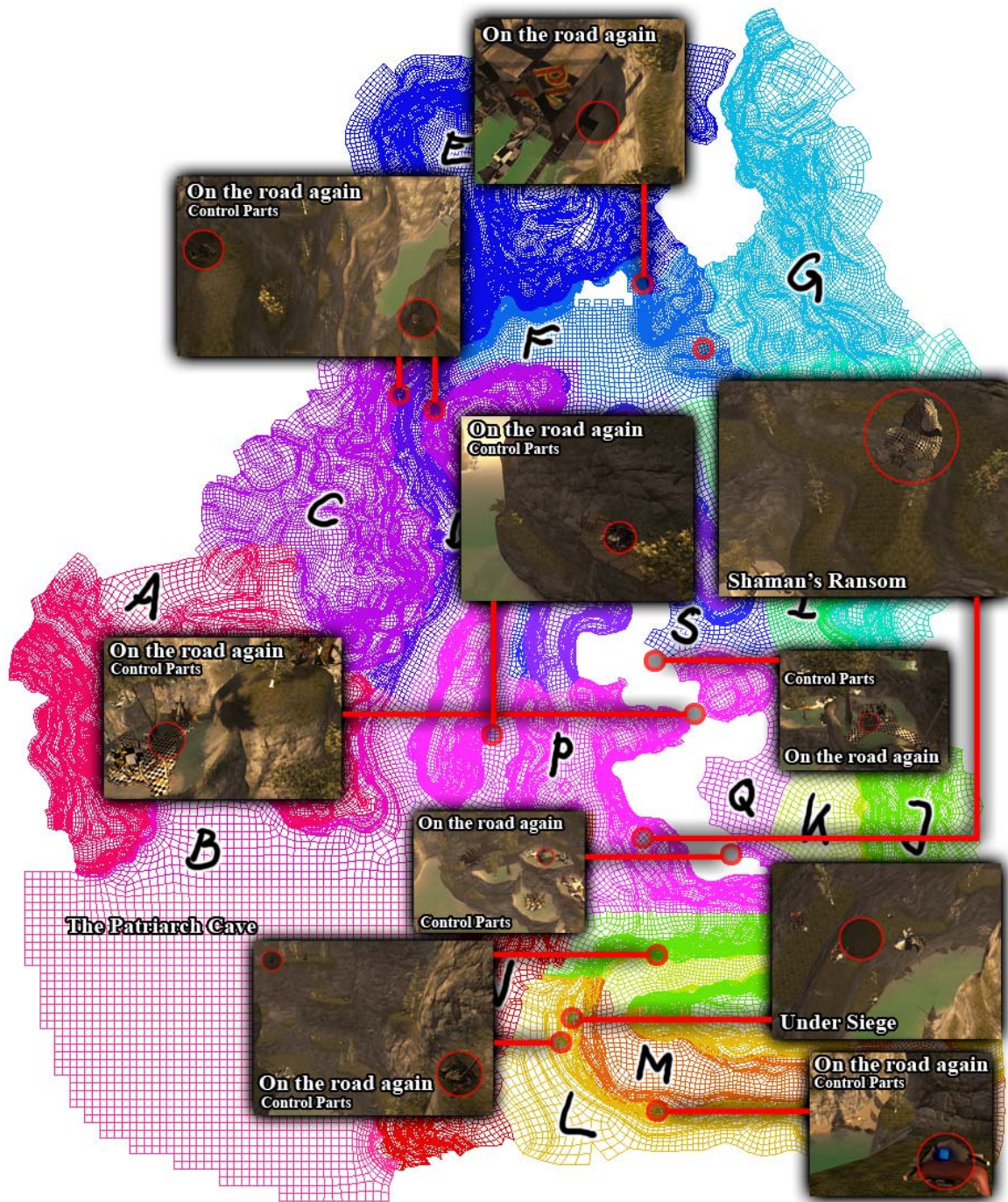
- Kill the dragon elves
- Head to the entrance of the big room
- Talk to the Patriarch

#### Dialog changes

- The Patriarch is surprised that you've reached him

### Consequences/Rewards

- You get the location of the land of the dead



## Quest 5 Under siege

*Note: Zeppelin master page gives you this quest as well, he tells you that scouts reported that the zeppelin and its crew were under attack. He'll ask for your help concerning the retrieval of the zeppelin and its crew. You will have to report back to him if you have any news of the crew or the zeppelin.*

## **Solution A**

### Sequence

- Go to the goblin village and fly through towards the flying fortress
- On a plateau between the flying fortress and the goblin village is a grounded zeppelin
- Go to the zeppelin and rescue the crew from being attacked by wyvern
- Once you've protected them the commander waves at you and the crew salute as a gesture of gratitude
- They get in the zeppelin and fly towards the Champion fortress
- Go to lieutenant Northwood and tell him that the zeppelin crew has been saved
- Tell him you became a dragon and saved the crew members

### Dialog changes

- The commander of the grounded zeppelin will spread word of the dragon that saved them

### Consequences/Rewards

- Lieutenant Northwood will commend the dragon and give you a follow up quest "castles in the air" **TBD The castles in the air sidequest no longer exists**
- The crew will be saved

## **Solution B**

### Sequence

- Go to the goblin village and fly through towards the flying fortress
- On a plateau between the flying fortress and the goblin village is a grounded zeppelin
- Go to the zeppelin and rescue the crew from being attacked by wyvern
- Once you've protected them the commander waves at you and the crew salute as a gesture of gratitude
- They get in the zeppelin and fly towards the Champion fortress
- Go to lieutenant Northwood and tell him that the zeppelin crew has been saved
- Tell him you also saw the amazing dragon and suspect he's a dragon knight

### Dialog changes

- The commander of the grounded zeppelin will spread word of the dragon that saved them

### Consequences/Rewards

- Lieutenant Northwood will commend the dragon and ask you to retrieve the identity of the dragon knight
- The crew will be saved

### **Quest 6**

#### **On the road again**

#### **Solution A**

#### Sequence

- Go to the Zeppelin Master Paige
- Talk to him and get the “On the road again” quest
- Get the magical compass on one of the ledges
- Get the special rudder on one of the ledges
- Get the special pilot goggles
- Return to Zeppelin Master Page
- Give him the parts
- A camera shot will show the zeppelin take off to fly towards Broken Valley

*Note: The objects are all located inside wyvern nests. There is three pieces of each component scattered across the Dragon Zone. Every grounded zeppelin needs one of each control part to take off.*

#### Dialog changes

- Zeppelin master page will start wondering how the hell you got the parts

### Consequences/Rewards

- The zeppelins you repair will take off and head out to a sub-region, the sub region they land in will have something different about it. For instance merchants with better armor
- Page will reward you for your effort
- If you happen to complete the “under siege” quest the zeppelins will not open fire on you

### **Quest 7**

#### **A Shaman’s Ransom**

#### **Solution A**

#### Sequence

- Go to Commander Ferguson
- Talk to him and get the “Shaman’s ransom” quest
- Destroy the goblin village
- Breach Svadilfari’s cave
- Get in and destroy him
- Once you’ve cleared them out return to Commander Fergusson to inform him

#### Dialog changes

- Fergusson will want to know how you got to him.

#### Consequences/Rewards

- You get the bounty that’s on Svadilfari’s head.

### **Solution B**

#### Sequence

- Go to Commander Ferguson
- Talk to him and get the “Shaman’s ransom” quest
- Destroy the goblin village
- Breach Svadilfari’s cave
- Get in and talk to Svadilfari
- Svadilfari will not only offer you great riches but he will also offer you a set piece of an important armor in the game
- Get the take out Fergusson quest from him
- He will ask you for Ferguson’s ring as proof of the kill
- He will give you a poisoned head of a froblin to pose as his own decapitated head
- Give Ferguson the fake Svadilfari head
- Fergusson passes out from the poison in the head
- Go back to Svadilfari with Ferguson’s ring

#### Dialog changes

- Fergusson will want to know how you got to him.
- The people still alive in the camp will find it peculiar that he died because of you

#### Consequences/Rewards

- You get the bounty that Svadilfari offered you.
- You give the ring to Svadilfari



## **Solution C**

### Sequence

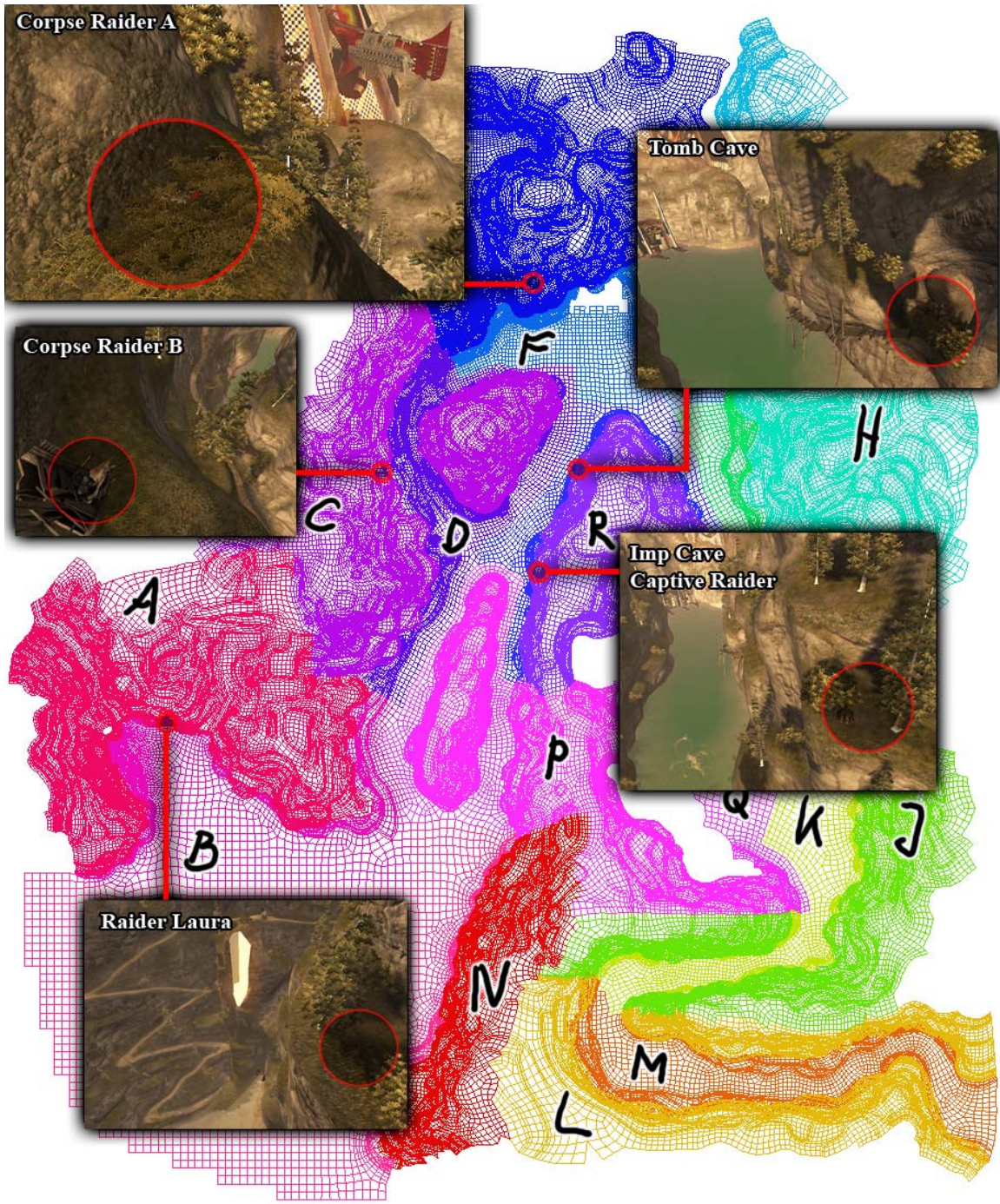
- Go to Commander Ferguson
- Talk to him and get the “Shaman’s ransom” quest
- Destroy the goblin village
- Breach Svadilfari’s cave
- Get in and talk to Svadilfari
- Svadilfari will not only offer you great riches but he will also offer you a set piece of an important armor in the game
- Get the take out Fergusson quest from him
- He will ask you for Ferguson’s ring as proof of the kill
- He will give you a poisoned head of a froblin to pose as his own decapitated head
- Give Ferguson the fake Svadilfari head
- Fergusson passes out from the poison in the head
- Go back to Svadilfari with Ferguson’s ring
- Tell Svadilfari you want his head for your own leasure
- Svadilfari will become violent and you kill him

### Dialog changes

- Fergusson will want to know how you got to him.
- Svadilfari will become violent in his conversation

### Consequences/Rewards

- You get the bounty that Svadilfari offered you.
- You get to loot Svadilfari’s cave
- You give the ring to Svadilfari



## Quest 8 Grave Robbers

Solution A

Sequence



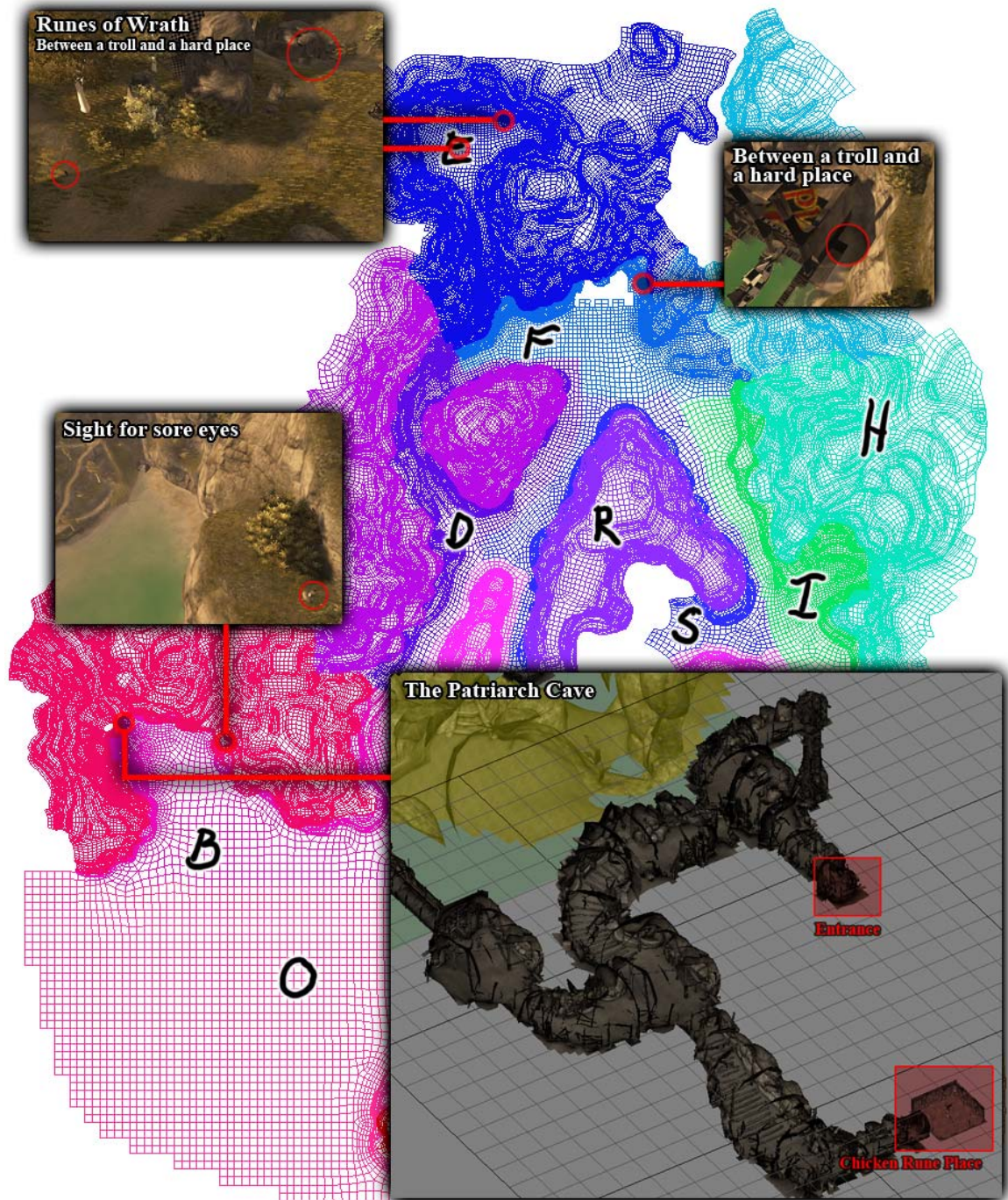
- Go find one of the two living tomb raiders or find one of the two dead tomb raiders
- Once you've found the notes and the sigils go to Laura
- Talk to Laura
- Go to the tomb cave
- Get in and Laura will read the note she found
- Arthur will have enough of the situation and leaves
- Laura will go after Jones

.

Dialog changes

Consequences/Rewards

- You get the follow up quest with Jones in Aleroth



### Quest 9

Sight for sore eyes

**Solution A**

### Sequence

- Go to Simeon
- Talk to him and get the “Sight for sore eyes” quest

- Go to High hall
- Talk to Beatrice
- Get the “Horror of high hall” quest
- Get the key to the cave that leads to the well
- Get in the cave and kill the demon
- Return to Beatrice to get your reward
- Take the malachite gems that Beatrice gave you to Simeon
- Simeon will thank you and give you a level up

#### Dialog changes

- The people in High hall will thank you for destroying the demon
- Simeon will love you

#### Consequences/Rewards

- Simeon will be able to see again
- You get a level up from Simeon

### **Quest 10**

#### **The horror of High Hall**

#### **Solution A**

##### Sequence

- Complete the Runes of wrath quest
- Talk to Beatrice
- Get the “Horror of high hall” quest
- Get the key to the cave that leads to the well
- Get in the cave and kill the demon
- Return to Beatrice to get your reward

##### Dialog changes

- The people in High hall will thank you for destroying the demon

##### Consequences/Rewards

- Beatrice will give you two malachite gems for killing the demon

#### **Solution B**

##### Sequence

- Complete the Runes of wrath quest

- Talk to Beatrice
- Get the “Horror of high hall” quest
- Mindread Beatrice
- Blackmail her
- Get the key to the cave that leads to the well
- Get in the cave and kill the demon
- Return to Beatrice to get your reward

#### Dialog changes

- Beatrice will feel guilty after you’ve read her mind
- The people in High hall will thank you for destroying the demon

#### Consequences/Rewards

- Beatrice will give you four malachite gems for killing the demon

### **Quest 11**

#### **Between a troll and a hard place**

#### **Solution A**

##### Sequence

- Go to Brutus
- Talk to Brutus
- Get the “Between a troll and a hard place” quest
- Go to High Hall
- Save the champions
- Return to Brutus to collect you reward

##### Dialog changes

- Brutus will be pleased with the champions surviving the battle

##### Consequences/Rewards

- Brutus will give you a nice reward

#### **Solution B**

##### Sequence

- Go to Brutus
- Talk to Brutus
- Get the “Between a troll and a hard place” quest

- Go to High Hall
- You fail to save the champions
- Return to Brutus to report the champions' death

#### Dialog changes

- Brutus will grieve their loss

#### Consequences/Rewards

- Brutus will give you the lesser reward

### **Quest 12**

#### **Runes of Wrath**

#### **Solution A**

#### Sequence

- Go to High hall
- Help the champions fight the trolls
- There are two trolls
- Once you've killed both trolls you can ask the champions to join you or you can go alone
- Inside Mundus' cave you have to take out a troll that has two runes (TBD)

*Note: He might not have runes on him but some other item you'll need to take down the barrier*

- Head to the elevator and remove the barrier (you do this with the item you got from the troll)
- Once you use the elevator to reach the next floor you can use a rune to remove the barrier (optional, you don't need to remove the barrier)
- Camera shot shows the two champions running in
- Talk to Mundus
- Tell him you will find the chicken rune
- Go to the Patriarch cave and find the secret lab
- AD shows the player that this rune is used to spawn chickens
- Go back to Mundus and tell him about the chicken rune
- He will thank you and the champions and reward you with something cool

#### Dialog changes

- Champions will be grateful that you helped them defeat the trolls
- The people in High hall will love you from stopping this troll menace
- Mundus will be glad you helped him get chickens

### Consequences/Rewards

- Chickens will spawn from the portal that Mundus uses to spawn trolls
- Cool quest reward from Mundus
- Brutus rewards you when you go back to the harbor

*Note: The quest reward that Brutus gives you depends on the survival of the champions accompanying you. The more survive the better the reward.*

### **Solution B**

#### Sequence

- Go to High hall
- Help the champions fight the trolls
- There are two trolls
- Once you've killed both trolls you can ask the champions to join you or you can go alone
- Inside Mundus' cave you have to take out a troll that has two runes (TBD)

*Note: He might not have runes on him but some other item you'll need to take down the barrier*

- Head to the elevator and remove the barrier (you do this with the item you got from the troll)
- Once you use the elevator to reach the next floor you can use a rune to remove the barrier (optional, you don't need to remove the barrier)
- Camera shot shows the two champions running in
- Talk to Mundus
- Mindread him and blast the friend rune from the portal
- Mundus will now be killed by the trolls
- Fight the two epic trolls together with the champions
- The champions thank you for the help

#### Dialog changes

- Champions will be grateful that you helped them defeat Mundus
- The people in High hall will love you from stopping this troll menace

### Consequences/Rewards

- Loot Mundus' body
- Brutus rewards you when you go back to the harbor

*Note: The quest reward that Brutus gives you depends on the survival of the champions accompanying you. The more survive the better the reward.*

## **Solution C**

### Sequence

- Go to High hall
- Help the champions fight the trolls
- There are two trolls
- Once you've killed both trolls you can ask the champions to join you or you can go alone
- Inside Mundus' cave you have to take out a troll that has two runes (TBD)

*Note: He might not have runes on him but some other item you'll need to take down the barrier*

- Head to the elevator and remove the barrier (you do this with the item you got from the troll)
- Once you use the elevator to reach the next floor you can use a rune to remove the barrier (optional, you don't need to remove the barrier)
- Camera shot shows the two champions running in
- Talk to Mundus
- Mindread him and blast the friend rune from the portal
- Mundus will now be killed by the trolls
- Fight the two epic trolls together with the champions
- The champions die in battle
- Loot their bodies
- Go to Brutus to report their deaths

### Dialog changes

- Champions will be grateful that you helped them defeat Mundus
- The people in High hall will love you from stopping this troll menace

### Consequences/Rewards

- Loot Mundus' body
- Champions reward you when you go back to the harbor

*Note: The quest reward that Brutus gives you depends on the survival of the champions accompanying you. The more survive the better the reward.*

## **Solution D**

### Sequence



- Go to High hall
- Help the champions fight the trolls
- There are two trolls
- Once you've killed both trolls you can ask the champions to join you or you can go alone
- Inside Mundus' cave you have to take out a troll that has two runes (TBD)

*Note: He might not have runes on him but some other item you'll need to take down the barrier*

- Head to the elevator and remove the barrier (you do this with the item you got from the troll)
- Once you use the elevator to reach the next floor you can use a rune to remove the barrier (optional, you don't need to remove the barrier)
- Camera shot shows the two champions running in
- Talk to Mundus
- Tell him you will kill him
- Fight Mundus and the two epic trolls together with the champions
- The champions die in battle
- Loot their bodies
- Go to Brutus to report their deaths

#### Dialog changes

- Champions will be grateful that you helped them defeat Mundus
- The people in High hall will love you from stopping this troll menace

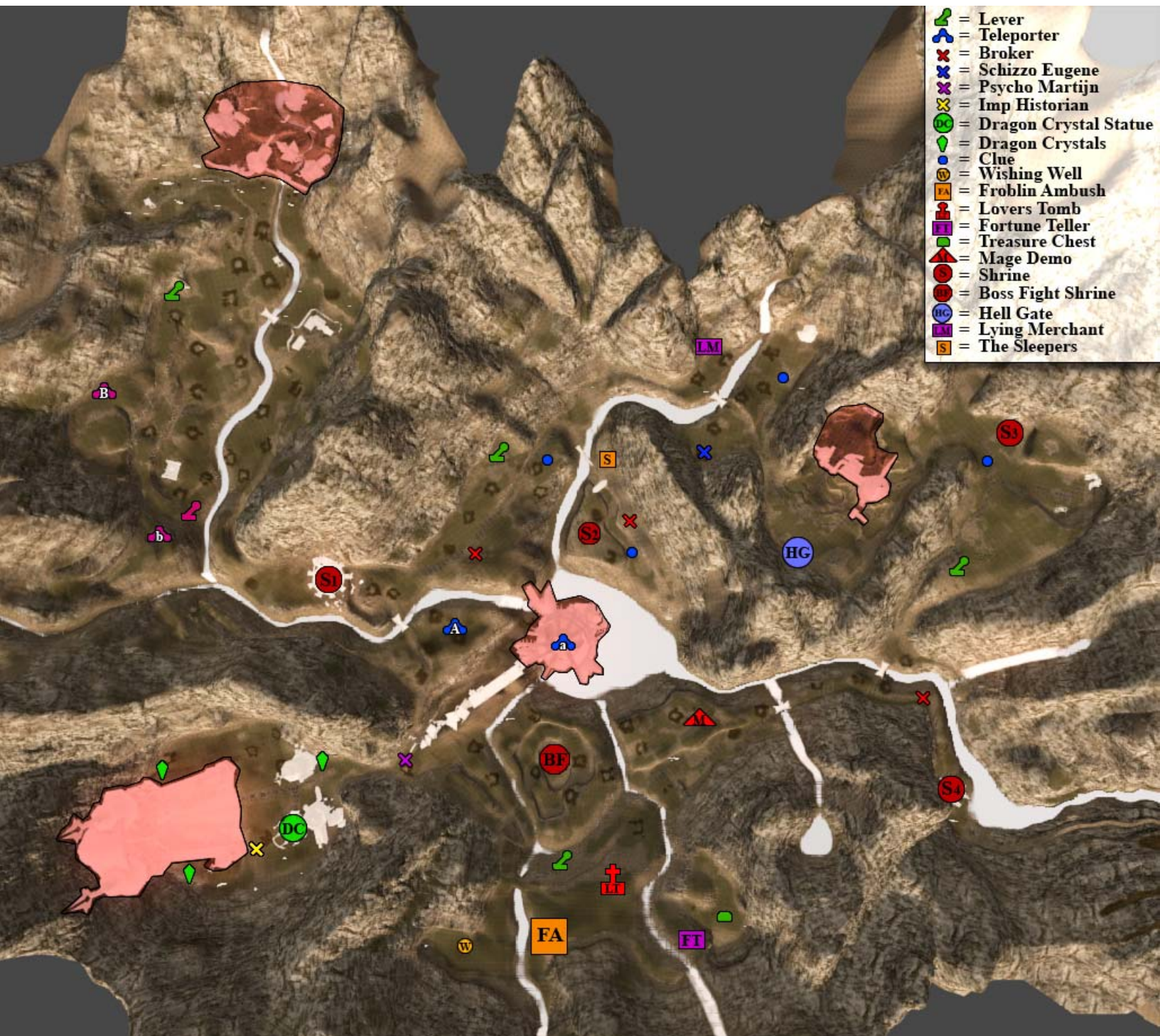
#### Consequences/Rewards

- Loot Mundus' body
- Champions reward you when you go back to the harbor

*Note: The quest reward that Brutus gives you depends on the survival of the champions accompanying you. The more survive the better the reward.*

## Design Planning Week 20

This week the main focus will be the boosters and polishing of BV. This doc consists of small boosters and a map of BV that indicates it.



## **Booster 1**

### **Lever pulling**

#### **Sequence**

- Pull the four levers (marked green on the map)
- Observe the camera shot that shows the appearance of the treasure chest (marked green on the map)
- Go find the treasure chest
- Open it and get a nice reward

#### **Consequences/Rewards**

- Once the four levers are pulled a camera switch shows the chest appearing somewhere in the level. The camera needs to be placed in a way that the player knows where the chest is
- The player gets a nice reward

## **Booster 2**

### **Elite Froblin**

#### **Sequence**

- Pull the lever (marked pink on the map)
- Observe the camera shot that shows the activation of a teleporter (marked pink on the map with a capital B)
- Step into the teleporter (get out at the pink teleporter with a lower case b)
- Fight a special elite Froblin
- Kill him and get a cool reward

#### **Consequences/Rewards**

- Pulling the lever will activate the teleport
- The elite froblin will have a nice piece of armor in his treasure chest

## **Booster 3**

### **Shrine time part 1**

#### **Sequence**

- Go to shrine one
- Step into the shrine
- Belegar will start a dialog and spawn three epic froblins
- Fight the spawned beasts inside the shrine
- Once they are defeated the barrier around the shrine drops (if this is possible)

#### Consequences/Rewards

- One of the five shrines is completed
- The player gets some XP
- If this is the last of the four shrines a camera shows the shrine that says BF and an effect shows that the shrine is activated (camera angle needs to be in a way that the player immediately recognizes the location)

#### **Booster 4**

##### **Shrine time part 2**

#### Sequence

- Go to shrine two
- Step into the shrine
- Belegar will start a dialog and spawn one small demon
- Fight the spawned beast inside the shrine
- Once he is defeated the barrier around the shrine drops (if this is possible)

#### Consequences/Rewards

- One of the five shrines is completed
- The player gets some XP
- If this is the last of the four shrines a camera shows the shrine that says BF and an effect shows that the shrine is activated (camera angle needs to be in a way that the player immediately recognizes the location)

#### **Booster 5**

##### **Shrine time part 3**

#### Sequence

- Go to shrine three
- Step into the shrine
- Belegar will start a dialog and spawn an undead
- Fight the spawned beast inside the shrine
- Once he is defeated the barrier around the shrine drops (if this is possible)

#### Consequences/Rewards

- One of the five shrines is completed
- The player gets some XP
- If this is the last of the four shrines a camera shows the shrine that says BF and an effect shows that the shrine is activated (camera angle needs to be in a way that the player immediately recognizes the location)

## **Booster 6**

### **Shrine time part 4**

#### **Sequence**

- Go to shrine four
- Step into the shrine
- Belegar will start a dialog and spawn a troll
- Fight the spawned beast
- Once he is defeated the barrier around the shrine drops (if this is possible)

#### **Consequences/Rewards**

- One of the five shrines is completed
- The player gets some XP
- If this is the last of the four shrines a camera shows the shrine that says BF and an effect shows that the shrine is activated (camera angle needs to be in a way that the player immediately recognizes the location)

## **Booster 6**

### **Shrine time part 5**

#### **Sequence**

- Go to shrine 1
- Step into the shrine
- Belegar will start a dialog with you
- Belegar will spawn the beasts you just fought in pairs
- Once he is defeated the barrier around the shrine drops (if this is possible)

#### **Consequences/Rewards**

- The last shrine is completed
- The player gets some XP
- The player gets an awesome weapon

## **Booster 7**

### **Lovers' tomb**

#### **Solution A**

#### **Sequence**

- Go to the Lovers tomb
- Click on it

- The dialog will tell you that there appears to be an empty necklace holder
- Go to the bottom of the Lovis tower to find the necklace next to someone's body
- Pick it up and return to the Lovers tomb
- Click on it
- The dialog option will allow you to place the necklace there
- A camera shot will show a treasure chest appearing behind the tomb

#### Consequences/Rewards

- The player gets some XP
- A treasure appears behind the tomb

### **Solution B**

#### Sequence

- Go to the Lovers tomb
- Click on it
- The dialog will tell you that there appears to be an empty necklace holder
- Go to the bottom of the Lovis tower to find the necklace next to someone's body
- Pick it up and wear it

#### Consequences/Rewards

- The player gets a buff and a de-buff at the same time
- A treasure appears behind the tomb

### **Booster 8**

#### **Fortune teller**

#### Sequence

- Go to the Fortune teller
- Talk to her
- Ask for your fortune to be told
- Pay her 50 gold pieces
- She tells you that you will encounter a white rabbit and that you have to follow it
- The rabbit

#### Consequences/Rewards

- The players health and mana will be replenished

## **Booster 9**

### **Dragon Crystal statue**

#### **Solution A**

##### Sequence

- Go to the Dragon Crystal statue
- Speak to the Imp historian
- Ask him about the statue
- Collect the three gems
- Click on the statue to insert the gems into it
- A treasure chest with gold will appear in front of the statue

##### Consequences/Rewards

- The player will get a lot of cash

#### **Solution B**

##### Sequence

- Go to the Dragon Crystal statue
- Speak to the Imp historian
- Ask him about the statue
- Collect the three gems

##### Consequences/Rewards

The player can keep the three gems

## **Booster 10**

### **Wishing Well**

##### Sequence

- Go to the Wishing Well
- Talk to it
- Give it gold
- It gives you something

##### Consequences/Rewards

- The players will get a reward depending on what he's willing to pay the well



## **Booster 10**

### **Hell Gate**

#### Sequence

- Go to the Hell Gate
- Touch the pedestal
- Defeat the spawned enemies
- Do this three more times till the boss appears
- Defeat the boss

#### Consequences/Rewards

- The player will get a huge amount of XP for defeating the boss

## **Booster 11**

### **Froblin Ambush**

#### Sequence

- Go to the Froblin Ambush place
- Get ambushed
- Kill all Froblins

#### Consequences/Rewards

- The player will get XP and loot

## **Booster 12**

### **Willy the Broker**

#### Sequence

- Go to the locations that are marked with a red X
- Talk to Willy
- Get swindled

#### Consequences/Rewards

- The player will loose money

*Note: Folo might need a remark in his dialog concerning Willy selling Folo's house to the player*

## **Booster 12**

### **Martijn the Psycho**

### Sequence

- Go to the location on the map marked with a purple X
- Talk to Martijn
- He will tell you he is soul forged with a chicken

### Consequences/Rewards

- The player can find the chicken and kill it, Martijn will die if he does that

## **Booster 13** **Mage demo**

### Sequence

- Go to the location on the map marked with a red triangle with an M on it
- Watch the Mage demo

### Consequences/Rewards

The player will have seen some cool skills

## **Booster 14** **The Sleepers**

### Sequence

- Go to the location on the map marked with an orange square with an S in it
- Talk to each sleeper
- Mind read them to find out what they need
- Wake Nightwinkel up by giving him an apple
- Wake Namdar up by giving him a health potion
- Wake Furly up by giving him beer

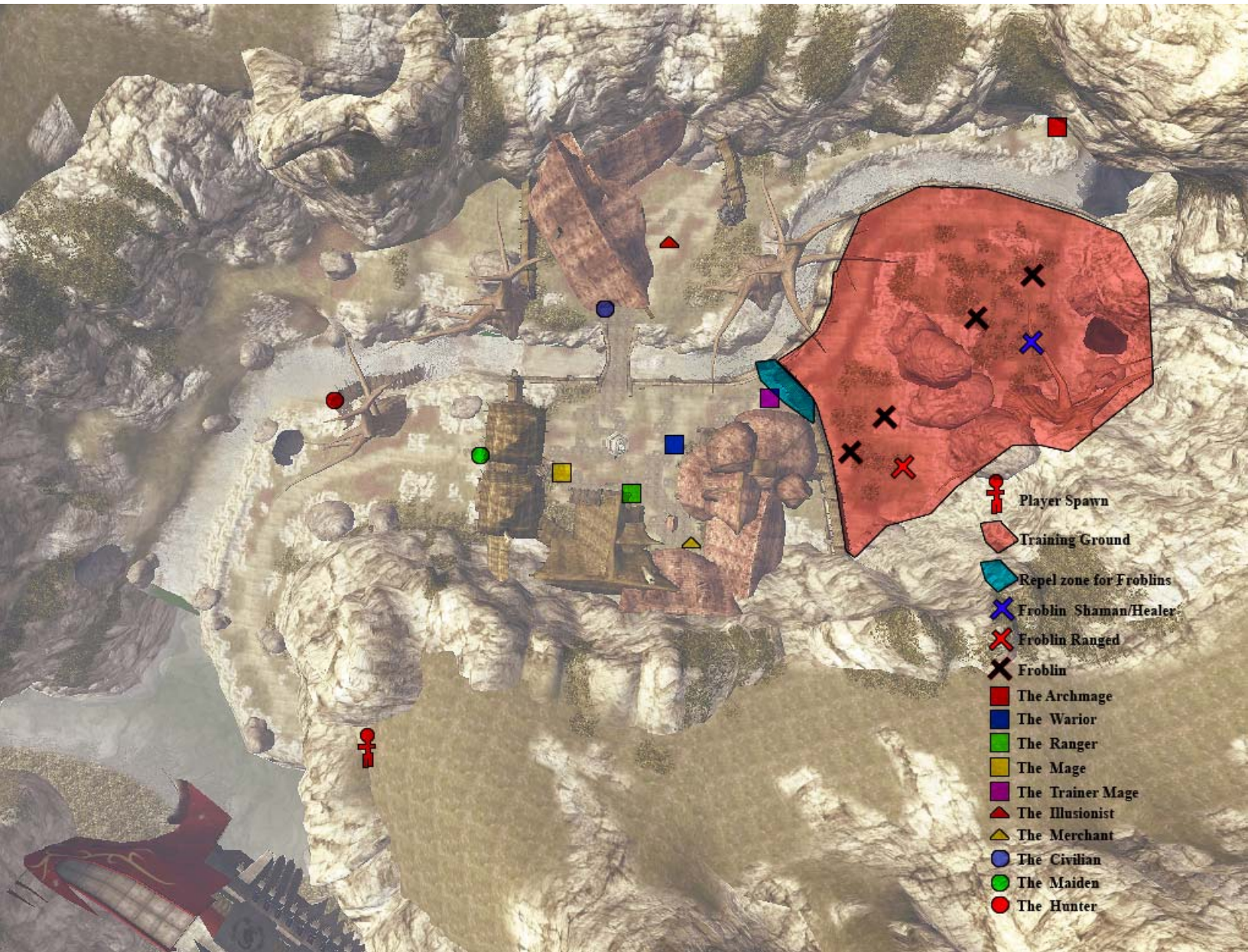
### Consequences/Rewards

The player will get XP and a reward for each sleeper

## Design Planning Week 20

### The tutorial

The player arrives at the zeppelin docking area, once he gets out Rhode tells him this village has the preparation team for their mission. Rookie dragon slayers arrive here to get prepped for the real thing. She gives you a bag of gold and you're off to the village.



Once you get into the village you can talk to the following npc's:

Rhode: She will tell you that she can't enter the village but that you need to go there to be initiated

Machowskii: He will tell you to go see the archmage at the waterfall. Until you do that the three trainers will tell you they can't teach you anything

The illusionist: He will help you change your appearance to protect your identity from being revealed. (Need the creature creation frame work of the necromancer platform for this)

The archmage: He will start your initiation by inserting dragon memories in your brain and giving you the slayers silver eyes.

The ranger: He will inform you of the ways of the ranger and the pros and cons. It's a combination of lore and practical information.

The swordsman: He will inform you of the ways of the warrior and the pros and cons. It's a combination of lore and practical information.

The mage: He will inform you of the ways of the mage and the pros and cons. It's a combination of lore and practical information.

The con-man: He will teach you the mind read skill.

## **Rhode**

### **Sequence**

- Rhode starts the game with a dialog
- She tells you that slayers can enter the village only once
- Your memory will be completely wiped
- You need to do this alone so go

### **Consequences/Rewards**

- The player will get a quest log entry to go to the village

## **Machowskii**

### **Sequence**

- When you approach Machowskii he will open a dialog with you
- He tells you to go to Morgana the archmage

### **Consequences/Rewards**

- The player will get a quest log entry to go to Morgana

### **The illusionist**

#### **Sequence**

- Go to the Illusionist
- Talk to him
- Change your appearance
- Pay him?

#### **Dialog changes**

- The illusionist is a kind person, he likes what he's doing

#### **Consequences/Rewards**

- Once you've spoken to the Illusionist your avatars appearance will change
- The player will loose money

### **The archmage**

#### **Sequence**

- Go to the archmage
- Talk to him
- He'll tell you about the initiation (the whole procedure with dragon memories etc.)
- Tell him you are ready to be initiated

*Note: The player will be moved to a trigger in front of the mage facing him. The mage starts doing some incantation animation and does a blast on the player. The screen will have all kinds of chaotic FX and overlays to illustrate the dragon memory infusion.*

- The mage wishes you luck and tells you about the side effects and your weakened state for some time after the initiation

#### **Consequences/Rewards**

- The player acquires the silver eyes
- The archmage tells you about the consequences of the initiation

### **The ranger**

### Sequence

- Go to the ranger and talk to him
- He'll tell you about the pros and cons of the ranger skill and the ranger way of playing
- Tell him you want to try it

*Note: The player will be moved to a trigger in front of the ranger facing him. The ranger starts doing some incantation animation and does a blast on the player.*

- If you want to try it out you can go to the trainer mage at the back of the village
- Go to the trainer mage and talk to her

*Note: The player will get the poison arrow skill and a bow*

### Consequences/Rewards

- The player is informed of the pros and cons of a ranger stat foundation
- The player gets to try out how it feels like to play a ranger

## **The swordsman**

### Sequence

- Go to the swordsman and talk to him
- He'll tell you about the pros and cons of warrior skills and the warrior way of playing
- Tell him you want to try it

*Note: The player will be moved to a trigger in front of the swordsman facing him. The swordsman starts doing some incantation animation and does a blast on the player.*

- If you want to try it out you can go to the trainer mage at the back of the village
- Go to the trainer mage and talk to him

*Note: The player will only get the whirlwind skill and a long sword to practice with*

### Consequences/Rewards

- The player is informed of the pros and cons of a warrior stat foundation
- The player gets to try out how it feels like to play a warrior

## **The magician**

### Sequence

- Go to the magician and talk to him
- He'll tell you about the pros and cons of mage skills and the mage way of playing
- Tell him you want to try it

*Note: The player will be moved to a trigger in front of the magician facing him. The magician starts doing some incantation animation and does a blast on the player.*

- If you want to try it out you can go to the trainer mage at the back of the village
- Go to the trainer mage and talk to him

*Note: The player will only get two mage active skills and a mace to practice with*

### Consequences/Rewards

- The player is informed of the pros and cons of a warrior stat foundation
- The player gets to try out how it feels like to play a warrior

### **The con-man**

#### Sequence

- Go to con-man
- Talk to him
- Get the mind read skill

#### Consequences/Rewards

- The player gets information on the mind read skill and its functionality
- The player acquires the mind read skill

### **A couple of npc's**

There are a couple of npc's that need to be walking around there who need AD's but maybe we should brainstorm about it. We have the hunter who hunts, we have the civilian who walks around and talks to everybody and we have the maiden that greets you at the front gate while she's plucking flowers.

### **Additional notes**

- Remove starting weapons of the player
- No mace for the wizard
- You can buy awesome weapons you can't use from the merchant



- Need extra physics to stretch the wall of the training grounds
- Nobody can teach you anything until you have been erased
- The training grounds have been blocked off by a gate, this gate opens the moment you choose a path and ask the trainer to activate the training. However when she is done with her summon she closes the gate behind you when you move in. There needs to be a way to kill all characters in a trigger.
- The mentors are special, they all have their own quirks and eccentricities
- At the zeppelin the zeppelin master sends you back
- Rhode reminds you that the moment you depart the stats you have including the equipment will be pretty final for now
- See if Stijn has time to do the dragon memory effect