

Hitting the Mark

Emilio González

Goals

- Archery tutorial, including crafting and use
- Travel to slightly higher-challenge areas for new players
- Give a reason to visit Yorkhill

Outline

- Receive quest
 - The monastery regularly provides supplies & equipment to the Yorkhill Guard in exchange for additional security
 - Bows & arrows are provided by a hunter loyal to the monastery
 - The hunter hasn't been seen lately
 - Make sure he's OK & retrieve his equipment donation: bows & arrows
- Find the hunter
 - He's injured and hasn't been able to work
- Help the hunter
 - Craft bows & arrows
 - Practice archery
 - Get meat for the hunter? Help with lodge repairs?
- Deliver the goods
 - Travel to Yorkhill & meet the Guard Quartermaster or Captain
 - Return to the monastery for additional rewards (optional)

Assets

- Caeweg, the huntsman
 - Middle-aged male
 - Injured: limping or bed-ridden
 - Woodsman/hunter clothing (pelts?)
 - Personality: gruff, of few words, unlikely to ask for help & reluctant to receive it. He prefers to live in isolation, but he's also loyal to the monastery's order and helps with equipment, meat, and pelts. (History with the monastery? They helped him through hard times?)
- The huntsman's lodge

- A modest log cabin in a secluded area of the woods, away from major roads
- The surrounding woods are somewhat overgrown
- The cabin and most of its contents were roughly made by Caeweg
- Outside: a few cuts of meat and pelts dry on racks; an overhang protects a workbench for crafting bows & arrows; archery targets are nearby. Monastery's symbol painted on the wall?
- Inside: bed, fireplace, table & a single chair. There is a bit of food, but he's running low and there are some empty baskets and pots on the table. His clothing and bedding are mostly made from pelts. A particularly nasty animal's head is mounted to the wall.

Talking to the blacksmith

- 0: "Ah, you're back! Might you have time to lend a hand again?"
 - ◆ > "No."
 - "Hrmph... Well, I would be thankful if you could, whenever that might be." (EXIT)
 - ◆ > "Is it important?"
 - "Yes! Or, sort of. It would help the monastery, and I would be personally thankful." (10)
 - ◆ > "Of course."
 - "My thanks! It would help the monastery, but I would also think of it as a personal favor." (10)
- 10: "We have a deal with the Yorkhill guard: we provide them with some supplies and equipment, and they come to our aid if something extra mean shows up at the monastery."
 - ◆ > "A wise deal."
 - "Yes - it's not very demanding, but we both value it. Not all residents of Yorkhill appreciate our order, but the city guard certainly do." (20)
 - ◆ > "'Something extra mean'?"
 - "Oh, you know... Bandits, maybe a big pack of wolves. We're more vulnerable outside their walls." (20)
 - ◆ > "So, where do I come in?"
 - (20)
- 20: "A huntsman, Caeweg, is devoted to our order but prefers a solitary life in the wood. He crafts bows and arrows for our trade with Yorkhill, and usually delivers them before the new moon. No one has seen him

lately, though..."

- ◆ > "Has he been late before?"
 - "Never this much. We like to be punctual with our deliveries as a show of good faith." (30)
 - ◆ > "A huntsman can probably handle himself!"
 - "Yes, but he is not the kind to ask for help, and we like to be punctual with our deliveries as a show of good faith." (30)
 - ◆ > "I see."
 - (30)
- 30: "Caeweg's lodge is [DIRECTIONS]. Please, go check on him and give him whatever help he needs - even if he doesn't ask. We need to keep our agreement with Yorkhill, but, also... He's an old friend, and I do worry with him living alone."
- ◆ > "What do I have to gain?"
 - "To keep getting the monastery's help, of course. And Caeweg is one of the best hunters on the isle; you're sure to gain knowledge from him." (30)
 - ◆ > "I would be happy to help."
 - "Many thanks! Return with news and I will have something special for you. Plus, Caeweg is one of the best hunters on the isle; you're sure to gain knowledge from him." (START QUEST)
 - ◆ > "I'll think about it."
 - "Please, help as soon as you can. I admit, I do fear that something terrible has happened." (EXIT, RE-ENTER AT 30)

Visiting the huntsman

Note: Caeweg makes references to an "[IMMORTAL]", which would be the monastery's patron Immortal.

- 0: [REQ: QUEST INCOMPLETE] "Wot? Who goes there?"
- ◆ > [REQ: QUEST ACTIVE] "Merrick sent me." (10)
 - ◆ > [REQ: QUEST ACTIVE] "I'm from the monastery." (10)
 - ◆ > "I'm here to help you."
 - "'elp? I don't need 'elp, 'specially not from no thin-skinned adventurer!" (0)
 - ◆ > "I'm just passing through."

- "Well, see that ye keep on passin' - I got me eye on ye." (EXIT)
- ◆ > "I'll be going, then."
 - "..." (EXIT)
- 10: "Err... So what're ye here for, then?"
 - ◆ > "The monastery still needs your bows and arrows for the guard."
 - "Ah, aye. May [IMMORTAL] bless 'em." (20)
 - ◆ > "Merrick has been worried about you."
 - "Wot? That soft-hearted hammerhead..." (20)
 - ◆ > "You've become unreliable. I'm here to see what's wrong."
 - "Well... S'truth. Thought I'd be on the mend by now." (20)
- 20: "To tell ye plain, I'm a damned fool. Was puttin' pitch on th' roof an' took a tumble... Can take a boar with a blade an' a switch, but a roof? Damn fool. Been laid up 'ere over a moon, just sittin' on me arse like a dandy prince." (21)
- 21: "Eh, but th' problems of an old fool shouldn't 'urt the kind souls of th' monastery, [IMMORTAL] bless 'em. P'hap ye can lend ye 'and t'make bows an' a quiver or two t'take back to 'em."
 - ◆ > "Of course, just tell me what to do." (30)
 - ◆ > "Fine, I'll pick up your slack."
 - "Bah, don't need no reminder! I'd 'ave been on me feet in a week or two, anyway... Methinks." (30)
 - ◆ > "No, I can't be bothered."
 - "Then wot'd ye come out 'ere for? To go back empty 'anded? Bah!" (EXIT, RE-ENTER AT 30)
 - ◆ > "Maybe later."
 - "Don't faff about too much - stay t'help or be on your way." (EXIT, RE-ENTER AT 30)