**For a supporting diagram, map of locations, and a sample of dialogue, please visit:**

[www.MichielWerring.com/Developing-a-quest](http://www.MichielWerring.com/Developing-a-quest)

# Quest Summary: Tracking the Hunters

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| --- | --- |
| **Type:** | Sidequest |
| **One-Line:** | Simple errand uncovers a murder (Part I) leading to a revenge-killing ordered by a bereaved mother (Part II) |
| **Purpose:** | Encourage the player to explore the four far corners of the valley (primary), expose the player to the Lordbound ‘house key’ mechanic (secondary). |
| **Themes:** | Kinship, sorrow, revenge |

## Critical Path:

Start: The player can encounter a concerned Nord Hunter (Skald) at his hut near Highreach Hold. Speaking with him offers the following quest:

* **Goal (I):** Find the two Orc hunters across the valley and see that they are safe.
* **Reward (I):** 40 Leveled Arrows, 1 Underleveled Enchanted Bow.

One hunter (Lumgol) is in Garshakur Forest, the other (Thaz) is in the Empyrean Mountains.

1. Lumgol is alive and turning profit in providing the war effort with skins and meat.
2. Thaz cannot be found at his hut. A note on his door directs the player to his hunting ground, where he is found dead. The player must take the murder weapon from his body.

After finding Lumgol and Thaz, the player reports back to Skald for their reward. After being rewarded, Skald asks the player to inform Thaz’s mother (Sgala) who asks the player to take revenge:

* **Goal (II):** Assist Sgala in creating a vision elixir, then assassinate Thaz’s revealed murderer.
* **Reward (II):** 1 Enchanted dagger, Tangled Moot Orcish Hut as player home.

The player must gather local herbs for a vision potion before waiting for next morning for Sgala to have her vision. The player is then tasked with the killing of the Thalmor Assassin (Corenar) with a soul trapping weapon and returning the unique Black Soul Gem in order to complete the quest.

1. Returning with the soul gem yields a higher reward and the key to Thaz’s home
2. Failing to trap his soul yields a typical reward and the key to Thaz’s home

## Opportunities for expansion:

* During Part I of the quest, should Lumgol die, the player must report this death to Skald, who will be heartbroken to hear both his friends have died. If at fault, the player can then confess to the murder of Lumgol, turning Skald hostile and completing/failing the quest prematurely.
	+ The rewards for Part I will be on Skald’s corpse.
	+ Part II will not trigger, and Thaz’s hut key can only be stolen from Sgala.
* After telling Lumgol of his friend’s passing: Thaz’s corpse may disappear, and a grave added to his hut. If asked, Lumgol will admit to having buried his friend.
* If notified of Thaz’s murder, Lumgol could be lurking near the murderer’s camp, where the player can recruit him to join in the fight, or he leaps from hiding when combat is initiated.
* The player may refuse to give the Soul Gem to Sgala, at which she may first offer the key to Thaz’s hut up front. The player may also be able to bargain for an additional gold reward.