

**Author note:** *this design document has been preserved to reflect the state in which it was submitted during my independent study at DigiPen Institute of Technology in 2017. I have intentionally chosen not to update it as I gain further professional experience, to demonstrate design growth over time.*

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## World of Warcraft quest chain (jewelcrafting)

### Timing:

- to be offered/completed as a quest in succeeding between one stage of the profession to the next (from Artisan to Master)
- should happen “early” enough in the profession progression to encourage the player to continue in JC but not so early as to be incongruous with the story of the item’s significance
  - Due to the item’s intended significance, crafting this item after attaining (what the player might perceive as) too few skill points would detract from/conflict with the validity of the item’s narrative.

### Goals (of quest):

- Have players do JC-flavored quests in this zone (Swamp of Sorrows)
- To give these players a “unique” item which they can equip with a sense of pride.

### Reward:

The player will, ultimately, craft a necklace:

- of relevantly beneficial stats, based on the character’s class
- which should be enough of an improvement (statistically) to be viable for a reasonable amount of time, before being replaced.

### High concept:

The player is tasked with finding a legendary (in the general sense of the adjective, not the game’s sense of a legendary-category item) necklace which has since been lost to time and man. Throughout the quest chain, the player will initially be diverted in their “discovery” or finding of the item or perhaps find the item has been moved/stolen/etc. The player will attempt to track down the current whereabouts of the item by interacting with relevant NPCs, perhaps via hostile engagement (combat) or performing favors in exchange for information. Over time, the player will begin gathering resources for and crafting the item itself, discovering they are the craftsmen of the item.

\*\*Other considerations (the details of which, I believe, are beyond the scope of this endeavor):

- I recognize that this quest might only be appealing for characters leveling in the Eastern Kingdoms and that a similar quest may need to be designed/placed in Kalimdor to reach all JC players.



<http://www.wowhead.com/swamp-of-sorrows>

### Quest chain part 1: First, a Master Must Serve

Quest giver: Theresa Denman (Alliance), Lugrah (Horde)

Location(s): various/any (can be received anywhere, in the form of a letter)

Trigger: Character level 50 and Artisan in jewelcrafting profession, whichever comes last

Objective: Seek out Trade Baron Silversnap in the Swamp of Sorrows to learn about the artifact.

Description: (Theresa:) "Yes, your training is coming along quite nicely, <name>. Do you truly think you are ready to be a master? Let us find out. Legends tell of an ancient artifact hidden away in the Swamp of Sorrows. Travel there, and seek out Trade Baron Silversnap. See what he knows of this artifact. I think there may be more truth to it than legend. And if you wish to become a master, first, you must serve."

(Lugrah:) You training moves along steadily, <name>. Are you ready to become a master? It is said there is an artifact hidden deep in the Swamp of Sorrows. You will travel there and report to Trade Baron Silversnap. You must learn what you can of this artifact. Learn if it is more than legend. If you wish to become a master, first, you will serve.

In-progress: "What are you doing here? Head to the Swamp of Sorrows to investigate the artifact."

Completed: "Trade Baron Silversnap, at your service. Well, in theory, anyway. I don't know about any artifact...but my innkeeper might."

## Part 2: Innkeepers Know Everything

Quest giver: Trade Baron Silversnap



(<http://www.wowhead.com/npc=45786/trade-baron-silversnap>)

- Location(s): Bogpaddle, Swamp of Sorrows, Eastern Kingdoms
- Trigger: Speak with Silversnap to complete part 1
- Objective: Speak with Cap'n Geech at the inn in Bogpaddle.
- Description: "<name>, was it? I think if a fancy artifact came through here, I'd know about it. And I don't know it. My point is, I can't help you. But a drink or two gets anyone talking, and everyone talks to Cap'n Geech. If anyone's heard anything, it'll be him."
- In-progress: "You still here? I thought you were going to the inn."
- Completed: "Artifact? Of course I've heard of it! You want information? Anything you want! For a price."

## Part 3: Crooked Crocolisk Deal

Quest giver: Cap'n Geech



(<http://www.wowhead.com/npc=47334/capn-geech>)

- Location(s): Boggpaddle, Swamp of Sorrows, Eastern Kingdoms
- Trigger: Speak with Cap'n Geech to complete part 2
- Objective: Collect 6 Razor Sharp Crocolisk Teeth.
- Description: "You want information, I got it. But I need you to do me a favor first. Silversnap is clearing out the Stagalbog, but I need those crocolisks! Their teeth are the sharpest I've ever seen! I'd go out myself, but then who would tend the inn? Bring me those teeth, and I'll tell you anything you want."
- In-progress: "What are the teeth for? There's no time for questions! Now get going!"
- Completed: "Ah, yes. So sharp. These will do just fine."

#### **Part 4: Crazy Talk**

- Quest giver: Cap'n Geech
- Location(s): Boggpaddle & Sorrowmurk, Swamp of Sorrows, Eastern Kingdoms
- Trigger: Speak with Cap'n Geech, after completing part 3
- Objective: Speak with Crazy Larry in Sorrowmurk. Description: "I've heard of your artifact, alright. But you can't believe everything people say...especially people who have had too much to drink! But if you really want to go chasing rainbows, head down to Sorrowmurk. There are no rainbows, but there is a goblin by the name of Crazy Larry who might help you out."
- Progress text: "You sound a little crazy, but so is Larry."

Completed: "ARTIFACT!? Sorry. Artifact? What artifact?"

### Part 5: Twisted Tales

Quest giver: Crazy Larry



(<http://www.wowhead.com/npc=45948/crazy-larry>)

Location(s): Sorrowmurk, Swamp of Sorrows, Eastern Kingdoms

Trigger: Speak with Crazy Larry, after completing part 4

Objective: Collect 7 Twisted Roots.

Description: "How did you hear about this artifact? Who've you been talking to? Have you been talking to the roots? Yes, the ROOTS, <name>. Go see about the roots."

Progress text: "The ROOTS. Shhhh."

Completed: "Twisted, see? What? That's what I said."

### Part 6: What Brews in the Bog

Quest giver: Crazy Larry

Location(s): Sorrowmurk & Stagalbog, Swamp of Sorrows, Eastern Kingdoms

Trigger: Speak with Larry after collecting 7 Twisted Roots Objective: Speak with Baba Bogbrew in Stagalbog.

Description: "I knew something was different about you—I mean, the roots. Something's different in the Stagalbog too. But what would do that to the roots? Of course! The WATER! Can't you see it? Baba will know what to do. She'll know about the water."

In-progress: "The roots are fed by the WATER. Get it?"

Completed: "Do you also sense the changes in the swamp? The water tastes funny too."

### Part 7: A Murky Mystery

Quest giver: Baba Bogbrew



(<http://www.wowhead.com/npc=46172/baba-bogbrew>)

Location(s): Stagalbog, Swamp of Sorrows, Eastern Kingdoms

Trigger: Speak with Baba after completing pt 6

Objective: Collect 5 Swamp Samples from around the Stagalbog.

Description: "Larry sent you here? Well, sure, I know something's going on with the water, but no one listens to Ol' Baba. I don't know about this artifact, but I wouldn't be surprised if they're related. I've been conducting some research here lately. Why don't you take these vials and fill them with samples from the swamp water nearby. Go on now."

In-progress: "We'll get to the bottom of this. Be sure to get the samples from a few different areas, okay?"

Completed: "It's worse than I thought. And you seem to be right in the middle of it. But never mind that. If I could just extract the essence..."

## Part 8: Samples of Sorrow

- Quest giver: Baba Bogbrew
- Location(s): same as previous and the Temple of Atal'Hakkar (Sunken Temple)
- Trigger: Speak with Baba after bringing her the samples in pt 7 Objective: Seek out Lord Itharius at the entrance to the Sunken Temple.
- Description: "I had a feeling something was different about you. You're not just any <race>. There was another who came through here and was not what he seemed. I think you should take the samples to him. See what he has to say."
- In-progress: "I think I saw him head towards the center of the swamp, to that strange temple."
- Completed: "What do you have there? Oh, I see. Even the waters have been tainted with the corruption of the Atal'ai. Perhaps if I could just..."

## Part 9: Sunken Secrets

Quest giver: Lord Itharius



(<http://www.wowhead.com/npc=46077/lord-itharius>)

- Location(s): Temple of Atal'Hakkar (Sunken Temple)
- Trigger: Speak with Itharius again, after completing pt 8
- Objective: Enter the Temple of Atal'Hakkar, and speak with Lord Itharius again.
- Description: "There we go. I have extracted the essence from your samples. Can you sense it? An essence of sorrow, I am sorry to say. Though I am hardly surprised. And yet, there are

still more secrets to uncover. <name>, I believe the answers you seek lie within the temple itself. Will you meet me within?"

In-progress: "There is more to learn inside. Just follow the stairs down. I will meet you inside."

Completed: "Now, let us see what we might find."

### **Part 10: Bones, Prophecy, Nightmares**

Quest giver: Lord Itharius

Location(s): Temple of Atal'Hakkar (Sunken Temple) Trigger: Speak with Itharius inside the Sunken Temple

Objective: Collect the Bones of Hakkar the Soulflayer. (Hidden: Collect the Teachings of Jammal'an, the Prophet.) (Hidden: Collect the Nightmare Scales from Dreamscythe and Weaver.)

Description: "Indeed, I sense many mysteries within this temple. You will find your artifact, in time. The creatures here hold clues, born of their corruption. You would do me a great service in preventing their rise to power. But, as well, you may find what you seek. I implore you, <name>, do what must be done."

In-progress: "Have you found anything? Keep looking, but stay alert. The Atal'ai are not to be taken lightly."

Completed: "Yes. It seems you have found exactly what you need."

### **Part 11: The Artifact's Creator**

Quest giver: Lord Itharius

Location(s): Temple of Atal'Hakkar (Sunken Temple)

Trigger: Bring the Bones of the Soulflayer, the Teachings of the Prophecy, and the Nightmare Scales to Itharius.

Objective: Use the found items to craft the jewelcrafting artifact.

Description: "It is as I suspected, <name>. Not only have you halted the work of the Atal'ai, but you have also proven yourself. I believe you can still create something from all this sorrow. Let me guide you. Take these items along with the twisted roots, and imbue them with the essence I extracted."

In-progress: "You have the ability. I believe in you."

Completed: "The artifact is yours. It was yours all along."



## CRAFTED ITEM: Twisted Choker of Sorrows (necklace)

Item components (for different stages of quest) and suggested item models:

- Twisted root (x7?)



(I think a common root asset would be fine for this component, but I could see an argument being made for a different one.)

- Essence of Sorrow (from Samples of Sorrow x5)



- Bones of the Soulflayer



- the Prophet's teachings



- Nightmare scales



Necklace suggested item models:



## Designer Notes

**Steamwheedle cartel NPC's** (like Cap'n Geech) **chosen because** ...Neutral, so that both factions have fairly easy access to the quest chain; an innkeeper that is otherwise unused; reasoning: innkeepers see and hear a lot—tales, rumors, legends, etc.—and so can provide information

### Quest trigger:

I decided the quest should trigger upon the character reaching level 50 and Artisan in jewelcrafting. The character level requirement, in general, is fairly obvious: so that the player will be of appropriate level for the area to which I am sending them. The area itself, however, and the intended tier progression from Artisan to Master stem from my experience with the game. Once the initial excitement of starting a new character has worn off, the player's motivation can slow considerably. In particular, I have found that the final levels preceding the ability to travel to Outland can feel long and frustrating. Furthermore, by the Artisan tier, initial interest in a profession can wane, and jewelcrafting

can be a particularly expensive (in terms of time and resources/gold) profession. To encourage the player to stick with this widely useful profession and propel them through those final levels before new expansion content, I designed the quest here.

### **Part 1: First, a Master Must Serve**

I wanted the quest to begin with a letter “delivered” to the player so that they could receive the quest anywhere, as soon as they met the minimum requirements for the quest. This way, they would not miss the quest, and it would hopefully draw them to the area around the time they might receive other quest(s) for the area.

Theresa Denman (Alliance) and Lugrah (Horde) were chosen as the NPC’s to grant this quest because they are the jewelcrafting trainers in the major capitals of each faction (therefore, barring neither faction from receiving the quest) and can train the player from Artisan to Master. Not only does this fit the quest narratively, but it also points the player in the direction of these easily accessible trainers, should they need them.

As a side note: I was unsure if quests received globally provided in-progress text, should the player seek out the relevant NPC and speak to them, once the quest was accepted. As a precaution, I have included a sample for this, but it could be stylized to better fit a human or orc speaker, if needed.

### **Part 2: Innkeepers Know Everything**

Originally, the quest chain was going to lead the player directly from reading the letter (part 1) to Cap’n Geech (part 3), but I was worried the player would kill the Sawtooth Crocolisks for this quest chain and then get the quest “Croc-Out” (already in game) from Trade Baron Silversnap later...causing them to have to kill the crocolisks twice, in different interactions. To increase the likelihood of the player receiving “Croc-Out” and this quest before heading out, I sent the player to Silversnap first. I decided this extra step was not too much extra work, since Geech is within such close proximity, and the player should be sent to Silversnap around the same time anyway.

In general, the Steamwheedle Cartel NPC’s were chosen when I was seeking neutral NPC’s specifically. This was, of course, again to ensure that either faction could complete the quest without too much hassle.

### **Part 3: Crooked Crocolisk Deal**

Discovering the “Croc-Out” quest helped inspire the mischievous nature I attributed to Cap’n Geech and his use for the crocolisks, since Silversnap is having the player thin the crocolisk numbers in his related quest. It also let me play into Geech’s role as an innkeeper and the lore of Bogpaddle as a party town. Finally, I had Geech recognize that he would go complete the quest, but then there would be no one to watch the inn. I love when NPC’s acknowledge the nature of fetch-type quests, since they can feel tedious to players over time.

### **Part 4: Crazy Talk**

Despite Geech admitting he knows information, I wanted him to direct the player in a similar direction as the Swamp of Sorrows overall quest chain, so the player could (theoretically) naturally complete their JC quests alongside the quests appropriate for the area.

This was one of my major focuses in creating the quest overall: ensuring it would fit alongside existing content and utilize existing assets in the game (particularly the NPC's and systems already in place). I know new assets can be expensive to create, and I also believed putting the quest parts along a path the player would likely already travel would help incentivize them further to complete it. (Finally, the JC player can feel special for having this "extra" content they get to experience, when playing with other non-JC party members, which reinforces the entire motivation behind my design of the quest.)

#### **Part 5: Twisted Tales**

I wanted to play up the idea that Crazy Larry is, in fact, crazy, particularly since his dialog alludes to this for quests he already gives in-game. I felt this also fit thematically with the rumors the player would be chasing to find the "artifact." Still, I think his description when giving the quest might be a bit on the short side, so I worry it may not be direct enough for players to grasp until the objective displays in their quest log. This could be fixed with a sentence or two at the description's end telling the player to literally go find the roots, and bring them to Larry.

#### **Part 6: What Brews in the Bog**

This is the first time the player is alluded to as being tied to the "artifact." Since it is about halfway through the quest, I thought it would be the perfect turning point to begin suggesting the player as important/different. I also liked the uncertainty of Larry suggesting it, specifically because he's crazy. The player might think it means something, but they also might think he's just crazy, so that works out nicely.

#### **Part 7: A Murky Mystery**

I was originally going to title this quest "Something in the Water" but discovered a quest in the Legion content had been created with the same name, so I changed it. I actually titled it before the other quest titles in the chain which exhibit alliteration, so it triggered that naming convention for some of the other quests as well.

For this quest, the player's mini-map will be marked with 5 relatively small zones near Baba's encampment from which they are meant to collect the samples of water. They will also be given quest-related vials to fill.

#### **Part 8: Samples of Sorrow**

In this part, again, I have the NPC allude to the player's special nature, and it afforded a nice allusion to Itharius. It also restates the idea that Itharius is a member of the green dragonflight, without directly repeating information Baba provides in her in-game quests.

#### **Part 9: Sunken Secrets**

I'm not entirely sure about this title. By now, I had grown a bit tired of the alliteration, but I like theming and naming conventions, so here we are. (It also just fits so well with the dialog from Itharius.) Here, I have Itharius turn the samples collected by the player into an essence to more closely match a component which might be fashioned into a JC item (as other essences exist as crafting components in-game already). I was going to call this component "Corrupted Essence," but a level 110 quest already uses this name.

## **Part 10: Bones, Prophecy, Nightmares**

I really wanted to call this “What Lies Within,” but again, the quest name was already in use. (I now see the challenge of creating new, interesting content with a game that has been around for so long. All the low-hanging fruit has already been picked.) I’m not sure I love the name of the quest now, but I am at least satisfied that it should help guide the player to the relevant locations in the dungeon, as the objectives of this quest are revealed.

As I am unfamiliar of the system used to reveal quest parts which are hidden when a quest begins, I wonder if this quest would need to be altered when implemented or if it would be better broken into multiple parts. However, to allow the player to more quickly complete the dungeon without interruption and fit with the idea of the player finding “clues,” I’d prefer they be tasked with finding only the bones first. Then, upon finding the bones, they would be tasked with finding the “teachings,” and so on. (As a side note, I intended the teachings to function as a “recipe” of sorts, but I realize this isn’t clear in the quest chain itself.)

## **Part 11: The Artifact’s Creator**

I think this part’s title needs some work—I also considered “Crafting the Artifact”—but I know I want it to reinforce the reveal of the player being the artifact’s crafter and owner, all along. The description could also use some re-wording to suggest the function of the necklace’s components (specifically that the teachings might act as a recipe), but this also may not be necessary. Finally, I think the word “imbue,” as used by Itharius in the description, might be the wrong word, as it doesn’t really fit with jewelcrafting.

This being said, I do really like the quest completion text and think it resolves the chain in a satisfying way.