

Quests

Narrative Quests /Main Story:

Including the *Main Quest/Storyline*, following a *Semi-Linear* structure with some *choices*.

Features *Puzzles*, *NPC Interactions* & some *Point-and-Click* Inspired Elements.

Will *impact* the Player, World & NPC's.

Rewards: Gold, Items, Spells, *Unlocks*, etc.

Good-Samaritan Quests /Side Missions:

Quests given by *Miscellaneous* NPC's asking for help.

For example: *Fetch Quests*, *Gathering Quests*, *Crafting Quests*, etc.)

Rewards: Gold, Items, Resources, etc.

Builder Quests /Crafting Quests:

Quests that require *Gathering* of a larger amount of Resources.

Expands the Game World & *Unlocks* New NPC's, Shops & Areas.

Rewards: *Unlocks*, Gold, etc.

Enterprising Quests /Farmstead Quests:

Quests Relating to *Farming* & *Horse-Breeding*.

For example: *Breeding Horses*, *Training Horses*, *Housing Horses*, *Selling Produce*, etc.

Rewards: Gold, Items, *Unlocks*.