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### **Runedar Write-up 3 (10/30/2019)**

#### **Chapter 1: First Steps**

So, a previous document already explaining the backstory and inciting incident for the game, but just to recap: our boy, Argon, is the banished former king of the dwarves. He's been living in hiding in a little area of land away from the other kingdoms, and suddenly discovered a forgotten Obelisk there, which seems to negate the effects of other Obelisks, putting people on "equal ground." He realizes that the Obelisk network seems to mirror the old map of the "Veins of the World" that the dwarves held. His curiosity takes hold and he wants to investigate the Obelisks. And, realizing that he has a place where people can come together "as equals," he starts to entertain the idea (subconsciously, in the beginning), that he could have a second chance as a leader. For now, he only voices it as an interest in turning this area into a gathering place.

But, Argon still needs to figure out how, exactly, to start his little quest. He's somewhat irrationally afraid, though. For starters, he's been away from full society for a long time. Second, part of him fears that he'll run into someone from the dwarven lands, or someone who recognizes him and allows word to get back to Karnoss. He knows it's irrational, but he still can't get the idea out of his head. So, Argon decides to head away from the dwarven lands, and towards the Elves. He justifies it by saying that they're longer-lived than anyone else, so he hopes to find someone who knows about the early days of the Obelisks.

Still, Argon knows someone needs to keep an eye on the place while he's gone. For that, we go to the Traveling Salesman, Zaid Moro (mentioned in another document).

[As an aside, Blade, I wanted to float an idea by you: I mentioned that Zaid likely realized who Argon was when they first met, but kept it under wraps. Originally I was thinking that Argon realizes this later in the game. But, I was also thinking it could be interesting if Argon realized it sometime before the game started, and maybe realized that Zaid is the academic known as "The Traveler." Both never mention these tidbits of knowledge as a measure of mutual respect and trust.]

Anyway, Zaid frequents the pathways closest to Argon's place and notices that he feels more "level," now, not realizing that it's a result of the activation of Argon's Obelisk. Argon seeks him out for their usual meeting (Zaid is the one who sells Argon most of his supplies), then proceeds to ask him a favor: he would like Zaid to watch his place while he goes on a journey. In exchange, Zaid can use the place to his heart's content and Argon will be willing to do any business for Zaid that Zaid may need done in the Elf lands.

Zaid quickly realizes that something special is happening, but how much Argon explicitly tells Zaid is up to you, Blade. We could have him tell Zaid very little and give their relationship of trust room to grow, we could have him tell Zaid little with the idea that he knows Zaid will figure things

out on his own, or we could have Zaid as the friend-and-confidant character, and Argon can tell him everything. Up to you.

Either way, Zaid agrees to these conditions and makes two requests of his own. First, he asks Argon if he's comfortable with Zaid setting up a little shack for himself near Argon's land, claiming that it's "in case he ever needs a place to stay, nearby," and telling Argon that he can use it as a storage shed when Zaid isn't there. Argon realizes his true aims and is comfortable with them. But, second, Zaid tells Argon that he wants him to deliver a letter to a friend of his in the Elf lands: the Alchemist, Nathaniel Davy. Zaid pens the letter right in front of Argon and hands it to him.

Argon agrees. With that, he packs up and leaves.

If you're wanting a skyrim-style dialogue system, as you said, this outline still allows for a lot of flexibility while keeping us moving in the same direction.