

Links to the past

A World of Warcraft sample quest chain

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Concept

- Hook:** Meet the past of the Horde and decide who you'll follow.
- Number of Quests:** Up to 7 out of 8 Quests
- Story summary:** The player arrives in Thrallmar, where Nazgrel shares with him that they spotted a new floating rock close to the borders of Hellfire Peninsula. He asks the player to look for one of his spies, who was sent to the rock. On the rock the player finds the spy and witnesses an ongoing battle between two factions. Soon the player gets involved in a conflict that started many years ago and gets in contact with the history of the Horde. Now the player has to decide, which Horde he wants to follow.
- Special content:** During this quest chain, the players will have the choice to follow an evil way (the Old Horde) or a good way (Thrall's Horde). They make the choice when they successfully escort the injured messenger to the ancient alliance camp or to the camp from the Old Horde. Depending on this choice, the player will unlock different follow up quest chains.
- Locations involved:** 2 (Thrallmar; The Ancient Floating Rock)
- Regions involved:** Hellfire Peninsula
- Factions:** Thrall's Horde; The Old Horde
(Quest chain can easily be transformed to the appropriate Alliance factions)
- NPCs involved:** 5 (Nazgrel; Messenger Andraniel; Commander Losthar; Captain Tyron; Spy Drak'Thas)
- Items involved:** 5

Item name	Description
Robe of the Ambassador	<ul style="list-style-type: none">- Temporarily friendly to the Alliance faction;- PvP disabled;- Can speak with specific quest givers of the alliance faction, for example in Honor Hold;- Will be attacked by members of the Shadow Council and the Old Horde;
Robe of the Council	<ul style="list-style-type: none">- Wearer is friendly to the Shadow Council, but if he solved any quests for the Council, a specific amount of reputation for each quest will be subtracted from the current reputation of the Horde factions- Can speak with specific quest giver of the shadow council faction, for example in

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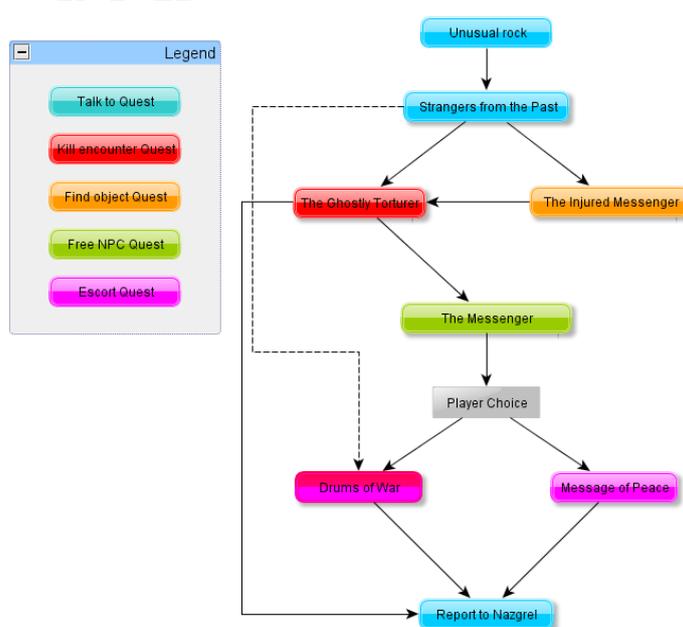
	Grangol'var village
Ghost-binding Totem	- Weakens a nearby ghost from Elite to normal status; - Binds the ghost's soul after the ghost is killed
Boots of the ghost hunter	- Mail shoes (iLevel ~130) with 385 Armor; +25 Agility; +40 Attack power
Orcish Chains	- Binds and forces the target to follow its user

Background:

At the end of the Second War, when the Alliance was able to close the Dark Portal and Ner'zhul destroyed Draenor with his attempt to open gates to many worlds, a small group of soldiers from both factions were trapped on a floating rock. Time stood still for these soldiers as years in the rest of world passed by, but peace never came to this rock. Today the remaining orcs, bound to the promise of Gul'dan's Horde, fight against the remaining Alliance soldiers in an endless war. The ones who died close to the ghostly torturer became ghosts, warriors cursed to fight in a never-ending slaughter on the battleground. Those left alive could do nothing to stop this process and thus the battles went on and on among the ghosts, while the living hide in their outposts. It's been many moons since the rock disappeared in the twisting nether, but just recently it reappeared at the border of Hellfire Peninsula and got the attention of Nazgrel from Thrallmar.

Quest chart:

The following chart shows how the different quests within this quest chain are connected with each other. This doesn't mean that the quests are unlocked to the player in the same way. The element "Player Choice" symbolizes the point, where the player has to decide if they want to follow the good or the evil path. Depending on which quest the player solves, the other will automatically fail and can't be attempted in future tries with this character.



Map:

The following map shows the basic layout for the new location as well as the quest targets.



Special narrative content:

To strengthen the narrative of this sub-zone it features a huge battlefield in the middle of the Ancient Floating Rock, where ghostly NPCs constantly fighting against each other. Also all buildings and banners could be kept in a bit older style, so that one can recognize a difference to current Horde and Alliance buildings and banners.

In-game information

Quest Nr. 1: Unusual Rock

Summary:	Fly to the unusual rock, which is floating in the Twisting Nether north of the Pools of Aggonar and talk with Drak'Thas.
Description:	Throm-Ka <name>, Hero of the Horde, it's an honor to see you here in my little outpost and I barely dare to ask you for a favor. <a deep breath> A small, unusual looking rock appeared out of the Nether just north of the Pools. I sent my best spy Drak'Thas, but haven't heard back. Fly to the rock and look for him. We need to know everything we can about this... this rock.
In progress text:	Take cover. Can you see the battle? It's been going on and on for weeks now.
Debriefing:	<looks around> Strange very strange... So you're the one Nazgrel sent after me?
Level range:	70 - 72
Quest type:	Talk to quest
Quest category:	One-shot
Unlock condition:	Automatically unlocked with Level 70
Closed conditions:	Talked with Spy Drak'Thas
Quest giver:	Nazgrel
NPCs involved:	Nazgrel (Level 62 Elite Orc); Drak'Thas (Level 73 Orc)
Items involved:	None
Rewards:	2 Gold 20 Silver coins
Experience points:	2000 XP

Quest Nr. 2: Strangers from the Past

Summary:	Speak with Commander Losthar at the Shadow Rock Outpost.
Description:	See, there is a small orcish outpost to the north. I suppose they're a lost clan of the Horde, just like the Mag'har. Go, try to speak with their leader and do whatever he wants. We always need more allies in this war.
In progress text:	What? Who are you? Answer quickly or deal with my axe...
Debriefing:	Galtak Ered'nash young <class> of the Horde. Finally the Warchiefs sent someone. Excuse my harsh welcome. You look brave, so let's not wait and talk; we've a lot to do.
Level range:	70 - 72
Quest type:	Talk to quest
Quest category:	One-shot
Unlock condition:	Quest Nr. 1 solved
Closed conditions:	Talked with Commander Losthar
Quest giver:	Drak'Thas
NPCs involved:	Commander Losthar (Level 75 Elite Orc); Drak'Thas (Level 73 Orc)
Items involved:	none
Rewards:	2 Gold 20 Silver coins
Experience points:	2000 XP

Quest Nr. 3: The Ghostly Torturer

Summary:	Kill the Ghostly Torturer.
Description:	Young <race>, I'm sure you're proud to be a member of the Horde, but don't be too proud yet, 'cause only those who die on the field of honor deserve our praise. Unfortunately, this Ghostly Torturer on the west end of the Battleground torments the souls of our brave warriors. This can't be tolerated! Slay him. And, before I forget, this totem of ghost binding will help ya.
In progress text:	Still alive. Did you succeed or are you an unworthy coward?
Debriefing:	Galtak Ered'nash young <race>. Your parents can be proud, you're a true warrior. Thanks for saving the souls of our great ones.
Level range:	71 - 73
Quest type:	Kill encounter quest
Quest category:	One-shot
Unlock condition:	Quest Nr. 2 solved;
Closed conditions:	Ghostly Torturer killed and bound to the totem, which happens automatically as soon as the ghostly torturer dies and when the totem is in the inventory of the player. The totem has to be given to Commander Losthar.
Quest giver:	Commander Losthar
NPCs involved:	Commander Losthar (Level 75 Elite Orc); The Ghostly Torturer (Level 74 Elite Ghost)
Items involved:	Ghost binding totem (from Losthar)
Rewards:	Boots of the ghost hunter; 8 Gold 20 Silver coins
Experience points:	20000 XP

Quest Nr. 4: The Injured Messenger

Summary:	Find the key to free Messenger Andrael.
Description:	Help! Help me, <class>! You don't look like one of these orcs, not the same colors nor the same bloody skin. Please help me, find the key to unlock the chains, please. I don't know who sent you, but... please <class> help me...
In progress text:	This key looks like one to unlock ancient steel chains.
Debriefing:	Maybe this key can be used to unlock the chains from the trapped nightelf.
Special:	Automatically starts Quest Nr. 5 and shows its summary as well as its description as soon as the player completes this quest.
Level range:	71 - 73
Quest type:	Find object quest
Quest category:	One-shot
Unlock condition:	Automatically unlocked with Level 70
Closed conditions:	Find the key to the chains
Quest giver:	Messenger Andrael
NPCs involved:	Messenger Andrael (Level 71 Nightelf)
Items involved:	none
Rewards:	5 Gold 10 Silver coins
Experience points:	5000 XP

Quest Nr. 5: The Messenger

Summary:	Find the lock for the key.
Description:	The Ghostly Torturer had this key around his waist. It looks as having been used recently; maybe it'll unlock something close by.
In progress text:	Please, find the key. These... these chains burn my skin! <a painful breath>.
Debriefing:	You, you have the key, oh thank the Light. You've a good heart, haven't you? Please, quick, unlock the chains; their rusty spikes are killing me, just like all the others.
Level range:	70 - 72
Quest type:	Free NPC quest
Quest category:	One-shot
Unlock condition:	Automatically unlocked with the death of the Ghostly Torturer
Closed conditions:	Free the prisoner
Quest giver:	The rusty key, which is dropped by the Ghostly Torturer
NPCs involved:	Messenger Andraniel (Level 71 Nightelf)
Items involved:	Rusty key
Rewards:	none
Experience points:	2000 XP

Quest Nr. 6a: Message of Peace

Summary:	Escort Messenger Andraniel to the Alliance outpost on the other side of the Battleground.
Description:	<class>, you don't look like one of our troops, you're from the Horde, aren't you? You showed great mercy in freeing me, please have mercy one more time and escort me to my family, to my friends. They won't hurt you as long as I'm with you. Please do not kill me, save me for a glimpse of hope, a glimpse of peace.
In progress text:	Please, let's hurry...
Debriefing:	<name>, thank you in the name of the Holy Light. You helped me to believe that not everyone from the Horde is a bloodthirsty killer and that peace will be possible, someday. Take this robe, it'll show everyone your good heart and maybe some of our men have a task for a hero. Peace starts with very small things and you've shown the heart to begin it. Go now and gather like minded, but be careful, some of your former "friends" may not like seeing you in this robe.
Level range:	71 - 73
Quest type:	Escort quest
Quest category:	One-shot
Unlock condition:	Quest Nr. 5 solved
Closed conditions:	Escort Messenger Andraniel to the Alliance outpost
Quest giver:	Messenger Andraniel
NPCs involved:	Messenger Andraniel (Level 71 Nightelf); Captain Tyron (Level 73 Elite Human)
Items involved:	none
Rewards:	Robe of the Ambassador
Experience points:	20000 XP

Quest Nr. 6b: Drums of War

Summary:	Bring Messenger Andraniel to Commander Losthar at the Shadow Rock Outpost and follow his commands.
Description:	Lok'tar ogar! I'm sure you've seen the field of honor and I'm sure some injured Alliance rats can be found on the field. Find one, bind him with these chains, and then bring him to me and I'll let you know what to do.
In progress text:	Found any of those bastards? Not yet? Keep the chains, I'm sure you'll find one, just look at the battleground, maybe beneath one of the bodies of our honorable warriors.
Debriefing:	Lok'tar. I no longer doubt your loyalty. Take this robe of the true Horde and all followers of Gul'dan will give you a warm welcome, but be warned, some, maybe those who sent you to me, only call themselves by our proud name and they'll attack you when you wear this sacred robe in front of them. Follow the sign of the Shadow, the sign of Gul'dan, to find the true Horde.
Level range:	71 - 73
Quest type:	Escort and kill encounter quest
Quest category:	One-shot
Unlock condition:	Quest Nr. 2 solved
Closed conditions:	Messenger Andraniel killed in front of Commander Losthar
Quest giver:	Commander Losthar
NPCs involved:	Commander Losthar (Level 75 Elite Orc); Messenger Andraniel (Level 71 Nightelf)
Items involved:	Orcish chains (from Commander Losthar)
Rewards:	Robe of the Shadow Council
Experience points:	20000 XP

Quest Nr. 7: Report to Nazgrel

Summary:	Report to Advisor Nazgrel at Thrallmar.
Description:	<name>, you served well and I want you to go to your clan leader. Send him my greetings and let him know, that soon the Alliance will be defeated on this piece of orcish soil.
In progress text:	Aka'Magosh. What did you find out?
Debriefing:	That was an honorable task. I bow down before you, hero of the Horde. We'll keep an eye on the rock and the clan. If they are loyal to the Horde, we'll heartily welcome our brothers. If not we'll send them back in the Nether.
Level range:	71 - 73
Quest type:	Talk to quest
Quest category:	One-shot
Unlock condition:	Quest Nr. 3 solved;
Closed conditions:	Talked with Nazgrel
Quest giver:	Commander Losthar
NPCs involved:	Nazgrel (Level 62 Elite Orc); Commander Losthar (Level 75 Elite Orc)
Items involved:	none
Rewards:	8 Gold 50 Silver coins
Experience points:	2000 XP

Summary:

To put everything in a nutshell, the quest chain "Links to the past" plays with the background mentioned in the different RPG books and within the Warcraft lore. For the first time within a quest chain, the player has the chance to decide which faction of the Horde, they'll follow. This quest chain also shows how it might be possible to show the different forces within the factions and how to let the player decide which one they want to follow. All this can enrich the game play in the future, because the world won't be only Horde or Alliance any longer, and it also opens up the world to show even bigger conflicts. The creation of a player-ruled faction of all races will be another possibility based on the concept of this quest chain.

Glossary of Terms

Concept part

Hook:	High concept for this quest chain
Number of Quests:	Defines the maximum amount of playable quests, before this quest chain is closed
Story summary:	Short summary of the overall story from this quest chain
Special content:	Defines the special hook for this quest chain
Locations involved:	Names of the location, in which quests from the chain will take place
Regions involved:	Names of the regions, in which quests from the chain will take place
Factions:	Defines the involved factions
NPCs involved:	Numbers and names of involved NPCs
Items involved:	Brief description of all special items involved in this quest chain
Background:	Brief summary of the background from this quest chain
Quest chart:	Chart to illustrate the logical order of all quests from this chain
Map:	Layout to demonstrate the general quest flow
Special narrative content:	Content that can be used to show the story of this quest instead of telling it via text.

In-game information part

Quest Nr. X: Title	Number and Title of the Quest within this quest chain
Summary:	This is the summary players will see in their quest log
Description:	This is the detailed description for the player's quest log. No more than 511 characters
In progress text:	Text spoken/shown by the quest giver/goal as long as the quest is not completed. No more than 511 characters
Debriefing:	Text spoken by the quest giver, if the quest is completed. If the closed condition was to speak/interact with a specific person/item, answer/text from this person/item; No more than 511 characters
Special:	Optional field to describe what special function (if any) is called in a certain situation during this quest
Level range:	Optimal level range for this quest
Quest type:	General game play/quest mechanic for this quest
Quest category:	Defines the category of the quest, if it is for example a one-shot or daily quest
Unlock condition:	Condition that needs to be fulfilled before the quest giver offers this quest to the player
Closed conditions:	Condition that needs to be fulfilled to successfully end this quest; could be used for quest tracking
Quest giver:	Name of the quest giver
NPCs involved:	Name, level, race of special NPCs, who are involved in this quest
Items involved:	Special items involved in this quest to achieve the closed condition
Rewards:	Item and/or gold reward for completing this quest
Experience points:	Amount of experience points granted for completion of this quest