Merchant Ideas

- Quest Ideas (Merchant) (**WIP**)

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Potential Quests:

- Helping some merchants to gain the trust of the leader
- Trying to trade with a specific faction
- Acting as mercenaries for the merchants
- Gaining information on another faction

Which Quest is suited as Main Quest?

Helping the merchants with some side quests will get the player the attention of the leader. This will help the player locating him and once the player helped him the player will be able to easily obtain the power of the artifact from him.

How do the quests influence the faction?

By helping the merchants, they will grow their relations to the other factions which opens the possibility of more and rarer goods being traded.

Helping some merchants to gain the trust of the leader

Once the player has helped enough merchants (e.g. completed 2 side quests) the merchants will tell the player: "Thank you for helping us. I hear, that our leader wants to talk to you. He told me, that he is waiting at [this location]."

Quest: Helping the leader

“Welcome to our camp.
First, I want to thank you in the name of my friends with helping them with their trades.
They told me you were reliable and even earned them a little bonus.
I would have liked to meet you at a better time, but as things stand, I yet again must ask for your help.
I heard from some of my men, that some mercenaries are on their way here trying to relieve us from our goods.
Therefore, I would ask you, are you willing to help us defend against them?”

If the player accepts they will have to fight some mercaneries in the next fight. After winning they will be rewarded which includes the powers of the leaders artifact.

Quest: Helping a merchant

“Greetings fellow traveller.”

(Multiple choice) “Good day. I am on my way to [choose place in one of the other factions’ territories].”

“Do you have any business with the [faction]?”

(Multiple choice)
(1)“That’s none of your business. I am just trying to buy some replenishments from you.”
(2)“I need to get there due to a mission given to me.”

(1)“Excuse me. You are welcome to look at my wares.” (quits the quest)
(2)“If you are already on your way there, could you please be so kind as to take these goods with you? They already know me, and I would rather not see them again.”(puts certain item into players inventory)