

Mabel's Lucky Coin

Tavashia B. – "Out West"

Summary:

Game Background: In a wild western frontier melded with magic and monsters, four persons strike out to retrieve something that would set their life on the easy road. And they just so happen to keep bumping into each other.

Quest Summary: Betty receives information on the location of Mabel's lucky coin, which is sitting in an unsavory pawnshop. This coin is one of three items that Mabel left to Betty in her will and she's going to get it back.

Objective: Retrieve Mabel's Lucky Coin from the pawnshop. A combination fetch quest and exploration quest with combat.

Characters:

Playable Characters Involved: Betty Locke (Vigilante) & Stellia Verns (Charlatan)

Quest Giver: Stellia (inadvertently): She mentions the possible pawn shop where Mabel's coin may have ended up and Betty latches on to the possibility.

Quest Antagonist: The Pawnbroker & his two sons who run a shop that specifically deal in goods that have "come from blood" (i.e. belongings of the dead and murdered). Mabel's coin fits the bill and also counts as rare, which they would like to keep for themselves.

Location(s):

Western Frontier – basically the open wilderness where monsters and bandits roam, main EXP grounds

Scuttle Township – the town where the pawnshop that deals in bloody items is located, it's where the duo will gather information and talk to NPCs, buy items, etc.

The Pawnshop – the shop as it faces customers, filled with items you can interact with and buy/take, where you'll speak with the pawnbroker the first time

The Basement of the Pawnshop – counts as a dungeon type terrain where there will be random encounters and a save before boss battle

Narrative Beats:

Investigate: Find information on where the Blood Pawnshop is located.

- The pawnshop is intentionally kept secret/exclusive. Chat with 3 NPCs to gather information to pinpoint the shop on your map.

Investigate: Look around the shop for Mabel's lucky coin.

- Betty and Stellia will try looking in the shop for the coin to take it flat out. They will soon discover it is not out in the open. (This also serves as a chance to look at the other items which tell the gruesome ways they have been ripped from their owners and how they're displayed as trophies)

Talk: Speak to the pawnbroker's sons at the front desk.

- Speaking with the sons reveals the coin is there but is only up for trade. They specifically ask for the "Boots of Treehill Thompson", a murderous bandit leader as a trade.

Explore & Combat: Search the wild frontier for the bandit leader's hideout and confront him. [Sub-Boss Battle]

- Betty and Stellia will go to confront Treehill Thompson and combat/gameplay will follow. From this battle, the player will get: XP, items, Treehill's boots

Give Item: Present boots to the pawnbroker's sons.

- Presenting the boots to the sons only lead to the discovery that they weren't planning on giving up the coin anyways because their father won't let them. They escape into the basement.

Pursue & Interact w/ Puzzles: Follow the sons into the basement. Avoid traps set by them.

- In the basement, traps/puzzles are set that the player has to disarm. Failing to disarm the trap or skip a puzzle does damage to the player.

Combat: Fight the Pawnbroker and his sons for Mabel's lucky coin. [Boss Battle]

- Cornering the Pawnbroker and his sons, the characters realize his shop doesn't do as much selling as it does collecting the bloody memories of items that he hoards. Betty and Stellia will have to fight them all to reclaim the coin.

Reward: XP, in-game currency (name yet to be decided), Mabel's Lucky Coin, A Torn Letter (meant to assist in Stellia's quest next), the next higher grade hunting blades & elixirs for Betty and Stellia, respectively (like how some bosses drop good weapons to be equipped before you hit the next town shop)