

Quest Chain For Horizon Zero Dawn

HORIZON ZERO DAWN

Table of Contents

Synopsis.....	3
Quest overview.....	3
NPC List.....	5
Geographical overview.....	5
Quest dialog.....	7
Asset list.....	10
Risk analysis.....	10

Synopsis

Section by section, this quest chain starts as a search quest, turns into a delivery quest, and ends as a fetch quest.

The sidequest is obtained when buying a map from a Meridian merchant. The merchant tells Aloy she's been to Devils Grief, where the map is pointing, without finding anything. The first quest is to travel to Devil's Grief, reach the waypoint, and search the area. Aloy finds a metal plating in one of the ruins with cryptic text. She has to use the focus to translate. The translated text speaks of a hatch nearby, and Aloy now has to search a nearby area to find that hatch. Inside the hatch, she finds a box and some journals. Inside the box, she finds an ancient headpiece. This headpiece must be delivered to a shaman in Mother's Crown since she knows nothing about it. The shaman offers to make her an armor set, but she needs to get him parts. Aloy needs to kill a Bellowback, Grazer, and a Shell-walker. Delivering the parts to the shaman will grant Aloy a new armor set and XP.

The headpiece belonged to a hunter, well known for traveling worldwide and bringing home exotic machines. The hunter passed away long ago, and his famous headpiece became a relic. When the red raids started, an outcast shaman sought to protect the artifact and hid the headpiece in Devil's Grief. In case he was to be captured during the red raids, the shaman wrote on the metal plating and drew the map to ensure that the headpiece would be found again.

Quest overview

Obtaining the quest:

Aloy obtains this quest when buying an item called "mysterious map" from the Eclectic Collectibles Merchant in Meridian.

Search quest:

The merchant tells Aloy that she couldn't find anything at Devil's Grief. Aloy talks to herself, saying that the focus might be of use.

A waypoint shows up at the south end of Devil's Greif. When Aloy reaches the waypoint, it expands into a search area. Using her focus, Aloy can find a metal plating, with translatable text, in one of the ruins. She talks to herself, saying there's a hatch in the ground nearby. The search area moves down on the map slightly, and Aloy now has to find a hatch in one of the ruins.

When Aloy finds the hatch, she opens it and enters. Inside is a small room with a box in the middle and journals scattered around. The journals speak of a great hunter traveling to the frozen wilds, the forbidden west, and beyond to hunt exotic machines. Inside the box is an ancient headpiece. Aloy tells herself that she has no clue what it is but that a shaman might. She then says that there might be a shaman at Mother's Crown.

Delivery quest:

The new waypoint is set on Mother's Crown.

When Aloy has made her way to Mother's Crown, she has to find the shaman. After doing so, he explains that a great hunter once wore the headpiece and that it disappeared during the red raids. Believing that the headpiece holds great power, he offers to make Aloy an armor set with it. He says it will be better off in her hands than sitting behind locked doors.

The shaman tells Aloy that she needs to get him a Grazer heart, a Bellowback lens, and a Shell-walker lens before he can make the armor set.

Fetch quest:

When tasked by the shaman to gather machine parts, the waypoint splits into three waypoints. Each waypoint is located at the closest Grazer, Bellowback, and Shell-walker sites. Aloy only needs to kill one of each to gather the resources she needs to complete the quest.

When Aloy returns with the components, the shaman is impressed and endorses her for her excellent hunting skills. The screen fades to black and back again, and Aloy is granted the new armor set along with 2000 XP.

NPC List

Eclectic Collectibles Merchant in Meridian:

She is a merchant who sells unusual items, primarily for trading with other merchants. She is a middle-aged woman with scuffed clothing, and she used to be a shadow-carja prisoner.



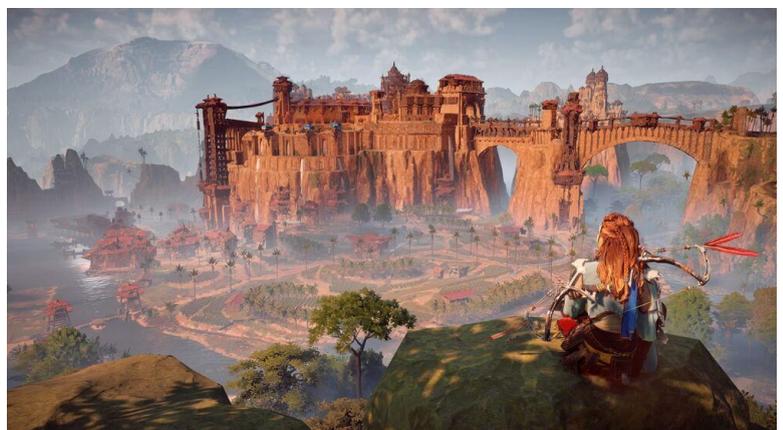
Shaman in Mother's Crown:

He's a man who dedicated himself to the life of the shamans. He is dressed in the colors of the Banuk tribe, wears a large headpiece, and has glowing tubes embedded in his skin. He speaks calmly and is always ready to share his knowledge.



Geographical overview

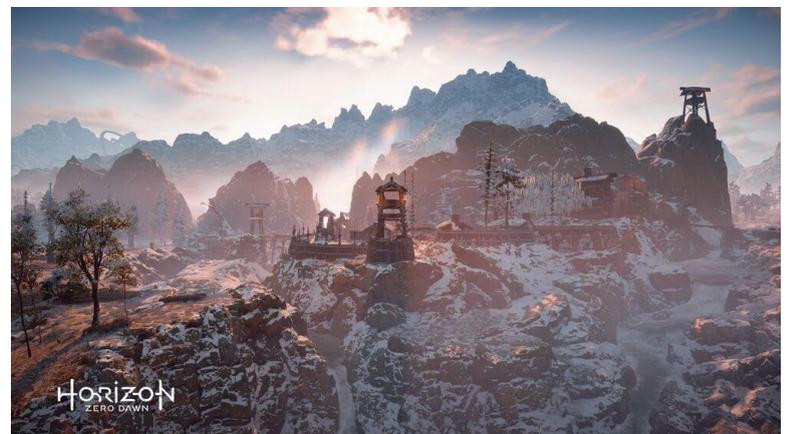
Meridian: It's the largest city in the sandom with towering buildings and beautiful ornaments. It's also referred to as "The City of the Sun" and is the capital of the Carja. It's located on top of a mountain surrounded by a humid jungle environment. Meridian is the center of trading.



Devil's Grief: It's a large area with overgrown ruins from the old world. Surrounding is a dense forest with lots of machines wandering around. The land is partially flooded with a lake nearby. The search quest will take place in the southern part with smaller ruins and more trees.



Mother's Crown: It's a larger village on a mountainside southwest of Devil's Greif. Due to its high altitude, the village is mostly covered in snow. The inhabitants are of the Nora tribe. The village consists of wooden structures, often made out of logs.



The desert: Should the player decide to walk from Meridian to Devil's Greif, they would have to travel across the desert. It consists of large open areas and high cliffs. Smaller structures belonging to the Carja can be found scattered around. The desert is also home to the most dangerous machines like the Stormbird, Thunderjaw, and the Rockbreaker.



Quest dialog

Obtaining the quest:

Aloy buys the map from the merchant.

MERCHANT

I hope you find more use for that map
than I did.

Aloy walks away, thinking to herself.

ALOY

Hmm looks like Devil's Grief. I should
take a look around next time I'm there.

Search quest:

Aloy enters the search area.

ALOY

Okay, so this is the location on the
map... what am I looking for? Maybe I
can see something with my focus.

Aloy finds the metal plating.

ALOY

It says something about a door in the
ground... a hatch, maybe? 18 steps
south.

Aloy enters through the hatch.

ALOY

Interesting! What is this room?

Aloy collects the headpiece.

ALOY

Hmm, it looks like a headpiece. But why hide it like this? I could probably find a shaman in Mother's Crown who could tell me more about it.

Delivery quest:

Aloy finds and speaks to the shaman.

SHAMAN

Hello, Nora, can I help you?

ALOY

I found this headpiece hidden underground in Devil's Grief. It was placed in the middle of a room, looked important. Can you tell me anything about it?

The shaman is taken aback as Aloy hands him the headpiece.

SHAMAN

This is the headpiece of the most excellent hunter ever to have traveled these lands. He ventured to the forbidden west and beyond to hunt the most exotic machines. He died a long

time ago, but this right here is his headpiece. It's an artifact that went missing during the red raids, thought to have been lost or destroyed.

ALOY

Okay, so what should I do with it?

SHAMAN

This artifact holds great power. It would be a shame to lock it away again... I could craft you an armor set with it, but you must bring me parts first.

ALOY

Sure, what do you need?

SHAMAN

The lens of a Shell-walker and a Bellowback. I also need a Garzer heart.

ALOY

Consider it done.

Fetch quest:

Aloy gives the shaman the parts.

SHAMAN

These are in exceptional condition!
You are an outstanding hunter! I will make you the armor.

The screen fades to black and then back again to show the passing of time.

SHAMAN

Here you go. Safe travels, Nora.

ALOY

Thank you!

Quest chain ends.

Asset list

- Armor set (Must have)
- Metal plate with symbols on it (Must have)
- Voice lines for shaman (Must have)
- Voice lines for Aloy (Must have)
- Inventory icon for the headpiece (Must have)
- Model of the headpiece (Must have)

- Small room under a hatch in Devil's Grief (Should have)
- Journals (Should have)

- Animation of the shaman holding and looking at the headpiece (Could have)
- Voice lines for eclectic collectibles merchant (Could have)
- Shaman model (Could have)

Risk analysis

The biggest risks with adding this quest chain would be adding the room under Devil's Greif and recording additional voice lines for Aloy, the shaman, and the eclectic collectibles merchant. Other risks, like making a new model for the shaman, could be avoided by reusing existing models. If more compromises had to be made, it would be possible to scrap animating the shaman holding the headpiece. The room

under Devil's Greif could also be removed, putting the headpiece above ground to a climbable position instead.