

High Fantasy Quest Example

Game: [Gloomhaven Digital](#) (2021)

Client: [Asmodee](#) (via Flaming Fowl Studios)

Game Type: Turn-based, card-driven RPG

Game Tone: Dark High Medieval Fantasy, with Comedy Elements

Platforms: PC, PS4/5, Xbox Series X, Nintendo Switch

Gloomhaven Digital is a DICE-nominated adaptation of the hit TTRPG dungeon-crawler board-game *Gloomhaven*. Players create a Mercenary Guild, and then build and control a group of mercenary warriors to explore and make choices on the state of the continent of Gloomhaven with.

My work focused on the new *Guildmaster* mode, which added the new city of Demonsgate and its surrounding settlements to the continent of Gloomhaven. I was in charge of all new locations, stories, and characters, and ensuring that none interfered with established lore, while still following the direction Asmodee desired.

The below is one quest of around 50 I wrote for the 'Journey' storyline of *Guildmaster*, which gave players a narrative reason to explore the area around Demonsgate. In this late part of the storyline, players are traveling to Staybright Fort to fight The Council of Shadow, an evil organisation who have been attacking settlements all over.

Staybright Fort Journey

Map Details:

- Enemies: Harrowers, City Guard, Savvas, Ancient Artillery
- Biome: City
- Threat Level: 350
- Dark Element Strong
- Light Element Null
- Split Entrance

Scenario Name: Harrow, is it me you're looking for?

Scenario Summary: Eliminate the Council of Shadow

Map Menu Description: You've hunted the Council down... time to end this.

Objective(s):

- Kill all enemies

Dialogue:

- Map Screen Pre Scenario: None
- Map-Side Scenario Intro:
 - Staybright Fort was once home to a group of Orchid Spellweavers who had gathered together to watch over the Saltmarsh Flats for a threat since lost to time, turning the fort into a beacon of magical light and safety. Surveying Staybright Fort today, its history seems to be long forgotten. A Dark pall hangs low over the crumbling castle, making a mockery of its name. The walkways swarm with Militia soldiers and Harrowers, while Ancient Artillery shines between them.

Storming the front gate would be suicide, so you look for another way in. You see that some bricks have fallen away from the left wall, and so you split your

party in two. Half of you advance toward the front gate to draw forces, while the other manages to break through the wall, and into the fort beyond...

- Scenario Intro
 - Trainer - Both groups should clear a way to the keep; you're going to need all your strength to defeat the Council.
 - Merchant - You'd think such a strong Council would have stronger walls on their hideout...
 - Trainer - They did drain the Light out of this place, though. Be careful: Light is Null here, and Dark is Strong.

- Room 2
 - Trainer - Ah, Night Demons. That would explain the powerful Dark presence.
 - Merchant - As long as they aren't Stone Golems, I'm quite happy.
 - Trainer - Night Demons and Stone Golems? I don't think the Council is strong enough to command both!

- Room 4
 - Trainer - I think we may have spoken too soon.
 - Merchant - Just kill it. I don't want to look at it.
 - Trainer - Once it's dead, prepare yourselves. The doors to the keep are on the other side of this room!

- Room 5
 - Merchant - I expected the Council of Shadow to be a little more... impressive?
 - Harrower - You have stood in the way of our gifts long enough, vermin. Your interference ends here.
 - Trainer - You must make sure it is their interference that ends here, not ours!

- In Scenario Victory
 - Narrator - Now the Council are dead, you notice the scattered documents around their keep.
 - Trainer - It seems from these documents that the Council believed controlling the population would have caused less wars.
 - Merchant - You mean these stinking clouds actually thought they were helping?

- Town Post Rewards Screen
 - Merchant - Staybright Fort is very big and old, so I thought I'd nip in to see what treasures its basement hides.
 - Merchant - Turns out, the damn thing is full of unstable explosives. Just... why?!
 - Merchant - I managed to get some out safely. I don't know what you'll do with it, but I'd encourage you to buy it before it explodes.