

**Summary:**

The player meets a farmer randomly in the woods of the waste land. The farmer requests their help to try and save their friend from a Yao Guai. This can end with the farmer dead, the farmer helping the player to kill the Yao Guai, or the farmer sending the player alone to kill the Yao Guai.

**Locations:**

Area in forest near a good-sized clearing.

**Presentation:**

This will be presented through two dialog sequences with the farmer and one encounter with the Yao Guai.

**Script:**

(Out of breath and panicked)

Farmer: Please, please! You gotta come with me!

Player choices:

1. Calm down.
2. Sarcasm.
3. Stop shaking.
4. What's going on?

1. Calm down

(Positive more supportive)

Player: Calm down. I can't help you if you can't tell me what's going on

(Moving from panicked to calm)

Farmer: Your right. Sorry. (Wait a couple seconds and switch the NPC animation to be more calm) OK. I think I'm a little better.

2. Sarcasm

(Sarcastic delivery)

Player: What's got you so worked up? Raiders invade (italics)another settlement.

(confused, pleading)

Farmer: What? This is serious. My friend could be in danger.

3. Stop shaking

(Angry and domineering delivery)

Player: Stop quaking in your boots and grow a pair. I do anything if I don't know what you need.

(sad, quiet)

Farmer: Sorry. (Change NPC animation to more sad and submissive) It's my friend.

4. What's going on?

(Neutral questioning delivery)

Player: What's going on?

All Choices:

(Panicked, stammering)

Farmer: It's my friend. We were following some radstag tracks and weren't paying attention to our surroundings. After about an hour, we found it. At the feet of a massive yao guai, biggest sombitch you ever seen. I was frozen. Right before the thing was able to strike me, Dale hit with a bullet and then ran into the woods with it right behind. I...I ran,...but dale is still there. he needs help. Please, help me save him.

Player Choices:

1. Of course
2. Grow a spine
3. Do your job
4. Affirmative

1. Of course

(Positive almost heroic delivery)

Player: Of course I'll help. He sounds like a good friend. I can't let that kind of devotion go unrewarded.

(grateful)

Farmer: Thank you. Thank you!

2. Grow a spine

(Angry and upset that the farmer would act like such a coward).

Player: Grow a spine! how could you leave your friend back there?!

(sad, submissive)

Farmer: Your right, but I'm just a farmer. I'm not brave like you.

3. Do your job

(Sarcastic and upset the farmer would do such a thing to a friend)

Player: Fine. I'll go do the job you should have as his friend.

(Acting brave to submissive)

Farmer: You're right, I'm not much of a friend. I'm just...afraid.

4. Affirmative

(Neutral, matter of fact)

Player: I'll look into it.

(grateful)

Farmer: Thanks

All Choices:

(scared but direct)

Farmer: Dale and I ran into the beast in clearing over there. I would like to help, but...I'm not sure if I'll be able to do anything. I'll wait here.

Player choices:

1. Come with (Charisma skill check)
2. Don't worry.
3. Your job.
4. Never forgive

1. Come with

(confident supportive)

Player: Come with me. You ran away once but coming back now can prove your confidence. You can prove it to me, dale, and ... yourself.

On success:

(scared to confident)

Farmer: Your right! I can show Dale that I didn't just run away. Let's go!

(Pop back into the open world now with the farmer as a follower)

On failure:

(scared and dismissive)

Farmer: No. I...I can't. I already ran away once, what makes you think I won't run away this time.

(Back to previous player choices)

2. Don't worry

(Positive almost heroic)

Player: Don't worry, I'll make sure he makes it back to you alive.

3. Your job

(Sarcastic and demeaning)

Player: I'll go do the job you should have done.

4. Never forgive

(Mean, demeaning voice. Like the player is looking at an insect)

Player: I hope he never forgives you for your cowardice.

All Choices:

(pop back to open world)

(pleading)

Farmer: Please...save him.

Player then will come upon the clearing with the yao guai feasting on a radstag. They'll then have to fight it.

Potential lines for the farmer:

"This is for Dale."

"I won't run away this time."

"Die you sombitch."

If the farmer dies:

the quest will end as a failure

If the farmer is with you and lives:

The farmer notices and walks over to a dead body on the edge of the clearing

As the player approaches:

(Sad, almost grasping or pleading)

Farmer: Poor Dale. If I hadn't run maybe you would still be alive.

Player Choices:

1. You tried
2. Remember that
3. Should have thought
4. He wanted you to live

1. You tried

(supporting, understanding)

Player: You tried to save him. You brought me and even came back yourself to try and save him.

(Grateful)

Farmer: Thanks. That means a lot.

2. Remember that

(cold and demanding)

Player: Remember this feeling the next time a friend needs your help. Don't run away again.

(pleading but trying to summon courage)

Farmer: I'm not sure I can be that courageous, but...I'll try.

3. Should have thought of that

(Cold, like the player is looking down on the farmer)

Player: You should have thought of that when he could have used your help. Instead you ran.

(Sad, disappointed in himself)

Farmer: Yeah, you're right.

4. He wanted you to live

(Matter of fact, a little supportive)

Player: It took a lot of courage but he used his life to save yours.

(Sad, almost pleading with himself)

Farmer: You're right, I just wish I had done something.

All choices:

(sad, accepting, hopeful)

Farmer: Thanks for your help. At least now I know what happened. I owe my life to Dale. I'll make sure it's not wasted.

Boot player back to open world and have the farmer wonder off and disappear.

If the farmer didn't follow you:

Place a tag on the farmer's friend's dead body. Once the player gets close to the body, move the marker to the farmer.

As you approach the farmer:

(pleading)

Farmer: Did you find Dale? Is he safe?

Player choices:

1. Not yet

2. Sorry

3. Because of you

4. Too much

1. Not yet (This is the automatic selection if the player hasn't found the body yet).

(Normal, straight)

Player: I haven't found him or the beast.

(Pleading, worried)

Farmer: Please, find him soon. There's no telling what that beast could have done.

Boot back to the open world.

2. Sorry

(Mournful, sad)

Player: I took care of that monster...but, by the time I got there...he was already dead.

I'm sorry.

(Pleading with self, eventually accepting reality)

Farmer: No, no. He can't be dead. Dammit! If I hadn't run away, maybe he would still be alive.

3. Because of you

(Smoldering anger, scornful)

Player: He's dead, because you ran away leaving him to have to fend for himself with that monster.

(Accepting but scrambling for an excuse)

Farmer: You're right, but what could I have done. If I stayed there would be 2 dead bodies.

#### 4. Too much

(Matter of fact, cold)

Player: He was dead when I got there. A beast that size is too much for a lone hunter like him.

(sad and accepting but wishful)

Farmer: You're right. Had I thought about it, had I stayed...maybe we could have bought enough time for both of us to escape. Or maybe someone would have come along to help.

All choices:

(Sad, wishful)

Farmer: Thanks for your help. I just...I just wish I had been able to stay, been able to fight. Maybe he would be alive now if I had.

Player Choices:

1. Next time
2. Remember that
3. Should have thought
4. He wanted you to live

#### 1. Next time

(supporting, understanding)

Player: You can't change what happened. Maybe next time you're faced with a difficult situation, you can remember this and stand your ground.

(sad, rejecting any belief in himself)

Farmer: You're right. I just hope I never have to make that choice again.

#### 2. Remember that

(cold and demanding)

Player: Remember this feeling the next time a friend needs your help. Don't run away again.

(pleading but trying to summon courage)

Farmer: I'm not sure I can be that courageous, but...I'll try.

#### 3. Should have thought of that

(Cold, like the player is looking down on the farmer)

Player: You should have thought of that when he could have used your help. Instead you ran.

(Sad, disappointed in himself)

Farmer: Yeah, you're right.

4. He wanted you to live

(Matter of fact)

Player: It took a lot of courage, but he used his life to save yours.

(Sad, almost pleading with himself)

Farmer: You're right, I just wish I had done something.

All choices:

(Sad, slightly hopeful but also rejecting hope)

Farmer: Thanks for your help. At least now I know what happened. I owe my life to Dale. I'll make sure it's not wasted.

Boot player back to open world and have the farmer wonder off and disappear.