

INTERVENTION

by Laura Walsh

Quest dialogue from the sci-fi MUD/MMO Starmourn

Overview

"Intervention" is a quest that takes place on Hororeon, home planet of the Ry'nari people (lizard-like humanoids). A Ry'nari chief is concerned about her son who has, from her perspective, an unhealthy obsession with cyber augmentation. The player is tasked with finding the son and bringing him back so they can have a friendly chat.

Characters

Chief Rendal Veydark	a Ry'nari
Joxar Veydark	Rendal's mate
Verga Veydark	Young daughter of Rendal & Joxar
Khagrim Veydark	Son of Rendal & Joxar

Ambient Dialogue

When player enters and has not completed the quest, this conversation is interrupted.

Joxar: Flame of my heart, do not let your affection for our son blind you to his trouble! He puts the tribe -- the horde -- at risk with his obsession.

Rendal: I am not blind -- arggh!
The Ry'nari chieftain throws her hands in the air in exasperation.

Rendal: This is a conversation for another time.

Rendal's Interactions

Event	Parameter	Response	Parameter
Greeted		<p><i>Random Response:</i></p> <ul style="list-style-type: none">You are among the Targon Ry'nari. Remember that as you linger in our dome.The Mogul is strong and leads the tribes well.Family, tribe, horde. All three have my devotion. <p><i>Player Dialogue Options:</i></p> <ul style="list-style-type: none">Tell me about your family.Tell me about the Targon tribe.Tell me about the horde.Do you have any work for me?	<p>ask-family ask-tribe ask-horde get-work</p>

(517) 513-1520
PHONE

lauramerte@gmail.com
EMAIL

2928 Heeney Rd, Stockbridge MI 49285
ADDRESS

Dialogue	ask-family	Ahh, my family. My mate is a treasure. My daughter a jewel. But we are a little worried about our son... <i>Player Dialogue Options: [ref. Greeted]</i>	
Dialogue	ask-tribe	The Targon are the mightiest tribe on Hororeon! And the most intelligent. <i>Player Dialogue Options: [ref. Greeted]</i>	
Dialogue	ask-horde	We follow the Mogul, and fight when we are asked to. None can withstand us. <i>Player Dialogue Options: [ref. Greeted]</i>	
Dialogue	get-work	Yes, in fact I do. <i>The chief cuts her eyes at the Ry'nari standing next to her.</i> <i>[pause]</i> My mate and I worry about our son. While we accept that cybernetic augmentation... wetwiring and such... is a necessity of the day, he seems to be taking it to the extreme. <i>[pause]</i> His willingness to go to more and more extreme lengths in the pursuit of "improving" himself is taking a toll on his mind. His aggression is excessive, even for a Ry'nari. I fear he is losing himself, and worse, putting our community at risk. <i>[pause]</i> He has not returned to the Targon dome in some time... if you could persuade him to come see us, so that we may have a reasonable discussion, we would be grateful. Are you willing? <i>Player Dialogue Options:</i> <ul style="list-style-type: none"> • Yes, I think I can manage that. • Sorry, can't help you. 	accept-quest reject-quest
Dialogue	accept-quest	Good. He is still very fond of his sister and they communicate... somehow. She may be able to help you track him down.	
Dialogue	reject-quest	Very well.	

(517) 513-1520
PHONE

lauramerte@gmail.com
EMAIL

2928 Heeney Rd, Stockbridge MI 49285
ADDRESS

Verga's Interactions

Event	Parameter	Response	Parameter
Greeted		<p><i>Verga comes to an abrupt stop and stares at you.</i> Are you a Spacer? Hi. Did I see your ship land? I thought I did. So cool. Oh look at that one!</p> <p><i>Player Dialogue Options:</i></p> <ul style="list-style-type: none"> • Hi there! • I'm looking for your brother. Know where he is? 	be-friendly ask-brother
Dialogue	be-friendly	<p>Nice to meet ya. I'm Verga.</p> <p><i>Player Dialogue Options:</i></p> <ul style="list-style-type: none"> • What are you doing, running around the dome? • Hey, let me tell you all about my space ship. • Aren't you the chief's daughter? • So what do you want to be when you grow up? • I'm looking for your brother. Know where he is? • See you later. 	ask-doing talk-self ask-family grow-up ask-brother say-bye
Dialogue	ask-doing	<p>Just playin' jet packs! <i>Verga giggles and waves to her friends nearby.</i></p> <p><i>Player Dialogue Options: [ref. be-friendly]</i></p>	
Dialogue	talk-self	<p><i>Verga listens, wide-eyed, as you talk about yourself and your adventures.</i> Wow, spacers are sooooo cool!</p> <p><i>Player Dialogue Options: [ref. be-friendly]</i></p>	
Dialogue	ask-family	<p>Uh huh! My mom is in charge of the tribe, so she's super busy a lot of the time. But that's ok because then I can do more stuff that I wanna do.</p> <p><i>Player Dialogue Options: [ref. be-friendly]</i></p>	
Dialogue	grow-up	<p><i>Verga gives a little hop and claps her hands.</i> I wanna be a captain of my own ship. And go to all the planets and see all the things!</p> <p><i>Player Dialogue Options: [ref. be-friendly]</i></p>	

(517) 513-1520
PHONE

lauramerte@gmail.com
EMAIL

2928 Heeney Rd, Stockbridge MI 49285
ADDRESS

Dialogue	ask-brother (friendly <2)	<i>Verga tilts her head and crosses her arms, looking uncomfortable.</i> Uhh... <i>Player Dialogue Options:</i> <ul style="list-style-type: none"> • Sorry, I meant hi! • See you later. 	Be-friendly say-bye
Dialogue	ask-brother (friendly 2+)	Oh. Hmm. Well sometimes I meet him over by the spaceport and we watch the ships landing. His friends live over there. <i>Verga points along the corridor leading west.</i> <i>Player Dialogue Options: [ref. be-friendly]</i>	
Dialogue	say-bye	Byeeeeeee! <i>Verga launches her pretend jet pack and runs off.</i>	

Khagrim's Interactions

Event	Parameter	Response	Parameter
Greeted		<i>Rhagrim puts down the power core he is working on and peers at you.</i> Whaddya want? <i>Player Dialogue Options:</i> <ul style="list-style-type: none"> • Just came to watch the ships. Heard it's a nice view. • Hey, that's a pretty impressive arm piece you got there. • Your family sent me to find you. 	just-looking nice-arm your-family
Dialogue	just-looking	Heh. Yeah. Can't say much for this part of town, but you can't beat the view. <i>Player Dialogue Options:</i> <ul style="list-style-type: none"> • So what are you doing over here anyway? • Let me tell you something about the spacer life. • Aren't you the son of the Targon chief? • So, did you always want to be a mechanic when you grew up? • Your family sent me to find you. • See you around. 	what-doing talk-self ask-family grow-up your-family say-bye

Dialogue	nice-arm	<p><i>Khagrim rotates his left arm back and forth, showing off the cybernetic exostructure.</i></p> <p>Heh. Thanks. Got it installed out of the factory but made a few improvements myself.</p> <p><i>Player Dialogue Options: [ref. just-looking]</i></p>	
Dialogue	what-doing	<p>I'm a mechanic. So... I'm working.</p> <p><i>Player Dialogue Options: [ref. just-looking]</i></p>	
Dialogue	talk-self	<p><i>Khagrim initially looks bored as you talk about yourself, but soon is listening intently to your adventures</i></p> <p>That's crazy cool. Maybe I'll get a shot at spacer life one day.</p> <p><i>Player Dialogue Options: [ref. just-looking]</i></p>	
Dialogue	grow-up	<p>Oh, yeah, for sure. Always loved tinkering with things. Making things work. Making things work better.</p> <p><i>Player Dialogue Options: [ref. just-looking]</i></p>	
Dialogue	ask-family	<p>Yeah, but that's none of your business.</p> <p><i>Player Dialogue Options: [ref. just-looking]</i></p>	
Dialogue	your-family (friendly <2)	<p>I bet they did. Whatever.</p> <p><i>Player Dialogue Options: [ref. just-looking]</i></p>	
Dialogue	your-family (friendly 2+)	<p><i>Khagrim rolls his eyes, but allows you to explain the concerns his family has.</i></p> <p>Guess I always figured they were disappointed in my being a mechanic. Didn't think they'd be worried about all this other stuff, but no reason I can't explain things to them.</p> <p style="text-align: center;"><i>[pause]</i></p> <p><i>Khalgrim closes his toolbox and begins to follow you.</i></p> <p>Well, let's get this over with.</p>	
Dialogue	say-bye	<p><i>Khalgrim grunts and picks up his work.</i></p> <p>Yeah. See ya.</p>	

Quest Completion

When player enters Rendal's room with Khagrim following, the following scene plays out.

Rendal: So. You have returned, my son.

Khagrim gives a hesitant smile as his mother recognizes his presence.

Rendal: Guards! Secure my son and do not let him out of your sight.

Khagrim blinks, looking at you with wide eyes.

Khagrim: Wait... what?

Four Ry'nari step forward and grasp Khagrim by the arms and shoulders, firmly steering him away as he slowly registers what is happening.

Khagrim: What, I haven't done anything! Mother! I was coming to t--

Rendal turns grimly to face you.

Rendal: You have our thanks. Now that my son is returned, the tribe will convince him to forego his addiction and remain with us. But that is our business. Worry yourself no more about it.

Note: the quest turned out to be a ruse to lock Khagrim up and reprogram him to be less of a technophile - yes, it unfairly tricks the player into doing something unkind, but they have a chance to address the situation in a later quest.