**Quest Writing**

The following are samples of quests written for “Ara: History Untold”, created to gift the player Prestige, guide their playstyle, and create a route for AI settlements to join a player’s nation. Many of these quests were written in conjunction with or edited by [Paul Murphy](https://www.mobygames.com/person/3484/paul-murphy/), my senior narrative designer during production. All quests had additional coding for implementation, which has not been included here for brevity and a showcase of only the narrative design of said quests.



**Character Descriptions**

The following are character descriptions written for personal projects, created to provide a general background for Non-Player Characters in various settings and worlds. These particular NPCs were created for the world of “Bardum”, a gothic high-fantasy universe created to be played using the D&D 5e system.

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| ***Victoria Hallion - Barkeep***  Victoria Hallion is a half-elven woman in her mid-twenties who runs the Bristleboar Inn, the inn and tavern in Bardum. She recently inherited the tavern after her father disappeared while escorting a trade caravan and has been running the bar almost by herself for a few years now. She puts on a cheerful facade for the townsfolk she serves, though it’s clear that her father’s disappearance is still weighing heavily upon her. | ***Jericho Hallion - Former Barkeep***  Jericho Hallion was the former owner of the Bristleboar Inn and tavern in Bardum. A kind man, he always took in townsfolk from the cold, often giving up his own room when the tavern was overbooked during the wintertime. He was extremely generous, and when there weren’t enough escorts for a trade caravan before the winter set in, he volunteered immediately. He disappeared on that journey, never to return to Bardum. The tavern was then entrusted to his daughter, Victoria. He has been missing for six years. | ***Luke Splitfang - Bar Employee***  Luke is one of the rare half-orcs that reside in Bardum. Despite his large stature, he is a careful man of few words. Those words he does speak are in broken common, a byproduct of his seclusion from others for most of his childhood outside of Bardum. After Jericho’s disappearance, Luke volunteered to help Victoria run the Bristboar Inn and manages the bar while she is in the kitchen. |
| ***Tomrind Embross - Blacksmith & Guard***  Tomrind runs the smithy in Bardum and provides the town with essentials to build and repair housing, animal pens, gates, and other everyday items. He is also responsible for equipping the town guard, outfitting each member personally with armor and a weapon of their choice. He boasts a massive stature of nearly nine feet in height, and his gruff voice would frighten any that did not know how kind of a man he really was beneath his scales and teeth. He has taken many children in as apprentices throughout his time in Bardum, providing them with life skills needed to help their families during the harsh seasons that plague the Hamlet. | ***Yoren & Jiselle Calibrae - Farmstead Owners***  Yorin and Jiselle Calibrae own Bardum’s largest farm and are essential in providing the town with year-round food. Yoren’s family has owned the Calibrae farm for three generations, and Jiselle married into the family eight years ago. Together, they have two sons named Jared and Kael who will inherit the farm when they are old enough to work. | ***Glade Calibrae - Farmstead Owner***  Glade Calibrae, or “Granny Cali'' as she’s known to most of Bardum’s townsfolk, is the oldest woman currently living in the Hamlet. She is Yoren’s mother and inherited the farm from her father after a particularly harsh winter four decades ago. Her husband passed away when she was pregnant with Yoren, and yet she continued to till the farm for Bardum’s citizens to make sure they didn’t go hungry as the weather worsened. Some say they want to erect a second statue in the town’s market in her honor, while others (mostly children) believe she might be a witch. |