

**Example Quest - Horizon Zero Dawn****DELVER RESCUE**

Since the Battle of the Alight, Aloy has been searching for a backup of the AI GAIA. Her search has led her to an Oseram village called Cragscar in the Claim, following a rumor of a former Project Zero Dawn research location. She is hopeful that the site might hold more information about where a backup of GAIA could be found. Upon asking around in Cragscar Aloy has learned that several years ago miners uncovered Old Ones technology, however, that mine suffered a catastrophic cave-in and has been closed since. Aloy eventually is directed to a young Oseram inventor Elmith, who seems to know more about the mine.

Aloy - a resourceful machine hunter. On a mission to repair the GAIA terraforming system and stop the Earth's environmental collapse.

Elmith - a young Oseram inventor with a prosthetic leg. Clever and cautious, he is often overprotective of his sister.

Ragam - a young Oseram delver with a stocky build. enthusiastic and Confident, she is adept at navigating dangerous locations.

**1 THE CLAIM, THE VILLAGE OF CRAGSCAR****1**

*Aloy approaches Elmith in his outdoor forge.*

**> Speak with Elmith.**

ALOY

You must be Elmith?

ELMITH

Ah, you found me. Aloy is it? I heard you've been asking around about the northern mine.

ALOY

I have. I was told you might be able to help me get in.

ELMITH

Well, you know the mine is closed. Ealdormen's orders; no one goes in, it's too dangerous since the collapse.

ALOY

Since when has danger stopped Oseram delvers?

ELMITH

(Amused.)

Fair point. Though even without the Ealdormen's ban, the whole mine collapsed, only the rats can make it in now.

ALOY

(Skeptically.)

Really, there's no way in?

ELMITH

(Cautiously.)

Mind if I know what you're looking for in there? You after some choice scrap?

ALOY

No, I'm not a delver. I'm looking for an Old Ones facility.

ELMITH

(Hesitating.)

Mmm, well in that case...

ALOY

(Frustrated, cutting Elmith off.)

Look, if you're not going to tell me anything useful, can you at least point me in the right direction and I'll see for myself?

ELMITH

Sorry, sorry. It's just, we don't much like to talk about it in case the Ealdormen decide to take an interest. But... if anyone can help you find what you're looking for it's my sister Ragam.

ALOY

And where can I find her?

ELMITH

She and the others have set up camp to the north, a little bit south of the mine.

ALOY

Anything else I should know?

ELMITH

Um... yes, they were due back in town yesterday. I mean, it's not uncommon for them to be late, but well... If you can find them, and make sure they're all right?

ALOY

I'll keep a lookout. Thank you for the help.

ELMITH

Thank you! And good luck!

**2 DELVER CAMP**

**2**

**> Find the delver camp.**

*Aloy departs for the delver camp in the North. When she arrives the camp is empty, with no signs of delvers nearby.*

ALOY

This must be the delver camp, but it's definitely empty. Let me scan with my focus and see if I can find anything.

**> Scan the camp for clues.**

Clue - The fire pit.

ALOY

It's cold, hasn't been a fire in here in at least a day.

Clue - Footprints in the camp.

ALOY

Hmm, no signs of struggle. I don't think they left in a hurry.

Clue - Neat piles of equipment.

ALOY

Their camping gear is all still here, they must have been planning to return.

**> Follow the tracks to find the cave entrance.**

*After finding the three clues, the next scan reveals tracks leading out of the camp.*

ALOY

Looks like the tracks lead North toward the mine. Better stay alert in case they ran into machines on the way.

*Aloy follows the tracks through the forest, eventually arriving at a small opening in the cliff wall.*

ALOY

This must be the mine entrance. No signs of Ragam and the others so far. I wonder if they got into trouble on the inside?

**> Explore the mine and find the delvers.**

### 3 NORTHERN MINE

3

*Aloy enters through the narrow entrance to the mine, making her way through narrow winding tunnels until it opens into a larger cavern. Several machines are in the clearing (sawtooths and watchers). A group of 3 delvers are on a ledge across the way, hiding out of sight from the machines.*

**> Defeat the machines.**

ALOY

There's Ragam and the delvers, and the trouble they ran into. I better take care of these machines.

*After Aloy defeats the machines, the delvers call out to her.*

RAGAM

Over here!

**> Climb up the delvers and speak to Ragam.**

RAGAM

By the forge, thank you!

ALOY

Is everyone alright?

RAGAM

Mostly, at least we're all in one piece.

ALOY

What happened here?

RAGAM

We were surprised by the machines, we haven't seen them inside the mines in a long while. Orist got injured as we tried to escape and we ended up stuck up here. We're lucky you found us!

ALOY

You can thank your brother, after some convincing, he directed me to your camp and I followed you here.

RAGAM

Bless, Elmith. Sorry if he gave you a hard time, he tries to be the overprotective brother more than he needs. What brings you here, other than looking for us? Though if you're an aspiring delver, I have bad news, this mine is claimed.

ALOY

(Exasperated.)

Elmith said as much. No need to worry, I'm just looking for an Old Ones site.

RAGAM

Well, that I can help with! Least I can do for saving our skins. Dolen, get Orist back to camp safe, I'll join you as soon as I show...  
(Gesturing at Aloy.)

ALOY

Aloy.

RAGAM

Aloy! What she's looking for.

*The other two delvers leave.*

**> Follow Ragam through the mine.**

*Ragam leads Aloy through more narrow tunnels until they arrive at a rock wall covered in the remnants of an Old Ones structure with a doorway partway up the wall.*

RAGAM

(Pointing upwards.)

There it is. I'd say it might be a bit tricky to get to, but considering how you handled those machines I imagine it's not a challenge for you.

ALOY

Wouldn't be my first climb, no. Thanks for your help.

RAGAM

Not at all, thank you for the rescue. Best of luck in your search, and be sure to find me and Elmith back in town if you ever need anything.

*Ragam exits the cavern.*

**> Climb the cliff face.**

*Aloy climbs up the cliff face to the door and opens it, entering the facility.*