



Daniel House

Quest Sample: Acquiring the Elemental's Approval – Terram

Quest Type: Magical Ability Unlock

Reward: Earth Affinity (Unlocks *Donum Terra* and *Stone Shard*)

Quest Summary

The player intervenes in a predator-prey conflict to save five animals. But their interference in the natural order draws the attention of **Terram**, the Earth Sprite. To earn her trust and her power, the player must survive her trial and confront the consequences of their actions.

Scene One: After the Rescue

The player defeats the predator attacking a group of forest animals. Suddenly, a massive, vine-entwined wolf emerges from the trees, glowing faintly green.

Terram (as wolf)

(growling, deep and guttural)

"What is it you think you are doing?"

The player attempts to speak, but the wolf knocks them to the ground with a paw.

Terram

"You are an ignorant fool. You cannot go around changing the course of nature on your own accord."

She steps back, eyes glowing. Her body shifts, shrinking, reshaping. Vines unravel. The wolf transforms into a human-shaped figure made of bark and blossoms—a barefoot girl of about eighteen, surrounded by a green glow.

Terram (as sprite)

"There is still life in this creature. I will mend the damage you've done."

She kneels beside the fallen predator, places a glowing hand on its side. Its wounds close. It breathes. It rises. With a gentle growl, it retreats.

She turns, hands on her hips.

Terram

"Well? Will you learn what I have to teach you?"

Player Dialogue Choice:

- "Yes"
 - "No"
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Scene Two: The Trial

If "No":

Terram

"Very well. Pray we do not meet again."

She vanishes in a burst of petals. Quest ends...unless player saves 5 animals again.

If "Yes":

Terram

"Then come. I will show you the folly of your thinking."

The world twists. The player is transported to an earthen void. Flat land. No sky. Dim light. Only the sprite glows green in the darkness.

Terram

"They call me stubborn. But I believe you can learn. Play my game. Prove to me that you can accept things as they are, not as you wish them to be, and I shall grant you a taste of my power."

She raises her arms. Walls of earth rise in concentric rings. Glowing ivy climbs the walls. She stands before a single exit.

Terram

"You shall witness the futility of control."

She vanishes. The player steps into the maze.

Scene Three: The Earth Maze

The maze is unstable. Paths change behind and ahead of the player. No direction leads out, only deeper in. Eventually, the player finds themselves back at the beginning.

Terram reappears.

Terram

"Did you enjoy yourself?"

She smiles for the first time and raises her arms. In her hands float two orbs. One glows bright green. The other is dark with a white edge.

Terram

"I am the governess of all that grows and all that returns to the earth. I grant you my blessing. With it, you may command the land, mend the broken, and walk in harmony with those who crawl, slither, and leap."

The orbs drift into the player. Light overwhelms the screen. Darkness.

Scene Four: The Return

The player wakes at the original clearing. The predator, now healed, strikes down one of the animals they originally saved. The rest scatter.

Terram's voice echoes, disembodied.

Terram (voiceover)

"I hope you learned something. I'll be watching."

Reward Unlocked

- **Earth Spell: Donum Terra** (Restore health to allies within a small radius)
 - **Earth Spell: Stone Shard** (Launch a piercing spike of earth that stuns targets)
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Design Reflection

This quest is designed to unlock a new elemental magic path while introducing a major thematic conflict in the world: the tension between intervention and natural order. The Earth sprite Terram challenges the player morally, not just mechanically. The maze symbolizes the futility of trying to impose structure on the wild. Rather than rewarding the player for killing the predator, the quest reverses that action to encourage reflection and humility, core tenets of the Earth path.