

## Foreword

Zelda-like top-down dungeon crawler game with emphasis on the story. You play as a peasant man seeking adventure, who is offered the chance to go on one by three adventurers he meets in an inn. Along the way he encounters the legend of a dead family of summoners as they fight their way to steal from their crypts. At the end the three adventurers reveal that they are demons summoned by the family who broke free long ago, that their quest has been a way to open a portal to hell, and that used the main character to achieve their aims.

### Characters:

Taren - The main character. A lowly peasant man working as a lumberjack in a small village. He is quite strong from his job, and capable of surviving by himself, though deep down is quite unhappy. He longs for a more fulfilling life and something more to do, but village life is such a dud he spends a lot of time at the inn as his only means of escape. When he meets the trio he is excited at the prospect of adventuring, getting treasure, and finally making a name for himself. Over time he gets to trust them a lot and sees them as good partners and friends. When they betray him and reveal their true selves he is understandably hurt, but knows he has to stop them.

Ferrek - The first of the three demons, disguised as the leader of their adventurer party. He is a big and strong bloke who fears nothing. When pretending to be human he is supportive and encouraging of his team, ensuring no one gets left behind. As a demon he is still the leader of their party, and is unrelentingly determined, at the expense of anyone who gets in his way. He and his fellow demons were summoned by the family to do their bidding, but after they died they were able to break free, and now seek to find a way to open a portal to hell.

Aishi - The second of the demons, disguised as a mage. She is very powerful with her magic (owing to her secret demon nature) and is more strategising. When pretending to be human, she is more intelligent and strategical, taking view of a situation and planning accordingly. For this reason she is often more reserved and doesn't talk as much as she thinks. As a demon she has a similar role, masterminding their scheme of how to open the demon portal, and is mocking of the main character when they have tricked him.

Tepri - The third of the demons, disguised as a thief. He is much more cunning and sly, seeing opportunity and advantage where others might miss it. When pretending to be human, he takes a role as a mild comic relief, taking a more optimistic and carefree approach to things. As such he is quite friendly, though a little uncertain at first of the main character's skills. As a demon though, he is quite the opposite, being more sadistic and cruel. He doesn't care for anyone else so long as his trio succeeds.

The Angel - A recurring boss. The angel has been chasing the demons every since they broke free, trying to destroy them and foil their plans. When first fighting them, it mistakes the main character as a demon too. As an angel its weapons are especially powerful against demons, but not so powerful against humans.

The Arkand Family - A family of summoners who died out before the events of the game. They were the ones who summoned the demons (and many other monsters) to serve them, but when they died the demons were set free. The important members of the family were the father, a son and a daughter. The father was buried beneath their mansion, the daughter was cremated, and the son was buried beneath a giant tree. Each of them was buried with various magical artefacts, including the ones the demons need to open a portal to hell (because they are essentially reversing the spell that summonned them in the first place). The crypts of each family member serve as the dungeons, themed according to the burial.

## Opening

Taren wakes up in bed. His house is small without many rooms, and is constructed of wood. Leaving the house he enters the village. The village consists of a few simple peasant houses scattered about, along with an inn, a shop, a blacksmith, etc.

The player has to go to lumberyard, but before doing so they may wander around the village as much as they wish and talk to people. Dialogue for various villagers:

-----

VILLAGER #1

Hey Taren. You're up even earlier than usual, you quit early last night?

TAREN

No, I think today I just... woke up earlier.

VILLAGER #1

Well, fair enough.

-----

VILLAGER #2

Morning Taren.

TAREN

Hmm? Oh, morning.

VILLAGER #2

You ok? You seem distracted.

TAREN

No, just tired is all.

-----

VILLAGER #3

Morning Taren. Can't chat, mum's gonna wake up any minute, and you know what she's like.

TAREN

Heh, yeah good luck with that.

-----

BLACKSMITH

Morning Taren. Sorry, I'm not open yet.

TAREN

Oh I don't need anything right now.

BLACKSMITH

Well then why'd you...? Ah whatever, when you blunt your axe my prices will be the same.

TAREN

Axes aren't the sharpest in the first place, you know?

BLACKSMITH

Well you can't go using any of my swords to chop trees with.

-----  
INNKEEPER

Morning Taren. Bit early to come in here isn't it? Hahaha.

TAREN

Never too early when there's nothing to do.

INNKEEPER

Well then it's a good thing you do have stuff to do, eh? I'm sure they'd be glad to see you at the lumberyard this early.

-----  
When Taren finally goes to the lumberyard he is greeted by the foreman.

FOREMAN

Taren, you're early, wonderful. Thought you'd sleep longer after the shift you pulled last night.

TAREN

So did I. But, well, here I am.

FOREMAN

Well lucky for you we don't have an opening time. Just go grab your axe and you can get started.

Taren may also talk to another woodcutter at the site:

WOODCUTTER

Morning Taren.

TAREN

Morning.

WOODCUTTER

Hey, were you the last one out here last night?

TAREN

Yeah. Why?

WOODCUTTER

You wouldn't happen to have seen where my axe has gone, would you?

TAREN

You just left it behind the fir, remember?

WOODCUTTER

Oh, yeah that's right. Heh, should probably leave it somewhere more in view next time.

TAREN  
You should probably finish cutting  
down the tree next time.

When Taren gets his axe, the screen fades to black.

## The Adventure Begins

When the screen fades back it is the evening and Taren has finished work.

FOREMAN

Alright, that's enough for the day.  
Feel free to finish off, but I'm going home.

WOODCUTTER

Yeah, I... phew... I think I'm done too.

TAREN

Sounds good. You guys wanna come to the inn?

WOODCUTTER

No thanks, I am... I am shattered. I'm just gonna go home and sleep.

FOREMAN

Yeah, you both done good work today, sleep would be a good idea. You don't need a belly of seltar beer to get a good night's rest.

TAREN

Speak for yourself.

FOREMAN

Haha, you do you Taren.

All characters leave. The screen fades out and then back in to the inn. Taren has just entered. The place is half-full of patrons, mostly townsfolk, but some others as well. Taren walks over to the bar.

INNKEEPER

Taren my boy! Good day?

TAREN

Eh, just the same as usual.

INNKEEPER

I'll take that as a no then, haha. Or maybe yes? Ah whatever, you want the usual?

TAREN

Sure do.

INNKEEPER

Seltar beer coming right up. Pay up lad.

Taren drinks his beer. The camera moves over to three adventurers sitting round a table in a corner of the inn.

(Adventurer #1 is Ferrek,  
Adventurer #2 is Aishi, and  
Adventurer #3 is Tepris, but  
their names are not displayed.)

ADVENTURER #3  
What about that one?

ADVENTURER #1  
No, he looks healthy but I don't see any muscle there.

ADVENTURER #3  
Ok then, what about her?

ADVENTURER #2  
Are you serious? She looks like she would faint at the first sign of it.

The camera goes back to Taren and the innkeeper.

INNKEEPER  
So, you got any plans for the week?

TAREN  
...you're kidding right?

INNKEEPER  
Partly. Come on Taren, you got to have something planned.

TAREN  
Oh let me think. I suppose I could explore the forest. No wait, that's my job. Maybe I could talk to people in the village. No wait, I do that every day. Maybe I could just sit here in the bar and drink. Oh wait, I do that every day.

INNKEEPER  
...well you must have something you want to do.

TAREN  
Oh lots, just none of it is here.

INNKEEPER  
Well like what?

TAREN  
You know what.

INNKEEPER  
Ah, yes... I really don't think that's advisable at all Taren.

TAREN  
So? Whatever the danger, it's gotta be better than chopping wood every day.

The camera goes back to the three adventurers.

ADVENTURER #2  
I'm sure he'd be able to make it through the traps, but I'm not so sure he could fight the monsters.

ADVENTURER #1  
Come on now, anyone in this place could make it through the traps. We need something more than that. Hmm. Tep, you seem a bit quiet.

ADVENTURER #3

What? Oh, I was just listening to that conversation. What do you think of that guy, he just came in.

The camera goes back to Taren and the innkeeper.

INNKEEPER

I'm just saying Taren, you're a young lad and life will give you opportunities. You don't want to go throwing that away in some dungeon.

TAREN

But a dungeon would be my opportunity! Look, I don't need you telling me what I should or shouldn't do.

INNKEEPER

I wasn't saying that Taren, I was just saying...

The camera goes back to the three adventurers.

ADVENTURER #3

He certainly seems eager to go. You probably couldn't say that about the rest of this lot.

ADVENTURER #2

Well that's what you get when you look in peasant towns.

ADVENTURER #1

He looks pretty strong as well. Alright, I'll go have a chat with him.

Adventurer #1 gets up and goes over to Taren.

TAREN

You're not my dad, ok!

INNKEEPER

Taren, I think you've had enough to drink.

TAREN

I've had barely any!

ADVENTURER #1

Excuse me?

INNKEEPER

Ah, hello. Sorry about that, what can I get you?

ADVENTURER #1

Actually I was hoping to talk to you.

TAREN

Me?

ADVENTURER #1

Yes. I couldn't help but overhear you talking about dungeons.

TAREN

Oh, yeah. What about them?



ADVENTURER #1  
Well me and my friends over there have  
a little adventuring party of our own.  
Perhaps you'd like to have a chat with  
us?

TAREN  
Oh... yes! That would be great.

ADVENTURER #1  
Very good. We're just over here.

Adventurer #1 and Taren leave the bar, go to the table and  
sit down.

ADVENTURER #1  
So what's your name son?

TAREN  
Taren.

ADVENTURER #1  
Everyone this is Taren. I'm Ferrek,  
this is Aishi and Tepris.

AISHI  
Greetings.

TEPRIS  
Nice to meet ya.

TAREN  
So you're an adventuring party, right?

TEPRIS  
Sure are. We've been working our way  
down from the Glacier Plains, heading  
towards the mountains.

TAREN  
Wow. What have you been doing?

AISHI  
We're in search of a great treasure.

TAREN  
A great treasure? What, what is it?

FERREK  
Not entirely sure. But whatever it is  
is sure to bring us all fame and  
fortune.

TAREN  
Wow...

FERREK  
And, we're looking for an extra set of  
hands.

TAREN  
...wha- what, really?

AISHI  
Indeed. The road ahead will require  
extra strength to overcome.

FERREK

We've been looking around, and you seem like the only one in this place with the muscle and drive for the job.

TAREN  
I... I don't know what to say.

TEPRIS  
This all a bit sudden? Haha.

TAREN  
I mean... uh... I...

FERREK  
Hey, if you're interested, meet us back here tomorrow morning.

TAREN  
Um, ye-yeah, absolutely!

The three adventurers get up and leave. Taren goes back to the bar.

INNKEEPER  
Well you look happy. What was that about?

TAREN  
Those adventurers asked me to join their party.

INNKEEPER  
What, really?

TAREN  
Yeah, really!

INNKEEPER  
Wow. That was out of the blue. Well, uh, good for you I guess. But, Taren.

TAREN  
What?

INNKEEPER  
Be careful not to rush into this.

TAREN  
Are you kidding? This is my chance!

INNKEEPER  
Well just be careful where you go, ok?

TAREN  
I won't be going by myself, you know.

INNKEEPER  
Just... don't get yourself killed.

TAREN  
I mean, I don't plan to.

The screen fades out. It then fades back in on the three adventurers standing outside.

TEPRIS  
Do you think he'll come?

AISHI

Of course. That was easy.

FERREK

Well let's hope it'll continue to be  
that easy going forward.

The screen fades to black.

## The First Dungeon

Taren wakes up in bed in his house. Leaving his house he goes out into the village. The player must go and meet the adventurers outside the inn to start the adventure, but again they may wander around and talk to people as much as they wish beforehand. Dialogue for the villagers again:

-----  
VILLAGER #1  
Hey Taren. Making a streak of this are ya?

TAREN  
Well I got a good reason to get up early today.

VILLAGER #1  
Oh?

TAREN  
Seems I'll be heading out on an adventure soon.

VILLAGER #1  
Really? Oh, well, good for you.

-----  
VILLAGER #2  
Morning Taren.

TAREN  
Hmm? Oh yeah, morning.

VILLAGER #2  
You seem distracted again.

TAREN  
Yeah, just thinking about things.

VILLAGER #2  
Fair enough.

-----  
VILLAGER #3  
Morning Taren. Can't chat, mum's not feeling well.

TAREN  
What's wrong?

VILLAGER #3  
I don't know, she's not sick or anything. But ever since last night she says she's had this ominous 'feeling', won't go out the house.

TAREN  
Well I hope she feels better soon.

VILLAGER #3

Thanks.

---

BLACKSMITH

Morning Taren. I don't know why you keep coming here at this time because I'm not open yet.

TAREN

Yeah but I was thinking, when you are open-

BLACKSMITH

Well I'm not. Come back later.

---

When Taren finally meets the adventurers outside the inn:

FERREK

Ah Taren, you're here at last.

TAREN

Well, I said I would didn't I?

FERREK

That you did. Good to see you're reliable. Now look, we're ready to head off when you are, but first things first, you got a weapon?

TAREN

Ah. Uh... not exactly.

FERREK

Really? Nothing at all?

TAREN

Well I mean I'm a woodcutter, I have an axe.

TEPRIS

Can you swing it hard?

TAREN

Um, yeah.

TEPRIS

Well then you're all good!

FERREK

Just go get it and we'll be on our way. Don't worry about food and the like, we've got supplies.

If Taren tries to speak to them again before getting his axe:

FERREK

You got your axe yet?

TAREN

Uh, no.

FERREK

Well just go get it and we'll be off.

---

When Taren goes to the lumberyard to get his axe:

FOREMAN

Taren, you're here early again. Well, that never hurts. Grab your axe and we'll get to work.

TAREN

Uh, actually I didn't come here for that.

FOREMAN

Eh? Well what could you possibly be here for.

TAREN

Well you see, last night at the inn I ran into some adventurers and, long story short, I'm going with them. I just need my axe.

WOODCUTTER

Wait, you're going on a quest?

TAREN

I suppose, yeah.

WOODCUTTER

That's amazing!

FOREMAN

Hold on, does this mean you're quitting?

TAREN

Well, uh, until I come back, yes I suppose.

FOREMAN

Hmm. I don't really fancy losing a third of my workforce.

WOODCUTTER

Aw, come on boss, let him go. It's the most exciting thing any of us are ever gonna get to do.

FOREMAN

Ah, I suppose. Promise me you won't get yourself killed though.

TAREN

I will do my best not to die, I promise you.

FOREMAN

Well alright then.

WOODCUTTER

Good on you Taren!

FOREMAN

Don't you start. You'll have to do all of his work as well.

WOODCUTTER

Uh, on second thought, you sure you don't want to stay?

FOREMAN  
Haha! I'm just kidding. Good luck to  
you Taren.

TAREN  
Thanks.

Taren gets his axe and leaves.

-----  
When Taren returns to the adventurers after getting his axe:

TAREN  
Alright, I got my axe.

FERREK  
Then are you ready to go? Anything  
else you want to do before we leave?

TAREN  
No. I'm all set.

FERREK  
Brilliant. Well let's get going  
everyone, we've got a long walk ahead  
of us.

TAREN  
(to himself)  
At last, I'm going somewhere.

If Taren gets his axe before talking to the adventurers:

FERREK  
Ah Taren, you're here at last.

TAREN  
Well, I said I would didn't I?

FERREK  
That you did. Good to see you're  
reliable. Now look, we're ready to  
head off when you are, but first  
things first, you got a weapon?

TAREN  
Well, I've got my axe. I'm a  
woodcutter see.

FERREK  
Is that all?

TAREN  
Uh, yeah. I mean I know it's not a  
sword but it can do damage.

TEPRIS  
Can you swing it hard?

TAREN  
Sure can.

TEPRIS  
Well then you're all good!

FERREK  
Alright then, if that's what you can  
use. You got anything you wanna do

before we get going? Don't worry about food and the like, we've got supplies.

TAREN  
No. I'm ready when you are.

FERREK  
Brilliant. Well let's get going everyone, we've got a long walk ahead of us.

TAREN  
(to himself)  
At last, I'm going somewhere.

The characters begin to walk off and the screen fades out. It comes back to them walking through a forest. They stop by a tree.

FERREK  
We'll just rest here for a bit.

And they do.

FERREK  
So Taren, tell us about yourself.

TAREN  
Me?

FERREK  
Yeah you. Don't want to go on an epic adventure knowing nothing about each other do we?

TAREN  
That's true. Well, I'll be honest there's not much to say. I was born and raised in that village, never been much outside of it except occasionally going to bigger market towns. I explored the forest quite a bit though, did I mention I was a lumberjack?

FERREK  
That you did.

TEPRIS  
So, this is quite a big thing for you huh?

TAREN  
You could say that.

TEPRIS  
Well it's a good thing you came with us then, anybody else would be less exciting, haha.

TAREN  
Well, if you say so, haha. But what about you guys?

FERREK  
Well, we've been together for a while now, travelling all over looking for treasure. It's a hard but rewarding life.



TEPRIS

And you get to drink as much as you want, without having to get up early in the morning!

FERREK

There's that too. Aish, you haven't said anything. You got anything to say to our new partner?

AISHI

Hm? Sorry, I was just checking the map. Besides, you seem to be making good points.

FERREK

Well, fine then. Come on, we should get moving again.

They all get up and continue on. The screen fades out again. It fades back in at the entrance to the first dungeon, a set of overgrown stone steps leading down into the earth under a big tree.

FERREK

This is the place.

TAREN

What is this?

AISHI

The final resting place of Kelo Arkand, the son of the Arkand family.

TAREN

...under a tree?

AISHI

Kelo had a great love for the forest. They buried him here so he could be with it forever.

TAREN

Hold on, are we robbing a grave?

TEPRIS

Don't worry Taren, we're not robbing the man himself. There's just something inside we want to get.

TAREN

Even so, breaking into his tomb?

TEPRIS

Oh, the Arkand family has been gone for years. No one comes here anymore, no one will mind.

TAREN

Uh, if you say so. What's in there exactly?

AISHI

The Arkand family possessed many treasures. There's one specific jewel in here that we wish to get.

TAREN

So we are robbing a grave.

TEPRIS  
Taren, this is just how a lot of  
treasure hunting goes. Very few  
valuables in the world are lying about  
unclaimed. Just be glad nobody cares  
about this one anymore.

TAREN  
Well, I guess...

FERREK  
Excellent. Let's get going.

The characters enter the dungeon and the screen fades out.  
When it fades back in, the dungeon gameplay starts. This is  
where most of the actual game happens as the player fights  
through the crypt, facing various forest-themed enemies. The  
player can talk to the other three characters while in the  
dungeon and they will have different responses.

Ferrek:

FERREK  
Be on guard, you never know what's  
round the corner.

FERREK  
Don't get distracted now.

FERREK  
Always remember to keep you axe close  
Taren, you never know when you might  
be attacked.

FERREK  
Don't let up your guard.

FERREK  
It's so dark in here, stay sharp.

FERREK  
If something glows in here, don't  
touch it.

Aishi:

AISHI  
Whatever it is, it can wait.

AISHI  
Please don't bother me, I'm  
concentrating.

AISHI  
Keep your eyes on the path ahead.

AISHI  
If you want to talk, do it later.

AISHI  
Ugh, the smell in here is distracting.

AISHI  
I would conjure some light, but it  
would be a waste of magic.

Tepri:

TEPRIS

I wonder how an axe really compares to  
a good knife...

TEPRIS  
Can't it wait Taren? We're in deep  
right now.

TEPRIS  
I'd love to chat, but we should get  
moving.

TEPRIS  
Taren... we're in the middle of a  
dungeon.

TEPRIS  
I don't know what I'm stepping in, and  
I don't want to know.

TEPRIS  
What is that? What is **that**?

When the player reaches the end of the dungeon, they will enter the room where the treasure is. This treasure room is filled with lots of gold and fine things, along with nice furniture and decorations that is old and degraded. There are also some paintings, including a portrait of Kelo Arkand and a family portrait of the Arkand family. At the back of the family portrait are three people who look suspiciously similar to the three adventurers, but this isn't noted upon. There is also a painting that has been destroyed, marked on its frame is 'Kolteprisiorth, The Servant of Kelo'. Again, this isn't pointed out, the player must notice it themselves.

TEPRIS  
This is it! The treasure room! The  
jewel will be here.

AISHI  
Hold on Tepris, look for traps first.

TEPRIS  
Aish, if there were traps I would  
remember.

TAREN  
So what are we looking for?

Tepris goes and opens a few chests. Finally he finds what he's looking for.

TEPRIS  
This!

He holds up a bright green jewel.

TAREN  
Wow. That thing must be incredibly  
valuable!

TEPRIS  
Oh it **is**.

FERREK  
That's what we came for. But feel free  
to take anything else you fancy here  
Taren. It's not gonna bother anybody.

TAREN

I don't know, I still don't really want to take a dead man's things. That jewel's probably worth enough right?

FERREK

Yeah, for us it is. If you don't want to take anything yourself, that's fine. There'll be more opportunities.

AISHI

If we're finished I suggest we move on.

TEPRIS

I agree, onwards!

All the characters start to leave, but before they can do so there is a flash of white light.

TAREN

What was that?

TEPRIS

Uh oh.

AISHI

It's found us.

TAREN

What has, what are you talking about?

Just then an angel appears blocking their escape. It is hovering just above the ground, flapping its wings, and is holding a big sword.

TAREN

What in the world?!

ANGEL

Your journey ceases here. Prepare to meet your end.

FERREK

I'll explain later Taren, for now we've just got to fight!

Then a boss fight with the angel happens. Eventually the player wins.

ANGEL

Ahhhhhhhhhhhhhhhhhhhh!

The angel then disappears in a flash of white light.

TAREN

...we did it... we beat it.

AISHI

No. It will not rest.

TAREN

What, what do you mean?

AISHI

It will return in time.

FERREK

Look, I'll explain it to you later Taren, for now we should get out of

here.

TAREN

Uh, yeah, I guess that's a good idea.

All the characters leave. They appear back at the entrance to the dungeon.

FERREK

Well that was a tough one. Nice job guys.

TEPRIS

I tell you what, I don't fancy eating mushrooms ever again after that place.

FERREK

You did good Taren, I think we're going to do just fine with you.

TAREN

Oh, thanks Ferrek. But, what was that angel thing?

FERREK

Uh, not now Taren. I think that'll do for the day, let's find somewhere to bed down.

TAREN

Oh. Well, aren't we going back to the village?

FERREK

No Taren, when you're an adventurer you live life on the road.

TAREN

Doesn't sound particularly comfortable.

TEPRIS

Oh you get used to it. When you can find a warm and secure place it's really not that bad at all.

AISHI

I saw a few spots along the trail on the way here that could serve well.

FERREK

Then lead the way Aish.

The characters walk off, the screen fades out.

## The Second Dungeon

The next morning, the four are walking through the forest again. As they are walking Taren stops them.

TAREN

Hey Ferrek, I don't know if this is a good time, but I kinda wanted to ask about that angel. You said you'd explain later, so...

FERREK

Ah, yes I did say that. I suppose I should explain eventually.

They all stop walking.

FERREK

Well Taren, um...

TEPRIS

I think Aish's better at explaining this.

FERREK

Heh, yeah probably.

AISHI

Very well. That angel has been our bane for the last few years. It has been following us around attempting to destroy us. In dungeons, when travelling, even in towns sometimes.

TAREN

Really? Sorry, I had no idea.

AISHI

Well of course not. No need to apologise.

TAREN

But why? Why is targeting you?

AISHI

We don't know. We might have disturbed it, or transgressed against it, we just don't know.

FERREK

We've beaten it several times, like we did in the crypt yesterday. But it always comes back, hunting us.

TAREN

Can't you do anything about it? No, wait, is that what you're searching for? Some way to destroy it?

FERREK

Um...

TEPRIS

Yes, it is! Only the jewels like this beauty will get that thing off our backs.

FERREK

Ah, yes of course. That's why we must keep moving.

AISHI

But I'm afraid that now that it's seen you with us, you might have become one of its targets.

TAREN

Oh... well, we beat it before, and you beat it with just three of you, so with four of us we should be fine, right?

FERREK

I would hope so, but angels are powerful creatures, it might be capable of more than we know.

TAREN

Oh, right...

FERREK

I don't want to scare you Taren, but you can clearly handle things. Isn't that right?

TEPRIS

Of course, you swing that axe like a giant!

AISHI

Indeed, you've proven yourself quite capable thus far.

TAREN

You think?

FERREK

Of course! Now come on, let's go prove that some more.

TAREN

You got it.

The characters resume walking and the screen fades out. It fades back in to them at the entrance to the second dungeon, an imposing stone building standing in the middle of the forest.

FERREK

The second dungeon's in here.

TAREN

And what is this place?

AISHI

The crypt of Kiry Arkand, daughter of the Arkand family. She was cremated and her remains interred here, along with all her possessions.

TAREN

Wait, are we robbing another grave?

TEPRIS

Taren, like I told you before, we're not robbing the person, we're just getting one thing. And besides, as I said, the Arkand family is long gone, no one visits this place anymore.

TAREN

Well then how did you know about it?

TEPRIS

Oh well, we read about them in a library. I... can't remember which one.

FERREK

It's no different than the previous place Taren, don't worry yourself.

AISHI

Actually, there are quite a few differences as to the content.

FERREK

Well I was talking morally Aish.

AISHI

Oh. Well regardless, as Kiry was cremated, quite a lot of fire spirits have made a home in this place. It's quite a different challenge.

TEPRIS

So things are going to heat up?

AISHI

Very funny.

FERREK

Come on, let's not waste any more time, I don't want it to get dark while we're in there.

TEPRIS

You're right. Let's get moving!

The four enter the dungeon and the screen fades out. After this, the gameplay for the second dungeon starts. The player fights through the crypt, facing fire-themed enemies. As before, they can talk to the other three characters while playing:

Ferrek:

FERREK

Be on guard, you never know what's round the corner.

FERREK

Don't get distracted now.

FERREK

Keep you axe close Taren, swing it as hard as you can!

FERREK

Don't let up your guard.

FERREK



Don't let the heat get to you.

FERREK  
I'm sweating an ocean in this place.

Aishi:

AISHI  
Whatever it is, it can wait.

AISHI  
Not while I'm in the middle of a spell  
please Taren.

AISHI  
Keep your eyes on the path ahead.

AISHI  
If you want to talk, do it later.

AISHI  
Strange how much fire magic has  
accumulated here.

AISHI  
Are you overheating? Sorry, I can't  
share cooling magic.

Tepris:

TEPRIS  
Watch yourself Taren, there could be  
traps.

TEPRIS  
Can't it wait Taren? We're in deep  
right now.

TEPRIS  
I'd love to chat, but we should get  
moving.

TEPRIS  
Taren... we're in the middle of a  
dungeon.

TEPRIS  
Why is it so hot in here, I thought  
this place was abandoned?

TEPRIS  
This place is hotter than hell.

When the player finishes the dungeon, they enter another treasure room. This one is more sparsely furnished, with fewer decorations and actual treasure, but lots of stacks of old books and candles. There is also a portrait of Kiry Arkand, another family portrait, and another portrait that has been destroyed. This one has only been half destroyed, and the bottom of a dress similar to Aishi's can be seen. Marked on this frame is 'Malaishiran, The Servant of Kiry'. Again, none of this is pointed out.

TAREN  
I guess this must be the inner  
sanctum.

TEPRIS

Makes sense. It sure is the hottest part of this place yet.

AISHI  
The jewel is here. I can feel it.

TEPRIS  
Anything anybody feels like taking?

TAREN  
I'm still not sure. Besides, it looks to be mostly just books here.

AISHI  
Those are books of magic. I assure you they are very valuable and powerful.

TAREN  
How do you know that?

FERREK  
Look, nevermind. Let's just find the jewel.

Aishi goes and opens a treasure chest, taking out a bright red jewel.

AISHI  
This is it. At last I possess it...

TAREN  
Ok, well now that we've got it, can we please leave. I'm worried I might get heatstroke in here.

FERREK  
Well yes, you might. Let's get going, there's nothing else here we need to-

Suddenly there is a flash of white light.

TAREN  
...

TEPRIS  
It's back.

TAREN  
What? Is it the-?

The angel appears, blocking their escape again.

FERREK  
Yep!

ANGEL  
Stop demons!

TAREN  
Demons?

TEPRIS  
Do we look like demons to you?

ANGEL  
You shall travel no further than this place.

FERREK

Yes we will, because we're getting  
past you! Attack!

The second boss fight with the angel happens. The angel is  
stronger this time but the player wins again.

ANGEL  
Ahhhhhhhhhhhhhhhhhhhh!

The angel disappears in a flash of white light.

TEPRIS  
We did it. We beat it again. Phew.

TAREN  
Will it come back?

FERREK  
Eventually. But for now we've bought  
ourselves time. Let's get out of here.

All the characters leave. They appear back at the entrance to  
the dungeon.

FERREK  
Another successful dungeon. Nice job  
everyone.

TAREN  
Thanks. How much more is there to do,  
by the way?

FERREK  
Why, you getting tired of it?

TAREN  
No! I was just wondering.

FERREK  
Haha, I'm just messing with you Taren.  
There's not much more. Just one more  
place to visit I believe.

TEPRIS  
For now though can we find a river or  
something? I'm so sweaty, I need to  
wash.

TAREN  
Hey Aishi, do you have a cleaning  
spell or something?

AISHI  
What? That would be a waste of my  
talents. I am not a maid!

TAREN  
Alright, alright, I was just joking.

AISHI  
Sorry. I just... do not like to be  
considered a servant.

FERREK  
None of us do Aish, that's why we're  
out here.

TAREN

Well... yeah, sorry. So, um, shall we  
find a place to rest? By a river, as  
you said? I'm pretty tired.

FERREK

Sounds like a plan.

The characters walk off, the screen fades out.

## The Final Dungeon

The next morning, the four are walking along a path. As they are walking, Taren stops them again.

TAREN

Hey, so I was thinking maybe you could tell me where we're going before we get there this time?

They all stop walking.

FERREK

Ah, alright then. This path leads to Arkand Mansion.

TAREN

Wait, Arkand mansion?

AISHI

The seat of the Arkand family in their prime. It has been abandoned for many years.

TAREN

Why are you guys so obsessed with that family?

FERREK

Look, it's just where the jewels are, ok?

TAREN

Alright, fine. But tell me, are we robbing another grave?

FERREK

Well... yes.

AISHI

Buried beneath the mansion is Ulker Arkand, the father of the Arkand family.

TAREN

We breaking into his crypt?

AISHI

...yes.

TEPRIS

Look Taren, if you don't want to do it, you don't have to come.

TAREN

No no, I'm still with you guys. I just kinda wish you'd told me before you recruited me that we'd be looting the graves of an entire family.

FERREK

Cut the attitude Taren, I promise it'll be worth it in the end.

TAREN  
Well... alright.

FERREK  
Ah sorry, I didn't mean to snap at you. Maybe we should've told you more about this adventure before we got you in on it, but listen, you've handled everything it's thrown at us so far.

TEPRIS  
That's right! I'll be honest, this might have been a tad more difficult if you hadn't come along, and it might be still more difficult without you as well.

AISHI  
I concur. Your help has been invaluable in this adventure, and we need you yet.

TAREN  
Really? Thanks guys.

FERREK  
Don't mention it. Now let's go, we have to get there first.

The characters resume walking and the screen fades out. It fades back in to them at the entrance to the mansion, a grand and gothic but dilapidated set of stairs leading in.

TAREN  
Well this place doesn't look friendly.

TEPRIS  
Did the others?

TAREN  
Fair point. But those were tombs, this was their home, right?

FERREK  
The Arkands weren't your average noble household. Lots of rumours about dark magic, summonings, and the like went around in their day.

TAREN  
But they're all dead now right? The place is abandoned?

FERREK  
That's right. Though just because its abandoned doesn't mean monsters might not have made their home here.

AISHI  
There could easily be creatures left behind by the family or creatures attracted by the dark magic. Some of them may have made nests here.

TAREN  
This really isn't encouraging.

TEPRIS

Well we've faced the monsters in the other two dungeons, we can handle this one as well.

FERREK

That's the spirit. Come on, the sooner we start the sooner we'll finish.

The four enter the mansion and the screen fades out. After this, the gameplay for the third dungeon starts. The player fights through the mansion, then the crypt, facing noble yet undead enemies. Again, they can talk to the other three characters while playing:

Ferrek:

FERREK

Be on guard, you never know what's round the corner.

FERREK

Don't get distracted now.

FERREK

Keep you axe close Taren, swing it as hard as you can!

FERREK

Give it your all Taren.

FERREK

Damn, this place is a labyrinth!

FERREK

Don't open any doors, we don't know what's behind them.

Aishi:

AISHI

We must continue to work together to overcome this.

AISHI

Not while I'm in the middle of a spell please Taren.

AISHI

Keep your eyes on the path ahead.

AISHI

If you want to talk, do it later.

AISHI

Argh, the dark magic in this place is clouding my mind.

AISHI

You don't want to get lost in this place Taren.

Tepris:

TEPRIS

Watch yourself Taren, there could be traps.

TEPRIS

You watch my back and I'll watch yours.

TEPRIS  
I'd love to chat, but we should get moving.

TEPRIS  
Taren... we're in the middle of a dungeon.

TEPRIS  
Haven't we been through this corridor already?

TEPRIS  
This place could really use some more lights.

When the player finishes the dungeon, they enter a bare room with an entryway at the other end. This entryway has no gate, but has some sort of magical shield in front of it. The characters walk up to it.

FERREK  
I was worried this would be here.

TAREN  
What is it?

AISHI  
Ulker has guarded his tomb better than the others. This appears to be a more permanent gate.

TEPRIS  
Ah, how strong can it be?

Tepris goes up to touch the shield. There is a flash of light and he is thrown back.

TEPRIS  
Ah!

FERREK  
Well now we know.

TAREN  
So what can we do?

AISHI  
Hold on, I...

FERREK  
What Aish?

AISHI  
I could be mistaken, but I sense that you might be able to get through the shield Taren.

TAREN  
Eh? How could you know that?

AISHI  
I sense that there is something special about you Taren. I know not what it is but I feel you may have an innate ability to pass through it.



TAREN  
I... are you sure?

TEPRIS  
Can't hurt to try.

TAREN  
I mean it could, but... I'll try it.

Taren goes up to the shield. Tentatively he touches it, and nothing happens. He walks through it unharmed.

TAREN  
Wow.

FERREK  
Brilliant. Now, there should be a lever there to open a passage for the rest of us.

TAREN  
Where- oh, there it is. Got it.

Taren pulls a lever and another entryway opens, bypassing the shield.

TEPRIS  
Amazing! You sure have some hidden talent Taren.

TAREN  
Well, I don't know what to say.

FERREK  
I think deep down I always knew there was always something about you. That's probably why we picked you out of all the others back in the bar.

TAREN  
Just lucky you came across me, I guess.

FERREK  
It sure is. We made the right choice picking you.

TAREN  
Well... thanks.

AISHI  
I think that's enough Ferrek. Let's get to the jewel and finish this.

The characters move on. They enter another treasure room, this one more ornate and gothic, with lots of wrought iron candles and various unknown objects. There is also a portrait of Ulker Arkand, another family portrait, and another portrait that has been destroyed. This one has only been half destroyed, and the top of a head looking a bit like Ferrek can be seen. Marked on this frame is 'Kerref, The Servant of Ulker'. Again, none of this is pointed out. Unlike the other treasure rooms, there is also an entryway to another room at the back.

FERREK  
This is the place. Finally.

TEPRIS

It looks more gloomy than the guy himself.

TAREN  
Well how would you know?

FERREK  
Doesn't matter ok! We just have to get the jewel!

TAREN  
Are you alright?

FERREK  
I'm fine. We just have to get it before-

There is a flash of white light once again.

FERREK  
Dammit!

The angel appears before them this time, blocking their way to the jewel.

ANGEL  
Enough!

FERREK  
For hell's sake, get out of our way!

ANGEL  
Never. This shall be your end.

TEPRIS  
You've said that many times before, but we've always beaten you.

ANGEL  
This time I shall use all the power I have. By the might of heaven I will not allow you to complete your journey.

TAREN  
Wait, why are you hounding them? Why are you hounding **us**?

ANGEL  
You can never be allowed to finish your evil quest.

TAREN  
Evil? What are you talking about? We're just adventurers!

AISHI  
The angel has us confused with other monsters of the land. Look at us, can't you see we are human?

ANGEL  
I cannot be tricked, and I cannot be defeated. Prepare, for I will strike you down this day.

FERREK  
We can't reason with it. Everyone get ready, this'll be tough.

The player then has their last fight with the angel. As before, they beat it.

ANGEL

No! You cannot be allowed to-!

It then disappears in another flash of bright light. This time, however, it drops its sword when it does so.

TEPRIS

Wow... we did it...

AISHI

I do not think it will bother us again.

FERREK

It won't have time. Come on, we have to get the jewel and do the ritual.

TAREN

Ritual?

AISHI

Yes, to make us rid of it once and for all. Like we mentioned to you, remember?

TAREN

Oh yes, right.

Ferrek goes and opens a chest, pulling out a jet black jewel.

FERREK

This is the one. Let's go.

The three adventurers move toward the entry to the extra room at the back.

TAREN

Hey, wait a minute, guys.

They all stop.

TEPRIS

What?

TAREN

The angel dropped its sword.

TEPRIS

And?

TAREN

Well, should we take it with us? It could be powerful.

FERREK

Uh, no. Better not touch it.

AISHI

Yes, as you said Taren, it's very powerful, it might be dangerous for a mortal.

TAREN

You sure?

FERREK

Just leave it Taren, come on.

The three adventurers then head through the entry into the back room. The player regains control. They may follow the three immediately into the room, or they may go and pick up the sword first and then follow them. When they go through, the screen fades out.

## The Betrayal

The screen fades in to the room. The three adventurers are already there and Taren walks in. The room is extremely barren, with bare stone walls, floor, and ceiling, and no furniture except a few candles on the walls.

TAREN

So... what happens now?

AISHI

This is where we do the ritual and end our quest.

TAREN

Neat. Get rid of the angel and then enjoy the treasure, right?

TEPRIS

Mostly, yes.

TAREN

Got any plans for afterwards, or is it too early to ask that?

AISHI

Oh, we have lots of plans.

FERREK

We'll get to that later. For now let's just do the ritual already. Stand back Taren.

TAREN

As you wish.

Taren stands back and the three adventurers form a semicircle. They present their respective jewels and the ritual begins. Ominous music plays.

AISHI

We who have served to kings and fools,  
We offer the power of the Arkand  
jewels.  
Our bretheren below who wait by the  
dozen,  
Hear our call to ritual summon.

TAREN

...?

AISHI

(her appearance being more  
demonic)

The mortal world above awaits.  
Defy the heavens, defy the fates.  
Reforge the link, reverse the spell.  
Form the bridge, open to hell!

A bright red portal appears in their circle, a portal to hell.

TAREN

What in the world?!

All three adventurers now appear more demonic.

FERREK

The ritual is complete. Finally we have triumphed.

TAREN

I- what?! What's happening?!

TEPRIS

We have completed our quest, and opened a portal to home.

TAREN

Wha... you... you're demons!

TAREN

Congratulations, you have eyes.

The portal flashes, the adventurers appear completely as demons.

FERREK

We ought to thank you Taren. Without you we might never have got here.

TAREN

What do you mean?

FERREK

That shield you went through? That was a barrier to stop demons. That angel we've been fighting? Not nearly as powerful against a mortal.

AISHI

Did you really believe what I said about you being special? Any human could have passed through the barrier, any warrior could have fought an angel who brought the wrong weapon.

TAREN

I... I...

TEPRIS

This is pathetic, looking at you standing there blubbering. Don't you get it?

FERREK

It was easy to get you to come along Taren. A poor peasant boy like yourself? You would've gone with anything just to have your taste of adventure.

TAREN

You tricked me!

TEPRIS

Well, duh!

FERREK

We weren't lying about you being capable Taren. Another human would probably have died.

AISHI

But another human might have figured things out. You were perfect.

TAREN  
Wha-what are you going to do?

FERREK  
We're going to bring in all our friends from hell, and from there surely even you could figure it out.

TAREN  
You can't!

TEPRIS  
Oh enough talk! Just bring them through already Ferrek!

TAREN  
No! I won't let you!

AISHI  
Oh, still trying to be the brave adventurer we told you you were? How quaint.

FERREK  
Listen Taren, since you were such a good friend, we'll kill you quickly and spare you the suffering of all the rest.

TAREN  
No! I'll fight, I'll stop you!

TEPRIS  
You can't be serious...

AISHI  
We have journeyed across the breadth of the land ever since we broke free of the Arkands. We have searched for years, across mountains and deserts and fields. We have journeyed and survived, tricked and schemed, eluded kings, and fought an inexorable agent of heaven. You can't stop us.

TAREN  
...

FERREK  
Well Taren? What's it to be?

TAREN  
I... I can't do nothing.

TEPRIS  
How noble.

FERREK  
As you wish. Goodbye Taren.

The player then fights the final boss battle against their former friends. It's very hard and the player will most likely lose. However, if they picked up the angel's sword, then they will deal much more damage and have a much higher chance of winning.

**Lose**

**Bad Ending**

*Taren fails to defeat the demons.*

**Win**

**Good Ending**

*Taren defeats the demons with the angel's sword.*



## Bad Ending

The player loses the final fight and Taren is struck down.

TEPRIS

We warned him.

FERREK

I almost feel sorry for him. How hurt  
he must have been, haha.

AISHI

Enough. Now there are no more  
obstacles. Bring forth our brothers  
and sisters!

There is a great shaking, the portal flashes repeatedly, and the screen goes dark. 'Game Over' is displayed, and the player is offered the chance to go back before the final fight and try again. If they do so they have an opportunity to get the angel's sword, which will allow them to win.

Good Ending

The player wins the final fight and the demons are struck down.

FERREK

Argh! Damn you and that heavenly sword!

TAREN

Now tell me how to close the portal!

AISHI

Like we would ever tell you. You can't face the legions of hell, you're doomed!

TAREN

(pauses)

...the jewels!

Taren goes over to the jewels and smashes the first one. As he does so the portal flashes.

FERREK

No, no, no!

He smashes the second jewel. The portal flashes again.

TEPRIS

You worthless human! Stop that!

He smashes the last jewel. The portal flashes again, then wavers.

FERREK

**No!**

AISHI

Stupid human! You don't know what you've done!

TAREN

Maybe not. But it can't be worse than what you were going to do.

The three demons begin to be dragged towards the portal as it closes.

TEPRIS

We can't die you know. We'll find a way back!

TAREN

Well then... I'll just have to hope that no one summons you again.

Teptris is dragged into the portal and disappears.

AISHI

We should have just left you in that peasant village!

TAREN

Well you didn't. That was your  
mistake.

Aishi is dragged into the portal and disappears.

FERREK  
Damn you. But for a human... it's  
almost impressive.

TAREN  
Huh? Oh, well... thanks. Thanks for  
believing in me.

FERREK  
CURSE YOU ANYWAY!

Ferrek is dragged into the portal and disappears. The portal  
closes. Taren is left alone. He stands there for a moment,  
then leaves. The screen goes dark. 'The End' is displayed.