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| **Characters** | **Events** | | | **Traits** |
| Rayth | Murders Joseph’s family while conquering some city.  Kidnaps Quinn and Sophie for a ritual sacrifice to gain control over the magic of the pillars.  Is killed by Joseph Kaiser | | | Selfish  Intelligent Overconfident |
| Joseph Kaiser | Protector of the Keep\*  Defended some nation against invaders led by Rayth  Raised Quinn and Sophie from a young age after rescuing them from Rayth.  Closed the portal before it could do more harm  Trained and raised the Hero  Sends the hero on his quest and helped to provide him with some of the research materials used to find the hidden locations and puzzles. | | | Nurturing Confident  Even Tempered Funny Superiority Complex |
| Quinn | One of the twins who share the magic of the pillars.  While investigating a forbidden area of the keep she unwittingly opened a portal that could destroy the known world.  Has a corrupted arm  ‘Killed’ her sister  Killed Jospeh | | | Curious  Gifted Confident  Driven  Ruthless  Faithful  Lonely |
| Sophie | One of the twins who share the magic of the pillars.  Looks up to her sister because she is so gifted and confident, follows her around.  Is sucked into another dimension by a portal that was created when Quinn activated a mystic charm that she should not have been able to.  Is given a teddybear after being afraid she would be taken away again. | | | Funny  Innocent  Cant keep secrets  Vain |
| Sages | At least 1 is a dragon, should they all be? | | |  |
| Hero | Attempts to save the world by undergoing the dragon trials to get answers and abilities to fight back against Quinn.  Has to separate the fact that what he is trying to do is both for revenge but also for the protection of the people which he has been tasked. | | | Creative  Driven  Impatient Faithful |
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| **Locations** | | **Events** | **Secrets?** | | |
| The Keep (to be renamed) | | Get to know the girls  Portal is opened  Sophie is ‘killed’  Joseph is killed  Hero uses the Library Research |  | | |
| Trial 1 | | Hero meets the first dragon and begins to get clues about how the pillars are connected |  | | |
| Trial 2 | | Meets the second dragon and is forced to hear some hard truths about himself. |  | | |
| Trial 3 | | The third dragon helps him to accept himself. |  | | |
| Trial 4 | | Fourth dragon attempts to kill him and he has to slay it without getting his final answer. |  | | |
| Peoples Palace | | Twins are saved from Rayth  The final trial is in the crypt  The final confrontation happens between the hero and Quinn |  | | |
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| **Lore** |  |
| Dragon Trials | Four trials where a wizard meets with the 4 great dragons and learns more about themselves and about the elements of magic. The Dragons have an insight into time and space that allows them to unlock a wizards true potential. |
| Pillars of Magic | Why was it split this time? Happenstance? |
| Other realm | The world where Sophie is transported to when Quinn opens the portal. This is also the realm that the Hero is from. This land has its own pillar of magic and is deeply connected with the world the story takes place in. |
| 5 Heroes of \_\_\_\_ | Rayth’s Grandfather saved the world and was one of the wizards that created the dragon trials. He had 5 protectors who now guard the dragon trial in \_\_\_\_. |

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| **Puzzles** | **Details** |
| Secret door in one of the temples | Clue from library telling you to do a certain movement and press a certain button (optional) |
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**Intro**Battle Strategy Meeting – Rayth is actually very well liked by his people, if we do a frontal assault we will risk hurting a lot of innocent people who are just defending their homes. If we try to infiltrate quietly but are captured then we may lose the opportunity to stop Rayth all together.  
  
It’s a hard choice but we have to do a frontal assault as it has the best chance of success.

**Random Ideas**  
  
Knight who seems chivalrous that kills people in their sleep to watch the chaos.  
Kragg the sneaky ogre  
Loud general who becomes a Mayor and owes a debt to Joseph for saving him