Dial of Time

Story basis:

Land of Esreving. Based in the Relature galaxy deep in space. Very celestial.

NEEDS MORE BACKGROUND LORE

Set in the future but could be mistaken for medieval times as the land is barren. This is a fantasy setting.

The Dial of time is an ancient relic ,found once more ,which possess power incomprehensible to any unknowing mind. But in the hands of the wrong people, it can cause chaos across the land.

The dial contains 4 segments, each possessing a strange inscription in the forgotten past language of Esreving. There are only a few people alive who can translate this language. – They are like druids, worshipers of nature.

In order to find the 4 segments, one must possess the knowledge of the Esreving language to uncover the riddles on the 4 stones which stand at the Eastern most peninsula. The unique thing about the language is that it acts like a cipher and requires the light of the 4 moons to align to be able to reveal the cipher for that moon cycle. Once the cipher has been revealed, you only have 17 hours to transcribe the riddles on the stones before they change again. To align the moon light, you will need the help of the druids to build a stone sphere, which is a magical sphere which uses the magic of the ancient world to refract light at the exact angles required.

RIDDLE 1:

*“Follow the sun from east to west. Across the valleys and through the mist. Find the point where the beams intersect – and follow the path, letting nature guide you.”* – This riddle will lead the adventurer to an old, abandoned dock, the ‘beams intersect’ is a double meaning – meaning that the sun beams beckon through the window, but also the old beams intersect to form an X inside the boat house. Letting nature guide you is a clue to how the current will guide the adventurer downstream. Pulling them into a coven and revealing the path to the first guardian.

RIDDLE 2:

*“”*

RIDDLE 3:

*“”*

RIDDLE 4:

*“Water normally falls but go to where it rises and recedes.” –* This riddle is alluding that the last dial segment is near the ocean. As the tide rises and recedes each day (by the power of the moons). This will come as a revelation that the last dial segment is being protected by a guardian underneath the governments fortress unbeknownst to them. The adventurer will have to find a way into the governments fortress, and travel deep below.

Once you have unlocked the riddles, you will be able to embark on your quest each segment. The 4th riddle will be locked until all of the other dial segments have been uncovered, this is because the last dial segment is a treacherous journey and will require the adventurer to be as strong as they can be. If all 4 segments are combined within the dial itself then the power will be unstoppable. It can manipulate time and bring back those from the dead. It can cause decay to happen in the blink of an eye. Death can be brought upon in a matter of seconds. It can also allow one to manipulate time without being affected – paradoxes and changes to the past do not affect you – you can essentially take yourself out of the order of time.

The dial has been buried, thought lost, for thousands of years. But the magic imbued within has caused it to emerge. The dial has 4 missing segment compartments.

Your quest is to locate this dial in the land of Esreving and its 4 counterpart segments before it gets into the wrong hands.

The segments are guarded by guardians of the dial and you will have to defeat each one to obtain the piece.

Game starts choose your character:

You’re a young adventurer, who is currently studying archaeology and history (Studying this is banned and classed as treason, as the leaders do not want people to learn about the past) The adventurer goes to a tavern, to meet with other archaeologists. This is a small, exclusive group. They are known as ‘the knowledge’ – a group determined to expose the truth to the people of the world. There has always been rumours of a magical object with the capabilities to manipulate time, but there has never been proof. The oldest of the group, beckoned as the ‘all knowing’, has just returned from a 2 year journey where he ventured into the deepest, treacherous parts of the land. He went on the journey to try and uncover more history of the past. On his journey he learnt something, something that will shake the lands forever.

The big revelation: Not only did all knowing uncover the past, but he also uncovered manuscripts from the future detailing future events. Upon learning this, he realises that the dial is real. And it was used in the past and the last bearers of the dial leaked the future into the past. Are they secretly living the future

On his journey he came across the oldest tribe, who have no contact with the modern world. The tribe is known as the ‘Sinatri’ - the Sinatrians are very similar to the druids. They worship the 4 moons and can feel the celestial bodies speak to them through visions and hallucinations. The government has tried to rid of these people, but they live, retreated, hidden away in the forest. The old forest is as large as a country, going in alone is like a death warrant. The old magic seeps into your skin, causing one to go mad.

The ‘all knowing’ found the tribe and learnt that the Dial of time has emerged in the mountains and is protected by dial guardians. With the emerging of the dial creatures have become embroiled by its magic and are now tougher than before and attack anyone trying to get to the dial.

If all 4 segments of the dial are joined together a gemstone will appear and can be used to create the elixir of time. The elixir of time gives the drinker the ability to manipulate time- can cause decay in a matter of seconds. Bring back armies from the dead. Unstoppable force.

NEEDS MORE LORE ON THE GOVERNEMNT/ESTABLISHEMENT

The government is planning on taking it. The government base is based in the ocean. It is a fortress protruding out of the sea. It has 4 circular walls surrounding the fortress. They don’t believe in the old worlds values and want to keep people from learning how people used to live. They are very diplomatic government – they all abide one person. People are scared to speak out. <<insert wall names here based on the 4 moons>>

Needs an adventurer to obtain the dial and its segments before bad guy does

4 segments are guarded by the guardians who each possess armour imbued from the 4 different moons surrounding the planet of Esreving they live on in the Relature galaxy:

4 MOON NAMES:

1) Moon placeholder name

2) Moon placeholder name

3) Moon placeholder name

4) Moon placeholder name

GUARDIAN NAMES:

1) guardian placeholder name

2) guardian placeholder name

3) guardian placeholder name

4) guardian placeholder name

In order to rupture the armour, you will need to build weapons tailored to combat the power given by each moon. This requires making a potion for each guardian. This will be in the form of quests

Along the way you meet a magical being, who joins you on your journey. Their magic comes from the power of the 4 moons – making them a Quadstrial. Quadstrials are very rare, only a few are born per century. Their magic is also a curse, as with each moon cycle, the power of the moons corrupt them. <<lots of lore to go here>>

The Quadtrials are born when the 4 moons are aligned.

CHARACTER:

The same story is presented to each player; however, they can customise their character to make each play through more unique. They can give them a name and customise them.