**Grimoire of the Destined (working title)**

**GAME SCRIPT**

**ACT 1**

**OPENING SCENE**

**Scene: Black fade to desolate wasteland with heavy sandstorm.**

**Sounds: Metal footsteps running across heavy sand. Blowing heavy sandstorm. Dogs barking.**

**DROID GUARD 1:** Halt, intruder!

**DROID GUARD 2:** You have violated state law! Justice is imminent!

**DROID GUARD 3:** Submit immediately or face severe punishment!

**Auto-Battle: 3 DROID GUARDS and 2 MECH HOUNDS**

**CLETUS slashes DROID GUARD 3 and it falls in two. He sheathes his spear.**

**CLETUS:** That’s enough trouble for one day.

I need to get outta here.

**For some inexplicable reason, CLETUS disappears from the current space-time in a flash of light.**

**OPENING STAFF SEQUENCE WITH WORMHOLE**

**MONTAGE STARTS HERE**

**MEANWHILE…**

**Scene: Metropolis of Ishtar, Disguised Coven Cargo Train**

**Inside, CIRRUS and ROSA brief their mission with Seperatist members. The troops nod and take their posts.**

**ROSA gasps as if she felt some sort of impact. CIRRUS looks at her concernedly.**

**CIRRUS:** What is it?

**ROSA:** I-It’s nothing.

Could’ve sworn I felt something just now.

**CIRRUS:** Well, we’re in a train, and—

**ROSA:** No… it wasn’t the train.

**CIRRUS:** Hmm…

Under the circumstances, we must keep our heads straight.

This is our first big mission in quite a while.

**ROSA:** You’re right.

For the past few weeks we’ve done nothing but skirmishes with The Coven.

It’s about time we took drastic measures.

**ROSA looks out a small window. She could see tunnel lights dancing past them.**

**ROSA:** We take it straight to the Coven.

**The train exits the tunnel, and looming in the distance is a giant white spike of a tower with tiny balls of light on its surface representing windows.**

**The intercom buzzes idly, and CIRRUS turns to ROSA.**

**CIRRUS:** Your mother awaits.

**ROSA looks on uneasily.**

**Scene: Pan out of the train and straight to the tower; The Coven – VICTORIA’s Office: an exquisite, ultramodern room with white, abstract-looking furniture and abstract Picasso-like décor.**

**VICTORIA is smoking as she sits on a table, looking at her computer screen. It beeps, and she gets an email.**

To: Victoria Aressus ([varessus@coven.ish](mailto:varessus@coven.ish))

From: Inquisitorium A ([inqa@coven.ish](mailto:inqa@coven.ish))

Cc:

Bcc:

Subject: You were right.

Victoria,

I don’t know how you figured it out, but you were right. There’s been a sudden shift in Gantus’s space-time continuum. The source is unknown, but it’s for certain that someone, or something, has entered our world.

Now, the problem is that we don’t know where in the world this anomaly popped up.

How should we deal with this?

**VICTORIA pauses a bit. Blows out smoke, and starts typing a reply.**

To: Inquisitorium A ([inqa@coven.ish](mailto:inqa@coven.ish))

From: Victoria Aressus ([varessus@coven.ish](mailto:varessus@coven.ish))

Cc:

Bcc:

Subject: Re: You were right.

I’ve already sent someone out to look for him: some jackass bum of a merc who happened to be looking for a job. Besides that, no one else really wants to take it.

He should be able to pull it off. We’ll proceed with the plan once we retrieve the anomaly.

**VICTORIA makes a hard tap at the Send button. She breathed another cigarette puff.**

**VICTORIA:** It’s started...

**MEANWHILE…**

**Scene: Bar-Oniel, Audience Chamber: a large hall with stone columns, a large, long carpet spanning from the entryway to the two thrones at the end.**

**MEANWHILE…**

**Scene: Kingdom of Kaful, Maryam’s House: a small sand-colored square unit**

**Farouq take a cautious step forward.**

**FAROUQ:** Maryam…

**MARYAM:** Leave this place!

You’re not welcome here in this city anymore.

**FAROUQ:** …

**LYUBA:** Farouq…

**MARYAM:** I will take the girl, but you must leave right away!

You’re a wanted man now, and I don’t want to put you in any more danger.

Do you understand? You must go as soon as possible!

**LYUBA takes a slow step forward.**

**LYUBA:** No! I want to stay with him!

**FAROUQ:** …

Dammit…

**Scene: Pan out of the house window out of the rooftops, through the Sky Barges littering the city, right into the sky. From the stratosphere, a single being falls into earth at a breakneck pace. The title screen and menu appears dramatically as it comes ever closer to the ground.**

**Directive: The game is started.**

***…***

***….***

***…..***

***Awaken, child, and witness your rebirth.***

**Directive: Choose name, generate stats, choose a specialty.**

***Now rise,***

***Thou shalt be a harbinger of your own choosing.***

***Three paths guide you to your common goal.***

***Wayward souls seek your guidance, to end their suffering once and for all.***

***Thou shalt either deliver good fortune, or a fate worse than death.***

***Rise…***

***Rise….***

***Rise……***

**Scene: You awaken in a grassy enclosing surrounded by cliffs. A sandy mouth behind you leads into a hollow cave. Seeing no other way out, you enter this cave.**

**Directive: You start the game from here, navigating.**

**TUTORIAL – CAVE OF PREMONITION**

**FORK OF DESTINY**

**Scene: The cave path ends as you enter a large room. In the distance, three THUGS harass an OLD MAN. In the three walls before you are what looked like three stone tablets.**

**OLD MAN:** I can assure you, there aren’t any riches you will find in here.

Run along home, now, lest you lose your way in this sanctum.

**LANKY THUG:** Screw that!

You tell us where your haul is and we can assure you that big guy here don’t cave your skull in.

**BIG GUY:** Eheheh….

**LANKY THUG:** Well?

**OLD MAN:** I shan’t be afraid of insolent whelps such as you three.

You may yet to discover what lies beneath these these nexuses.