**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.**

**EMPEROR AUGUSTUS raises his scepter before SOREN and THURIAN as they bow to the monarch and turn their backs on him. As the two faithful soldiers of Bar-Oniel leave for their mission, SOREN turned to take one last look at the emperor as his rubbed on the scepter’s ball forbodingly.**

**MEANWHILE…**

**Scene: Bar-Oniel, the Church of Yfadna: a white marble hall with rows of pews and an altar in front, with a white statue of a beautiful goddess wielding a sword beaming down over the expanse.**

**RASTEENA kneels and prays before the statue, and looks up into the dim light of the stained glass over the statue.**

**MEANWHILE…**

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

**FAROUQ take a cautious step forward. MARYAM swipes at the air menacingly, supposedly telling him to stay away. FAROUQ steps back, and is downcast. A girl next to him, LYUBA, walks up to him, unsure of their fate as prison escapees.**

**MEANWHILE…**

**Scene: Kingdom of Kaful, Rooftops: flat roofs of houses with trapdoors that lead down into households.**

**KHAYANA jumps through the rooftops as she is determined to finish a contract.**

**MEANWHILE…**

**Scene: Kingdom of Kaful, the Judge-Sal, a magnificent Sky Barge used by the Gillnetters for their pirating stash and base of operations.**

**MALAKAR stands stately on the bow of the ship, cutlass in hand, as he practices his slashing forms. Unbeknownst to him below, at the port, KASIM watches threateningly, waiting for the perfect chance to eradicate him and the whole of the pirating world.**

**Scene: Pan out from the center of the continent. From the sky, a lone figure slowly hurtles down into the earth.**

**Directive: The game menu is shown. 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.***

***Arise, harbinger, and do thy bidding!***

**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:** You whippersnappers ain’t gonna find anythin’ in this godforsaken cave.

Why don’cha run back home to mommy now, or else I give all ya a whoopin’!

**LANKY THUG:** Screw that! We ain’t afraid of ya, old man!

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: Hah!** That tootpick don’t scare me!

Ya’ll have five seconds to git outta mah sight, before I go all medieval on all your asses!

**LANKY THUG:** Oh yeah?! You asked for it, ya old fart!

**SHORT THUG:** Huh…?

**SHORT THUG turns and notices you.**

**SHORT THUG:** Hey boss!

**LANKY THUG:** Not now, Shorty! This old geezer’s pickin’ a fight with us!

**SHORT THUG:** There’s some guy here with a weird lookin’ pointy stick!

**LANKY THUG: WHAT?!**

We were followed?!

**The three thugs take their position facing against you.**

**LANKY THUG:** Look pal, we got to this spot first.

We’ll kill the old man and take his stuff, and we’ll be outta here before ya know it!

**You take out your spear and challenge them.**

**LANKY THUG:** You wanna fight, huh?!

This may be our lucky day!

**BIG GUY:** My arm’s gettin’ rusty. Let’s smash him!

**Battle: BIG GUY, LANKY THUG, SHORT THUG**

**BIG GUY and LANKY THUG fall. SHORT THUG falls back, stunned as he regains his balance and flees.**

**You walk up to the OLD MAN.**

**OLD MAN:** Well darn tootin’! Di’nt think I’d live to see the day!

1. **What?**
2. **You don’t look very right in the head…**
3. **I beat those thugs up for you. Can I get my reward now?**

**OLD MAN:** Yer the guy from the prophecies!

**YOU:** ….

**OLD MAN:** What’s with the face? Aren’t ya damn proud yer part of a prophecy?

1. **Not really…**
2. **I’ve been a part of too many prophecies.**
3. **If by prophecy, you must mean “get hunted down like a dog”.**

**OLD MAN:** Oh, don’t gimme that crap!

Mus’ be swell, bein’ a harbinger…

**YOU:** (Is this guy deaf or something?)

**OLD MAN:** Oh, wher’re mah manners!

You should git on your way!

**The OLD MAN leads you to the tablets.**

**OLD MAN:** See these yonder tablets?

They take you out to someplace in Gantus.

**YOU:** Gantus, huh?

**OLD MAN:** This purty wonderful ball of earth, Gantus. Beautiful people live here.

But then beautiful people hate other beautiful people, so there’s wars.

Sad we ain’t gon’ get along like wonderful folks, this planet could’ve thrived, y’know…

**YOU:** (This old man’s talking complete nonsense now…)

**OLD MAN:** You’ll see for yourself what ah mean.

Ah won’t hold ya up any longer, so pick a tablet now.

**You nod.**

**Directive: You’re choosing tablets.**

**LEFT TABLET: Path of Insurrection**

**A clan that forged a civilization, a mysterious sellsword, and a winged beast. What do they have in common, and why are they an integral part of the civilization’s eventual fall? A mother and her daughter drifts apart in their views as the world changes around them. Is it inevitable for this civilization to fall into the hands of the people, whom have been for decades comfortable under the clan’s sacrifice for the greater good?**

**CENTER TABLET: Path of Exile**

**A king and his country, bestowed upon him by their deity through bloody conquest, wavers as they reach a stalemate against their most hated enemy. As precious resources dwindle over their ever-consuming war machine, the monarchy plots a conspiracy to stir its men once again through the sacrifice of its crown heir and the scapegoating of two of its finest men under the guise of a quest of espionage. Is there no end to this king’s tyranny?**

**RIGHT TABLET: Path of Freedom**

**A period of relative harmony falls over a bustling kingdom, as trade grows far and wide, seeping along its borders with the help of a hidden criminal underworld. The aegis of the royalty turns a blind eye as humanity takes to the skies in humongous barges, reaching far and wide, bringing about the lucrative advent of piracy.**