**The Fable of the Lost**

**Backstory**

Drake Armiger was from a lineage of the clan called The Lost. He was next in line to take care of the book, but before his father passed the knowledge onto him, a group called “The Holy Order of Glemour” found out about the book and wanted to find it and destroy the book because they believe that the very existence of the book to be an abomination. His father, Nikolas Armiger, who was then the guardian of the book, was captured and questioned by The Holy Order. Nikolas, frail of health, died because his heart gave out before he could give the instructions to Drake on where the book is. Drake found out that his father had died after being questioned by the order. Fearing for his and his mother’s safety, they escape, and before sending his mother to his uncle in a distant land, he was able to get exact location on where the book is but not how to get to it. He nevertheless went after the book to preserve it before it falls into the wrong hands.

**Prologue**

Drake Armiger is in search of the Fable of the Lost, a book which has the secrets of summoning the powers of The Lost - a clan that is able to reanimate and control the dead, finds himself in the dark caves of Lysandre. In order to find this book, he needs to go into the deepest level, the heart of Lysandre, which is known to people as the "Vantablack Point" because of no one has able to go through the place since no light seemed to be able to penetrate the darkness. He traverses the caves and he reached a cavern with a podium in the middle. He notices an uncanny bright light coming from the podium and approaches, being careful of what it is. As he reached the podium, he gasps.

“Finally, the book!” He exclaims.

He lifts the book, caresses the edges and a rumbling sound startles him. He feels the ground tremble and he before takes one step forward, he plummets.

“AAAAAAAAAGGGGGGGHHHHHHHH!”

\*Put jump scare cut scene here. \*

He wakes up, dazed, and then sees nothing. He checks himself if he’s injured and surprisingly, he is unscathed. The darkness surrounds him. Suddenly, the book emits a sliver of light. He gets the book, opens it up to the page where the light is coming from. As he reached page, he sees an incantation which says “Quia in tenebris lux”. He says these words to himself over and over.

“It doesn’t make sense!” He says.

With his frustration, he shouts the incantation.

“QUIA IN TENEBRIS LUX!”

The room suddenly lit up.

**NOTE:**

The incantation means “Because in darkness, there is light” in Latin.

**First Room (Nikolas’ Torture Room) – Level One**

**DIALOG OF THE ROOM**

*Tutorial Room. You have certain actions to choose from. In this room, you have three.*

*First Action is “Check Inventory”. In this action, you can review what you have in your backpack.*

*Second Action is “Use (name of item)”. In this action, you can use an item that is currently in your inventory. Some items can be used consistently but some can only be used once.*

*Third Action is “Search”. In this action, you investigate the room you currently are in and get clues or items along the way.*

*There will be times that the sequence of your actions will lead to different paths so choose carefully.*

**ITEMS CURRENTLY IN INVENTORY BEFORE STARTING**

1. Book

2. Water Skin

3. Rope

4. Dagger

5. Bedroll and Blanket

6. A Ration of Food

7. Coin Purse

**ITEMS IN THIS ROOM**

1. Note from father – Can be found by searching.

**DIALOG FOR EACH ACTION IN THIS ROOM**

Check Inventory – “You currently have: (list items here)”

Use book – “You open the book. You see the words but for reasons you don’t understand, you can’t seem to understand the words.”

Use water skin – “You are not thirsty right now.”

Use rope – “You have no need for a rope right now.”

Use Dagger – “You have nothing to cut.”

Use Bedroll and Blanket – “You are not sleepy right now.”

Use a ration of food – “You are not hungry right now.”

Use coin purse – “You have 17 pieces of silver.”

Use note – “You immediately recognize the handwriting of your father. The note says, “Brace yourself. I’m confident that you found the book. The book cannot be destroyed. It contai…” To your dismay, blood had smudged the rest of the words on the note.

Search – “You look around the room. An object catches your eye. You pick up a note.”

**DIALOG AFTER COMPLETING THE ROOM**

*Immediately, after reading the letter, darkness envelops you and a door, bathed in light, materializes on one of the walls in the room. With a look of determination, you open the door and enter another world, another time. Committed to face whatever the path may lead you.*

**NOTES:**

All actions (Except for the use action. Only the note is important.) are needed to be used before advancing. Sequence is not important in this room as long as the player uses all three actions.

Goal: Get the father’s message which located at the \_\_\_\_\_\_\_\_\_\_\_.

**Second Room (Dad’s Study) – Level Two**

**ITEMS CURRENTLY IN INVENTORY BEFORE STARTING**

1. Book

2. Water Skin

3. Rope

4. Dagger

5. Bedroll and Blanket

6. A Ration of Food

7. Coin Purse

8. Note from father

**ITEMS IN THIS ROOM**

1. Grappling Hook - Can be found by searching.
2. Portrait - Can be found by searching

**DIALOG FOR EACH ACTION IN THIS ROOM**

Check Inventory – “You currently have: (list items here)”

Use book – “You open the book. You see the words but for reasons you don’t understand, you can’t seem to understand the words.”

Use water skin – “You are not thirsty right now.”

Use rope – “You have no need for a rope right now.”

Use Dagger – “You have nothing to cut.”

Use Bedroll and Blanket – “You are not sleepy right now.”

Use a ration of food – “You are not hungry right now.”

Use coin purse – “You have 17 pieces of silver.”

Use Grappling hook - “You don’t think is wise to use it right now”

Use Portrait\*\* - “You approach the portrait. It really does seem like it’s glowing. The detail of the painting was astounding. You reach out your hand, felt a pulling sensation. It then sucks you into oblivion.”

Search – “You look around the room. It’s filled with books, from encyclopedias to fiction. You notice something out of the corner of your eye, a portrait. It is a portrait of the book. It seems like it’s glowing. You also notice a strange item on the desk. A grappling hook. It was your father’s and he probably would like you to have it.”

*\*\*This is also the final dialog on this room*

**NOTES:**

Sequence is important in this room. The last action should be “Use portrait” to get to the next room.

Goal: Get the grappling hook for the fourth room and use the portrait.

**Third Room (Ritual Chamber) – Level Three**

Origins of the book. This is the room where the player can be trapped forever which the alternate ending.

Way into the fourth room: As the scene plays out, the ritual is about to conclude. You hear a voice, a voice that both pure and haunting. Everything went black.

**Fourth Room (Cavern) – Level Four**

Encounters the fallen angel. The angel cannot be killed nor should be killed. You can only hide and escape.

Way into the fifth room: Using the rope and the grappling hook, the player uses it to escape from the fallen angel. It then leads him into the fifth room.

**Fifth Room (Subway) – Level Five**

The subway is filled with light. There is a train waiting for him. He rides the train and he lets it lead him into the light.

Conclusion.

**Ethereal Creature**

A fallen angel named Elenois. White long hair, black wings, all black eyes.

**Endings**

Alive – He escapes with the book.

Dead – He gets killed by a monster.

Trapped – He is forever trapped in the dark caverns of Lysandre.

**Conclusion**

You jerk awake. You notice an IV drip connected to your left hand, a constantly beeping heartbeat monitor to your right. You look around, your heartrate monitor beeps frantically as you notice a note in a familiar handwriting smudged with blood on the floor. \*fade to black\*