Key Character:

Player

Rupert

Sadal Melik

12 Mages

King

New Game.

Narration text:

During the age of ancients, 12 court mages watched over the kingdom of Teleria, under the kings rule, Through the god's mighty winds and the fiercest of storms these holy mages would watch over their kingdom and protect their people.  
  
Alas, all good things must come to an end. The king became old and weary. Broken, frail husks of the gods they used to be and as time went on, the 12 monarchs slowly faded away leaving their 12 eternally powerful artifacts behind.

These 12 artifacts hold the power to revive the kingdom of Teleria, and make it the powerful empire it once was.

Fade in:

Player : "Oh for god's sake Rupert where is it!"

Rupert : "Sir, I don't know what your talking about?"

Player: "THE BOOK RUPERT! The book!"

Rupert: "Sir I'm afraid I don't know what book you're looking for, I don’t think I've ever seen it"

Player: \*Throws random book at rupert\*

\*Rupert moves off screen fast\*

Rupert: "Ahhh"

\*shakes rubble for books\*

Player: "Maybe it’s over here"

\*moves towards chest of drawers\*

\*more shaking looking in drawers\*

Player: "Rupert if you've lost this book, it’s off with your head"

Player: \*character shakes jumps\* "AHA!, I've found it! finally \*moves back and forth\* "After these years AHA finally...mine!"

Rupert: "Oh... that book why would you want that it's just a fairy tale book!?"

Player: "Very good Rupert, I didn't know that"

Rupert: \*Mumbles general abuse\*

Player: "People just pass this book off as a myth or a fairy tale, but the further back in time something happens the less likely people are to believe it. That's just the way the world works these days."

Rupert: "...You don't really believe mages are real..right?"

Player: "The reason I wanted this specific book is because this book was the first time this story was written"

\*A piece of torn paper falls out the back of the book\*

Rupert: "What's this?"

Player: "AHA-I-I-I FOUND IT!"

Rupert: "Found what, what is it?

* Cut to the almost destroyed map found in the book. Detailing the location of the fallen mage.

Player: "It's a part of the map that tells us where one of the mages are buried...wait it says it's in Alya Town"

Rupert: "Wait we're in Alya Town!"

Player: "Yes Rupert, I'm aware of that"

Rupert: \*Mumbled\* "Pftttt..."

Player: "So now do you think it's real?"

Rupert: "Well there's only one way to find out for sure"

Cut to a derelict town-house.

Rupert: Sire, I understand it is your mission to find the artifacts, but don’t you think we should come back during the day?

Player: Nonsense Rupert, this makes it more fun. Exhilarating really, don’t you think?

Rupert: I think I’d like to go home.

\*Rubble crumbles over the door.

Player: Well what a dear shame, it looks like we’re locked in.

\*Level starts\*

* Level end.

Rupert: Sire is that what I think it is? Is that Olepheus the greats artifact?

\*Close up of artifact\*

Player: It sure looks like it Rupert. Let’s get back to town so we can figure out how to start making the elixir.