Act I

1. Initial balance/intro
2. Inciting event
3. Reaction to the journey/refusal

Act II

4. lock

5. conflict reinforces value (mentor)

6. Conflict leads to hope

7. Mid point, frying pan into the fire, stakes are higher

8. high point

9. low point/opponent ascendant

Act III

10. gathering

11. battle scene / climax

12. resolutions

Act I

1. You are home.
2. You go through a mysterious door and pass out. When you come to, you are in a weird world. A child, Hoodini, tells you that you are the chosen one “Zechorabra” and that you will rescue the children from Foreverland.
3. You are decide this is not really happening until hoodini logic’s you into belief

Act II

4. You find out that Iago wants to take your heart.

5. You walk around for a bit, as you are walking a girl trips you on accident. She apologizes and runs off. You realize she has left a note in your pocket, that tells you she wants to escape and that she can help you. You meet her in an area, she tells the only way to escape is at the end of the maze. As she finishes telling you this, a clown appears and tries to grab Cara and Fatimah. This initiates a battle sequence. (Fatimah will teach you what to do). After you defeat him the kids are all quarantined and the carnival becomes treacherous. You escape from the carnival, and Fatimah tells you that she has to go to the slumber woods to make sure her friends are okay.

1)you go slumber wood, and see all the children there.

2)ou meet a boy who is loudly complaing to everyone about this world is terrible and how he misses his parents, and the other kids are iffy because they think that freedom is better than love blah blah. Fatimah tells him to be quiet or he’ll get in trouble.

-blah blah he joins your party.

-You guys try to find the maze through the forest.

-The vines attack Fatimah and drag her away

- you and eric pursue her but the vines get eric too.

3) you have to find a way to rescue them

4)iago appears to you, he ask why you want to leave him, even though he created this world for children. You tell him you know that he steals childrens hearts and uses them to keep the world preserved, and that you want her heart. Iago tells you that it's a necessary sacrifice, since these children are surrounded by nasty adults who would like nothing better then to hurt them. He brings up how cara’s mother and father always made promises just so they could break them and break her heart. He tells her she’s being selfish, and that she’s not the only child who has a broken heart, and that this world was made so that they don’t have to suffer. He tells her if she hands over her heart, she can live in paradise forever with him and her friends. Cara flee’s

5) Cara has an internal conflict about weather or not she should hand over her heart, and if she really is being selfish. Hoodini asks her if she would sacrifice others if it ment creating a happy place for others, or if she would be happy living in a place that used others as a sacrifice. She says no, and Hoodini tells her that if she feels this way, she shouldn’t regard herself underneath that. He tells cara that her friends are safe for now, but she has to hurry and find the maze and find them.

6) (blah blah maze) Cara makes it to the edge of the maze but she still has some ways to go before she finds the enterence. She can see that Eric and Fatimah are safe on the other side of the wall.

7) She see’s they are being attacked by something.

8) she makes it into the maze and finds her friends. She fights the Wraith and destroys it. And is reunighted with her friends….

9) who turn out to be illusions made by Iago. Iago tells you that no matter how hard she fights it she will always be selfish. He tells he that the lifes of the many outway the minority. He starts to talk to her sympatheticly and tells her he wants her to understand him. He asks her which of her parents wanted her when they divorced, she tells him she doesn’t know. He tells her that the forest pond can reveal buried memories, and that she should go look.

-(pond of the past) she goes and see’s a memory of her parents arguing that neither wanted to take her and how she was a mistake.

-(pond of the present) she looks in another pool and sees how others rejected her at school

-(pond of the future) she looks in the last pool and see’s herself smiling with eric and Fatimah.

-Iago appears and tells her understands what its like to be rejected and unloved, and that this world was created to do the oppisete.

-Iago tells her she can live happily forever, loved and wanted, but he can’t do that without her heart. (vines start creaping up on Cara while she does nothing)

10) The vines ignight and slither away. And iago gets hit with a thunderbolt. Fatimah and eric appear. They tell Cara that she is wanted, by them, and that they’ll fight by her in and out of this world.

11) You guys fight iago, and almost win, but you all are dragged into the maze. You fight the vines and win.

12) Freindship speech, head into the maze. Tell’s Cara that she has to trust them.

6.

1.

2.

1) You are going through the maze

2) Fatimah gets caught by a witch.

3) you and eric both panic and try to find her franticly

4) Hoodini appears and tells cara and eric the witch is going to call Iago if they don’t find her in time

6)Find witches home

7) They enter the witches house and see Fatimah, the vines are going to rip her heart out.

8) they fight off the vines.

9) The witch appears and is about to grab them, They fight her and almost lose.

10) Dustan kicks down the door and one shots her with a tarot card.

11) You (and the rest of your complete party) stand up and are ready to fight.

12) you fight and defeat her. Dustan joins your group, but iago now knows your location and is heading twords you.

3.

1) you are fleeing. (dungen)

2) You find a Wraith you can’t kill.

3) You retreate back into the maze

4) The only way through is kill the wraith

5) dustan tells you rementss are the wraiths of children who had their hearts stolen, and iago can control them. The only way to defeat that wraith is to kill it with a particular elemental object, and that its probably somewhere in the maze

6) You guys go looking for the Card (more dungen)

7) You find the card, But you guys sense that iago is near by.

8) you guys fight the monsters and get the cards and wands.

9) youre about to escape but iago appears in front of you. He looks like he’s panicing, He’s upset you all have rejected him. (boss battle)

10) you guys are about to lose when dustan (provides you a strategy)

11)you guys momentarly incapacitate him. And run away.

12) you guys believe that you’ve lost him and go and deal with Wraith #1

4

1. When you kill the wraith you hear angry screaming (its iago)
2. Iago appears in front of you and swears revenge for killing (one of his closest friends)
3. Dustan (of course they were your best friend, only something mindless would like you) pisses iago off further. Iago mentions something about dustans Mother, and dustan gets deffencive.
4. Fatimah tells them that he’s probably stalling and you and eric drag Dustan away.
5. when your at a safe distance, Eric asks Dustan what he was thinking. Dustan tells you that he wasn’t thinking and that he’s just frustrated because he misses his mother. Dustan explains he’s been wandering the maze for a long time and really wants to go home.
6. (dungen, dungen, dungen) you defeat the 2nd wraith/remnant. The previeous remnant and this one tell you that they were both children stolen by iago. And that inorder to preserve the world he used there hearts. They ask that you defeat the several wraiths throughout the maze, because they will be able to aid you in finding the way home.
7. Fatimah makes a promise to help them.

7. Iago kidnaps your friends and threatens that he will take their hearts if you don’t give him yours, and takes them to the beginning of the maze (and rearranges it) You follow him to the “beginning “ of the maze.

8. You stand and fight him and seem to win. It turns out your friends are actually (chess pieces) and you have to fight them.

9. you believe your friends are dead and theres nothing you can do. The (angel children) tell you can still defeat him. you decide you won’t let it end this way and go to the castle where Iago resides.

You find him in the tallest tower taking the hearts of your friends. You find out your friends are in the dungen having their hearts stolen and go to save them.

You try and explain to Iago that he can’t control people like this, and that he should respect others free will.

7. Iago realizes that the only way he can have everyone forever is if he steals all of their hearts. You all rush to the forest and see children all the children dragged into the maze, which has expanded, you join with all the children, and refight your way through the maze.

Act III

10. at the end of the maze, you all prepare yourselfs to fight him.

11. When you get there you fight Iago, who dies. The angel children all arrive and do (blah) and destroy the maze. The world crumbles around you and you fall into darkness

12. you wake up in youre room, and are about to think it's a dream, but when you look over you see your hat, cape, cards and staff.

If you lose you’re heart you are “dead” but can’t leave. So you are a monster.

Iago has used 7 childrens hearts to make the world run (a sacrifice for the majority) but your heart will let it run forever. These 7 monsters are his “best friends” because they are most loyal to him. If you find a heart and return it to a child they will be “free” turn into an angel and fly to the exit where they will wait for you.

When you reach the end they help you fight the main villain, destroy the maze, making way for children to return home.