1. Our hero wakes up in the “wake up tent.json”, currently there is nothing to do in this room ‘exit’.
2. Enter “tileMap.json” Immediate pause and dialogue opens with the man outside of the tent.
3. **The Mysterious Hunter:** Oi! You just gonna run away without thanking me! I saved your arse from those crazed Beavers. You’re not getting away that easy strange things have been happening around these parts the pond has dried up and the beavers have gone mad. I have managed to catch most of those beavers but I need you to kill them! **Dialogue End**
4. Screen goes black and the character appears in the fenced in area with the beavers.
5. **Quest:** kill 10 beavers and escape the fenced in area using skrypting.
6. Talk to The Mysterious Hunter to turn in quest (Level 2 ding)
7. **The Mysterious Hunter:** Oi! You got them darn beavers well done! It seems like their strange behavior was caused by the pond that dried up south of here. You should go take a look to see if you can find any clues. **Dialogue End**
8. **Quest :** investigate pond (drop down hole in center of dried pond)
9. The character can now openly roam “tilemap.json. Although there is nothing to do and no exits except the hole in the pond.
10. In the room you fall down to “tutorialDungeonRoom1.json” there are 5 doors 1 is blocked. Each door leads to a “tutorialArenaRoom.json” each with a different set of enemies to clear before you can move on to the next room(“tutorialBlood.json”, “tutorialStorm.json”, “tutorialDarkness.json”, “tutorialFlame.json”) where there will be a crystal to activate. Unlocking 4 crystals unblocks the 5th pathway to “tutorialComplete.json”
11. Enter tutorialBlood.json “In order to progress defeat the champions of blood!”
12. Enter tutorialDarkness.json “In order to progress defeat the champions of Darkness!”
13. Enter tutorialFlame.json “In order to progress defeat the champions of Flame!”
14. Enter tutorialStorm.json “In order to progress defeat the champions of Storm!”
15. When you enter this room there are five different stones when you interact with one you will get information about a certain divination and be able to select that one. The character can only choose one and as soon as they do the screen goes black.
16. The Divination of Storms flavor-“ Those you chose The Divination of Storms join the ranks of Talassan that serve Talos,the deity of storms and destruction. Talos appears as a broad shouldered, bearded man with one good eye. Talos the Destroyer embodies the uncaring and destructive forces of nature that may strike at any time. Storm Crusaders are chief agents of the Destroyers wrath, inflicting destructive rampages wherever they wander in order to spread word of his endless fury. Talos cares only that they call up a storm or engage in a spectacular act of violence every tenday or so. He wears half plate armor over black leather armor, and black leather gloves. His empty eye socket is filled with whirling stars and covered with a dark eye patch. His followers are brutal thunder and lightning wielders that love nothing more than proving their strength. Evil Storm Crusaders often live as brigands, indulging their personal desires for wealth, food, luxury items, and wanton behavior as they crave random, spectacular acts of violence. Although they are a master of the elements, the Storm Crusader commands the forces of nature to act as he desires. Neutral Storm Crusaders are traditionally nomadic, preferring to roam the world as the wind would. They often have short tempers and a Storm Crusader's mood can be seen in the weather that surrounds him. It is fairly uncommon to find a good Storm Crusader. Favored attributes-Strength & Wisdom.
17. The Divination of Fire Flavor – “The Order of the Black Flame is the hidden blade of their faith, a secret society of assassins who draw their power from the passions of anger and rage. They were originally only disciples of Kossuth, but their ardent practices have since inspired devotees of other worships to follow in their footsteps of the Fire Crusader. Kossuth, or the Lord of Flames is the primordial of elemental fire. Kossuth is symbolized by the holy symbol of a twining red flame and his portfolio covers elemental fire and purification through fire. He is, however, not a true god but actually an elemental primordial, a being whose power rivals that of a true deity. Trained in unholy rites, the Fire Crusaders use stealth, divine magic, and the zeal of fanaticism to destroy those who have given offense to their god. Even great rulers are not above the deity’s wrath, since the Order is a sanctioned and respected means for the wealthy and powerful to pursue vendettas. “ Favored Attributes Strength, Dexterity
18. The Divination of Blood Flavor –“Other martial adepts rightfully look with wonder upon those who learn the bloodstorm style. Once a secret art jealously guarded by a sword-cult of warblades, bloodstorm techniques now find use in the hands of martial adepts of many races—most notably, the informal mercenary organization known as the Bloodstorm Guild. A bloodstorm blade who masters these methods often becomes more deadly when a weapon leaves his hands than when he holds onto it. Generally these Blood Crusaders worship Chronepsis, the dragon deity of Fate, Death, and Judgment. His symbol is an unblinking draconic eye. He is truly neutral in all things, dispassionate and unconcerned with the unfolding of events. He observes, but does not act except to guide the spirits of dragons into the afterlife. While he is a god of "eternal law," he cares nothing for justice. Chronepsis never speaks or communicates. Chronepsis is said to know the future and how all things will end, but he will not reveal this knowledge to others. The Watcher, as Chronepsis is known, appears as a colorless dragon with dull, decaying skin through which yellowed bones poke, making him an outsider in the struggle between metallic and chromatic dragonkind. A magical brass harp hovers above his head.” Favored Attributes Strength, Wisdom
19. The Divination of Darkness flavor-“ Necromancy is usually a poor choice for arcane spellcasters—those who really want to master the deathless arts almost always pursue divine means. However, an alternative exists for those who desire power over undead but refuse to give up their arcane craft completely. Many Dark Crusaders still end up supplementing their arcane power with levels of divine magic. The mixture of "pale lore" and clerical abilities to sway, create, command, and destroy undead can be a potent one. NPC Dark Crusaders head special strike groups comprising lesser undead, supplemented as needed with more powerful, summoned undead. Sometimes they serve or act in collusion with powerful evil characters, such as true necromancers or divine spellcasters with Death as one of their domains. Wherever Dark Crusaders go, undead follow. Often it is difficult to tell Dark Crusaders from the undead that he surrounds himself with*.* These power fiends worship Velsharoon, the Archmage of Necromancy, is a vain, selfish, petty, but very canny deity consumed with vengeance, obsessed with experimenting on living and dead beings, and unconcerned with the fates of lesser creatures. He is the demigod of necromancy, necromancers, evil liches, lichdom, and undeath. In many ways he continued to act like the mortal he originally was, albeit with far greater power at his disposal than before. He teaches that nirvana is achieved through gaining the power, longevity and knowledge of the state between life and death.” Favored attributes-Strength, Wisdom.
20. The Divination of the Skrypt flavor- “You don’t know who or what you are as a Dusk Crusader of the Skrypt. The only thing that you have been able to gather is that reality is a bit different for you. The clan of Skrypt are legendary, there have been tales of their blood being able to alter the fabric of reality. They worship no god and need no substance for whenever a member of the clan is in danger the solution just seems to appear. The clan is feared throughout the land as the most powerful and least understood. There are even ancient texts that tell of Skrypters so powerful that they can control and alter the abilities of creatures and even humans. Although the legacy of the Skrypt is shrouded in mystery and can only be discovered through devotion.” Favored attribute – Skrypting
21. You re-appear in the middle of “tileMap.json”. You now have a talent tree and new abilities
22. One of the paths out of the area is open.
23. To be Continued