Chapter 1 Act 1

You start in the graveyard of the town of Maran in the Kingdom of Pherom. Phreom is currently at war with its neighbor Nagoste and the epicenter of the conflict is Maran. You stand by the gravestones of your child and your [husband/wife which will be chosen based on your sexual choice as per heterosexual relations] You reiterate your vow to see the entirety of Nagoste pay for their cowardly attack upon this town that you and your family called home. You vow to all that’s holy that you personally will see this war ended. In three years you haven’t stopped killing them and their advance has stopped at the bridge to West Maran… East Maran has been renamed Moden now by the Nagostians… you will change that. You have a meeting to that end later with the Commander of the mercenary unit you are joinging who are spearheading the war. You have to join the mercenaries because your military commander forced you out the incompetent twit… you almost believe he works for the enemy with the stupid decisions he makes.

The cemetery is dark tonight as you honor your family. It won’t be long before the Nagoste Army attacks again, but you have to the morning you think. At least you think that as long as it takes you to turn around. The Nagostian Necromancers are at work again you see the dead rising. It seems it is time to fight again and like the many times before the cowards try to use your dead friends and family against you. You ready your weapon and add another offense to your hatred of Nagoste.

[Cue movement tutorial, item inventory tutorial and combat tutorial. Minor skeletons.]

Morning dawns and the battle is over. The Nagostians were just testing the defenses prior to Wintering the army. The more men of Pherom they kill the more enemies Pherom has to fight come Spring. You put away your weapons and take a potion to heal your wounds from the fighting and its off to meet your new destiny. You hated Mercenaries when you were a soldier in the Army but you hate the Nagostians more… besides you need money to eat afterall.

[Move through map to the doors of the old Saw-mill. The mercenary flag flies over the door and its Black Fist on the Gold background is a telling reminder that they kill for money.]

You enter the old mill to see the desk of Sarge the Liason. He waves you on to the Lieutenant’s office for contract signing.

SARGE {The Lieutenant is waiting for you.}

Sarge and you go way back to before the war. You used to help plow his field in the Spring and he yours. Good man but he hated politics which is why he left the military a year earlier.

You enter the Lieutenant’s office and he looks up from his Night’s reports. He lost some men last night so he is as happy to see you as any blood-money killer could be. He turns the contract around and hands you the pen.

LIEUTENANT {State your combat specialties on line one. Are you melee, artillery or caster?}

[cue character page for skills. Assign skill points to related skills in those three categories. Save character page.]

LIEUTENANT {Good… good to know you. Here is the shiny bits. This is your income, you get 5gp a head for bounties. You buy your own gear so make it count. Later you will get the walk through to all the quartermasters. The unit sells the best we can get. Here is your signing bonus of 100gp we know your reputation so we know you will earn that back quick for us.}

He smiles the smile of a man who knows blood is his pay-check.

LIEUTENANT {If you don’t mind my asking you what is your motivation for fighting?}

The Lieutenant looks thoughtful as you consider your answer.

[This cues which Personal storyline to proceed with Every 5th Storyline mission completed it generates a Personal special mission which will be in silver coloring on Sarge’s list which you can do to further your personal story.]

1. PLAYER {Revenge for my family}

LIEUTENANT {Good I like a killer with simple answers and lots of motivation.}

2. PLAYER {Duty to the Kingdom}

LIEUTENANT {Just remember your duty to your contract here now while you’re saving the world.}

3. PLAYER [Money.}

LIEUTENANT {Good, money buys you happy nights and bloody days… is there anything better?}

4. PLAYER {Its personal.}

LIEUTENANT {Don’t much like that answer but it is what it is… remember your contract though while you’re doing whatever you’re doing.}

[Player hits accept button] With the Contract done and signed he directs you to get acquainted with the Quartermasters. You will need all of them to complete your mission.

[Cue the 1st Storyline mission: Meet the gang. The player is directed to meet all 6 of the Quartermasters in the Saw-mill. They are listed below and each have side quests they can bestow and of course items the player can use.]

The 6 Quartermasters are:

1. Armorer Sells weapons, armor, shields

2. Oldtimer Sells potions and Information about Military missions

3. Banker Banks money and items

4. Waitress Sells gossip and civilian side jobs

5. Cookie Sells foods buffs and side-jobs to unlock Chef

6. Chef Sells Advanced food buffs

Armorer: [Hey welcome to the team (player\_name). I hava the cheapest... er best items for sale.

1. Buy

2. Sell

3. Goodbye]

Oldtimer: [Well lookit who finally joined up. Good to see you (player\_name) you can come to me when you need advice. I'm the oldest here which makes me the best...

only the best live to tell the tales.

1. Give me some advice

a. Garlic potions can be thrown at Vampires.

b. Gear is incredibly important.

c. Talk to people they may know something you need to know.

d. The Priest can heal your wounds and cure disease.

e. Money is necesaeey.

2. Heard anything?

Sidequests: (randomize and allow players to do the quests as many times as they like.)

a. The Graveyard needs to be cleared of undead every so often. [Cue graveyard\_battle]

b. Some farmers need monsters cleared from their fields. [cue Fields\_battle]

c. The enemy is rumored to be crossing the river south. [cue river\_battlea]

d. The enemy is rumored to be crossing the river south. [cue river\_battleb]

3. Goodbye.]

Banker: