**Inspiration**

**The Dark Sword Trilogy –**

Artifact of Doom: The Dark Sword absorbs magic.

Either/Or Prophecy: The full prophecy suggests that Joram may destroy OR save the world, but

the prophet dies before finishing the sentence.

Lost Technology: Technology is blamed for a devastating war and is banned and destroyed.

The Magocracy: Anyone without magic is exiled or killed.

Medieval Stasis: Thimhallan has stagnated due to the presence of magic.

The Magic Goes Away: Joram breaks the seal keeping magic in bringing an end to all magic.

Science Vs. Magic: Science is forbidden and anyone without magic is exiled or killed.

Self-fulfilling Prophecy: Everything done to prevent prophecy is responsible for causing it.

**The Chronicles of Thomas Covenant –**

All Just a Dream: At first Thomas believes that “The Land” is just a dream, but eventually decides

that even if it is a dream, it is a dream that he cares about. It is also eventually revealed that it is not a dream.

Another Dimension: “The Land” is probably an alternate dimension.

Anti-Hero: Thomas Covenant starts out weak (physically and morally), fails some serious moral

tests initially, but eventually settles into the role of a pragmatic anti-hero.

Artifact of Doom: The Illearth Stone corrupts or drives mad any who are exposed to it.

Cosmic Keystone: White gold is the keystone of the Arch of Time.

The Corruptor: Lord Foul corrupts things and people.

Despair Event Horrizon: Lord Foul likes pushing people past this point to break them.

Either/Or Prophecy: Thomas Covenant will either save or damn the land.

Eldritch Abomination: The Worm of World’s End lives at the heart of the planet and can destroy

it by waking up.

Nice Job Breaking It, Hero!: Lord Foul’s ability to alter the law is the result of Thomas Covenant

breaking the Staff of Law.

Woobie, Destroyer of Worlds: There is some suggestion that Lord Foul is driven by the sheer

horror and loathing of being himself, The God of Evil.

**Dragonlance –**

Absurdly Sharp Blade: The Dragonlance is one of very few items that can pierce dragon hide.

Artifact of Doom: The Dragon Orbs are powerful but also very dangerous.

Balance Between Good and Evil: Bad things happen when either good or evil gain too much

power.

Evil Will Fail: Evil will often fail’s due to its own inherent flaws.

Have You Seen My God?: The gods made mortals believe that they abandoned the world after

the cataclysm.

**Lord of The Rings –**

Addictive Magic: Most artifacts in Middle-Earth are addictive (i.e. The Rings of Power, Palantirs)

Ambition is Evil: The One Ring corrupts by tempting the user with the power to fulfill their

personal ambitions, even if those ambitions are noble at the start.

Artifact of Doom: One Ring.

Despair Event Horizon: Denethor during the siege of Minas Tirith.

Evil Cannot Comprehend Good: The idea of destroying the ring doesn’t occur to Sauron until it’s

too late.

Dirty Business: When Frodo leads Gollum into the hands of Faramir’s men.

Legendary Weapon: Narsil is reforged and named Anduril.

Medieval Stasis: Middle-earth is not progressing due to the changes that are occurring and

constant war.

**Hook**

**Key Events**

1. Tutorial
2. Spawn Town
3. NPC Arrival
4. Monster Arrival
5. Artifact and Quests start
6. Player Development
7. Economy Development
8. Multiverse Opening