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Game level Design

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The prime question in almost every single video game is, “Why the heck am in this level or why do I even care”. Sometimes games (like Destiny) don’t explain these concepts and leave it up to “the players”. This is a bit lazy in my opinion. I like when games show you why you're doing this and the reasons why you should succeed and stop whatever you're trying to stop. I will explain why the Rune Knight (yes that’s the main players name in this game) is trying to stop Mordis.

The main reason why the Rune Knight is in the sealed kingdom is because of Mordis’s dark harvest of souls. As the years went on and Mordis Dark Harvest continued, he noticed that the supply of souls was getting smaller and smaller. Soon they would go down to trickle which would not please Orcus. Even if he farmed the people of the sealed kingdom it still wouldn't satisfy his Lord so he had to expand his search for souls. He began making raids outside the borders of this realm and, bit by bit cities fell to his undead hordes. This had an unforeseen side effect that being getting the attention of the capital city of Ridvan and the high king Arthgas. Arthgas saw Mordis as more of a threat than ever as if he continued this he would probably hit the heartland of mankind and more importantly the capital city. He understood that if he wasn't stopped soon the entire world would be consumed by his minions and nothing would be left but undead and ruin. So the high king sent for one his top rune knights (the player) to head out to the sealed kingdom to stop Mordis once and for all and save the known lands from his evil.

An important question is why is the player questing around the castle rather than going right for the juggler and taking Mordis out now? On the outskirts of the main city is a small camp were some of the survivors live, there they help out the player in his quests such as selling him items, weapons and magic spells for him to use while also giving him quests to complete for money, items or spells. There are also many sub dungeons around the castle that contain various items and spells that will help the rune knight progress through the castle and also make his life easie. Finally it will help clarify the lore and information about Mordis as scattered throughout the lands are several collectables those being pieces of Mordis private journal, insignias for the Mordis family tree and finally after you have beat the game pieces of Mordis phylacteries, called soul shards ,that once completed and beating the game again reveal the secret ending are so similar to Diablo and legend of Zelda.

As for the town itself the reason the player needs to get through it is two fold. First to get the castle itself since the gate is near the end of town, and second to learn what the heck happened here and to see if any survived. However it's not easy as some new residence minus the undead have taken residence. The cult of Orcus, groups of fanatics who have come to worship the lord of the undead as a god and have seen Mordis as a prophet of sorts. They are the only mortal force that mordis has but they serve their lord faithfully.

So the reason why the character is here is in the sealed kingdom and why he is exploring it all to stop Mordis once and for all. If you have any questions just ask me or send me a message.