

Arioto and the 13th Hour: Level Write Up



Level 1:**Narrative:**

Arioto is found on the outskirts of the Village of Robo meditating above the cliffside. The stream below cools her spirit as she contemplates her next move. Her and Kinjo, the expert archer, were led to Robo by the divine falcon Ponche when he spotted the smoke of black magic deep within the forest.

From below, Kinjo walked softly attempting not to disturb Arioto.

"What is it Kinjo?" Arioto announced.

Kinjo looked back at his steps surprised, *how does she do that?* He thought to himself.

"Arioto, there is news in the village that the Witch of Kiragana has manifested undead

lions to patrol the Black Forest."

"Then the witch will be in for an unpleasant surprise. Now leave me Kinjo," Arioto responded waving her hand down.

"Fine, I will go back and make camp, but if the witch is as strong as you say she is don't be too long."

Kinjo turned around to walk back towards camp when he spotted some glow bugs flying above the stream that looked like the perfect target practice.

Environment 1:

Trees, a stream, nature.

Enemies:

Bugs.

Mysterious element:

Player discovery. Kinjo can use his arrows as he fights alone against the bugs.

Level 2:**Narrative:**

Kinjo sat rustling the dinner fire with a stick as Arioto came down from the mountain pass. "The night grows cold, I am glad you built a fire Kinjo," Arioto said as she took a seat near the bright warmth.

They ate as the moon rose in the east and the crisp air cooled them with each passing breeze. Bats flew radically overhead attracted to the bright moths that fluttered above the light of the fire. After Kinjo finished eating, he took out his small flute and began playing songs above the crackling of the fire. Meanwhile, Arioto stopped chewing when she heard a small noise in the bushes coming from behind Kinjo.

Environment 2:

It is nightfall and they were eating by the fire. There are bats flying overhead and they are in the forest near the meadow. They are surprised by a noise in the bushes.

Enemy:

Masako appears. He is a villager who has been possessed, and his weapon is the long spear.

Mysterious element:

Arioto with the dagger and Kinjo with the bow use powerful dual attack together. There are dark green eyes in the bushes awaiting them in the side of both sides of the screen watching them.

Level 3:**Narrative:**

“He must have been possessed by the witch. She is becoming more powerful,” Arioto spoke replacing her dagger.

Kinjo’s eyes were as wide as the moon. He nodded and picked up his small flute but couldn’t bring himself to play. “Let’s just hope that Masako passed peacefully, and that there will be no more attacks this evening,” he trembled looking nervously around for other intruders.

The two of them once again took their places around the fire listening to the sound of the crackling embers. And as the flame dimmed, Kinjo built a small bed and fell asleep. Arioto could feel her eyes grow heavy but did her best to stay awake. As the last of the embers dissolved into dust, she felt a large *thud* coming from deep within the forest. She put her hand on the ground and peered into the forest, ready for whatever the witch had in store for her.

Environment 3:

In the forest at night, with a fire in the middle of the screen. Kinjo is asleep in this scene. As she is forced to battle the Dark Lion alone.

Enemy:

One flaming, dark lion that can blow fire and claw at Arioto.

Mystery Element:

Ponche is revealed to be a healing member of the team. Able to heal Arioto.

LEVEL 4:

Narrative:

As dawn graced its beautiful presence into the land of Robo, the birds began to chirp in the joy of a new day, and the cool ground warmed under the gentle touch of the first of the sun's rays.

"Arioto, you look serene. As though you slept for a thousand days."

"I wish I could say the same for you," she said mockingly approaching Kinjo and sitting down.

"Did you see how many teeth that thing had? If you had been awakened by that mouth of snarling teeth, you'd feel the same way!" Kinjo exclaimed passing her a warm cup of rice with local trout meat.

"So how do you suppose we locate this witch?"

"We'll follow the footsteps of that beast," Arioto said pointing with her chopsticks at the mammoth-like footprints. "Also, Ponche will be there to guide us if we lose track."

He looked up at her and cracked a smile. Together they smoldered the fire and set off to follow the path carved out by the strange animal, keeping a watchful eye out for unseen enemies.

Environment 4:

The meadow, dry grass, with forest spots on the edges

Enemies:

Four mercenaries. One with a bow, two with swords, and the other with ninja stars

Level 5:**Narrative:**

They followed the beast's footprints through the forest and were led towards the base of a mountain.

"The beast must have spotted the smoke from the top of this peak. I fear if we continue, it will only take us further up this mountain," Arioto said catching her breath and wiping off her forehead. She looked across the meadow and down towards the forest below. "This isn't right, we have to go back down and find out where these tracks may have originated."

As quickly as she spoke, she was sprinting down the hillside faster than the pebbles that fell alongside her. Kinjo on the other hand, turned to follow but stumbled and tripped over each falling stone. He barely reached the bottom, only to see Arioto running deeper into the forest. Arioto entered the forest and paused when an arrow went speeding past her.

Environment:

In a forest that is now swampy. Second Forest for scenery (A swampy forest).

Enemies:

ARIOTO IS ALONE WITH PONCHE. More mercenaries: Two with bow and arrows, and one with a sword.

Level 6:**Narrative:**

Kinjo ran into the forest after Arioto but stopped suddenly in his tracks. Broken trees limbs and fallen logs were scattered all around and looked as if they had been torn out from their roots and tossed onto the forest floor like twigs. He slid his hand along a broken tree limb but pulled it back, startled by the goo-like substance that covered the entire branch.

Whatever did this, bit through the tree, I am most certain of that, Kinjo said to himself.

Looking deep into the forest, he realized that the rows of broken trees went on for as far as his eye could see. Far in the distance, he spotted Arioto's white kurusi and saw her jumping over boulders heading deeper into the forest.

He replaced his bow and set out to follow her, when the trees burst open in front of him.

Environment:

The forest again with broken branches scattered around.

Enemies:

First Boss! Large dark lion with smoking skin that breathes fire. Arioto, Kinjo and Ponche healing them assist through the battle.

Mystery:

The witch is hiding out in the bushes.

Level 7:

Narrative:

Arioto hid behind a tall tree and held her dagger to her forehead. The cold blade of the dagger soothed her and she listened to her breath as the sweat rolled down the sides of her face. She could hear the witch slurping up the spring water and knew that with every second she was growing stronger. Arioto peered around the tree and spotted the witch.

The witch's wrinkles have disappeared and she looks stronger! Arioto said to herself and crouched down. She swung her dagger around, gripped it with all her might and closed her eyes. She jumped out from behind the tree and charged towards the witch.

Enemies:

Arioto fights the witch alone. The witch is very strong and uses punches, kicks, and fire.

Environment:

In the forest again!

Mystery Element:

They discover a ring! It increases both Kinjo's and Arioto's attributes.
Could be: Hit points, power of their attacks, defence points, etc. Whatever is easiest.

Level 8:

When morning came, Arioto awoke startled looking for wounds and injuries from the battle with the witch.

“How long was I out for?” She spoke groggily.

“All night. Here, eat some rice and wasi.” Kinjo said handing her a bowl of rice with brightly colored, highly nutritious seaweed on top.

“If the witch is as powerful as you say then this ring may be of some use to us,” he said sliding the ring down the arrow and into his hand.

“She is even more powerful and she grows stronger by the day.”

“Then this will come in handy.”

“Trust me Kinjo, she is more powerful than you know or remember.” Arioto stood up feeling re-energized but cringed from the soreness in her ribs. They made their way out of the forest and began the long journey out of the forest back towards the village of Robo.

Though the air was chilly, their momentum heated them like fire, and they swiftly charged through the Black Forest. They ran through the evening until the sunset began revealing its softer shades of light on the wooden rooftops of Robo. The night crickets once again began humming the song of the night and the sound excited Arioto towards her evening meditations. Kinjo on the other hand noticed a tavern from above the city and his mouth began watering as he descended into town.

Environment:

In the wood tavern. Lanterns, tables, patrons drinking, etc. Signs for ginger brew around.

Enemy:

The doorman and bartender. They both use fists.

Surprise Element:

None, the new environment is the surprise.

Level 9:

Narrative:

Kinjo grabbed a fresh glass of ginger brew from the bar and walked over to a table of two loud sailors and a portly-looking fellow. "Mind if I sit gentlemen?" Kinjo spoke pointing at an empty spot.

"Not at all," the big fellow said. "I am Fieso, and this is Lani and Soto."

"Don't be intimidated by Soto, one too many fish in his day," the large man named Fieso chuckled.

"So what brings you here stranger?" Lani interjected,

"So I don't know if you saw my friend Arioto, but her and I crossed paths far across the mountains of Robo in a remote mountain village. I was practicing archery under the master Huyen. I ran into Arioto in the forest running from what she said was 'an army of the undead.' She spoke about a witch who had frozen time and I wouldn't have believed her but she knew my name and demanded to speak with my master."

"So is this Arioto beautiful?" Lani asked uninterested in the story.

"Yeah and secondly is she available?" Fieso added.

"Why don't you ask her yourself!" Kinjo spoke pointing above Fieso's head.

Fieso turned around and Arioto was right behind him. "You must be Arioto, we were just talking about you," Fieso said trying trying not to panic. "Would you like to sit down?"

"Kinjo, we need to acquire a boat and head to the southern island territory of Oshida. Do any of you shipwrecked sailors want to help us get to Oshida?" She questioned.

"Yes I am actually headed to Oshida tomorrow," Soto responded.

"Perfect, may we come along. We'll give you five gold pieces," Arioto spoke pulling five gold coins out of her pouch.

Fieso's eyes glowed green with envy when he saw the gold hit the table. "You three are probably going to need our assistance if you are planning to head to Oshida."

"Is that so?" Arioto smirked.

"What makes you think that you are so equipped to help us?" Kinjo asked.

“For your information I have a brother in Oshida who’s a blacksmith and I am sure that you could stay with him. That is, if we accompanied you.”

Arioto glanced at Kinjo and remembered that he still possessed the ring.

“Okay, well my ship leaves port at half-past dawn. Precisely when the sun beams through the Black Forest. I’ll meet you there on the dock so we can catch the morning tradewinds.”

“Perfect,” Arioto bowed.

Arioto got up and Kinjo nodded a goodbye at the rough crew and they walked towards the front door. In front of them two large men blocked the entrance and were looking right at Arioto.

Environment:

At the tavern.

Enemies:

Two drunkards. The drunkards attack Kinjo and Arioto.

Surprise Element:

At the end of the fight, Kinjo and Arioto acquire Soto, Lani and Fieso on their quest.

Level 10:

Narrative:

We have to be at the docks by the time the sun hits the top of the trees, Kinjo thought and then proceeded to make his morning breakfast. After eating, he gathered up his belongings, smothered the fire, and the two proceeded along the path towards the docks of Robo.

"What took you guys so long?" Soto yelled out from aboard the ship. "I Almost left without you!"

"Yeah we would have been here sooner if Fieso hadn't ordered that second round!" Kinjo exclaimed.

"Too old to handle your ginger beer?" Fieso said coming out from behind the mast.

"I should have known," Kinjo said shaking his head. "Soto, who let this stowaway on the ship?"

"How do I untangle this?" Lani spoke from behind Fieso.

"They're all coming!" Arioto exclaimed dropping her things.

"Yeah, they have been begging me all morning, but don't worry they'll be doing most of the work."

Arioto half-smiled and walked up the loading dock. She rubbed her hand along the wood noticing how well the boat was made. "This is an impressive boat Soto."

"Not bad for a sailors salary, eh?" Soto said pulling down a rope to raise the sail.

Arioto set her things down below the deck, and emerged to inspect the upper sail. She jumped up to the cabin roof, and flipped up to the lookout. The wind was blowing softly and she could see all of Robo.

"All right, the sails are raised. One non-stop journey to Oshida," Soto announced as the boat entered open water.

In a soft meditation Arioto prayed to the gods to ensure a safe travel, but also had a strange feeling about the journey, for the witch seemed stronger and more capable than ever.

Environment:

On the boat, with the sail at the center. Blue around them with the wooden ship and barrels around.

Enemies:

Flying fish the first enemies. They squirt water at the crew. There are ten of them...Or as many as can be fit.

Surprise Element:

The witch appears and puts a spell on a fish. (sound good?) (Also, Ponche is no longer accessible).

Level 11:**Narrative:**

On the ship everyone was in high spirits when suddenly Kinjo from noticed a nasty looking storm approaching on the horizon. "Ahoy, sailor folk. I see foul weather approaching," Kinjo yelled down from the crow's nest.

"Here you take the sails," Arioto spoke handing the ropes to Lani. She flipped up to the cabin roof, jumped onto the rope ladder, and climbed up the mast.

"Take a look at this," Kinjo said pointing towards the horizon.

Arioto could see that the storm looked like it had formed off of Oshida but as she inspected it closer, she noticed a blue spark running through one of the clouds.

"It's her. She knows," Arioto said grabbing the rope and sliding down the ladder.

"Prepare to head straight for it and at my signal dismount the sails, hold the wheel steady and get your rain gear out now! Kinjo come down and prepare the harpoon. Who knows what unearthly creatures she plans on attending this party she so kindly created for us."

Environment:

On the ship, potentially in the rain. Storm, fire elements that block movement.

Enemies:

Boss. Giant fish that knocks into people (hand to hand combat), and shoots water.

Potentially has the little fish around for combo attacks.

Mystery Element:

Arioto jumps after the Boss Fish at the end and it disappears in the screen.

Level 12:**Narrative:**

Kinjo looked into the darkness, but there was nothing. There was nothing he could do, she was gone. Arioto held her breath as the water rushed past her and continued inching forward along the rope. She was desperately inching forward when the fish suddenly dove deep into the ocean. When she could finally feel its enormous body next to her, she knew it was time.

Environment:

In the ocean, in the water.

Enemies:

Arioto continues the battle with the fish.

Mystery Element:

Arioto gains defense and hitpoint damage ability?

Level 13:

Narrative:

The storm had passed by the morning and a cool breeze pushed what was left of the sail towards Oshida. The sound of seagulls echoed throughout the morning revealing that they were close to land. After inspecting the boat at great length, Soto steered the ship while Lani and Fieso worked the sails as they made their way to Oshida.

“Arioto! Look what the sea dogs dragged in. If it weren’t for Kinjo pulling you from the sea, that could have been very bad” Lani said getting the ropes ready to dock. Arioto smiled and walked over to the front of the boat to look across the sea towards Oshida.

“So we meet again,” Arioto whispered.

Kinjo joined her on the other side enjoying the breeze, but also remained alert in case the witch had any other tricks up her sleeve. When they were close enough to dock, Arioto jumped off the ship with a rope tied to her waist and pulled the ship in. Kinjo followed her lead while Lani and Fieso gathered up their belongings. Soto on the other hand took his time coming off the ship and took a long deep breath. He looked over at the side of the ship and saw that the entire side was smashed in.

“How am I ever going to repair this,” he spoke taking one last look at the hole the gigantic fish had left and ran to catch up with the others.

The sun was setting as they walked towards the city of Oshida. It was much busier than Robo and colorful lanterns filled the streets.

“It seems like everyone here comes from a different place in Oshida,” Kinjo spoke looking at Arioto but her eyes were focused on the alley way ahead of them.

“Spies,” she whispered and began running past the crowd.

Environment:

On the rooftops of Oshida. Only Kinjo and Arioto fight this battle

Enemy:

Five ninja assassin spies. They have shurikens, swords, and spears.

Mystery Element:

Ponche returns with the ability to heal again.

Level 14:

Narrative:

“Things are much more serious than left last time we were here Kinjo.”

“Those spies wanted you dead Arioto,” Kinjo spoke replacing his bow onto his shoulder.”

They flipped down the roof and ran back towards their the group that was hiding in the marketplace. “Fieso, we must make it to your brother’s house unseen. Can we take an alley path?”

“Sure, sure,” he said shaking. “Do you think that there are more?”

“No Fieso but I fear if we wait, there could be!”

They carefully traveled between one alleyway to the next. It was hard to remain unseen with Fieso’s big belly poking out of the shadows, but they did their best to remain unseen while keeping an eye on every rooftop.

“We’re just about here,” Fieso whispered.

They followed Fieso to the back entrance of a large cottage and walked into a bright living room that smelt of a newly lit fire. There was a large man at the table reading a book with glasses that looked exactly like Fieso. He had the same blanding hairline, but looked stronger and more intimidating.

“Fieso!” The large man exclaimed on seeing the entourage. “What in the world are you doing here? And I see you have brought some guests!” The giant man stood up grinning and ran to embrace his brother.

“Everyone meet my brother Giesho, the finest blacksmith in Oshida and the most good looking,” Fieso spoke struggling for breath as Giesho squeezed him.

“You are quite a stunner yourself,” Giesho said lifting his brother into the air. Lani was observing everything taking place with his jaw wide open. It was like watching two giants take turns to see who could lift each other higher. Giesho finally set Fieso down for a second, but then planted his feet firmly on the ground. “I hope you have been practicing.”

Environment:

At Giesho's house. Warm fire, nice environment, cozy. Weapons on the walls. Barrels of fire powder in the corners.

Enemy:

Giesho. FIESO AND GIESHO are the only two people on screen. Giesho is Fieso's brother and they fight in combat.

Mystery Element:

Gain Giesho who carries an axe as his weapon.

Level 15:

The two goliaths wrestled until they were both red in the face, and Soto took the opportunity to pour another round of Giesho's prized ginger brew for everyone at the table. Above them however, the wild commotion startled an assassin who was watching the gathering from the rooftop. The assassin slipped backwards and froze when he saw a tile slip off the roof. It crashed to the ground alerting Arioto. She squinted upwards, looking towards the ceiling. She kept her eyes on the rafters and walked towards Kinjo who was laughing around the table.

"Stay alert Kinjo," she whispered. "There is something is funny in the air."

Environment:

At Giesho's house. Same as before, fire burning, barrels, weapons on the wall etc.

Enemies:

Assassins. 8 of them and a boss assassin names Suyen. Assassins, use, spears, shurikens, and now bombs!

Mystery Element:

Soto is killed.

Level 16:

The three of them ran into the forest and they could feel the heat of the house grow as the flames got larger. They heard the ninjas breakdown the front door and enter the house from all sides as the roar of the fire consumed the house. They heard a banging sound against the back door in a bright flash, the house exploded in a large fireball making the night appear like daylight for a split second.

“Where’s Lani and Fieso?”

“We’re right here. Just glad we are not in there,” Lani spoke out from behind a tree and suddenly it hit him, Soto was in there.

“Come we must disperse. Everyone this way,” Giesho spoke as he got to his feet.

Trekking deeper into the forest, Fieso and Lani would look back occasionally hoping that somehow, Soto was just a little ways behind and would be coming to meet them soon. Arioto looked back and on the rooftops noticed the ninjas retreating in the moonlight.

When they got to a clearing in the forest, they spotted dark green eyes staring at them in the forest.

“Be alert! Kinjo, prepare your arrows.”

Environment:

Forest at night. dark.

Enemy:

Wolves. They move like dogs and have the range of a sword.

Mystery Element:

All HP are raised, from the meat from the wolves. They are all restored.

Level 17:**Narrative:**

They all slept in a hidden clearing deep in the forest. Arioto had awoken at the first sound of the birds awakening in the forest and began her meditation. She inhaled and exhaled deeply clearing her throat after inhaling so much smoke from the night before and prepared her belongings.

“Where are you going?” Fieso spoke still chewing on a cooked mushroom,.

“I am going to become very still, absolutely unseen high into the closest vantage point to your house and wait.”

“Wait for what?” Giesho asked in usual his deep baritone voice. “I don’t plan on rebuilding that house until all of this is a distant memory.”

As she came to the edge of the town, she spotted a great tree that would be a great perch to wait and remain unseen. She mounted the tree, swung herself up, and catapulted herself up towards a large branch. She peered past the branches and could easily spot the rubble from her vantage point. As she sat watching the villagers inspect the remains from the edge of the property, two men approached wearing the clothes of villagers but walking in a very distinct way. Every step was evenly placed, and their coordination was impeccable.

The two suspicious villagers then walked over the burnt frame of Giesho’s house and peered into the forest. Arioto held her breath, she couldn’t help but find herself praying that they wouldn’t find a sign of their escape from the night before and just as one of them began stepping deeper into the forest, the other grabbed his shoulder and pointed into the clearing. Arioto’s was ready and her hand was already on her dagger.

Environment:

Burnt out remains of house or forest.

Enemies:

Two bosses that Arioto has to fight alone with Ponche as a healer. They have shurikens, swords, and bombs.

Mystery Element: Arioto is captured.

Level 18:**Narrative:**

"I'm worried," Kinjo spoke as he was fashioning more arrows.

"Worried about what? Worried that Lani's going to have to pay up after he loses this bet?" Fieso spoke crossing his hands and looking at Lani.

"I don't think so Fieso. How many did you say? Eleven notches on this branch? There are exactly 12."

"Let me see that," Fieso said grabbing the branch from Lani. "One, two, three...Well who cares," Fieso said throwing the branch back into the forest.

"When you guys are done betting on how many notches are on twigs, we should really start to think about Arioto. You guys are welcome to stay here, but Giesho and I are going in after her. If she was killed by spies, it is only be a matter of time before they found out where we are, and send in the others to kill us."

"Kill?!" Lani said dropping the stick he had retrieved.

Kinjo looked out into the horizon and replaced his arrow. "I hope not. I really do. Gather your things, we have to go into town after them."

Kinjo got to the remnants of the house first and looked around for Arioto. "Arioto, Arioto!" He yelled out looking around the crisp ashes and on the edges of the forest. He started moving logs when he spotted a ninja on the ground.

Kinjo kneeled by the attacker, and felt his pulse but there was nothing. He pulled the weapon from his back and noticed right away that it was Arioto's.

"Guys! I got something here."

Fieso, Giesho and Lani all ran over from inspecting the remnants from the fire.

"There was another assassin waiting for Arioto. After this great battle, another one came in here, and surprised Arioto with this rock to the head and took her."

"And took her where," Fieso asked.

Kinjo closed his eyes and picked up her blade. For a second, it felt like it was pointing somewhere. He held it and let it guide him.

Kinjo closed his eyes and could feel that it was pulling him somewhere.

“Hey watch where you are pointing that thing!”

“Just move out of the way Lani,” Fieso said grabbing his shirt as Kinjo went past him with his eyes closed pointing the blade. Kinjo walked out of the forest and turned to where he felt Arioto’s energy.

“She is there,” he said opening his eyes. And just above the horizon line, tucked into the mountains, he could see the emperor’s palace. “We haven’t a moment to lose.”

“Kinjo, Kinjo! I think we got company,” Lani said backing away from the remnants of the house as the bodies of the assassins began rising out of the burnt ashes.

Environment:

Outside of Giesho’s burnt hours

Enemies:

Ten skeletons, with shurikens and swords.

Surprise Element:

Switch to a scene with Arioto

Level 19:**Narrative:**

The assassin sailed past the Emperor's royal palace and guided the sail around the back entrance. Tied to the deck was Arioto who was still unconscious from the attack. He could kill her now, but he needed to know who she was, what had happened to the emperor, and why he wanted her dead. He dared not bring her right to the Emperor.

The boat drifted slowly past the cliffs surrounding the Emperor's palace as night fell and the stars began to shine one by one. In the distance, torches lit an entrance to a cave with a dock extending into the sea.

As the ship drifted closer to the dock, he turned the boat around and bumped it into the wooden dock startling Arioto. She opened one eye, felt her constraints with her hands, but didn't make a sound. He picked up Arioto, threw her over his shoulder and grabbed a torch with his other hand. Arioto used her sense of smell to determine where she was and did her best not to tense any of her muscles. He walked past the musty, damp corridor and reached down to open up an iron grate when he felt Arioto's legs constricting around him.

"Drop me down there, and you are coming with me!"

Environment:

In the dungeon.

Enemies:

Boss assassin assassin against Arioto alone.

Surprise element:

The boss is defeated and Arioto is given the key out of her prison cell.

Level 20:**Narrative:**

Kinjo brushed himself off and continued walking into the street passed Giesho's workshop. "Are you guys coming?" He said closing his eyes.

"Kinjo, we need a plan," Fieso exclaimed helping Giesho to the door and getting up.

"Move along, move along," Lani exclaimed clearing the way for Kinjo. "Blind man coming through."

"Kinjo I don't know how long we can keep this up for," Fieso whispered under his breath.

"As long as we have to, hold on a second," Kinjo said stopping.

He could feel the dagger turning him to the left. It was as if one side became heavier.

"This way, I think this way."

"Kinjo you are headed off the pier towards the water," Giesho said leaning on Fieso.

"I can feel it. This is the way."

Kinjo followed the sensations from the dagger with his eyes closed, noticing that the ground had gone from the dirt path of the street to the wooden unevenness of the dock. He felt it turn him to the right and then suddenly he opened his eyes looking off into the darkness in the direction of the palace.

Deep inside the Emperor's palace, the Emperor rose from his slumber. "It is Arioto, I can feel here. Guards, I heard a noise in the water dungeon. Take me there," The emperor said startling a royal guard that had fallen asleep at his post. The Emperor stormed past him and kicked him aside. The royal guard watched the Emperor pass and could make out a shadow of a woman following him in the darkness. He squinted into

the darkness and saw a pair of glowing eyes following the Emperor as he descended into the watery dungeon. He got up and reached for a golden spear running to protect the emperor.

Environment:

Inside the watery dungeon again.

Enemy:

2 of the emperor's royal guards who have golden spears.

Surprise Element:

A giant explosion saves her.

Level 21:**Narrative:**

The two assassins leaped into the air and Arioto saw a flash of fire reflected in their armor. She ducked as the fireball roared passed her singing her hair and exploded as it hit the two assassins.

Arioto rolled to her feet and pulled out her dagger peering around for the witch when a another fireball flew towards her. She dove to the side as the explosion shook the walls around her.

Outside of the dungeon, Kinjo spotted the flash of the explosion from the boat. "We're just about there," Kinjo yelled. "Row faster."

Giesho and Fieso rowed with all of their might towards towards the rocky cliffs that bordered the Emperor's palace and spotted Arioto's by her white kurusi near the entrance of a hole in the cliff with the Witch of Kiragana above her.

"Head right for her!" Kinjo yelled preparing his bow and ducking down as the boat crashed into the royal shipyard.

Environment:

The dark docks near the cliffs of the Emperor's palace.

Enemies:

The witch of Kiragana and the Emperor.

Surprise Element:

Final Sequence

Final Sequence:

“Kinjo,” Arioto whispered turning towards her. “The witch is dead. You did it. You saved my life again,” Arioto coughed. “I told you there was a reason why I always keep coming back for you.”

“Arioto!” Kinjo smiled shaking his head.

The Emperor stood next to Arioto looking dumbfounded and looked up to see Giesho’s giant body above him.

“Giesho, Fleso, is that you? How did I get here?” Giesho set Lani down and ran to his aid.

“Where are my guards Giesho? How did this happen?”

“Emperor, please excuse me, but if you step outside of here, you will see that much has changed. I don’t know how to tell you this, but your royal guards are dead and the assassins have all perished.”

The emperor looked in disbelief at Giesho and attempted to stand up but stumbled with waves of dizziness.

On the ground Arioto laid next Kinjo admiring his courage. “Kinjo, you saved me, but why do you look so discouraged?”

“Arioto, I heard the witch’s last words. Her last words were the name of my master. I heard it clear as day.”

Kinjo held Arioto’s hand as she closed her eyes in pure exhaustion. He looked up spotted a green flash shooting across the sky leaving a trail of smoke in its wake.

Far above the city Oshida and across the land of Robo, Kinjo’s master meditated in his monastery. He put his hand on the ground and felt the green energy traveling across the sky. From behind he could hear it crash high above the mountains of his monastery. He knew that Arioto had finally done it and relaxed to know that his love was

now free from the evil that had taken over her body. But now that the dark energy of pure evil was freed, the real battle had just begun.