

Quantum Tower Defence

Plot Outline

Astarin is a land of many wonders, but it is also home to many evils. Such is the topic of discussion in light of the events of today. In the early days of the world, a boy named Ithilrin was exploring the subterranean caves near his village. His mind conjured up images of gems and treasures beyond compare, left by the gods, but instead he found the Monument. A sinister object, placed by the demon Angral, it corrupted his mind and body, turning him into the feared Harbinger. As the Harbinger grew more powerful, he summoned tides of demons into the land, and war erupted across Astarin. Just before he gained enough power to summon Angral into this world, he was defeated, and sealed away for eternity in the very cave he had discovered the Monument in. A band of heroes had accomplished the deed, but one had to make the ultimate sacrifice: to tie their life force to Ithilrin's, and watch over him for eternity, ensuring that Angral never managed to enter Astarin. But none of the heroes would do it; none could bear the idea of living long past their loved ones. And so a lowly orphan, a child born of the war Ithilrin had wreaked, agreed to the task. Guided by the band of heroes, he became the Architect, watching over Ithilrin until the end of time. Since then, he has studied the energies of the Monument, learning how to create similar powerful structures to help keep the Harbinger contained.

Basic Events for the Game

- Introductory level: After centuries of silence, the Architect is attacked. Not having used his magical abilities in constructing structures, he has to brush off the rust and defeat his opponents.
- Placeholder:
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- Penultimate level: The Architect discovers that while some of the people attacking were intending to free the Harbinger, others were trying to breach his defenses because they have found a way to kill the Harbinger. He also realises that the Monument had warped the minds of the heroes,

and that he was defending Ithilrin until he could recover from his grave injuries.

- Last level: The Architect is forced to turn his defenses inwards, as Ithilrin rises and summons demons from another realm into the cave containing the Monument.