

PROLOGUE

Characters:

- “Good gods”
 - o Betrayer
 - o “GG 2”
 - o “GG 3”
 - o “GG 4”
 - o “GG 5”
- “Bad gods”
 - o “BG 1”
 - o “BG 2”
 - o “BG 3”
 - o “BG 4”
 - o “BG 5”
- Elder God

STORY:

- Introduce main god-like characters of the system
 - o “Good gods”
 - o “Bad gods”
- Introduce the conflict
 - o Battle over the last “Divine Well”
 - Last source of life in the system (spark of life)
 - Happens every X years on one of the planets the well resides within
 - Champions chosen by both sides

- Typically done by trial but can be hand picked or passed by hereditary
- Betrayal by a one of the “Good gods”
 - o The most powerful “Good god”
 - Tired of the constant fighting
 - Can see the writing on the wall
 - o Battlefield is now uneven
 - o If “Bad gods” win life within the system will cease to exist
- The final battle will be one year from now

PART 1

The Journey Begins

Main Characters:

- #Player Character (PC)
- #PC Grandfather
- #Second Champion
- #Lesser Bad Champion

Side Characters:

- #Townsperson 1
 - Tells hero about the lone warrior at the back of town
- #Townsperson 2
 - Shop keeper

STORY:

- A fierce battle can be heard raging outside the interior of a serene cabin situated in deep within a dark divine forest.
 - Why is there a battle?
- An older man crashes through the entrance of the cabin grabbing hold of the pendant around his neck and muttering a prayer under his breath. Blood can be seen dripping from various wounds. Upon finishing his prayer, a flash of light followed by screams of demonic pain can be heard outside.
 - Who is he?
 - Why is he wounded?
 - What is the pendant? How does it work?
- The man turns about quickly and rushes towards the bed pushed up against the far wall. At the first effort he falls to the floor in agony. The wounds too great to for harsh movement.

- The man realizes the extents of his wounds and grabs his pendent once more, uttering another prayer. A fog, seemingly made of light, bellows from his mouth and into the pendent. The man's eyes become pools of light his armor disintegrates into a cloud of fire rushing back into the pole strapped to his back.
 - What was the fog?
 - What happened to the armor?
 - Why did it go into the pole? Is it magic?
- The man, now full of energy, shouts for the figure sleeping in bed to wake and escape from the cabin.
 - “You know your task. I have called upon the Divine One for strength. You know what that means child. There is no time for goodbyes, my time is short. Know that we will meet within the Well of the Divine One, do not mourn for me yet.”
 - What is the “Well of the Divine One?”
 - What happens when you call upon the “Divine One” for strength?
- The figure, hearing the man, wakes and rushes out of bed toward the man hugging him with all their might. The man embraces them back and pulls the pole from his back.
 - “This now belongs to you child.”
 - The man grabs hold of the pendent once more and begins his final prayer. As he speaks the pole on his back begins to glow with divine light the screams outside the cabin begin to grow louder and with greater fury.
 - Upon finishing the prayer, the man grabs hold of the pole and straps it to the shrouded figure.
- The old man rushes to the entrance of the cabin not bothering to open the door before crashing through with Divine fury. The sound of fearsome loathing cries can be heard outside the walls as Divine light rains down from the heavens. The ground itself begins to quake with terror.
- The figure rushes to a book case near the center of the room and pulls on a well-marked book to reveal a hidden entrance within the floor. The figure jumps into

the shaft grabbing hold of a ladder within the darkness. Before descending further into the darkness, the figure pushes their middle finger and thumb into a pouch attached to their waist and snaps the two fingers together. A flame appears a few inches above their thumb; they light a fuse and slide down to the bottom of the ladder and out towards the exit of the shaft.

- Show the PC running from their cabin and an explosion appearing behind them
- Show the PC pulling out a large book from their back pouch
 - The book explains the plot and holds quest info
 - As the PC fights new enemies, uses new items, finds new areas, etc. entries are filled
- Show the PC where to look up quest info
 - Main quest currently says to head to the #First City to find the second #Divine Champion
 - Who are the Divine Champions?
 - Reincarnated avatars of the #Divine Gods
 - Why do you need to find this person?
 - To fight in the final battle
- The PC is put on a linear path with few branches heading to the #First City
- The PC fights lower leveled enemies mostly made up of bandits, weak demons, aggressive animals
- Show the PC reaching the first city
 - Show the city under attack by the undead
 - Assist the townsfolk - #Sub Main Quest
 - Upon finishing defeating the three groups of enemies a townsfolk comes to speak to you.
 - “There is a lone warrior guarding the back gate, hurry before they are overwhelmed!”
 - Lead the PC towards the back gate
 - Show the city in ruin with more undead within the city bounds

- The PC reaches the back gate to find the #Second Champion kicking ass, but only defensively. Able to keep them from entering, but can't get an attack in.
- Show the PC joining the fight.
- Show the team beating the smaller enemies
- Show a boss arrive
 - #Lesser Bad Champion
 - Who are the #Lesser Bad Champions?
 - Where do they come from?
- Show the PC and #Second Champion defeating the boss
- Show PC explaining situation to #Second Champion
- Show #Second Champion joining PC party
- Show party path to the next destination
 - Check the #Book of Knowledge

PART 2

Gathering of Forces

Main Characters:

- #Player Character (PC)
- #Second Champion
- #Daughter of #Distressed Mother
 - o #Third Champion
- #Fighter for Hire
 - o #Fourth Champion
- Dark Champions

Side Characters:

- #Townsperson 3
 - o Tells hero where to find the third champion
- #Townsperson 4
 - o Shop keeper
- #Distressed Mother
 - o Points the #Party to the next location
- #Librarian
- #Patrons of #Thief's Paradise
- #Sacred Tree
- #Fighter for Hire's Brother

Enemies:

- Bandits
- Altered Flora/Fauna
- Demons
- Corrupted Temple Guardians

- Corrupted Divine Flora/Fauna

Key Words:

- #Room of Light
- #Weapons of Light
- #Blood Pact
- #Dark Ones
- #Warrior Essence

Locations:

- #Town 1
 - o #Shop
- #Route between #Town 1 and #Town 2
 - o #Dungeon Hidden 1
 - o #Dungeon Hidden 2
- #Town 2
 - o #Shop
- #Route between #Town 2 and #Temple of the Divine Goddess
 - o #Dungeon Hidden 3
- #Temple of the Divine Goddess
- #Route between #Town 2 and #Town 3
 - o #Dungeon Hidden 4
 - o #Dungeon Hidden 5
- #Town 3
 - o #Library
 - o #Pub
 - o #Sewers Entrance
- #Sewers
- #Thief's Paradise
- #Route between #Thief's Paradise and #Divine Wood

- o #Dungeon Hidden 6
- #Divine Wood
- #Route between #Divine Wood and #Tallest Peak
 - o #Dungeon Hidden 7

STORY:

- Before giving the player control back at the end of the #First Boss Battle show the #Hero going into a trance and having a vision.
 - o Who are they?
 - One for each planet in the system
 - o How are they introduced?
 - They reveal where the next champion will appear
 - o #Tome of Knowledge will populate with new info
- Show the #Hero coming out of the trance and opening the book. #Hero and #Second Champion look over the info and find the city that they will need to travel to
 - o The book has already laid the path out for them and labeled the city on the map
 - #Second Champion comments on how dope this book is
 - Gift from the #Divine Goddess
- Show the #Party traveling to the next city
 - o #Enemies Encountered
 - Bandits
 - Monsters (altered flora/fauna?)
 - Demons
 - o #Dungeons Hidden Encountered
 - Two hidden optional challenge dungeons
 - Dungeons have cool looking armor and skins for their weapons?

- #Party arrives at the next city
 - #Distressed Mother wailing outside the gate
 - Explains that her #Daughter has left to the #Temple of the Divine Goddess. The road is inundated with new dangerous animals not seen in these parts before.
 - #Party agrees to help the mother
 - #Quest added to #Tome of Knowledge
 - Can head into town to resupply or head straight out
- #Distressed Mother provides you with the key to the gate at the back of her house; the shortest path to the #Temple of the Divine Goddess
- #Party heads to the gate in question
- Gate is opened and leads down a singular path towards the #Temple of the Divine Goddess
 - #Enemies Encountered
 - Bandits
 - Monsters (altered flora/fauna?)
 - Demons
- Show the #Party reaching their destination
- Show an overview shot of the temple
 - Show temple covered in an ominous glow
 - #Second Champion comments on the glow
 - Has been here before, looks odd now
 - The temple has been claimed by a #Dark Champion
- Show the front entrance of the #Temple of the Divine Goddess blasted open
 - The #Daughter must have gone in through the broken entrance
- Show #Party deciding to enter to rescue the #Daughter
- #Party enters the #Temple of the Divine Goddess
 - #Dungeon Mandatory
 - #Enemies Encountered
 - Corrupted Temple Guardians

- Demons
- #Dungeon Puzzles
 - #@ Should the #Party members have special skills that are needed to open paths and/or solve puzzles??
- #Party reaches the #Dungeon Mid Boss
 - Find that the #Daughter is already fighting the monster
 - Quickly team together with #Daughter being at 25% health
 - #Party defeats the #Dungeon Mid Boss
 - B I G #Corrupted Guardian
- #Party continues through the #Dungeon
- #Party eventually finds the final room
 - #Room of Light
- Show that a powerful #Spellbook sits at the center of the room
 - #Weapon of Light
 - #Hero already has theirs
 - Passed to them thru #Blood Pact
- Show as #Party gets near the book a #Dark Champion appears
 - #Dark Champion explains that they were left to guard the book for it would give the #Champions of Light untold powers
 - Thx for the hint jokes
- #Party battles the #Dark Champion
 - Find that they can only hurt the #Dark Champion, but not destroy it. #Dark Champion reveals they need all 4 #Weapons of Light to seal them away
 - Thx for more hints
 - #Tome of Knowledge starts vibing
- #Dark Champion retreats
- Show #Party huddling around the spell book
 - They all take turns running their fingers along an edge with curiosity
 - When the #Daughter touches the book all hell breaks loose
 - Light show

- #Divine Goddess begins speaking through the #Daughter
 - o #Divine Goddess provides explanation for her arrival
 - Some power returned when a #Champion of Light retrieves their weapon
 - One more #Champion of Light to find and two more #Weapons of Light required
- Show the #Party leaving the #Dungeon
 - o Speak to the #Daughter once out of the #Temple of the Divine Goddess
 - She obviously must join the #Party now
 - #Third Champion must head back to town to say goodbye to the #Distressed Mother
- Fast track the #Party back to #Town 2
- Tie up loose ends in #Town 2
 - o #@ Side Quests?
 - o #Shop
- #Party checks the #Tome of Knowledge for the next #Quest step
 - o Only one path forward towards #Town 3
 - Major metropolitan city
 - Hub for all areas of the Island
- #Party begins to travel
 - o Stronger enemies show appear as the #Dark Ones gather strength
 - o #Enemies Encountered
 - Bandits
 - Altered Flora/Fauna
 - Demons
 - o Two more #Dungeon Hidden to find
 - o More branching paths that lead to dead ends, but always has useful loot at the end so it doesn't seem like a waste of time
- #Party arrives at #Town 3

- No rumors or helpful towns-person to tell #Party what to do next
 - #Town 3 is a major knowledge center with large library
 - Head to the #Library to find books on the #Heroes legend
- #Party arrives at #Library
 - Asks around about Legends of the #Divine Goddess
 - Find #Librarian who can point you in the right direction
 - Head to Section X and looks for a heavy book with no title on the spine
- #Party searches for the book and finds it
 - Book describes each of the #Party members exactly. Down to what weapon they prefer and their personalities
 - One of the descriptions doesn't match them
 - A #Rogue turned hero; Thief of Darkness
 - Obviously need to find a Thief with a "Good heart" Robin Hood type
- Someone in the #Party says they should check the local #Pub for more info
- #Party searches for the #Pub within #Town 3
- #Party finds #Pub
 - #Party enters the #Pub and asks around for where they can find Thieves
 - Someone mentions the #Thief's Paradise
 - Inquire
 - Find out where it is
 - Hidden entrance, need to open up the sewer manhole which is behind the #Library
- #Party searches for the manhole to the #Sewers
- #Party enters the #Sewers which lead to #Thief's Paradise
 - Simple straight shot with traps & enemies as the main obstacles
 - #Enemies Encountered
 - Altered Flora/Fauna expected to be in a #Sewer
 - Stronger Bandits/Thieves
- #Party reaches the hideout

- Need a secret passcode to get into #Thief's Paradise
 - Ask those hanging around the door
 - Gathering quest to get the code from someone
 - Can use one of the party skills to break something that leads inside without needing the code
- #Party enters #Thief's Paradise
 - Speak to the #Patrons
 - Find that there is a #Fighter for Hire who is great with a bow. Won't take assassinations though, something about "not being right" or some other "nonsense"
 - Ask where you can find the #Fighter for Hire
 - Out on a job in the #Divine Wood
 - #Party is pointed to the exit which leads to the #Divine Wood
- #Party heads out to the #Divine Wood
- #Party travels down the path towards the #Divine Wood
 - #Dungeon Hidden
 - #Enemies Encountered
 - Corrupted Divine Flora/Fauna
 - Demons
- #Party reaches the #Divine Wood
 - Hears the cries of battle nearby
 - #Party rushes to investigate
- #Party watches a lone warrior mow down dozens of Demons
 - Losing ground
 - Needs help
 - #Party decides to jump in
- #Party mops up a few rounds of monsters
- #Dark Champion arrives once mobs are mopped up
 - Throws down a challenge

- o #Sacred Tree as the wager
- #Party battles the #Dark Champion
- #Party wins
- #Sacred Tree comes to life after victory
- #Sacred Tree gives #Fighter for Hire a new Bow #Weapon of Light
- #Sacred Tree explains all your weapons are now dormant and require their #Warrior Essence to reach their full potential
 - o #Sacred Tree sees that one of the #Champions of Light still does not have their weapon and points them in the right direction
 - o #Sacred Tree meditates on the issue for a few seconds
 - The weapon has not moved from it's last resting place
 - Through the #Divine Wood down the tunnel at the base of the tree deep into the heart of the #Tallest Peak on the #Island
- Show the hidden entrance open and allow the #Party to enter
- #Party convinces #Fighter for Hire to join them
 - o #Fighter for Hire joins the #Party
 - #Fourth Champion now gives his previous bow to his #Brother who had been hiding nearby
- #Party enters the #Hidden Entrance
 - o Fade to black and a cut scene transitioning #Part 2 and #Part 3 begins
 - Update on the #Dark Ones and how the events have unfolded from their perspective

PART 3

Search for the Warrior Essences

Main Characters:

- #Hero
- #Second Champion
- #Third Champion
- #Fourth Champion
- Dark Champions

Side Characters:

- #Pub Patron
- #Old Man
- #Guardian of Light
 - o #Corrupted Guardian of Light

Enemies:

- Bandits
- Altered Flora/Fauna
- Demons
- Corrupted Temple Guardians
- Corrupted Divine Flora/Fauna
- Beefy Hamsters
- #Old Man's Guardian 1
- #Old Man's Guardian 2
- #Old Man's Guardian 3
- #Dark Champion

Key Words:

- #Amulet

Locations:

- #Hidden Tunnel to the #Tallest Peak
 - o #Dungeon Hidden 8
- #Heart of the Tallest Peak
 - o #Magma Chamber
- #Town 3
 - o #Pub
- #Route from #Town 3 to #Hamster Hill Base
- #Route from #Hamster Hill Base to #Hamster Hill Peak
- #Hamster Hill Peak
 - o #Old Man's House
- #Item Dungeon 1
 - o #Old Man's Guardian 1
 - o #Training Item 1
- #Item Dungeon 2
 - o #Old Man's Guardian 2
 - o #Training Item 2
- #Item Dungeon 3
 - o #Old Man's Guardian 3
 - o #Training Item 3
- #Serene Cabin
 - o #Training Item 4

STORY:

- #Party travels through the #Hidden Tunnel towards the #Heart of the Tallest Peak
 - o #Hidden Dungeon
 - o #Enemies Encountered
 - Corrupted tunnel type Flora/Fauna
 - Demons
- #Party reaches the #Heart of the Tallest Peak
 - o Giant #Magma Chamber which is half empty
 - Lava flows out of the chamber through a single large opening which flows out into the ocean
- As the #Party is mesmerized by the view a #Dark Champion appears and blocks the one exit for the Magma. Magma path out is now blocked and needs to be unblocked by the #Party
- #Party makes their way through the #Magma Chamber down the only path available
- #Party fights through various monsters
 - o #Enemies Encountered
 - Corrupted Magma bois
 - Demons
- #Party reaches the altar of #Third Champions #Weapon of Light
- #Dark Champion appears and proceeds to blast that weapon off into the #Magma Chamber
 - o #Dark Champion is controlling the #Guardian of Light
 - #Party fights the #Dark Champion and #Guardian of Light
- #Party wins
- #Guardian of Light goes into the magma pool and gets #Third Champions #Weapon of Light
- This #Weapon of Light has kept it's #Warriors Essence
 - o #Third Champion gets a big power boost
 - #Third Champion can now bust through cracked areas in the wall

- Similar to Legend of Zelda bombs that open doorways
- #Party heads back to the starting point of #Magma Chamber and blast through the cracked wall
- #Third Champion Busts the big boulder blocking the magma flow with their new weapon
- #Party not really sure what to do now
 - Decide to head back to #Town 3 to investigate more about the #Warrior Essence
- #Fast track the #Party back and show that they have been looking for weeks now. All dead ends.
 - Then while at a #Pub they overhear a story about the #Old man on Hamster Hill
 - Always telling legend stories to the children
 - Has lived on #Hamster Hill for as long as anyone can remember
- #Party decides to investigate #Hamster Hill
 - One screen from #Town 3
- #Party reaches #Hamster Hill Base
- Begin climbing to #Hamster Hill Peak
 - #Enemies Encountered
 - Beefy Hamsters
- Reach #Hamster Hill Peak
 - Reach a gate guarded by 3 Massive Hamsters
 - #Party fights them to get through
- Reach #Old Man's House
 - Speak to the #Old Man and explain things
- #Old Man reveals the next steps in the Legend
 - Says you are not ready for what is next
 - He can train you, but requires items
 - 2 years of training in five days if done right
- #Old Man points out the new #Dungeons in the #Tome of Knowledge and provides an amulet necessary to open the hidden entrances

- #Old man gives the #Party a Hamster (#Hammie) to ride
 - Permanent Mount to get around the map quick
 - 2x walk speed and jump height
- #Party Backtracks a bit to get to the Dungeon Entrances
- Find #Training Dungeon 1
 - #Party fights through Dungeon and reaches #Old Man's Guardian 1
 - #Party beats the Guardian
 - Receive #Training Item 1
- Find #Training Dungeon 2
 - #Party fights through Dungeon and reaches #Old Man's Guardian 2
 - #Party beats the Guardian
 - Receive #Training Item 2
- Find #Training Dungeon 3
 - #Party fights through Dungeon and reaches #Old Man's Guardian 3
 - #Party beats the Guardian
 - Receive #Training Item 3
- The amulet given by the #Old Man will also open some other hidden entrances that are now shown on the map, the player can decide to do them or not.
 - Much more challenging than previous Dungeons.
 - #Challenge Dungeon 1
 - #Challenge Dungeon 2
 - #Challenge Dungeon 3
 - #Challenge Dungeon 4
- Must head to the starting #Serene Cabin for the final #Training Item 4
 - Area overrun by Monsters/Demons
 - Area mostly destroyed by the explosion
- #Dark Champion appears
 - This is now their main base of operations
- #Party fights the #Dark Champion
- #Training Item 4 can be found in the ruins of the #Serene Cabin

- Return to the #Old Man with all items
- “Well, that was one years worth of training right there. Now we’ll get onto the second one!”
- Heroes are pulled into the void by the #Old Man
 - Stay on screen for 10 seconds with some obvious movement to show the game isn’t broken
 - Day to night cycle or something
- #Party reappears in the same area they had left
 - All #Party members are now +5 level and have 1 new ability and 1 new SP ability
- All thank the #Old Man for his act of kindness and knowledge of the path forward.
- The #Tome of Knowledge is making it obvious to check
- #Weapon Essence Dungeons are now available on the map. Can be opened with the #Amulet
- #Party travels to the 2 final #Weapon Essence Dungeons for #Second Champion and #Forth Champion
 - #Weapon Essence Dungeon Third Champion
 - #Enemies Encountered
 - Corrupted Guardians
 - Demons
 - #Weapon Essence Dungeon Fourth Champion
 - #Enemies Encountered
 - Corrupted Guardians
 - Demons
- Once the final #Party member receives their #Weapon Essence characters are teleported by a portal beneath their feet

PART 4

The Final Battle

Main Characters:

- #Hero
- #Second Champion
- #Third Champion
- #Fourth Champion

Side Characters:

- #Deity of Light
 - o #Hero Planetary Guardian
- #Divine Goddess
- #Lake Guardian
- #Ship Steward
- #Dark Ones
- #Lost One
- #Great Evil One
- #Pantheon of Minor Gods
- #Twin Dark Champions
- #Mad Guardian

Enemies:

- Corrupted Canyon guys
- Demons
- #Corrupted Lake Guardian
- #Pantheon of Minor Gods
- #Twin Dark Champions
- #Mad Guardian

Key Words:

- #Alta Mond
 - o Space ship
- #Celestial Energy
- #Dungeon Boss Rush
- #Galactic Empire
- #Planetary Corruption
- #Corrupted Essence
- #Planetary Well Liquid
- #Primal Soup

Locations:

- #Broken Moon
- #Canyon
- #Route from #Canyon to #Great Lake
 - o #Dungeon Hidden 9
- #Great Lake
- #Planetary Well
- #Twin Planets
- #Lost One Domain
- #Great Evil Ones Domain
- #Inner Sanctum
- #Hero Planet Moon
- #Galactic Center
- #Heroes Planet

STORY:

- #Party arrives within a mysterious cave deep within the #Broken Moon
 - Last bastion of light in the system
 - An ancient #Deity of Light lives here in seclusion
 - Has brought the #Champions of Light here with the last of their power
- #Party cautiously follows the lit path before them towards the resting place of the #Deity of Light
 - Weakened after the betrayal
 - Moon impacted by evil forces 10k years ago
 - Asteroid impact
 - Age of Fire
- The #Deity of Light awakens for a brief moment to explain the above and the next steps
 - #Must find the #Alta Mond and head to the domain of the #Dark Ones
 - Must travel to each planet and defeat the #Dark Champion of that world
 - #Guardian of the Elder Soul
 - Unbreakable as long as some light exists in the system
 - #Heroes world
 - The last bastion of light and life
 - #Twin Planets
 - Pushing and pulling against each other for all eternity
 - #Lost One
 - A planet destroyed by the #Dark Ones eons ago, slowly devoured piece by piece by a great evil
 - The #Great Evil
 - Source of all malevolence in the system
 - Growing in power until it can devour the #Elder Soul
 - A parasite which travels from system to system devouring light

- The #Malformed One
 - A corrupter of Gods and Light. The true source of evil in the system and the messenger to a deeper evil.
 - The #Elder Soul
 - Creator of the system assigned task by the #Divine Soul of the Universe
 - Goal is to spread light throughout the Universe
 - The more light, the more power they have
 - A passive God, cannot directly influence events. Life must CHOOSE light, not have it forced upon them.
- The #Deity of Light directs you to the last known location of the #Alta Mond
 - Teleport's #Party to the entrance of an ancient canyon
 - "This canyon was created when I and my ship came crashing back down towards the planet."
- Fight your way to the #Great Lake
 - #Enemies Encountered
 - Corrupted Canyon type guys
 - Demons
 - Gigantic lake with the shadow of a ship within
 - Defeat the #Corrupted Lake Guardian
 - Once defeated the corruption is wiped off
 - #Lake Guardian now assists with removing the ship from the #Great Lake bottom
- #Party makes their way onto the ship
 - Assisted on the ship by the #Ship Steward
 - Think that UFO guy from power rangers
 - Explains that the #Alta Mond can only travel within the #Island at the moment, will need #Celestial Energy to make it off world
 - #Celestial Energy can be gathered at the #Planetary Well
 - Steward points out the #Planetary Well on the map
- #Party can go directly to the #Planetary Well if they can survive

- #Party reaches #Planetary Well and fills the ship
 - #Fourth Champion steals a flask of #Celestial Energy while no one is watching
- #Party returns to the #Alta Mond
 - It is under attack!
 - Forces of evil have gathered here to stop you from getting off world
 - They have no power within the void of space
- #Party beats the shit out of them
 - #Dark Ones realize they have let the #Champions of Light get too strong
 - They need to bring #The Great Evil One into the loop
 - They aren't going to be pleased with the news
 - They do not pay attention to the petty squabbles between worlds
 - Their attention is focused on the great battles unfolding throughout their #Galactic Empire
- #Party gets off planet and must battle through each of the #Dark Champions Home worlds in order to break through their defenses
- #Party squares off against the #Twin Dark Champions and their #Pantheon of Minor Gods
 - Basically a #Dungeon Boss Rush
 - Multiple fights in a row against high powered enemies
 - #Twin Dark Champions at the end of the Dungeon
 - When one gets weak the other jumps in
 - Have to keep flip flopping between two enemy types
 - Once one is destroyed the other becomes enraged
- #Party beats them all the #Planetary Corruption is cast off
- #Party enters the #Lost Ones Domain
 - Need to dodge asteroids
 - Destroy asteroids
 - This awakens the #Mad Guardian

- Side scrolling shoot and dodge mini game
 - Once the outer crust of the #Mad Guardian is broken the battle transfers to the #Alta Mond Deck
- #Party beats the guardian who lets them pass in a moment of clarity
- #Party reaches orbit around the #Great Evil One
 - Large pantheon of lesser guardians and gods
- Fight through multiple #Dungeons fighting various gods and lesser champions
- #Party reaches the #Inner Sanctum where the final battle begins
 - #Prime Evil Guardian
 - Unkillable
 - #Corrupted Essence of trillions of life forms to give them eternal life and power
- #Fourth Champion throws their stolen flask of #Planetary Well Liquid at the #Prime Evil Guardian
 - Removes the layers of life force
 - Can damage the #Prime Evil Guardian directly now
- #Party defeats the #Prime Evil Guardian
 - #Hero Planet Moon restored
 - #Hero Planetary Guardian re-birthing
- #Party and the #Alta Mond transported to the #Hero Planet Moon immediately
- #Planetary Guardian discusses the current situation with the #Champions of Light
 - Defeated only an agent of the #Great Evil One
 - The #Source of Evil lives on; deep within the #Primal Soup of the #Galactic Center
 - With this victory we will draw the eye of the #Great Evil One as they do not take defeat lightly
 - The next cycle will be a fierce battle
- Must devote your lives to building up the defenses and creating more #Champions of Light, weapons, temples, legends, resources, or anything that will be of use in the upcoming battle.

- o The #Party becomes #Champions of Light their likeness forever guardian the skies of #Heroes Planet, until they are called upon again