

Prologue

1

- Introduce the main characters of the universe
 - "Good" gods) balance
 - "Bad" gods)
- Introduce the conflict
 - Battle over the "Divine Well"
 - Happens every 1000 years on the mortal plane
 - Champions "chosen" for each god
 - Typically a trial but can be passed on by choice if found worthy
- Betrayal by a close ally,
 - puts the good guys @ disadvantage
 - Defenders of the well, source of the divine light that provides the spark of life
 - odds now good for "Bad gods" to win the battle for the 1st time
 - Divine well will be lost Life will cease to exist
- The trial begins. The final battle will commence one year from now.

Part 1

2

- A fierce battle rages outside a humble cabin, deep in the forest.
 - Why is there a battle?
- An old, fatally injured man enters the quiet cabin. shrill shrieks; flames can be seen outside.
 - A spell protects the cabin, for now
- The man sees his grandchild asleep in bed
 - Why asleep during battle?
 - Transfer power back into scared
 - Wake them up
 - Tell them to run
 - Collapse; pass from wounds
- The child wakes, jumps from bed
 - Checks on grandfather
 - Mourn a moment
 - Look out window
 - Escape
 - How do they escape?
 - Bomb
 - Where are they going
 - Following the plan
 - Find the others
 - Champion in each city
- They make their way towards the first city to find the first companion. This
 - Why do they need to find them?
 - To go on the foretold quest
 - Why?
 - Form the group, find the weapons

Part 1.1

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- Travels to the first city to find their first companion
- See that city is under attack by undead forces
 - Assist the town folk in defeating
 - Hear that only one person is guarding the second entrance
 - Is it the champion?
- Arrive at the other gate
 - See someone kicking ass, but only defensively. Not able to make an opening
- Join the fight
 - Win (Boss battle)
 - Celebrate at the tavern
 - Tell your story as you drink (both ~17 y.o.)
- Defensive character joins your cause having heard the legends themselves.
- Begin travel to the next city

End Part 1

Part 2

4

Gathering of Forces

- Introduce the villains
 - who are they?
 - The "bad" Gods champions
 - How are they introduced?
 - Questions asked by companions,
Explanations put in the book
 - "You referenced the Tome
in your pack, which fills
itself with the knowledge
of your adventure."
- Travel to next City
 - Bandits encountered
 - Monsters encountered
 - Some hidden dangers available to find w/ some exploration
- Arrival at the next City
 - Distressed mother waiting outside the gate
 - "My Daughter has left to the temple of the Divine Goddess. The road is inundated with monsters, won't anyone help?"
 - You can help or go into city to resupply, buy new armor etc.

- Speak to the waiting mother to get the key to the gate leading to the temple
 - Travel along the road to the temple
 - Kill mousers / Bandits
 - Reach the temple
- Something about it looks odd
 - Temple is covered in an unusual purple glow.
 - One of the Dark Champions has claimed the site
- Notice the door has been blasted open
 - The daughter has gone into the temple
- Enter the temple on a rescue mission
 - Fight & explore thru the temple (Dungeon)
- Find the Daughter in some distress at the Dungeon mini boss
 - Reluctantly accepts your help
 - Defeat the mini boss
- Continue thru the Dungeon
 - Reach the "room of light" where the book of light is kept
 - A powerful spell book.

Part 2.2

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- o A Dark Champion guards the room / Book
 - Throw some insults around
- o Fight & defeat the champion, cannot seal away without all 4 weapons of light.
 - To the victor go the spoils. The book of light belongs to the Daughter now
- o Speak to the Daughter once out of the Dungeon
 - o Convincing to join your cause / that she is one of the Divine Champions
 - o Convince her to join the party
- o Go back to town, tie up loose ends do some side quests
 -
- o Head off to next city
 - Travel
 - Fight monsters / Bandits
 - Find hidden dungeons
 - Get loot (.tears / armor)
 - No weapon change so need healthy armor variety

Part 2.3

- o Arrive @ the next city
 - No rumors of a strong warrior
 - Need to do some research
 - City happens to be major knowledge center w/ library
 - Find book on legend
 - Description of each champion given
 - Matches current party { - Sol ~
 - Terra ~
 - Mana ~
 - Void (~)
- A hidden figure who lights darkness Gloom within the shadows.
 - Hint that you need a thief / Ranger / Rogue type of person
 - "Shady" character
- Ask around w/ new knowledge
 - Find rumors of a "hidden paradise" deep within the "Wood of Mazes"
 - Head to the woods
- o Travel through the woods
 - Fight mages / Thieves / Bandits
 - Follow the embers to know which door to go thru

Part 2. 4

- o Make it to the hideout
 - Secret password to enter
 - Find it out
 - or go around the back entrance
- o Enter the hideout
 - speak to the patrons
 - Anyone who matches the description
 - "There is a fighter for hire, great with a bow. Won't take no assassinations though. My buddy Ralph will if you need it!"
 - Ask for the warrior for hire
 - On a job now, headed off towards the sacred wood for a job, he says.
- o Exit the hideout towards the secret woods.
 - Fight monsters / Bandits
- o Reach the sacred woods
 - hear the cries of a large beetle
 - The lone warrior mows down dozens of enemies with his bow, but is beginning to lose strength. Overwhelming odds.
 - Heroes jump in to lend a hand

- o Dark Champion arrives after heroes mop up the mobs.
 - Throwdown a challenge
 - Sacred tree as the Wager
- o Fight the Dark Champion
 - Win
- o Sacred tree comes alive $\frac{1}{3}$ recognizes the essence of the heroes.
 - Gives a special bow to the lone warrior
- o Speak to lone warrior
 - Convince to join
 - Explain quest
 - Bring the Champion essence back to their weapons
 - Happy to join
 - "No one messes with my woods"
 - Gives his old bow to younger brother
 - "Your Duty now"

End Part 2

Part 3

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Finding the warrior essences

- Main Chav has theirs, need to find/gather the other 3
- Maybe a small update from Bad guys showing their distress/dismay at the setback.

- o Head back to the library to figure out what you need to do next
 - The City is overrun!
 - Fight thru the streets
 - Reach the library
 - Library is completely destroyed
 - Dark Champions are fearing thru it
 - "You guys have no idea what you're doing, Do ya?"
- o Dark Champs disperse, but leave behind two symbiotic monikers (Boss battles)
- o Fight the moniker
 - Win
- o How do we figure out what we need to do?
 - City folk begin to gather around you

Part 3.1

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- o City folk surround you
 - Let us repay you for the good you have done.
 - What do you need?

- o Explain the situation

- The old man on Hamster hill puts plays about the legends on for the children. Maybe he can help?

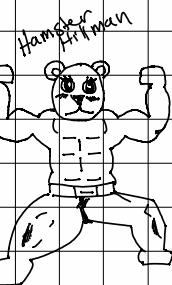
- o Head to Hamster hill.

- Fight monsters / Bandits on the way
- Find hidden dangers
- Find Trial dungeon
 - Special armor sets

- o Reach the base of the hill

- Long way up

- Hamsters look like they mean business.



- o Start climbing up the wall

- Fight some hamster guys
- Tough fights

- o Why are they so strong?

- Trained by the old man @ top

- He can train the group also master of all fighting techniques →

- o Actually an older god w/ no skin in this fight but likes to cause some chaos.

Part 3.2

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- o Reach top of the hill,
 - Large locked gate
 - Guarded by 3 massive bulky hamsters
 - Have to fight them to get thru.
- o Fight the Hamster Hillman group.
 - Get the key to the gate & head towards the old man's residence
- o Reach the old man
 - speak to him ; explain the situation
- o Old man explains your next steps, but says you are painfully unprepared.
 - He can train you, but he requires special items for his technique to work
 - Basically the hyperbolic time chamber
 - Gather these items ; I can fit two years of training in two days
 - That is the time you will need to make the first connection to your warrior soul.
- o Leave the hill ; go search for the required items
 - 3 Dungeons / 3 items
- o Old man gives you a hint for the first dungeon, that one will lead to the next ; so on.

Part 3.3

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- o Reach the 1st item dungeon
 - Fight thru & defeat old man guardian #1
 - Upon defeat reveals location of next item/Dungeon
 - Receive Amulet
- o Travel to the next Dungeon
 - Amulet opens some doors that were previously locked
 - 2 Hidden Dungeons to find
 - For armor sets
- o Reach the next Dungeon
 - Fight thru & defeat old man guardian #2
 - Reveals next location
 - Map points
 - Receive Tonic of Divinity
- o Travel to next location
 - Main Chars old cabin (Need to go past it)
 - Now overrun by monsters & the cabin is mostly destroyed (the explosion)
 - Fight the monsters blocking your way
 - Dark champion appears, has made this their base of operation
 - Fight the D.champion
 - Win
- o Continue to next Dungeon

- o Reach 3rd Dungeon
 - Fight thru
 - Defeat old man guardian #3
 - Receive item #3
- o Return to old man
 - "Well, that was one year's worth of training down. Now we'll get year two in. Prepare yourselves"
- o Heroes disappear into a portal opened beneath them along w/ the old man
 - Stay on screen for 10 seconds, put some obvious movement to show time passing
 - Day to night or something
- o Heroes reappear in the same spot they had left.
 - All receive a S level boost along w/ 1 new ability and 1 new SP ability.
- o All thank the old god for his act of kindness & knowledge of the path forward
 - summarize quick, but let player know there is more info in the "Tome of Knowledge"
 - Gives you a large hamster to ride "Othello". Permanent mount 2x speed & jump,

Part 3.S

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- o Leave the old gods home;
Head to the first companion weapon
challenge dungeon
 - Need the weapon to unlock the
full power of character
- Travel to new dungeon
 - Fight enemies/Bandits along the way
- Arrive at Dungeon
 - Fight thru / reach final room
 - Defeat the weapon guardian
- o Head to Weapon Dungeon of Companion
2
 - Fight Enemies/Bandits along the way
- Arrive at Dungeon
 - Fight thru / reach final room
 - Defeat the weapon guardian
- o Head to Weapon Dungeon of Companion
3
 - Fight Enemies/Bandits along the way
- Arrive at Dungeon
 - Fight thru / reach final room
 - Defeat the weapon guardian
- o Characters now whisked away into
a new portal beneath their feet

End Part 3

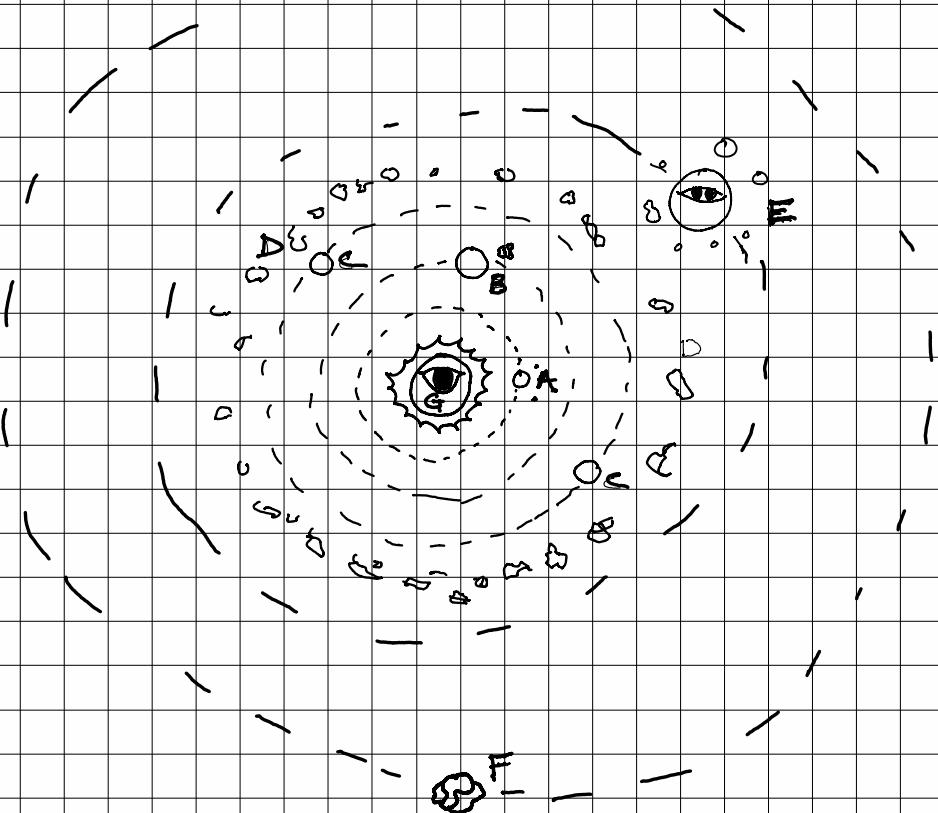
- ✗ Conclusion of the game
- ✗ Characters have reached Gull potekiel
- ✗ Characters need to find the galactic ship to head to the cosmos to defeat the evil gods. They cannot be killed on the planet.
- Characters awaken on their broken moon in a cave, within a cave, within a cave
 - Last bastion of the light
 - An ancient deity of light lives here in seclusion
 - Has brought the champions here
- Champions stumble to their feet & follow the last path
 - Reach the resting place of the moon goddess, guardian of their world
 - Weakened state after the betrayal
 - Moon was impacted by evil forces as kroil 10k years ago
 - Age of Fire
- The Goddess awakens for a brief moment to explain
 - "I am weak"
 - "You must find my ship the Alta Monel. and head to the domain of the evil ones."

Part 4.1

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- Where do the evil ones live?
 - Each planet has a guardian
the others devoured the life
on their planets for their Divine
energy
 - Why?
 - They became greedy. Addicted.
to the essence.

- Must travel to each planet
cleanse the evil from the
guardians

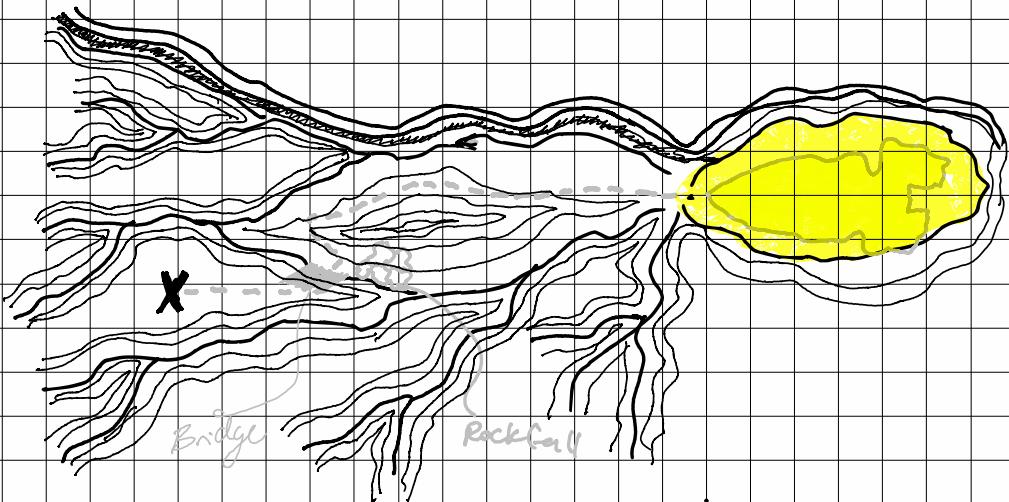


- A) Guardian of the Elder soul
Light of the system
- B) Home world of the players. Last bastion of light in the system, but the light fades
- C) the twin planets. Pushing & pulling against each other for all eternity
- D) The lost one. A planet destroyed by the forces of evil long ago. slowly devoured by the great evil
- E) The great evil ? source of all the evil gongs in the system. A rogue parasite traveling system to system growing in power until it can devour an Elder God.
- F) The mal formed one. A corrupter of gods & life. The True source of evil in the system.
- G) The Elder God. Creator of the system assigned this task by the Divine Soul of the Universe. Watches over the system passively. Unable to sway fate by their own hand.

Part 4.3

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- The Planet Guardian directs you to the last known location of the "Alta Mound"
 - Teleports you to the entrance of an ancient canyon.
 - "This canyon was created when I and my ship came crashing back down towards the planet."
 - Ship must be near canyon source



- Group teleported to the 'X' above
- Fight your way to the canyon source
- Defeat the corrupted lake guardian
 - Guardian will assist you in taking the ship out once corruption is disbanded.

Part 4.4

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- Group gets on the ship
 - Greeted by the ship steward / AI
 - Tells you ship can only travel using the planetary power right now. Need celestial power to head into space.
- Planet guardian has already left instruction on where more celestial energy can be gathered
 - The "Planetary Well"
- Ship can now travel to any key point on the map. Basically fast travel.
 - Planetary well is an option.
 - Will be a little too high level for you if you skipped battles. Will need a minimum character level & or grinding
- Get strong enough to fight through the planetary well Guardians
 - Reach the Planetary Well & Fill the reactor vessel.
 - Vessel is about the size of a flask
 - Ranger companion sneaks another flask of well liquid w/o the others knowledge

- Get back to the Celestial ship
 - It's under attack!
 - Forces of evil have gathered to stop you from getting off planet
- Kick their asses
 - They realize you are getting too strong
 - time to bring the "great evil one" into the loop
 - Reluctant
 - Will be angry
- Group gets off planet & heads to planet C. Home to a planetary guardian & their pantheon of minor gods.
 - The Twin Guardians each holds the life of the other in their hands
 - When one gets weak the other jumps in, but slightly exhausted since they have been losing health. 3 rounds will kill 1 of them.
 - Second becomes enraged, but can be destroyed.
- Need to defeat their pantheon of gods to reach planet guardian. Upon guardian defeat the corruption of the planet is cast off.

- Defeat Pantheon
 - Defeat Guardians
 - Move on
- Get thru the "lost ones" Domain.
 - Dodge asteroids
 - Destroy asteroids
 - Awaken the mad guardian (as in crazy)
- Shoot the guardian while dodging attacks to damage the outer crust of planetary debris.
 - once broken thru battle on ship deck happens
- Defeat guardian ? will regain a moment of clear thought.
 - will let you thru to the great evil.
- Get thru the asteroids
- Reach the orbit around the "Great Evil One"
 - Has a large pantheon of corrupted planetary guardians & lesser gods

Part 4.7

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- Fight thru the lesser gods
- Fight thru the corrupted guardians
- Reach the inner sanctum
 - Fight the prime Evil Guardian
 - Unbeatable.
 - Has the corrupted essence of millions of life forms to give them eternal life
- Companion 3 throws the open vessel of planetary well liquid
 - Instantly removes all layers of life force
 - Can now damage them directly.
- Defeat the prime evil
 - Corruption banished from the system
 - Moon is restored
 - Planetary guardian is rebirthed
- Discuss situation w/. the guardian
 - Only defeated an agent of the evil one
 - The source of evil lives deep in the primordial soup of the early universe

Part 4.8

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- We will have drawn their attention
 - Will most likely arrive during the next cycle
 - In 10,000 years
- Must devote your lives to building up the defenses & creating more champions, weapons, temples, gardens, or other ways to assist
 - Become gods themselves w/ their original weapons becoming constellations in the night sky

End Part 4

