***PROLOGUE***

***Characters:***

* “Good gods”
  + Betrayer
  + “GG 2”
  + “GG 3”
  + “GG 4”
  + “GG 5”
* “Bad gods”
  + “BG 1”
  + “BG 2”
  + “BG 3”
  + “BG 4”
  + “BG 5”
* Elder God

***STORY:***

* Introduce main god-like characters of the system
  + “Good gods”
  + “Bad gods”
* Introduce the conflict
  + 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”
  + The most powerful “Good god”
    - Tired of the constant fighting
    - Can see the writing on the wall
  + Battlefield is now uneven
  + If “Bad gods” win life within the system will cease to exist
* The final battle will be one year from now

***PART 1***

***Characters:***

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

***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 mean 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 mans 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 into
  + 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 townsperson 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