**Project MARINA**

A Blade of Prophecy, A Glimmer of Hope

-an outline by David Reynolds

**Chapter 0: an ending bequeaths a beginning**

*THE LEGEND*

The history of the world is explained in a short cutscene (text over parchment, perhaps with illustrations)

\_\_\_\_\_\_\_\_\_\_

*It’s been over seven decades since that day…*

*\_\_\_\_\_\_\_\_\_\_*

*70 years ago, an alien space craft containing the fugitive warlord Gota crash-landed on the peaceful island nation of Ryeannen.*

*-In a bid to escape, Gota declared war on the people of Ryeannen*

*\_\_\_\_\_\_\_\_\_\_*

*For the first time in the island’s long history, all of Ryeannen stood united, a single force to oppose Gota. This was the birth of the Grand Council.*

*Their stand was valiant…*

*However, even this was not enough to stop the Warlord’s onslaught.*

*\_\_\_\_\_\_\_\_\_\_*

*In the darkest hour, when all seemed lost, eight Heroes emerged from thin air, using an ancient, long-lost magic to push back against the Invader hordes.*

*For the first time in ages, the people of Ryeannen felt hope.*

*After a daring campaign, the leader of the Eight, Vox Mage Robert, faced Gota alone. Although desperately outclassed, Robert managed to strike a killing blow. Gota was no more.*

*\_\_\_\_\_\_\_\_\_\_*

*Stripped of their leader, the Invader forces surrendered almost immediately.*

*The Grand Council, taking pity, decided to allow the creatures to remain in Ryeannen.*

*Using Gota’s technology, Ryeannen was rebuilt, shaped into the pinnacle of human society it is today.*

*\_\_\_\_\_\_\_\_\_\_*

-rebellion, Robert and gota as leaders (maybe don’t mention yet/dialogue in first town??)

*BRAE*

After the legend is concluded, we learn that the story was in fact being told by MARINA, reading from a large book to a group of children. A young boy asks her if it’s true that her great uncle was one of the Eight Heroes. She replies “yes”, that her Uncle Dwight was indeed one of the great heroes. Before she can respond in full, a commotion can be heard outside.

MARINA rushes outside.

A large group of townsfolk seems to be gathered around something. MARINA pushes through to get a better look.

She finds GRUSS, a young alien, being harassed by the townsfolk. He’s cowering in fear, but MARINA interferes, getting the crowd to leave him alone.

As the crowd disperses, GRUSS introduces himself, giving MARINA his thanks. He tells her that he’s in town on an errand for his master and that he should probably be quick about it. He heads off on his way.

Marina is told by a nearby villager that she should probably head home (FOR REASONS???)

Introduce family mechanics. MOM and GRANDMA. Squad goals. Marina loves her family but they coddle her a bit much for her tastes.

Marina is asked to head out to the market to buy flour or some shit.

Outside she meets up with GRUSS once again. It slipped his mind earlier, but this time GRUSS remembers to ask if MARINA knows anyone named “MARINA”. It just so happens that she does.

Before GRUSS can react, a commotion can be heard from somewhere off-screen. A small group of people in important looking uniforms enter the town, known as THE FOUR INQUISITORS. Their leader, MAREK, grabs a nearby villager roughly. He demands directions to MARINA’s house.

As the four head off, MARINA rushes off in pursuit.

The INQUISITORS gather before MARINA’S home. MARINA prepares to confront them when GRUSS holds her back with an outstretched tentacle.

GRUSS warns that Marina is in grave danger. She doesn’t believe him, but Gruss pushes her behind a neighboring building, where they both disappear from sight just as MAREK knocks on the door.

…

**AAAAAAAA -**

Marina’s house burned down by MAREK’s lightning when her family won’t tell them where marina is.

Marina tries to rush forward, but Gruss restrains her. He forces marina out of town

…

*SEASIDE ROAD*

Gotta go find GRUSS’s master

There are monsters here…

Gruss gives you a bit of a tutorial on how to traverse your surroundings

*TIRESS*

The big, big, incredibly big apple

This place is giant! And dirty! Gross.

As it’s the capitol of Ryeannen, it’ll take a bit of exploring to get around this place.

meet Ash, fighting a Larva

Marina decides to help him out

Win, spend night at his place

Next morning, there are guards, escape into catacombs, which take you into…

*WENTALL*

A borough to the south of Tiress. The Grand Transit Station is here. Gruss has to sit in the back of the train because he’s an alien, but Marina agrees to ride with him.

The other aliens in the back don’t care for this very much. A brief scuffle breaks out, but they back off after they see that Marina’s a Vox Mage, something they seem to view reverently. Apparently Gota was also a Vox Mage, a fact which Marina wasn’t aware of.

The train pulls into Midsworth Station

*MIDSWORTH*

This is where gruss is from lol, New Zealand/Rocky Mountain sorta environment

Talk to Robert

Robert claims he is a prophet, sees greatness in Marina, sent Gruss to save her from the Inquisitors

Marina asks him if he knows where she can find Marek. He says that they are headed towards the town of Oasis, but asks that she does not chase them. Things won’t go well for her if she pursues them.

Marina decides to go regardless. Robert is disappointed, but won’t try to stop her. He asks that at the very least, Gruss accompanies her.

Gotta go back to tiress to get to oasis

**Chapter 1: Trial of Spirit**

*TIRESS*

On their way through the city, the party is ambushed by two Larvas

Things are looking bad, but suddenly Ash swoops in! The three of you kick some butt.

Ash joins the party for *REASONS?!!?*

*TRAIN TUNNELS*

Can’t ride because there are guards looking for you, have to go through the tunnels on foot

In reality an ancient labyrinth

*STATION*

*OASIS*

A middle-eastern flavored city deep in the heart of the desert

This place has some problems. You might need to help them…

Earthquakes??

*SPIRIT PEAK*

A place with a dark history… The abandoned ruins of a once great civilization

The Inquisitors are here. Follow them for a bit until you get the chance to ambush them.

Eavesdropping, you learn that the Inquisitors were sent here to find something.

Eventually, Marina makes the first move. These guys are absurdly difficult, you lose. However, the commotion causes a small earthquake, and the party tumbles into a chasm.

They wake up in an underground mine of some sort. At the end is an elevator leading to the peak

Here the party faces the Necromancer

Boss: Necromancer

Prize: Amethyst Orb

What is this orb thing?? It seems… special? Maybe Robert will know something?

**Chapter 2: aaa**

*TIRESS*

Return to Tiress, catch the train to Midsworth

*MIDSWORTH*

Talk to Robert about the orb

He’s not entirely sure what it is, but feels that it was important that you got it before the inquisitors.

He wants you to take it to Howgard and show it to a friend he has there. Maybe he’ll know something.

*HOWGARD*

An ancient castle town made of marble stone. The people here live life as close to the old ways as the Grand Council will allow.

Lately, a strange monster has been showing up at night, killing people who remain out after dark.

You arrive at the friend’s house, only to find that he was found murdered last night. The locals blame it on *The Hunter*

*SOMETHING……….*

Eventually,

U overhear the inquisitors somewhere, they discuss the fact that Marina got the orb from the Mountain, and because of that it’s likely that she’ll be headed to the forest basilica next. Their mission is to stop Marina. (The hunter is involved in this too?)

If the orb is this important, maybe you should head to the basilica?

*FOREST + BASILICA*

The party must travel through a thick forest to reach the Basilica where the Emerald Orb is kept.

The Hunter pursues you.

Boss: Statue of Trial

Prize: Emerald Orb

*TIRESS*

**Chapter 3: Something Horrible**

*MIDSWORTH*

Go chat up Robert, idfk

*WENTALL*

Much of Wentall found burned to the ground. Marek responsible?

*LAKE*

Party chases the Inquisitors to the shore of the lake

Behind the waterfall is the entrance to a series of tunnels leading down to the lake bed

In a large basin-like chamber, you catch up with the Inquisitors

Masa is upset with Marek’s wanton destruction, confronts him.

There’s a shouting match, finally they engage in a brief scuffle before Marek electrocutes Masa

Masa dies from his injuries.

The party jumps into the room, challenging Marek

Emi tries in vain to revive Masa as the party battles Marek and Ruuno

You win, and Marek and Ruuno retreat. However, Ruuno punches the wall, causing a rockslide. The party and Emi are trapped underground

Emi, distraught, claws at the rocks. They won’t budge. Marina reaches out to her.

The group buries Masa, and decide to rest for a while.

Emi reluctantly agrees to join you in trying to find a way out.

Proceeding a bit deeper into the cavern, the party finds a shaft filled with water. They dive in [BREATHING APPARATUSES??]

Swim the depths of the underwater cavern, at the bottom awaits…

Boss: The Colossal Squid

Prize: Sapphire Orb

The party finds an exit and returns to the surface

**Chapter 4: aaa**

*TIRESS*

More monsters! Bigger this time

*MOUNTAIN CORE*

Boss: Magma Wyrm

Prize: Ruby Orb

Marek steals the orb after you win it, you give chase through to the other side of the caverns

*SWAMP*

Icky. Nobody lives on this part of the island, or so it is said. However, the party eventually finds themselves in some sort of:

*FACILITY*

The Invader’s original crash landing site, transformed into a mecca of the Grand Council’s technological advances. Spooky as hell.

While tailing Marek, the truth about Marina and his origins is revealed, but not expounded upon.

Learn truth of the monster attacks in Tiress, actually a government project to build a colossal, bio-engineered super weapon.

Fight against the rival party. Marek reveals some sort of grotesque final weapon that’s been grafted to his body. You win, finally taking back the orb. A self-destruct sequence is activated within the factory. Given the chance to kill Marek and avenge her family, Marina decides to spare him and save her teammates from a fiery explosion.

The team is successful but their resolve is shaken to its limits.

**Chapter 5: a finale of sorts**

*MIDSWORTH*

Get some god damned answers from Robert.

He explains that while indeed Marina was a clone designed to wield Sound Mage powers, the test was a failure. Marina’s powers were actually given to her because she was a worthy vessel regardless of her origin.

Robert reveals more shit tooooooo

Robert uses the last of his strength to merge the four orbs into the hilt of the legendary Blade of Prophecy, bequeathing it to Marina. He passes quietly from this world, surrounded by people he loves.

*TIRESS*

Friggin kaiju in the streets

*TIRESS CAPITOL BUILDING*

The final battle begins…..

Storm the capitol building

Final battle with god-form High Consul, do unexpected things.

Consul fights with Light Magic, incredibly powerful.

NO OUTSIDE HELP OF ANY FORM. HELPLESS.

Unwinnable at first, team wiped out in a matter of turns.

Something happens, Marina revived (sheer force of will?)

Marina and High Consul mano a mano for a bit, Marina refusing to go down

Needs to heal entire team eventually??

**TRI-F BATTLE SYSTEM**

MAKE FIGHTS CRAZZY :O

Battles should be **fast**, **fluid** and **frantic**. It’s a sort of quick-paced, snappy battle system that feels like an extension of the overworld, rather than an interruption of it.

No lengthy animations or elaborate attack descriptions.

An ATB-ish system (active time battle) will be used to determine turn order.

Based on a character’s speed, their bar will fill up over time. Once full, the character is able to take a turn. Certain enemy attacks take some off the bar, while your own critical hits add to it. Defeating an enemy also gives this bar a boost.

Once the bar fills up, it will give you a turn and reset, starting to fill up again. This way turns can be stockpiled, as to be used all at once. Maybe gives a buff of sorts to these attacks???????? No????

Menus snappy and quick to navigate

3x3 grid for menu options?

[Each spell type is essentially a folder, selecting one lets you choose the level of the spell. The cursor automatically jumps to the strongest level]

Spell Critical Hits adding on bonus effects/buffs/debuffs

Pressing left and right allows you to cycle through characters with full bars

RANDOM NOTES:

Orbs, once obtained, can be used in battle, much like the Crystal Stars from Paper Mario: TTYD. One orb power can be used every time the orb meter recharges. Any character can access these powers from the Misc. menu.

Completing the Blade of Prophecy cuts the number of recharge turns needed in half

AMETHYST: Speeds up bar refilling for a few turns

EMERALD: Heals all characters by a good amount

SAPPHIRE: Surrounds all characters in a powerful shield

RUBY: Attacks all foes with a tremendous blast

Enemies will occasionally drop perks in battle such as HP MAX, EXTRA MONEY, or ATTACK AGAIN, to spice shit up

With each level up, the characters will earn points that can be applied directly to a character’s base stats. This is sort of like EV training in Pokemon, allowing players to focus character’s stat growth however they please